



Dragons rioting Version 1

Welcome Jumper to a land of Martial Arts and Comedy. This realm's story follows that of a young man named Rintaro. A boy who at a young age learned that he suffered a deadly disease. This Disease, Known as Henisei Tashu Ijou Syndrome (also known as Hentai Syndrome), would cause his heart to speed up and kill him if he gets aroused. To combat This his father took him to a secluded place to train him to control his body and mind for ten years. Following this he chose to enroll in Nangokuren High, a school full of martial artists, assuming it was an all boy school... He was wrong for it was a former all-girl school that became co-ed this year. You, jumper, will be placed at the foot of the mountain that holds this great school and tasked with finding your own way up. Your benefactor has you arriving a day before Rintaro climbs the mountain and starts school. You will be here for ten years or until you finish school, your choice.

To help you survive here are 1000 Choice Points. Good luck and don't die Jumper!

Origins: There is no real origin here. You can decide if you start with memories from a previous life here or as a Drop-in. The choice is yours. For this jump you may decide what your gender is but age is mandatory 15 or 16 (freshmen age).

Perks: (Two 100 cp can be taken for free, 2 perks of the 200 and 400 tiers and 1 perk of 600)(**Ryūha Koei Sōgetsu can not be discounted**)

Free:

Tsuyoshi Watanabe Style - You may choose at the start of any jump to have the style changed to be similar to that of Tsuyoshi Watanabe. This will increase the general attractiveness of the applied setting and it's beings\people. As a bonus all fighting will be in anime style though this part can be toggleable.

100 cp Perks-

Fighter's Physique - Your body must be chiseled from stone! Your strength and agility are set to peak levels. If already at peak, or above from a previous perk, this will double your strength, agility, stamina, and endurance.

Martial Art Knowledge - You have knowledge and skill of one known martial art at an intermediate level. This can be purchased again to learn more than one martial art or to increase your level of knowledge\skill to a master and again for grand master level. (No Maximum Purchases and you start with one purchase free unrelated to your discounts)

Non-Focus control- Congrats jumper you have gained immense strength previously. But oh no! Now you can not control your strength. Every teacup breaks in your hand and everytime you shut a door the building collapses. What are you going to do! Well worry not Jumper! With this perk you'll never have to worry about that happening again. Your strength will forever be under your control. You will subconsciously only ever use the strength you'll want or perhaps need for a given situation... Well unless you want to add more pressure or strength. (This perk does not add strength but gives one the means to control theirs)(**For an additional undiscounted 100 cp This perk can be applied to other powers and perks other than Physical strength. Allowing you to control a power to at least the level of not doing harm.**)

Ecchi Life! - With this perk the world around you will work to constantly put you in ecchi situations. Maybe a wind will blow flipping skirts or there will be a mass swimsuit malfunction at the beach you are visiting. This works in fights as well. An opponent may dodge your fist but find all their buttons ripped out or your uppercut may also get caught on their shirt/bra and rip it off with the punch still landing.

Weapon Training- The more specialized version of Martial Art Knowledge. With each purchase of this perk increases your skill with a single weapon up to a grandmaster level. When combined with Martial Art knowledge this will increase your skill with this weapon to world class level, making you one of the best in this world. (**note you can not pick a generic term like blade but a specific weapon like Katana or Poleaxe**) (**can be purchase multiple times**) (**For an additional undiscounted 50 cp This will enhance any learning when it comes to this weapon in future jumps**)

Looking For Relaxation- Whenever you want to relax you'll always find a peaceful location. Nothing will disturb you when you are relaxing in these locations... Though sometimes these locations seem to provide an excellent chance to peep.

General Education- This Perk gives you the Knowledge needed to pass all your classes. This knowledge will only be that of a general highschool. **For an additional undiscounted 100 cp this can provide the Knowledge of up to an associate in one field.**

200 cp Perks-

Matrix Bullet Time Panty Shot Evasion- What is that girl's panties exposed! Ack! My Heart! With this when something is shown that you do not want to see then you can pull off an abnormal dodging technique, usually named as a reference like matrix or JOJO. What, you don't want to dodge panty shots? You want to dodge projectiles and attacks? Find then, spoiled sport... You can use Rintaro's odd pantylecchi techniques to help avoid being hit. This will allow you to use these odd dodge techniques to avoid being hit once per fight. This does have it's limits based on the move like the Matrix bullet will can not dodge a nuclear bomb but can dodge bullets.

Nabgokuren High's First Rule: Abide the laws of nature- The schoolground is a warzone jumper and only the strong survive. Strength is respected and with the purchase of this perk any one you defeat will be forced to respect your strength. This will make it easier to gain followers that respect strength but be warned this also can increase the chance of enemies and rivals forming.

God's Hand of the Culinary Arts, the Iron Chef- Rintarō remakes the awful bento that Rurina creates into a delicious meal with a single slice of a knife. The meal is called the Island of Peace and Harmony, which is basically a cake-like delicacy. Now with but a slice of your hand you can make even garbage into a nutritious and delicious meal.

Eagle Eye- Misa is quite adept at archery being to notch and shoot multiple arrows at the same time. As a sharpshooter in archery, Misa can accurately target and shoot three pudding cups while in the air from a far distance without any difficulties. You now gain her sharpshooting skills and amazing eyesight.

Ridiculous Bets!- Like how Meru was able to get Kako to wear an eye patch for a year after she lost, you now can make someone do something when they lose a match after you. This match can be anything from gaming to fighting. You can not make someone an permanent slave or to harm themselves but you can make them be a maid for a year or dress ridiculous. Who knows, maybe they'll like it.

400 cp Perks-

Nihon Buyou-Kyōka's family are experts in the Japanese Traditional Dance, which she incorporates into her fighting style. As a result, she has total control over her leg and arm muscles. Her footwork allows her to easily glide over short distances in an instant. Since Rintarō was initially unfamiliar with the dance style, he was unable to read her movements at first. You too now gain this graceful swiftness. As an added bonus you now are a master of traditional Japanese dance and can incorporate any dance moves into a fighting style. This makes any unfamiliar with the dances unable to predict your moves. This also has a 3x boost to hand-eye-foot coordination and distance management.

Animal Taming- Like Erin with her crows you have the ability to train animals for various uses. Erin uses this for transportation and intelligence gathering. She can have them attack people or make a line in the air to hop from one to another. With the purchase of this I'll throw in not just the ability to train animals but a small group of already trained one (think a pack of 6-8). These can be crows, wolves, or anything else. Pick one animal to have a special affinity for. These animals are trained easier and can understand you and your intentions better. **For each additional 100 cp you can pick another animal for an affinity.**

Gachimuchi Syndrome- Marokichi like Rintaro suffers from a rare disease brought on by arousal. Unlike Rintaro his could provide a sort of benefit. When sexually aroused, his body gains extra muscle-mass, causing him to bulk up into a gigantic behemoth. With the added mass, he gains superhuman strength and endurance, allowing him to shrug off Ayane's punches with apparently no effect. Despite his large size, he's actually fast enough to outmaneuver Ayane, the Dragon of Speed. This sort of makes him a slightly weaker but faster Hulk. But The downside to this disease is the fact that he loses all reason and becomes extremely difficult to control. (The downside disappears after this jump)(It is not known if Marokichi knew **Ryūha Koei Sōgetsu** if he could control himself. For the stake of this jump if you buy **Ryūha Koei Sōgetsu** I'll allow you to negate the downside)

Master!- Those you decided to teach or take as a disciple learn 3x as fast and can get 3x as strong/fast. Their gains also never affect their bodies, (unless they and you want them to). They can gain hulk-like strength but still have the outward appearance and body of a supermodel! Furthermore, if you use anime training styles this boost is doubled. Climb up a waterfall, hop from tree to tree while fighting, or even mediating on a pole. The training will only affect what it will normally affect though. So no mediating to gain strength or pushups to increase the mind. This works with "Animal Taming" as animals you are training or taming will get this boost. This only affects those you train and not yourself.

600 cp Perks-

Dragon - To be a dragon is to be amongst the top fighters of the school. Each specializing in either speed technique, or power. With the purchase of this perk you gain the charisma and leadership skills needed to gain a following/fraction. This also further increases your skill, techniques, speed, and strength by an additional 3x, stacks with previous perks. Going further

you can also pick a specialization from speed, technique/skill, and power. From your specialization you gain an additional 10x bonus that stacks with the previous 3x. This bonus is focused on your specialization. Speed will give you the 10x bonus in speed, agility, and reflexes. Power will give your 10x bonus to Strength, Endurance, and toughness. Technique/Skill will give you the 10x bonus in Endurance, agility, and reflexes. You also become temporarily stronger when you have an idea you follow or something to fight for.

Meru style- Meru's fighting style has been noted to take influence from games. This perk allows you to learn fighting (and other physical) techniques and styles from playing video games. This does not extend to powers or abilities but rather martial or physical techniques like Ryu from street fighter's techniques and combos. Buy a dragon ball game and learn goku's fighting style or get a one piece game and learn the 3-sword style! The sky's the limit. And yes cooking and dancing counts as physical techniques. This has the added benefit of making you more dexterous, especially with your fingers.

1000 CP Perk (Undiscounted)-

Ryūha Koei Sōgetsu- a specialised technique used by Rintaro and presumably his father, which allows for the utilisation of the body's maximum potential and enables Rintaro to employ several high-level techniques in order to avoid becoming sexually aroused. The true purpose of this technique is to achieve a clear mind, and a silent and serene heart. This Focuses on a few Key Techniques or "ways". This perk can make it where the user can calm their mind and heart making it easy to focus on any given task. This will increase the speed, skill, and efficiency of any task or skill used when activated. You can also choose to turn-off your emotions and make only logical decisions. Your endurance is also increased and you can temporarily turn-off your pain sensors. If that was not enough This also comes with all the techniques associated with this martial art. **(In the notes you will find a link to the wiki for this martial art have all the skills and techniques as well as a list of the greatest or most useful)**

Items:

You may take 1 item of each tier at a discount with discounted 100 cp items being free.

School Uniform (Free)- You gain a generic school outfit for Nangokuren. Beware as these rip easily!

Legal Tender (100 cp)- This is the generic money item! After all, how can we drop you here without offering you a way to pay for stuff you want or need?! With each purchase of this you will be given the equivalent of \$100,000. Note these are one time payments.

Jumper's Chronicles (100 cp)- You gain a manga drawn by Tsuyoshi Watanabe based on your adventures. After every jump a new one will be added to your collection. This can be purchased multiple times to increase the copies of your collection.

Dragon's Merchandise (100 cp)- Get a big collection of posters, manga, art, cosplay, and action figures based on Dragons Rioting.

Meru's Gaming Stash (200 cp)- Meru loved games so much that she kept multiple systems on her at all times. You now have a collection of portable gaming systems from top developers. This includes a PSP and a DS as well as a collection of games. If you are willing to pay an extra 100 cp you can get your Jumper Chronicles in a game version as well.

Dragon Strength Gear (200 cp)- Every dragon has a piece of gear they use. Rather this is combat gloves, brass knuckles, or even an intricate sword. This gear is tougher than most and unbreakable. This makes this gear able to handle any level of strength.

Ren's Dual Headed Broadsword (200 cp)- A dual-headed blade that has a secret department which ren's uses for spare clothes. Though you can use it to store whatever you want. This blade can also be used as a form of transformation and glides away.

Jumper's Flag (200 cp)- This is an unbreakable flagpole with a flag emblazoned with any symbol of the Jumper's choice. The flagpole has a sharp tip that can be used as a lance or spear. This also strengthens any followers that follow you into a fight when carrying.

Jumper's Arcade (400 cp)(discounted with "Meru Style")- Like the arcade where Rintaro met Meru you now own your very own arcade filled with many games from shooter games to claw machines. This works to generate revenue and provide a place for relaxation. Who knows maybe some can find another use for all these games! It gets new games each jump based on the games available in the jump. (If you bought Meru style and use your 400 cp discount on this item it's price drops to 100 cp)

Jumper's Training Ground (400 cp)- You have gained a massive piece of land equaling 1,000 hectares. This land is full of nature and ways to train. There are waterfalls, hot springs, ponds, jungles and forests, and even a desert. Any type of training you can think of in nature you will find here. There are also wild beasts that seem unnaturally strong and big for their species. These beasts will be willing to help you train and are loyal to your commands. You and other training here gain a 3x boost with training gains. This stacks with the perk "Master!". **(You can buy this as many times as you want for an additional 200 cp to double the size with each purchase)**

Jumper's Clan(600cp)- You now have a clan of roughly 600 powerful martial artists. They are loyal and can never betray you. They are mind control proof as well. This comes with a massive clan compound, 500 acres, that is hidden from the world and filled with anything needed to train. This also comes with a fully stocked army filled with weapons like swords and armours.

Jumper's School (600 cp)- You now have inherited a school similar to Nabgokuren High. This school sits on top of a mountain and is wide enough to hold multiple builds, sport fields, and diverse training grounds. This school inserts itself into and recruits from your current jump as well as gaining a reputation of spitting out powerful warriors. Students attending this school will

feel a loyalty to you develop. You can also send companions to this school as well to further train them.

Companions-

Imported (100 cp each)- You can import any companion for 100 cp to be a student with you. They will get 600 cp to spend with the floating discounts but can not take any companions, drawbacks, or items.

Canon Companions (Free)- You can take anyone as a companion as long as they agree.

Dragon's Fraction (300 cp)- You gain a group of loyal and skilled martial art followers. They can be any gender you like but are attractive either way. This group is 100 strong with 10 from this group being beyond average dragons' rioting strength. 2 will be your right and left-hands with strength as strong as the co-vice leaders of Ryozenpaku (ayane's group). This can be purchased up to three times doubling the size each time, (100, 200, 400). These do not count as companions and can be imported for free into future jumps.

Stalker (100 cp)- It seems as if you have a secret admirer. This is an attractive person of the gender you are into who will follow you and help out when you need it or ask... Just beware... She is always there. They are skilled and powerful and can be imported into future jumps for free.

Disciple! (100cp)- An attractive member of the gender you're interested in just took interest in you! Rather you saved them or they just got a look at your skill and awesomeness they have declared themselves your disciple and you their master. They are very powerful and skilled and like stalker can be imported into future jumps for free.

Hamtaro! (Free)- You now have a loyal pet hamster with any color of your choice... even red or green. They don't do much but they are cute and can grab things for you. They also like to sleep on breast so if you have some or a female follower they might use them for a nap.

Right-Hand (Wo)Man (100 cp)- This person has declared themselves your second. Rather this was because of your strength, love, or something you did. You now have a second in command with unbreakable loyalty willing to follow you into hell and back. Their strength and skill are just under that of the dragons but under your leadership, assuming you can teach, their skills and strength could skyrocket.

Drawbacks-

Fugly (+100 cp)- You are one Fugly Mother! Member of both sex are repulse by your very prence. You can make one vomit with a smile... Please wear a bag on your head, you ulgy warrior you.

Aura of The Pervert (+100 cp)- YOU PIG! Now you will always have a creepy and pervert aura around you, at least for this Jump. No matter if you are eating or just taking a walk people will get creeped out from your aura and assume that you are up to no pervy good. Careful as this may anger a few people. Even if you save someone they may not be thankful as they assume you are up to something. If you get into an ecchi situation there will be no talking your way out.

Difficulty Setting (+100 cp, 200 cp, 300 cp, 400 cp)- You can choose to increase the difficulty of this setting. At 100 cp every person in the series has double strength, speed, and skill(abilities) and are more willing to go for the kill. At 200 cp every person has a 5x increase to strength, speed, and skill(abilities) and will go for the kill if possible or needed. At 10x increase to strength, speed, and skill(abilities) and will always go for the kill. At 400 cp we have the, "DON'T DO IT YOU'LL DIE!!!!" option where everyone in jump will be boosted to 100x strength, speed, and skill(abilities) and if you get in a fight with them they will not hesitate to end you. This option is mainly for people further along their chain that wants to increase the challenge and not make this easy. This drawback can be used in future jumps to provide cp and difficulty.

Warehouse Lockout (+200 cp)- You no longer have access to any of your items or warehouse for the period of this jump. All you will have on you is documentation and what you bought here.

Perk No More (+200 cp)- You no longer have access to any of your previous perks or abilities. All you will have is any option purchase in this jump.

Saizō Wrath (+200 cp)- For one reason or another you have entered Saizō's kill list. A powerful member of the Asahina Clan who believes power is everything and wants to subdue those weaker than him beneath his feet. One of the most powerful characters in the jump and also has people he may send after you if he doesn't do the deed himself.

Dragon's Claws (+150 cp, 200 cp, 300 cp)- One of the dragons wants you dead. For 150cp This is Ayane and her followers or Rintaro, for 200cp this is either Kyoka, Ren, Rino, or Meru. At 300 Cp all of the current Dragons (Rino, Kyoka, and Ayane) want you dead. Careful as that is almost the full school as their followers will be after you as well.

Henisei Tashu Ijō Syndrome/Hentai Syndrome (+300 cp)- an extremely rare disease that causes the heart to be placed under immense stress if the carrier becomes sexually aroused. Due to the limited amount of medical knowledge on the topic, the only way to avoid the disease's lethal effects is to live a life without sexual stimuli. Even rintaro has trouble handling his disease even with **Ryūha Koei Sōgetsu. Cannot be cured with anything from outside this jump or from any previous perk.**(Difficult for a setting with a lot of attractive warriors)

Notes:

(Ryūha Koei Sōgetsu: You can use the link to the wiki for more information on the techniques gained from this perk but I have also provided a list of techniques that are it's greatest or most useful below.

https://dragonsrioting.fandom.com/wiki/Ry%C5%ABha_Koei_S%C5%8Dgetsu

Kogaku no Gyō- By utilizing the body's physical strength, the user can use techniques powerful enough to reshape the environment around them. Out of all the Ways, this is quite possibly the most destructive. So far, Rintaro has yet to use these techniques on a living opponent.

Techniques

Gōhō Hagan (轟崩破巖, lit. Destructive Roar Collapsing Crag): By slamming the ground directly beneath themselves, the user is capable of uplifting two walls of earth on either side of themselves, forming a corridor of stone. These walls aren't very durable, however, as they were easily demolished by Kyōka, somebody of Dragon level. This technique was first shown when Rintaro stopped the fight between Kyōka and Ayane.[1] Ayane would later use a variation of this technique against a berserk Marokichi.

Gōhō Gadan (轟崩牙斷, lit. Destructive Roar of the Cleaving Fang): By focusing as much of his physical might into his arms(drastically increasing the power in his strikes) outstretching his hands and then strikes at the designated area. The force of the blow is strong enough to completely fracture a cliff off a mountain, but using this technique can damage the user's body, as Rintaro injures his arms because of the technique's power.

Mana Human Cannon (, lit. '): By slamming the ground beneath him, the user is capable of uplifting the earth into a forming a catapult launching himself into the air.

Jakuyoku no Gyō-it uses the strength of the user's arms to employ its techniques, however rather than causing direct damage, this style focuses on balance and non-damaging techniques.

Techniques

Chōyō Shishi (鳥様枝止, lit. Bird Style Branch Keep): A simple balancing technique, Rintaro first used this move during his time as a middle-school student to avoid being trapped between two groups of women. By holding onto the underside of a bridge, Rintaro was able to suspend himself horizontally, seemingly without effort.

Tenpū Gayoku (天風雅翼, lit. Heavenly Winds of the Elegant Wings): By grabbing his opponents in between his index and middle finger, Rintaro spins in a spiral motion while tossing them away. This technique is powerful enough to generate a tornado, and despite not damaging his opponents, the resulting wind is still strong enough to rip the clothes from their bodies.

Shōfū Sōheki (障風層壁, lit. Layered Wall of Colliding Winds): By calming his mind and concentrating the aura of the surroundings he is able to create a wall of winds around him which seem like they are colliding with each other.

Tenpa Shōjin (天霸翔刃, lit. Heaven Lord Rising Blade): This technique mimics the samurai method of quick-drawing the sword and striking at the target, also known as laido. Using one's hand, he is able to deliver an extremely fast and powerful strike. It's only drawbacks are that it is an all-or-nothing attack, (meaning that Rintaro is left wide open if the attack fails), and that his footing must be stable to deliver the full force of the attack. This technique failed against Kyōka due to the fact that he slipped on a puddle of water but the sheer potential damage it would have caused to an opponent would have been more severe if he did successfully hit, as shown when her obi and several of her garments started to rip and a large gash cut horizontally in her navel.

Byakkon Seikai (白金世界, lit. Platinum World): Rintaro lets loose with a high-speed flurry of punches that mimics the fast beating of wings. The speed is so high that the normal human eye cannot catch each strike. This is an all-out attack.

Tatsumaki Enpū Kyaku (竜巻燕風脚, lit. Tornado Swallow Wind Kick):

Woodman (岩男貳敵ウツドマン; Uddoman; lit. "Rock Man Two Enemy "): Rintaro quickly jumps up between two thick leaf trees and proceeds to rapidly grab and throw the leaves at one or more naked women until they're completely encroached in tree leaves. The technique name is a reference to Mega Man 2. (Can make the leaves sharp like shuriken).

Rōsen no Gyō- This technique utilizes the user's powerful leg strength to increase mobility and use several attacks. Like the wolf, the user can also enhance one's sense of smell.

Techniques

Raihyō Sōku (雷漂走駆, lit. Swift Free Run): A technique that increases the user's mobility, Rintaro first used it to escape from his classroom after the session was over. Ayane noted that he was moving so fast that the other students didn't even notice him before she herself lost track of his position.

Gansai Suida(岩砕水雫, lit. Stone Breaking Water Droplets): Taking advantage of any large amount of water present, the user kicks the water with enough strength and accuracy that the

individual droplets hit the opponent's vital areas, rendering them incapable of movement.

Rintaro displayed enough skill with this technique to hit both Keiko and Makoto simultaneously. At the same time however, these droplets also hit several water pipes causing them to be destroyed, showing considerable power in the technique.

Spider (巣端隠駄): A simple mobility technique, the user is able to position themselves in the corner of a room's ceiling to avoid detection. By using his hands and feet and pressing them equally against the surfaces of the two walls, he is able to seemingly stick to them like a spider. Rintaro first used this technique to avoid Ayane, Keiko and Makoto in his bedroom.

Bat: A variation of the Spider move in which he just uses his feet to hang upside-down from a ceiling or from a tree limb.

Raijin Raijin (雷神来迅, lit. Swift Approach of the Lightning God): The "ultimate form" of Rōsen no Gyō, it allows the user to move with enough speed to dodge lightning bolts. Rintaro makes use of this technique during the Bakugyaku Festival to allow him and Kyouka to dodge a lightning bolt that strikes the stage on which they are standing.

Hyadain (某音楽家, lit. Some Musician): A technique that allows the user to cast a magical wave to completely freeze masses of water. Actually a technique in Rintaro's imagination but after this jump becomes an actual technique. A reference to the Kacrack spell from Dragon Quest game series.

Shūkyū Futsuka (臭嗅払香, lit. Odor-Sniffing Scent Selector): Though somewhat disgusting, by shoving a small sample up his nose and inhaling deeply, Rintaro can actually track a subject by scent, much like a hunting dog or wolf.

Gansai Shūda (岩砕蹴弾, lit. Rock-Crushing Bullet Kick): An extremely destructive kick which can completely slice through a building in an instant.

Nagareboshi Ginga(流星銀河, lit. Galactic Meteor): Rintaro rolls himself like a meteor coming down and releases a devastating punch that can knock a powerful bear like a forest demon-head sexy helmet through multiple trees.

Yakuto no Gyō- This method focuses on the sensory perception of hearing, particularly that of a rabbit that is on the lookout for predators. Rintaro is also able to put on quick bursts of speed like a rabbit to avoid being caught.

Techniques

Jichō Kachō (耳超過聴): By shutting down all of his senses other than hearing, The Jumper becomes incredibly sensitive to sound which results in a sonar image of his surroundings forming in his mind. Using this technique, Rintaro was able to uncover a secret entrance to Asuna's hideout.

A Wild Rabbit Appears (生命を狩り獲る邪兎出現, Inochi wo Karitoru Jabbito Shutsugen.): In order to avoid looking up Ayane's skirt while she was climbing a cliff, Rintaro employs an incredibly fast burst of speed, allowing him to ascend a sheer rock wall almost instantaneously.

Itō Maki Maki (射闘慎巻イートーマキマキ, lit. Shining Battling Modest Winding): Using a series of intricate motions, Rintaro is able to knit and create clothing from separate strands of twine, threads or whatever material is on hand.

Jinen no Gyō- This technique utilizes the user's powerful leg strength to increase mobility and flexibility, much like that of an ape.

Techniques

Senkū Chōha (閃空跳羽, lit. Flying Feather of The Open Skies): A technique that utilizes the user's leg strength allowing them to swiftly jump from wall-to-wall and reach great heights.

See No Evil: A technique where the jumper waves their hand in front of their face to block his view. This technique was first used to shield his sight from seeing Meru's underwear.

Apron (衣達人乱えぷろん, lit. Clothing Expert Revolt): By quickly countering the opponents kick he is able to coil himself around his opponents opening and tie his shirt on the enemy to make it look like she is wearing an apron. (can be use for bondage and incapacitation)

Konohagakure (木ノ葉隠霊, lit. Spirit Hidden in Leaves): A evasive technique where Rintaro quickly jumps up to stick his head into a tree with thick leaves to avoid seeing Ayane and Rurina's naked bodies when they were bathing. This technique's name and what's involved in it is a pun on the name of the Hidden Leaf Village of the Naruto series. (For this perk it allows one to camouflage with nature)

Rokusaburo Michiba

Jakotsu no Gyō- By altering the muscles system, the user is able to utilize extreme reflexes and balance. The body is able to contort in various ways, allowing the user to slip through tight spaces or across any terrain, much like a snake.

Techniques

Slimy Slither (守裸移霧): An evasion technique which allows Rintaro to quickly slip out of his necktie when Rino got too close and grabbed it.

Jinshō Shippa (刃翔疾波, lit. Rapid Waves of Soaring Blade): By altering the leg's muscles, the user is able to rapidly move across any surface (Rintaro was able to cross a freshly waxed floor without slipping). This also allows the user to maintain his balance and equilibrium. In Rintaro's case, he could balance four stacks of plates without dropping one.

Sōkyoku Wanshō (双極腕衝, lit. Double-Ended Piercing Technique): An evasion technique where Rintaro extends his arm and spins around to dig underground in a straight line with great force and speed. Ren compares this to being like an earthworm.

Juso no Gyō- is one of the Ways of Ryūha Koei Sōgetsu.

Techniques

Amayo Jingo (雨夜陣五): Though it is unclear how he accomplishes this, Rintaro is able to produce a kind of sticky mucus from his body, allowing him to adhere to walls and ceilings and slither across them like a slug. Kyouka finds this move to be quite creepy. The technique name is a reference to the character Jingoro Amayo from manga and anime series Basilisk. Now you too can do this. Go slither to victory!

Ishin Denshin (Progressive Transmission of the Menacing Quake): Rintaro slams his hand on the wall, which causes a shock wave that travels through the wall to the windows and opens them.

Muka Chakka Inferno (ムカ着火インフェルノ, lit. Irritated Ignition Inferno): By vigorously rubbing his palms together, Rintaro can create an intense burst of heat which can immediately dry soaking wet clothing in an instant. He does this to avoid looking at Ayane's sweat-covered body. As you are paying CP for this I'll allow you to be able to cause minor burns but beware this does not offer resistance to that heat.

Yuka Stone (床ストーン, lit. Floor Stone): By slamming his palm on the floor, he can actually make a section of it drop down to a lower level.

Gōgyo no Gyō- This method uses specialized swimming and underwater techniques. (This and Minyō no Gyō are paired together for the price of one)

Techniques

Suihei Shachi(水平遮馳, lit. Rapid Surface Break): To save himself and Marokichi from being sucked into a hole in the school swimming pool, Rintarō is able to propel himself upward like a fish leaping out of the water, (or like a sub-launched Polaris missile). The sudden acceleration is so great, he's able to carry a person out of the water and land on the roof of a building several stories high.

JieJieJie (能年海女じえじえじえ, lit. Noh Year Woman Shell Diver): To avoid looking at the naked girls at a hot spring, Rintarō completely submerges himself and glides through the water undetected with his eyes closed. With this you'll be given the ability to sense movement in the water to navigate and stronger lungs to hold your breath.

Minyō no Gyō-This allows the user to maneuver multiple objects simultaneously. (This is paired with Gōgyo no Gyō for the price of one.

Techniques

Shichaku Shitsu (視適思即, lit.): By slamming his hands and feet hard on a tiled floor, Rintaro is able to send dozens of bricks flying into the air and have them pile themselves neatly into a makeshift wall. This was used to hide the half-naked Ren from sight. The name is a pun on the word 試着室 (Shichaku-shitsu) which means "Changing Room".

Gyūku no Gyō- This method gives the user the ability to control his breathing in both exhaling and inhaling. This also allows for immovability or resistance against attack.

Techniques

Gluttony (金髪少女ギャルソネ, Gyarusone, lit. Blond Girl): Rintaro is able to eat large amounts of food at a high rate, thereby distracting himself away from looking at Kyouka. Somehow, he is able to store all the food energy for later use, much like the four stomachs of a cow. Now you jumper can eat as much as you want and store the energy for later. Perfect for those stamina consuming attacks!

Fuufuu Pipe (風封肺浮, lit. Lung-Sealing Floating Wind): By taking an extremely deep breath, Rintaro can actually blow an object up to a high altitude with considerable control. So go forth and make a gale force wind!

Sumibi Gyūkaku(角弾牛角, lit. Bullet-Deflecting Bull Horns): Rintaro anchors himself by driving both legs into the ground. He then takes a stance and uses breathing exercises to prepare for impact. With one arm held up and one down in the shape of a knife edge, Rintaro is able to deflect a charging attack, regardless of speed, size or power. This will cause his opponent to absorb the full damage of the impact. This is similar to a marksman's trick of splitting a bullet in half using a knife's edge. Even Juggernaut better beware!

Chototsu no Gyō- This method deals with body blows. It also involves swift movements like that of a charging boar.

Techniques

Retsuzan Kongō (裂斬金剛, lit. Adamantine Rending Slash): Rintaro focuses his energy into a close-range body blow and slams into the side of his target. The result is a heavy impact, sending his opponent flying away and causing shockwaves powerful enough to rip up the surrounding ground.

Usain Bolt (超速雷電ウサインボルト, lit. Super Fast Thunder and Lightning): Rintaro uses all his might to charge straight out of Nangokuren High School's gymnasium when the principal dismisses everyone like a boar charging towards its food or escaping a predator. The technique name is a reference to Usain Bolt. As you're purchasing this I'll make this charge like Marvel's Juggernaut charge.

Rekka no Gyō -is one of the Ways of Ryūha Koei Sōgetsu. (Free with the purchase of Chototsu no Gyō.

Techniques

Rengoku Guren (煉獄紅蓮, lit. Purgatory Crimson Lotus): While using his Ultimate Skill form, Rintaro pulls his fist back before launching it at his opponent. Using it to counter Saizō's Spume of Darkness: Rend resulted in a large pillar of flames that burned several trees around them.)