

Shugo Chara! v1.1

By Sistercomplexkingpin



Introduction

In this world, an artifact called the Heart's Egg houses a Guardian Character who guides a person's dream. The Heart's Egg exists within every human's soul and is invisible to the naked eye. Only those with Guardian Characters of their own and pure-hearted people can see it.

The Easter Company, a powerful composite enterprise that has a hand in almost every industry in Japan, is making their move to find the Embryo, a legendary artifact that can grant any wish, one wish for each person in its presence, in order to find the Embryo, the Easter Company will corrupt a person's Heart's Egg into an X-Egg, which is a Heart's Egg of a person that gives up their dreams instead of pursuing them, the X-Eggs itself isn't that dangerous, only mischievous in nature, however when a person is continued to be burdened by worries and doubts, the X-Egg hatches into an X-Character, a corrupted version of a Guardian Character, X-Characters will attack anyone on sight, they would usually target their owner first if possible, X-Characters are dangerous and potentially life-threatening if left unchecked.

The Guardians are the student council of Seiyo Academy with powerful Guardian Characters that would secretly protect a person's Heart's Egg from harm and try to preserve them while also fighting against anyone trying to corrupt or harm them, you will be starting a week before Hinamori Amu's first Heart's Egg hatch into a Guardian Character, after which you will be staying in this world for ten years.

Take these +1000 Character Points as a welcoming gift into this world.

Location

**You can start at any location, or gain +100 CP to roll for your starting location.
Locations 1~5 takes place in the Kanto Region of Japan.**

1. Seiyō Academy:

A highly prestigious elementary school that looks like a large white castle, full of countless windows, small towers, and colorful stained glass, the academy is huge, with a large garden that houses the headquarters of the Guardians. The academy only has two major homerooms per grade, which are Class Star and Class Moon, the academy also provides many courses to its students, such as Math, Gym, Arts, Music, Home Economics, English, Japanese, etc.

2. Old Planetarium:

A mysterious planetarium that people unconsciously head to when they're feeling lost. Despite its old appearance, the inside of the planetarium is really well-maintained, and you can clearly see the stars at night in this planetarium. The Chairman of Seiyō Academy works here part-time and would sometimes help the people who wander here.

3. Ganko Ramen Shop:

This is a ramen shop that sells delicious ramen. The shop has a cozy atmosphere, and the staff is pretty nice. You can get different kinds of ramen with customizable toppings here. The famous model and singer Hoshina Utau frequent this restaurant when she has the time.

4. Abandoned Amusement Park:

An amusement park that is scheduled to be torn down in a few years, right now, it is pretty abandoned, all its facilities and rides are still functional, however, they only work for a short time after activation, this amusement park is a great place to hide out, or to take your date to have some fun, though watch out for a certain thieving cat boy, as he frequents this place regularly.

5. Easter Headquarters:

The main headquarters of Easter where their company president, Gozen, usually resides. From this place, the employees of Easter research numerous ways to corrupt a Heart's Egg into an X-Egg to find the Embryo, either by manipulation, machines, or music. The Gozen promises any employee who finds the Embryo and brings it to him an incredibly successful career, allowing them to reach the top of any industry of their choice.

6. Road of Stars:

A separate dimension comprises of stars and light that contains the memories of every being, this is the place that houses the Egg's Cradle, a location of various Guardian Characters that have disappeared and that have yet to be born, this dimension has the power to allow people to travel through time and space, although this is extremely difficult without a navigator.

If you rolled on this option, you may choose to start at any location within the jump.

Origins

Any origins can be taken as Drop-In. You would receive no additional memories from your background besides how to read, speak, and write Japanese fluently.

Wild Card:

You're a complete unknown, an uncounted variable, an outside factor. You have no background or any connection with anyone in this world. It's like you just suddenly appeared from thin air. For now, you're just another person in the faceless crowd. However, should you make your presence known, you're sure to make a great impact.

The Guardian:

You're a part of the student council of Seiyō Academy as a Guardian Apprentice, a candidate for one of the chairs in the student council, or the Joker's Chair should you own either the **Dumpty Key** or **Humpty Lock** items. As an elementary student, not only should you worry about your studies, but you'll also have to shoulder the burdens of being a part of the student council of such a large and prestigious school. You'll have your work cut out for you Jumper.

Free Spirit:

You're an independent contractor who has been in the industry since you were young, taking odd jobs or contracted work from various companies. However, your goals and interests don't always align with the people you work with, so you always play both sides when it suits you. By default, you're currently contracted to work for Easter, however, this can be changed to any other organization within this jump.

Employee of Easter:

You are one of the many employees currently working at Easter. You have been tasked with finding the Embryo by the company director, Hoshina Kazuomi, and bringing the Embryo to the company president, Gozen. The pay for working for Easter is very high, and the company offers many benefits for its employees, so quitting the company would be unwise, as Easter will try to shut down any business trying to go against Gozen's interest.

As a **Wild Card**, your age would remain the same as your last jump or your current age if this is your first jump. As **The Guardian**, your age is 8 +1d4. As a **Free Spirit**, your age is 12 +1d4, and as an **Employee of Easter**, your age is 20 +1d6, your gender remains the same as before, though both the age and gender can be changed for 50 CP.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being freebies.

General Perks

Shoujo Appearance (-100 CP):

You now possess an appearance that will make you the main character of a shoujo manga. While you're not a 10 out of 10, you're certainly very close. You can choose to be either beautiful, handsome, cute, sexy, or a mix of all those things; no matter what you look like before, you're certainly very pleasing to the eye now. No matter other people's preferences, you'll always appear attractive in their eyes.

Character Change (-200 CP):

A Character Guardian can grant a minor transformation to their owner that gives or greatly increases their ability to reach the goals that the Character Guardian was born from, such as giving a person terrible at drawing the ability to paint a beautiful portrait akin to a picture from a highly detailed camera, or provide a novice cook the ability to make a delicious full-course meal for six people under 30 minutes, they can also grant this transformation with other people. However, the effects of the transformation will be weakened as a result. This transformation will also change or add accessories to yourself, and gain a single weapon or tool that has a single special ability related to your dreams. For example, if you wish to be good at sports, you will gain a skateboard that can fly short distances if you wish to be free as a stray cat, you will be able to project phantom cat claws or a golden scepter that can project a force field if you wish to be a king. Usually, the Character Guardian or your emotions related to your dream are in control of you during this transformation. You will also automatically transform when you're exposed to certain emotions or words related to your dream. Your stamina powers this transformation.

With this perk, you'll gain total control of your Character Change, transforming when you like, not undergoing a Character Change even when you hear certain words or experience certain emotions, staying yourself and not influenced by your Character Guardian or emotions in any way, you don't even need to have your Character Guardian's permission or have them near you for the Character Change, and you can reject a Character Change from your Character Guardian as well, as a bonus you can stay in this transformation state as long as you like.

This also works on any transformation provided by beings that are connected / inside of you, such as having total control of your Hollowfication form (Bleach), forcing the activation of Baryon Mode (Naruto), or rejecting any unwanted transformation forced upon you.

Character Transformation (-400 CP):

A Character Transformation is when a Character Guardian fuses with their owner by returning into their egg and goes inside the owner's soul, fusing with their owner, changing their hairstyle and outfit to match similarly to the Character Guardian they fused with. This form has a

transformation sequence similar to that of a typical magical girl. During this sequence, you are utterly invincible from all attacks, this transformation is 120% more powerful than a Character Change, increasing a person's physical abilities significantly. You can switch transformations if you have more than one Character Guardian without ending the current transformation. You are the one in control in this fusion. However, the Character Guardian is still conscious, they can still communicate with you internally and watch your surroundings for you. The Character Guardian you fused with can control your actions for you if you permit them. However, they can still force you to do unwanted actions if they try hard enough.

This transformation also gives you various magical abilities related to your dream, such as healing wounds and repairing inanimate objects if your wish is to improve your domestic skills or using light and construct made of light to attack if your wish is to become a shining idol, the weapons, and tools you have been changed or greatly enhanced in this state, such as a pair of powerful claw gauntlets instead of phantom cat claws, a snowboard board that can fly indefinitely and faster than the short-distance skateboard, or giving you a set of magical cooking utensils with different abilities, this form consumes stamina to maintain, and while it is possible to perform a Character Transformation with another person's Character Guardian, it will be weaker and will drain your stamina faster than transforming with your own Character Guardian.

With this perk, you'll be able to perform a Character Transformation with any Character Guardian, the transformation will not be weakened, as well as being able to fuse with any being that is willing to be fused, achieving a Character Transformation with them, gaining abilities, weapons, and tools based on the powers of the being that fused with you, such as a sword that can use their ability, or being able to use their signature technique directly. You'll be able to choose the design of your Character Transformation or leave it as default, and you'll be able to stay in this transformation state as long as you like. As a bonus, any being fused with you can't undo the fusion themselves unless you want to unfuse, and you're always dominant in the fusions you perform, so they can't control your actions no matter how hard they try.

Romance Comedy (-600 CP):

Even though there is a lot of fighting and the threat of death is always present, no one ever suffers any severe injuries and it always works out for our pink-haired protagonist and her friends. Now with this perk, it will always work out for you too. You can now choose a genre at the start of each jump, such as rom-com, lewd, thriller, slice of life, etc.. The world itself will try its best to follow the genre that you choose, making it so that you can experience a slice of life during your stay in Warhammer 40k, or turning a jump where death and rape are in every corner into a heartwarming romance comedy with a happy ending, this perk works best when you're following the chosen genre, making sure no serious harm comes to you depending on the genre of your choice, however, if you actively break the genre, the perk's effect will weaken over time, until the world eventually returns to its default settings, once that happened, you'll only be able to gain this perk's effect again at the start of a new jump.

Wild Card Perks

Cool & Spicy (-100 CP):

You'll be able to put on a facade of your choice, either cool, calm, cold, sweet, etc., or a mix of them. The only person able to break your facade is you. You're still the same on the inside, and too many pent-up emotions can break your facade. Your fake front won't fool anyone if they see you without your facade too many times.

Hop, Step, Jump! (-200 CP):

You now possess a strong willpower that can push past any doubt and worries, you'll always have the motivation to pull through hard or impossible tasks, such as trying to take down a mega-corporation as an elementary student, you won't ever give in to despair, and you'll hop, step and jump towards the dream you seek no matter what.

Heart to Heart (-400 CP):

When you talk about your beliefs and motives in battle, you can make your opponent question their motives and life decisions each time you achieve a victory against them, however, this perk's strength is dependent on what type of battle you won against your opponent, and the willpower of your opponent. Winning a life-or-death battle with an opponent with an average amount of willpower will make them change their ways almost immediately, it will take several victories against an opponent with strong willpower to change their way. This perk applies to any type of victory, such as winning a board game, cooking competition, or wining in rock paper scissors, it won't be as effective as a duel to the death, but as long you convey your beliefs to them, you're sure to change that person, a little by little, for better or worst.

Starlit Road (-600 CP):

You have been touched by the Road of Stars, and it has changed you greatly, you will now be able to enter a dimension containing the memories of every single being, similar to the Road of Stars, the memories that this dimension contains depend on the jump you're in, no one else can enter this dimension besides you, and the person you invited in. Inside this dimension are various fragments of forgotten beings from the jump you're currently in. Once you've collected all the fragments of the being that are erased or can't sustain their existence, you can restore them to their pristine state, and maintain their existence as long as you want.

You'll also gain the ability to navigate any dimension, and easily locate any items inside, as well as enter and exit the dimension you're in with ease, you'll also be able to travel through time and space within this dimension once every jump.

The Guardian Perks

Ace's Chair (-100 CP):

You can now finish your school/housework twice as fast, you won't lose any energy or feel bored while doing it, allowing you to finish your class, finish your homework, and finish doing your chores, while still full of energy to fight corrupt monsters born from the heart, or have some fun with your friends.

Queen's Chair? (-200 CP):

The current Queen's Chair disguises their gender to pursue their dreams, now you will gain their abilities to hide their gender and then some. You now gain perfect mannerisms of the opposite gender as if you're born with it, your features and voice becoming lower; harsher or higher; softer, depending on your opposite gender, while you're wearing the clothing of the opposite gender, the puberty characteristics of your gender will be hidden, and any physical traits that might give your gender away will become hidden as well, even if you're only wearing swimming trunks or a bikini, no one will be able to figure out that you're in drag.

King's Chair (-400 CP):

You now have the charisma that can be compared to the greatest kings of the old, allowing you to easily gather up a crowd that would share your ideas, and should you go for any position of power, you'll be quite easily voted in if you gave a speech or two. At will you can switch your mindset to become calm and collected, giving out a calming aura that soothes people's worries and makes them feel more at peace, in this mindset, people are more willing to hear you out, and will take the advice you give out close to their heart, should it have any substance, with this perk you can easily cheer up a deeply depressed individual, and give out hope to those that lost it. You will also gain the ability to view those hidden to the naked eye, you're able to see Heart's Eggs, Guardian Characters, and other entities similar to them, such as ghosts, spirits, fae, etc.

The Founding King (-600 CP):

Like the founding king Amakawa Tsukasa, you have become a powerful clairvoyant, being able to perceive all possible futures, you're able to determine what's going to happen just by glancing over the situation for a bit, you're also able to tell what items, people or condition needed to reach the most desirable future, easily capable of creating miracles and making the impossible possible, if you follow the road toward the star.

While this perk allows you to see all possible outcomes, and find a path towards the desired future, if you don't have any foreknowledge, you won't know how any event started, you'll only know the results, now if only you had a planetarium that allows you to gaze toward the past.

Free Spirit Perks

Thieving Cat (-100 CP):

You now have the typical skills for a thief, such as being able to pickpocket with the person knowing, walking silently, having faster reaction speed than the average person, lockpicking skills, and knowing how to make lockpicks. You'll also gain cat-like reflexes and flexibility, always landing on your feet when you fall.

Top Musician (-200 CP):

Choose an instrument of your choice, you now have the skills in that instrument to rival and surpass the most talented musicians in history, the music you make goes beyond personal taste, as you can even make a person that hates music, enjoy listening to your song. Even if you perform in public without any notice, you'll be able to gather a huge crowd within minutes of your performance, you can choose your voice instead of an instrument if you want.

Wielder of Artifacts (-400 CP):

This perk allows you to become the true wielder of any ownerless magical artifact, even if the artifacts already have destined wielders, such as the Dumpty Key or Humpty Lock, you can even pull Caliburn from the stone and become the true king of England, should you arrive to pull the sword from the stone before Arthur. The magical artifact you wield will not harm you, the knowledge on how to properly wield them is imprinted on your muscle memory, so even if you have no clue on how the artifact works, you will still be able to use every function on instinct alone, the magical artifact you have ownership over can't be wielded by any other being, unless you give them your permission or you renounce ownership of the particular artifact.

Reverie of Emotions (-600 CP):

The music you play can now make other people feel intense emotions of your desire, you can easily make a person give up on their hopes and dreams with your music alone, even if a person has an unbreakable will, if they hear your song long enough, they'll eventually give in to despair, however the opposite effect is possible as well, inspiring other people, making them feel happiness, and igniting the flames of hope in someone who has gave up on life is very achievable, this effect works even if someone was hearing a recording of your music.

This perk also works on emotionless beings, and those who never experience emotions, making them feel emotions that they don't understand, no one can deny the feelings you wish to convey through your song, and your music will always reach the hearts of other people.

Employee of Easter Perks

Employee of the Month (-100 CP):

The organization you work for will always forgive your minor failures, as long as you don't do any that would damage the organization heavily, your employers will see you as their most valued employee. You can stack off while doing nothing on the job, and no one will bother you about it, even if you don't contribute to the organization in any way, as long as you don't hurt the organization you work for, you'll continue to be the employee of the month.

Dark Manipulator (-200 CP):

You now have excellent skills in how to manipulate other people, reading other people's emotions from their faces, gaslighting, using social cues to influence others, being able to pick up even the slightest body language, and spotting social or personal weakness easily, you can also tell what a person is thinking or what they're going to do, without any supernatural powers. However, this perk isn't as effective against inhuman creatures, those who don't have any sapient, or people that don't understand emotions.

Emotion Powered (-400 CP):

You can now power any machines with emotions by tinkering with them for a bit, and make machines that can interact with emotions as well, such as machines that can capture emotions, machines that can spread a certain emotion to other people, machines that can extract emotions, etc., are all capable of being made by your hands.

You'll also gain significant knowledge in the areas of engineering, robotics, computer science, and electronics, so you will be able to build the aforementioned machines in this perk.

Egg Manipulation (-600 CP):

You're now able to manipulate emotional energies and turn emotional energies into minor elemental powers, for example, shooting out a strong gust of wind from your palm to push people back, using emotional energies to form a magical golem made of stone, creating energy constructs out of emotions, blasting them with emotional energy beams, or sending out waves of emotion energy to push enemies back and make them feel the emotion you're manipulating. You're also able to manipulate items with strong emotions in them, such as X-Eggs, using them to attack, defend, or bind your enemies. Beware though, you'll need a steady supply of emotional energy to be able to perform these feats, and the emotion your enemies feel will be dependent on the source of emotions you're using, for example, if you use X-Eggs as your source, they will feel sadness and hopelessness.

Items

All origins gain a bonus of +300 CP to spend in the Items section.

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.

These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Egg Pouch (Free):

This is a rectangular pouch that fits perfectly on your hips, this pouch can hold up to six Heart's Eggs, how this pouch looks and what accessories the pouch has is up to you.

The Guardian Characters inside this pouch won't feel uncomfortable inside, and this pouch weighs like feathers when it's on your person.

The Heart's Egg (-100 CP):

No not the artifact, but a artbook made by the founding king that contains the general information about the actual artifact this book is named after, and the Character Guardians within the artifact itself, artbook's information is presented like children's literature, so you'll miss a lot of information if you don't analyze the artbook thoroughly.

Every time you go to a new jump, you receive a similar artbook that contains general information about the supernatural powers of the setting you're in.

Heart's Egg (-200 CP):

This is a magical artifact called Heart's Egg, it contains a small fairy called a Guardian Character, which is born from a person's emotion and dream, the Guardian Character will hatch from the Heart's Egg when their owner experiences strong emotions or desire related to the reason of their birth, when they're hatched, the Heart's Egg will open with horizontal jagged lines on the midden of the egg, these Guardian Characters will guide their owners toward their goals and dreams, however Guardian Characters would disappear once their owner has either accomplished their goals and dream or reached adulthood, Guardian Characters doesn't need air, eat or drink to survive, and they don't produce any waste, they however do need sleep, the eggshell of the Heart's Egg will not disappear after they're hatched from it, they instead use it as their shelter, as they usually tends to sleep within the shells of their Heart's Egg, or when they wish to rest, the Guardian Character can also fly, by themselves or with their eggshell, they usually hover in the air, instead of walking, as their usual method of travel.

You can design your own Guardian Character and Heart's Egg, deciding what emotion and dream they're born from, what their appearances and gender are, and their ability and personality are dependent on your choices here, such as a Guardian Character will have a cheerful personality and have to powers to increase your acrobatics abilities, the born from the wish to be more honest and athletic, on purchase you can choose if your Heart's Egg is hatched or not.

The Guardian Characters purchased here have the ability to perform the non-perk version of Character Change, they won't disappear when you accomplish your dreams or reach adulthood, and if somehow killed, they will respawn within three days, the Guardian Characters count as Followers, you can import them into a companion if you wish.

You can purchase this item multiple times, gaining a new Guardian Character with each purchase.

Mystery Necklace (-400 CP):

A ruby necklace that holds special powers, this necklace allows you to hypnotize people, and turn their Heart's Egg into a Mystery Egg. Compared to the Heart's Egg, the Mystery Egg is made from the most recent desire in the person's mind. You can force the person you hypnotize to undergo Enigma Character Transformation with the Mystery Egg, which is a corrupted transformation that is more powerful than a regular Character Transformation, you can also control them during this state. The necklace will give out a slight glow when you use its power. The hypnosis performed by this necklace isn't that strong, as you're just implanting suggestions onto the victim, so it might not work on people who possess a strong will.

The hypnosis, Enigma Character Transformation, and the Mystery Egg can be removed by purification powers. You can use this necklace on yourself to undergo Enigma Character Transformation if you wish. In future jumps you can still force people into Enigma Character Transformation, even if there's no Heart's Egg in the setting.

Planetarium of the Stars (-600 CP):

A large planetarium with different rooms that can act like a comfortable living space, and the utilities here are all unlimited. The planetarium lets you see the star incredibly clearly, and the projected images on the dome won't lose any quality compared to viewing it in the lens.

Not only does this planetarium allow you to view outer space, but it also allows you to gaze into the Road of Stars, allowing you to see the past in extreme detail. The past you see here will work with any clairvoyant abilities you have, allowing you to see the future from the past view within the planetarium as if you were present during those past events.

The planetarium can also draw in people who are showered with worries and doubts, they will wander to the planetarium unconsciously, where you can give them advice if you wish.

You can turn the effect that lures people to the planetarium on and off.

Wild Card Items

Emotion Accessoires (-100 CP):

You get a set of small accessories of various colors. These accessories will change color to the strongest emotion you're currently feeling. You can decide which colors represent which emotions, these accessories will never feel uncomfortable to wear, and if you perform a Character Change, the accessory that will be changed will always be this accessory.

Luxury Dollhouse (-200 CP):

A large dollhouse akin to a mansion, it also has a front lawn. It comes fully furnished, the furniture inside is all extremely comfortable, and you can open the dollhouse from the side, allowing you to view the rooms. This dollhouse is self-cleaning, and won't break easily, so you don't have to worry about maintaining it.

Fortune Telling Television (-400 CP):

A television would play the show "Housewives' Knowledge" hosted by Saeki Nobuko when the TV is turned on, in the show, Nobuko will give you advice and tell you your fortune for the day. Nobuko will also warn you of certain items and the description of certain people should you face any dangers today. You can only turn this TV on once per day, it will also automatically turn off once Nobuko's show is over. It's also advised to watch this show at the start of the day, so you'll be able to get the most amount of benefits out of Nobuko's fortune-telling.

Humpty Lock (-600 CP):

A mysterious artifact of an unknown origin, with this item you can perform the non-perk version of Character Transformation, and give other people the ability to perform Character Transformation with their Guardian Character as well. When you have this item on your person, it will boost all your powers and transformations greatly. Any powers related to purification will gain a significant increase as well. You will also unlock an attack when you have this artifact on your person called "Open Heart", in which a large beam of light will shoot out from the lock to attack your opponent. This attack has purification properties, being able to purify any corruption, hypnosis, curses, mind-control, and any outside influences. You can attach this artifact to any clothing or accessory you own, no matter how impossible.

This lock can only be unlocked by the **Dumpty Key**. When it's unlocked, you can perform a Character Transformation with as many Guardian Characters that are willing, boosting your Character Transformation's power by the number of the Guardian Characters that are fused with you, for example, 220% boost with 2 Guardian Characters, 320% boost with 3 Guardian Characters, and so on, you also can stay in this state as long as you want. You can also choose to fuse with as many other beings willing to be fused with you. However, you only get the power boost provided by this effect when you fuse with only Guardian Characters.

The Guardian Items

School Uniform (-100 CP):

The standard uniform of Seiyō Academy. The uniform consists of a long-sleeved white shirt, a black blazer, and black school shoes, and depending on your choice, you can receive either a blue tie with blue checked shorts, or a red tie with a red checked skirt. This uniform is always comfortable to wear, self-cleaning, and any tears the uniform has will be repaired within a few minutes. The uniform can automatically update itself to match the required uniform of the school you're currently in if you want. You can modify and add various accessories to this uniform, and no one will give you any trouble over the modification, as long as it's still recognizable. Comes with a brown satchel bag to hold your books.

Royal Cape (-200 CP):

A plaid pattern cape that's either blue or red, while wearing this cape, you will be allowed into most locations that require certain status, such as military bases, private dinner parties, weddings, construction sites, etc., you can't use this cape to get in to extremely secured areas and personal homes. You'll have to have some sort of status for this cape to work, for example, being a part of a student council from a prestigious school would work.

Royal Garden (-400 CP):

A copy of the Guardians' headquarters, this building is a large, castle-shaped greenhouse that emits a peaceful atmosphere. The greenhouse is filled with various flowers, foliage, and small trees. There's a beautiful fountain made of white tile flooring close to the greenhouse entrance that leads up to a sitting area accessible by stairs. The sitting area is furnished with a round white table surrounded by five white chairs. The greenhouse has unlimited utilities and is sound-proof. The people inside will always feel relaxed and at peace. The plant life inside the greenhouse will always be pristine, so you don't have to worry about maintaining them. The greenhouse will also provide an unlimited amount of sweets and tea of various kinds for the people inside, so you can always enjoy a tea party whenever you want.

Holy Jumper Academy (-600 CP):

Your very own academy, by default, it looks exactly like the Seiyō Academy, however you can change the interior, appearance and the layout of the academy if you wish. You'll receive a small staff of followers capable of keeping the academy running, a teacher for each mundane course found within a typical school, and the equipment needed to teach those classes, with you being the chairman. You can add courses that teach more advanced or wild subjects, such as robotics or magic, however, you need to find a teacher that teaches those classes yourself. This academy has unlimited utilities, never needs any maintenance, and will generate a decent amount of passive income for you to live out of.

Free Spirit Items

Fashionable Clothes (-100 CP):

An outfit that will shapeshift itself according to your desire will always be stylish, no matter what the outfit changes to. This outfit is incredibly comfortable to wear, is self-cleaning, and would repair itself within a few minutes.

Black Diamond CD (-200 CP):

A CD that contains the song Black Diamond, sung by Hoshina Utau. When this song is played, it can make people give up their hopes and dreams, as well as lure those people to a location of their choice. Those with a strong will can resist the effects of this song, and purification powers can undo the effects of the song. The CD is unbreakable; if lost, it will reappear by your side after a day.

Violin of the Heart (-400 CP):

A violin that holds mysterious powers, this violin is extremely well crafted, and the sound it makes is incredibly beautiful; no other instrument in this world can compare to it. When you perform with this violin, it will boost all your musical abilities, making a person who has never touched a violin able to win a national competition.

This violin can also turn into a large scythe when you want; the blade of the scythe is incredibly sharp, and you can shoot out dark energies that cut like wind from this scythe. Anyone who's hit with this energy will be paralyzed and drained of their energy. It can also extract magical artifacts inside of other people without harming them. Comes with a violin bow; both the bow and the violin are unbreakable and don't need any maintenance.

Dumpty Key (-600 CP):

A mysterious artifact of an unknown origin, with this item you can perform the non-perk version of Character Transformation, and give other people the ability to perform Character Transformation with their Guardian Character as well. When you have this item on your person, it will boost all your powers and transformations greatly. This item can also read other people's memories and emotions, allowing you to see their past and understand how they feel. You'll also be able to convey your feelings and let other people experience your memories; you can choose which memory you wish for them to experience. You can attach this artifact to any clothing or accessory you own, no matter how impossible.

This key can be used to unlock the **Humpty Lock**; when it unlocks the lock, you can perform a Character Transformation with as many Guardian Characters that are willing, boosting all the perks and abilities you have by 120%. You can stay in this state as long as you want. You can also choose to fuse with as many other beings willing to be fused with you.

If you own and unlock the **Humpty Lock** with the **Dumpty Key** by yourself, you'll gain both boosts provided by the unlocking effect of the items.

Employee of Easter Items

License & Certificates (-100 CP):

A folder that can hold all your licenses and certificates, a new license and certificates will appear in this folder for every skill you have, for example, getting a teaching license and an English certificate if you're capable of teaching people English. These licenses and certificates work in any jump, so you'll never have to worry about not being qualified ever again.

Egg Sealing Tape (-200 CP):

A roll of never-ending duct tape, this tape has a very interesting property, when you seal anything with this tape, the content inside can't break out no matter what, even if it can destroy planets or warp reality, however, while it's unbreakable for them from inside, it's still a normal duct tape from the outside, so anyone can remove these tapes easily.

Supply of X-Eggs (-400 CP):

A large pile of X-Eggs, these eggs will follow your every command, defending and attacking anyone you want, these eggs are more durable than your average X-Egg, so they can take quite a punishment before breaking, while these eggs can't hatch into an X-Character, they can combine themselves into a Mega X-Character, which is extremely more powerful than a regular X-Character, and only the combined power of the lock and key is able to purify it. If the eggs are destroyed or purified, you will receive new ones after three days.

Jaster Company (-600 CP):

You're now the company president of a composite enterprise whose influence and power are equal to Easter, having a hand in almost every industry, such as music, entertainment, food, real estate, etc. Every fifth store you see on the street is either owned by your company, or your company rents the land to that store, your favorite idol group or band is probably owned by your company as well. All the employees in your company are loyal towards you and would try their best to fulfill your command, even if you order them to find the rarest stones in the world or try to find something outlandish, like a magical egg that grants wishes.

Your company generates so much income that you won't ever have to worry about money ever again, and your company can support you to live an extremely luxurious lifestyle without having to worry about anything. You can choose to make your employees followers or get completely new ones from the current setting. The company will run itself perfectly, even without your involvement, and your company will gain similar influences and power in future jumps.

Companions

Import Companion (-50 CP):

You can spend 50 CP to import an existing companion or create a brand new original companion, the companion can choose an origin, get all the discounts related to that origin and the freebies the origin provides, the companion gets +600 CP to spend on perks and items.

This can be purchased multiple times.

Canon Companion (-50 CP):

By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion, this option will make it so that you'll have several chances to meet the character you chose in a favorable condition.

This can be purchased multiple times.

Jewel Joker (-200 CP / Discounted for Wild Card):

A kind and caring person of your preferred gender hiding behind a stoic exterior. You came across them during a rainy day and gave them some advice, unknown to you, they developed a crush on you and decided to follow you on your adventure. They have the Shoujo Appearance perk, the Cool & Spicy perk, the Heart's Egg item x4, and either the Humpty Lock or Dumpty Key item.

Fellow Guardian (-50 CP / Free for The Guardian):

A Guardian Apprentice of the student council that looks like your preferred gender. They are your childhood friend that you get along with greatly, and if you invite them to come along on your journey, they definitely won't say no. They have the Ace Chair perk, the Queen's Chair? perk and the Heart's Egg item.

Sisterly Idol (-200 CP / Discounted for Free Spirit):

A younger sibling of your preferred gender, may or may not be adopted. They really love music, are great at handcrafting necklaces, and enjoy eating ramen. They also have developed a sibling complex towards you and would do pretty much anything you ask. They have the Shoujo Appearance perk, the Top Musician(Voice) perk, the Heart's Egg item x2, and the Mystery Necklace item.

Past Love (-50 CP / Free for Employee of Easter):

A person of your preferred gender employed at the same company you work in. They once shared a deep bond with you in the past however, they had to abandon it for personal reasons. Now riddled with guilt, they long for the days when you're still at their side, they would be ecstatic if you reach out and invite them on your adventure. They have the Dark Manipulator perk, the Emotion Powered perk, and the License & Certificates item.

Drawbacks

Anime Continuity (+0 CP):

By default, the story you will experience here follows the manga's continuity, however, with this drawback, you're able to experience the anime continuity instead. There will be new stories, more enemies, more secrets, and more interesting characters in the anime continuity than in the manga's continuity, but there are some secrets that will only be unveiled in the manga's continuity, choose wisely Jumper.

2000s Anime Eye (+100 CP):

Every being here will look like they have come from a poorly animated show from the 2000s, their eyes will be so far apart from each other, and their eyes will also look too big to fit on their face. They don't actually look like this, and it's your perception that is altered, so you don't have to worry about the appearance of the companions you brought here when this jump is over.

Reality Over Dreams (+100 CP):

With this drawback you will become extremely bitter and cynical, you won't care if you have to crush the hopes and dreams of children if it means you complete your goals. You're now purely motivated by money or social status, uncaring towards other people, manipulating them, and discarding them if it gets you to the top.

Forced Character Change (+100 CP):

You will now perform actions or speak words that will make you feel embarrassed whenever you hear certain words or feel certain emotions, it's like a Character Change but with any of the power! Even if you're not embarrassed by anything, this drawback will make you feel embarrassed no matter what.

Eggless (+200 CP):

With this drawback, all the Heart's Egg you purchased will only be available to you at the end of this jump, and you will become an emotionless being. Unable to feel joy or sorrow, nor would you feel anything when eating delicious food, or feel anything when you're hanging out with your loved ones. This is a cruel state to be in Jumper, are you sure it's worth the extra points?

Easter Target (+200 CP):

Have you somehow wronged the Easter company? Because now they would put all their resources into making you bankrupt, finding a job in Japan is just not possible for you anymore, and no one will be willing to work with you should you start a new company, being blacklisted in every property Easter owns. However, they won't target your families or friends, so at least you don't have to worry about that.

X-Target (+200 CP):

X-Eggs and X-Characters will hunt you down and attack you when they are made. They will prioritize attacking you over any other action, even if they're under someone else's control. If there are no more X-Eggs or X-Characters in the world, past X-Eggs and X-Characters will appear from thin air to hunt you down. You're sure to be attacked by an X-Egg or an X-Character once every week.

Black Egg (+400 CP):

A Black Egg of mysterious origin, every now and then this egg will possess you and make you attack any person around you. You won't remember anything about this drawback, or the actions you have done when you're under the control of the Black Egg. It can control you for up to eight hours and you'll be possessed at least once a week, you'll feel extremely fatigued after the possession. The Black Egg will be purified at the end of the jump, and it will hatch into a powerful Guardian Character if you choose to take it as a companion.

Darkest Timeline (+400 CP):

The setting of this jump just got much darker, people will die, the protagonist won't always make it in time, lives will be ruined, and important characters that provide crucial support will be missing. You'll be able to see all the evil humanity is capable of in the front-row seat during your stay in this jump. If you don't help the protagonist, they will surely lose and suffer greatly.

X-Perk Character (+600 CP):

An X-Character has been made out of all the previous perks you've obtained in the previous jump, leaving you only able to use the perks purchased in this jump. The X-Character will try to kill you to the best of its ability, and you can only purify them (if you can) once you defeat them. If this is your first jump, the X-Character here instead is able to match your power in every way. If you purify this X-Character, it will turn into a Guardian Character with all of the perks you have, if you choose to take them as a companion.

You will only lose access to all of your perks obtained in the previous jump during this jump, whether or not you choose to take the Guardian Character as a companion, you'll regain access to the perks after this jump ends.

You've reached the end of the story, now choose!

Move on

Stay Here

Return Home

Changelog

Version 1.0:

- Jump has been made.

Version 1.1:

- Fix some grammatical mistakes and wordings in the jump
- Changed Choice Points to Character Points
- Rolling for your starting location now gives you CP