

Masou Gakuen HxH Jumpchain

By: DOOM-Knight009



Pictured, clockwise from the top-left: Reiri Hida, Yurisha Farandole, Kizuna (the bastard) Hida, Hayaru Himekawa, the obligatory underage loli, and Aine Chidorigafuchi.

Hail, Jumper, and welcome to Earth, again. What's the flavor of crisis this time? Interdimensional invaders. Though for a while you will only ever see the mecha-weapons this enemy deploys wholesale. Of course, in true anime fashion, all the world's proper military got crushed and humanity has fled the land to dwell aboard floating (and some submersible) mega-cities crammed with what cultural artifacts that could be saved. For the time being, Humanity hides, biding its time to strike back and reclaim the Earth.

And how do they as a whole plan to do this? Heart Hybrid Gear systems (hereafter simply referred to as Gear systems). Do they fully understand how it works? Hell no! Is Humanity going to use it anyway to fight a battle they can't possibly win otherwise? Hell yes! Every remaining mega-city trains young women (because of course only women, barring one abomination of an exception, are Gear users) to use this "technology" to destroy the enemy.

You, Jumper... well, frankly speaking you might not have to do much. Depending on what you choose to believe to be true the normal main cast resolves the plot well inside of a year. Inside of a month if you believe the anime. But hey, when has a Jumper ever settled for sitting on the sidelines?

Take these 1000 CP, and go cause a ruckus!

Location

By default you will arrive aboard the floating city of Ataraxia, the city complex the main story focuses around and home of the Amaterasu unit that effectively solves everything. Ataraxia is what remains of Japan. Though if you like, you may begin your journey aboard any of the other city complexes scattered around the world, choosing by country. None of them are really developed, so feel free to improvise.

Origins

All Origins may be toggled as Drop-In, and you will simply be treated as a new arrival, like a certain "protagonist." Your age and sex are mostly irrelevant, and may be chosen freely. However, your sex does matter insofar as Gear User is concerned, and the differences are noted when appropriate.

-Engineer: Free

Because, you know, living on a floating city makes engineers really freaking important when a mechanical failure could have everyone drowning at once. You are one of these silent heroes, maintaining the structural integrity of your city-complex, maintaining the perimeter defenses... Just, don't expect a starring role. The mundane weaponry of this world, ergo, the stuff you can make for yourself, can't even scratch a B-class enemy weapon unless it's either artillery-grade or in the hands of a Gear user. And the engineering division of Ataraxia is treated as a joke by just about everyone. For good reason, though. They can't even make a railgun that doesn't blow up in someone's face...

-Commander: Free

The one getting shit done, or at least ordering it to get done. You have the unenviable position of presiding over the city-complex of your choice and organizing what military resistance you can to both survive and hopefully strike back at the enemy. Although given that the enemy mecha swarm from giant rifts over land that only seem to open when *they* want them too and can't be closed or destroyed by conventional means, you are rather out of luck. At least, for now... If you choose to start on Ataraxia and take this Origin you may elect to either supersede Reiri Hida for command or simply be her vice-commander. Frankly, the former might benefit everyone in the long run...

-Gear User: -200

The undisputed stars of the show, wielding the titular "technology" "developed" by Reiri Hida, and "protagonist" Kizuna Hida's own "vanished" mother. While the systems are overall poorly understood you do know that the Gears run off of the esoteric "Heart Hybrid" particles generated within select candidates, almost exclusively female. Simply having this reserve allows you to take mundane, if slightly oversized, weaponry and carve through B-class enemy weapons like grass, for a few hours if you are at full capacity, less if you get hit. And if you keep pushing while your reserves of HH particles are empty... you could simply explode and die. So have fun with that. HH particles replenish

themselves slowly over time, but not fast enough for a certain Commander, which coincidentally contrives a reason for the “protagonist” to exist... If you are male, starting on Ataraxia, and take this Origin you may choose to replace Kizuna Hida as protagonist, though you will receive none of his impregnable plot-armor or contrivances resulting in a harem. You still should though, for everyone’s sake.

Perks

Discounts are 50% off to appropriate Origins, while 100 CP Perks are Free.

Engineer Perks

-Way of the Wrench: -100 CP

Because if you’re going to engineer, you should really know how to engineer. Taking this Perk is the rough equivalent of a bachelor’s degree in both mechanical and electrical engineering, assuring that no matter the issue you encounter with the mundane technology of this world, you will be able to deal with it efficiently and professionally.

-Robust Design: -200 CP

The thing about experimental tech, sometimes it can be volatile, as the canon engineering division of Atraxia proves over and over. How fortunate for you that what should be an explosive failure, just isn’t. Weapons, vehicles, and other such things you design and produce with mundane technology will never explode or otherwise backfire without outside interference. Furthermore, you can get away with using less moving parts in all of your designs, making your creations extremely reliable to boot.

-Silent Hero: -400 CP

In this setting particularly, no one cares about the engineers unless they aren’t doing their jobs keeping the cities floating/going. So why should enemies

care either? So long as you aren't the one engaging your enemies, you will find that they completely ignore your existence. You can arm flunky after flunky with amazing tech, only to have them fail over and over, and it would take years for a foe of yours to work up the gumption to investigate *who* was making all of it.

-Newton's Revenge: -600 CP

Spoiler alert, the Gear systems are not technology, they are magi-tech. Furthermore, magi-tech that Nayuta Hida outright stole from the invaders and passed off as a great revolution. Now doesn't that just piss you off? Involving magic with tech is cheating! From this righteous indignation, you have achieved a technological apotheosis, stemming from this hatred of magic. Upon observing an effect, magical or techno-magical in nature, you can immediately intuit how to replicate the practical effects of the event or thing purely using mundane technology. So yes, you can design an armor system that not only matches the Gear system, but also doesn't require HH particles to run! While technically only an ancillary benefit, taking this Perk and doing as suggested renders Kizuna completely irrelevant. Which could be reward enough all by itself.

Commander Perks

-Speaker: -100 CP

A leader has a certain air to them, when it is needed. An air that you now have, as well as a panache for 'rousing' speeches that carry well without the aid of a microphone. Whether the words you speak are well received or not depends on the content. Telling your subordinates that this "new guy" will suddenly be in charge of them will never go over well, however.

-Kill Your Soul: -200 CP

Being a leader is hard, and necessitates hard choices. You might need to order your best friend on a suicide mission, because only they have the ability to get the job done. This Perk allows you to make those decisions when the time comes so long as you genuinely feel it is necessary. Even if you are fundamentally

ordering young women to go and be raped and indoctrinated by your younger brother... What?

-I Smell a Rat: -400 CP

As Commander, you are responsible for charting the direction for the forces under your command. This particularly involves seizing upon any advantage that happens to fall into your lap one way or another. But sometimes, isn't it just a little *too* convenient? This Perk allows you to see through such tactical deceptions plain as day, no matter how much of a boon taking the bait might grant you. The offer might in fact be too good to pass up, but at the very least you'll go into things with eyes wide open. This Perk covers battlefield ambushes, and other indirect methods of attack.

-Resurgent: -600 CP

The military officers that faced the first waves of the invasion might very well have been the best in their field, but all that experience makes little difference when you have an enemy that can deploy whenever and wherever they want on land with functionally unlimited numbers and a tech advantage that renders most of your best hardware useless... You have adapted to this discrepancy, turning it to your distinct advantage. As long as you are in charge, enemy armed forces advantages, be it in technology or simply numbers, are dramatically equalized through your tactical genius and inspiring presence. With regard to this world, you would find that even the most humble of weapons in the hands of the lowliest conscript could meaningfully damage a B-Class enemy weapon, with only marginally stronger gear able to cripple A-Class weapons that would otherwise be immune to anything up to a nuclear strike. Hell, you might not even need HH Gears to take back your world! Naturally, if you have the advantage then nothing gets equalized.

Gear User Perks

-Total Babe: -100

It would not be a stretch to say that, barring the singular exception, HH Gear users are female. And yet for some “odd” reason it seems that the best Gear users happen to at least be nines or higher in terms of sex appeal. Well, why should you be left out of the action? Emphasize your body in whichever way best suits your ideal of beauty, be it petite, outrageously curvy, athletic, or soft and inviting. Pick carefully, that Gear you wear is incredibly revealing. Though this Perk does make whatever you chose flattering.

-Energizer Hybrid: -200 CP

Funny story, and the biggest reason why Reiri considered Kizuna *needed*, is because once drained it can take a Gear user almost an entire month to recover their HH particle count to full. A hilariously long, and dangerous timeframe to wait when enemy weapons can show up at any time. But not you though, you’re back in peak form with just an hour of rest, no Kizuna required. Naturally this applies to any other reserves you might have, pre-Jump or after.

-Ace: -400 CP

Ataraxia may only have to deal with B and A-Class weapons for the longest time, but sooner or later the fight will come to Gear User vs Gear User, human against the enemy themselves, not their mecha-puppets. In addition to unmanned weapons being unable to so much as scratch you, unless you for some reason deliberately get hit, you will find yourself at an advantage over otherwise “equal” enemy combatants. They will fumble, misstep, and frequently leave you openings to exploit.

-Vatlantian Royalty: -600 CP (Exclusive to Female)

So, spoilers, the enemy nation is Vatlantis, an all-female empire ruled by a singular empress, whom is currently 15. However, she does have a secret, lost sibling kicking around the main cast... and now apparently a second. This heritage, considering that your people literally have been using Gear systems before you were born sets you head and shoulders above even the most talented of human pilots, able to fight longer, harder, and with more skill than they could ever hope to achieve. Naturally, you also have a legitimate claim to the Vatlantean throne, and

will continue to have such a legitimate claim upon any matriarchal royal state you may come across in future Jumps.

-Ecstasy Hybrid: -600 CP (Exclusive to Female)

Time for a minor reality break, Jumper. Normally, this “ascended” state of your Gear could only be unlocked by having sex with Kizuna and his Eros Gear. As I wouldn’t wish that upon the worst of you, purchasing this Perk allows you to start with your ascended state unlocked. Why is this potent? Essentially it turns your Gear into a weapon of mass destruction, something roughly capable of blowing up a whole city in one shot. You’d be pretty gassed right after, but you could do it.

-Eros: -1200 CP (Exclusive to Male)

Sigh... Of course you’d want this. This power is quite literally exclusive to the abominable Kizuna himself, until you. It is the product of the immoral experiments of his hack scientist mother. What does it actually do to justify such a cost? You can fuck other Gear users to replenish both of your HH particle counts. You can unlock their Ecstasy Hybrid states, as stated above, through orgasm. You can steal/copy the weaponry of other Gear users you have had sex with and utilize them at will... And furthermore, the reason Kizuna is such a bastard, the women you fuck will find themselves sublimated to your will after practically the first orgasm you give them. It would take a woman of impossible willpower to resist, and even that can be broken with a second row. Literal goddesses would grovel before you for a second fuck, thoroughly convinced that they are in love with you. Whether they actually *are* is a question best left to you. As you are a Jumper, the “mind break” aspect can be turned off if it suits you.

Items

Engineer Items

-Basic Power Armor: -100 CP

I do very much mean, 'basic.' This armored shell would be best suited to dealing with hazardous environments on board Ataraxia as opposed to combat given how easily you could be annihilated by even a Class B enemy weapon, unless you have some *serious* technical aptitude to make modifications. Feel free to Import a better Power Armor into this slot for Free. Otherwise, I guess it can fly under its own power. And it would be bulletproof to 21st century military small arms.

-Perimeter Defenses: -200 CP

Twenty big turrets, fully automated, with unlimited ammo. You can place them wherever you want, and move them over an hour via mental command. In-Jump these things are indeed powerful enough to destroy B-Class enemy weapons if they connect, emphasis on the IF. The turrets fire flak, tracer, and armor piercing shells depending on your whim. You could also aim and fire them manually, if you wanted to. Which would obviously drastically improve their accuracy. If a turret is destroyed, it returns to you in a week.

-Vatlantean Weapon Plans: -400 CP

Huh. Maybe you've reverse-engineered what you've seen, maybe someone else did. Or maybe a sympathetic Vatlantean just passed these blueprints along to you. Regardless, you now have in your hands the mechanical knowledge to build the mass-produced Vatlantean, unmanned weapons, B-class, A-class, and even the terrifying Super-class. This purchase comes packaged with enough of the esoteric metals you need to build ten class B weapons and a single class A, or one Super-Class. The resource stockpile replenishes every three months. All of them will respond to your mental command.

-Railgun: -600 CP

Wait... oh holy shit they actually did it! *Ahem* Behold the pride of the Ataraxia engineering core, a man-portable variant of the artillery-sized railgun they've poured so much sweat and tears into. This weapon has infinite ammo, a very forgiving charge time, and a direct hit will cripple even an A-Class enemy weapon that Gear users would have trouble with. Naturally, you could collateral

multiple B-Class weapons with every shot rather easily. Even Gear users have cause to fear you should you turn this fearsome weapon upon them.

Commander Items:

-Supplies: -100 CP

The old adage is ‘an army marches on its stomach.’ And while you might not be relying on an army you *do* happen to be occupying a floating/submerged city leagues away from proper foundries and farms. This purchase guarantees you the bare essentials you might need for fighting a war: ammo, plain if edible food, and fuel for any necessary vehicles. These supplies are generated via an enigmatic fabricator that scales its production relative to the ‘force’ you are commanding at the time, and only to the bare minimum. You can get by, but you’d probably rather not with just this.

-Heritage Site: -200 CP

Ataraxia is what remains of the Japanese population, along with what cultural icons that could be saved before they were destroyed by the invaders. Icons like this one, which is up to you to design. Whatever it might be, simply visiting it can grant at least temporary peace of mind and a respectable boost to personal resolve. This monument may become an attachment to your Warehouse post-Jump.

-Portal Deletion Device: -400 CP

Now, Jumper, normally this kind of tech would be the bait that leads Ataraxia into a trap that nearly quashes all hope of humanity’s survival, but hindsight being 20/20, totally worth it. Purchasing this Item though, allows you to skip the involved drama and go right for the metaphorical jugular of the Vatlantean invaders. Simply toss this black box at the base of any Vatlantean, or other, portal and the gateway will completely collapse. Furthermore, “residual harmonic disturbances” will prohibit the deployment of another gateway in the same hundred

mile radius for the next year. A fantastic way to buy time... or just troll the shit out of them.

-Jump-raxia: -600 CP

You want a floating mega-city? Have your floating mega-city. This purchase grants you a scale replica of Mega-Float Japan, complete with the ability to submerge that the canon mega-float itself lacks, populated to your tastes and geared for war... Apart from having a working population of roughly one million that's, pretty much it. However, in future Jumps, should you desire to bring this floating city along, you will be officially recognized as your own sovereign state. At least initially. And no one will find it odd if your mega-float happens to be populated exclusively by blonde, excessively busty women... oh come on, I know one of you is going to do that.

Gear User Items

-Heart Hybrid Gear: Free and Exclusive to Gear Users

The titular piece of magi-tech of the setting. This hardware is generated from a technomagical core embedded in your body, making it impossible to remove from your person and otherwise undetectable save by those with magical sight. The exact armaments are up to you: blades, guns, missiles, fisticuffs, etc. As is the particular style. Though if you are female the "armor" generally bares the majority of your breasts, belly, ass... everything, for all to see. In terms of overall 'power,' barring Perk purchases, you should expect enough power to destroy a city block with minimal effort.

The armor is fueled by your body's internal Heart Hybrid particle count, which is effectively a measurement of your own life-force, explaining rather concisely why depleting it leads to death.

All Heart Hybrid Gears have an automatic barrier, drawing from your HH particle count, which blocks attacks directed at you.

Summoning the armor requires you being able to speak, dismissing it is a matter of thought.

-Mundane Weapon: -100 CP

Exactly as it says. This slightly oversized assault rifle, at least in your hands, is capable to dealing lethal damage to any class B weapon you should field it against. However anything above that, like an enemy Gear user, would laugh at it. Still, it is only minimally draining on your HH reserves. Which by itself might make using it worth it. This gun has four regenerating clips of ammo, of forty rounds each.

-The Fuck Box: -200 CP

Yes, technically speaking this piece of “technology” is called the “Love Box.” But when its sole purpose is to drive women within it into such a libidinous frenzy that *not* having sex is almost painful, it perfectly deserves to be called a Fuck Box. You may have this small, yet heavily armored bunker air-dropped wherever you please every six hours. If you didn’t actually turn it on, it *would* make a rather comfortable “tent,” so to speak.

The interior is functionally a small room equipped with holo-tech of miraculous levels, capable of manifesting all manner of toys and outfits that look and feel as if they were completely real. None of them can leave the fuck box. Furthermore, through some questionable technology, it can apparently detect the deepest, darkest fetish of individuals other than you, fetishes even the other person didn’t know they had.

-Genesis Pillar: -400 CP

Well, I guess if you really want it... Ahem, this piece of Vatlantean magi-tech is responsible for the exclusively female population, specifically by allowing women to become pregnant through a blood offering, bearing exclusively other women, without the involvement of a man. Naturally, because men have lower inherent magical potential (in this setting) than women, the men of Vatlantis were steadily bred out of existence. If you wanted to make a pure matriarchy work, this is the tool to use. Technically speaking, if you wanted to gift this to Vatlantis, you might be able to cancel the war.

-Immoral Weapon: -600 CP (Requires HH Gear)

Well, you remember that Ecstasy Hybrid from above? This is the physical representation of what you've unlocked, taking the normal weapons of your Gear and cranking it up to 20. Yurisha, for instance, gets a giant beam cannon that would make a Gundam proud. Himekawa? Big fucking katana. Sure you could act as normal and only use this thing while in your 'ascended' state, but why bother with that when you can carry it around and use it at will?

Companions

-Jump-erassu: -100 to -300 CP

Already have friends you want to bring along? Go right ahead. 100 CP for one, or 300 for 8. If you find yourself lacking in Companions of your own, you can instead Create some to fill out the quota. Each Imported or Created Companion gets 600 CP to spend on Perks and Items, and can take up to 200 CP worth of Drawbacks. They cannot purchase Companions of their own.

-Rescue: -100 CP

I'll be blunt here, I'm assuming you're here for the girls. So please, take as many as you can afford. Because otherwise, Kizuna WILL fuck them, and they WILL become his one-dimensional sex-slaves. Further, while I would normally laugh at the idea of Companion-ing "goddesses," Kizuna fucks three out of the four Machine Gods anyway. So if you want any of them, except Thantaos, you can take them for 300 CP each.

If, via some measure of madness you actually want him, you can have Kizuna for 600 CP, and he will come with his Eros Gear.

Drawbacks

Take as many as you dare.

-Klutz: +100 CP

In a single phrase, you are one clumsy motherfucker. You'll trip over your own feet, bash your head on just about anything... the only saving grace about this is that this is purely for comedic effect at your expense. When your life is on the line, the Drawback will be suspended.

-Jumper is the Best in the World!: +100 CP

And don't you believe it. Your ego has massively inflated to the point where you genuinely believe you are the undisputed physical god respective to your Origin. Apart from being an arrogant, annoying git, this doesn't do too much else.

-Squeamish: +200 CP

When the highlight of the setting, the HH Gears, runs on the power of Lewd, you know this is a very overtly sexual setting. How unfortunate for you that you seem to have become a massive prude all of a sudden. Merely the sight of a bare breast will have you tongue-tied and desperately trying to look anywhere else. Actual sex? You'd probably faint at the thought!

-Demon King Eros: +200 CP (Exclusive to Male)

Congratulations, you now have a storied reputation as a malevolent pervert. One whom takes delight in degrading and abusing their partners for their own sick satisfaction, whether you genuinely are or not. This isn't to say you can't make personal connections on an individual basis, but it will take a lot of work, and your reputation will remain.

-Massive Chest: +200 CP (Exclusive to Female)

Truly, you have a magnificent bust, Jumper... Perhaps too much so, actually. Your enormous melons, even bigger than Yurisha's, are going to be an equally enormous nuisance to your existence. Fine motor skills are going to suffer from you trying to maneuver, physical exertion will cause great strain to your back... even if you are a Gear User do not expect much relief, as your chest will

jiggle and heave uncomfortably in flight. Bear these weights for your stay here and you can keep them, with the undue weight lifted.

-Traumatized: +400 CP

Perhaps you remember the early days of the Vatlantean invasion more vividly than others, perhaps you watched someone die a horrific, pointless death. Maybe your mommy never loved you. Point being, you have a damaging past that will haunt you and flare up at the worst of times, paralyzing you with angst for up to a minute at a time until you get over yourself.

-Incompetence: +400 CP

This is a universe where bad decisions are about as common as water in the ocean. Putting the fate of the world on an untested twerp? Done without hesitation. You will now, however, find that this idiocy has ascended to truly grim-derp levels, but only for those on your side of things. Kizuna, if he still exists, will fail utterly at resolving the plot by himself. Reiri will hurl people and resources at hopeless situations and be genuinely confused at how it didn't work out...

In other words, you have to do everything yourself.

-The Long War: +600 CP

Fun fact, the events of Masou Gakuen HxH take less than a year to resolve themselves without any interference or assistance on your part. Now? Not anymore. The war coffers of Vatlantis will seem truly bottomless until late into your ninth year in-Jump, and only then will you be able to progress the story. If you haven't already drowned in scrap metal.

-Enemy Escalation: +600 CP

What sensible enemy would use the same tactics when those tactics and troops have already failed? None, that's who. Vatlantis will step up their weapon deployment the moment you show any sign of strength beyond 'desperate survival.' B-class weapons will be phased out entirely in favor of swarms of A-

class weapons, and Super-Class weapons to destroy you utterly. And it should be noted, Super-Class weapons practically *require* an Immoral Weapon to even hurt. Given the typical recharge times on HH particles, you just might be screwing the world over unless you are some kind of physical god yourself.

Scenario: NO U!!!

Let's be fair here. For what they do, the Vatlantean Empire does not act, and invade, Earth out of malice. The crumbling Genesis Pillar means the extinction of their civilization, forcing them to invade Earth to harvest what magical energy they need to keep the Pillar whole... but by the same token they did that entirely to themselves by breeding their men out of existence in a laughably short-sighted effort to cultivate their magical potential. And they do kill millions of people in the process of the invasion. Payback is their just deserts, and you will be the one to deliver it.

First things first, all outside powers, Perks, and Items are sealed. You're going to earn victory the hard way. Second, if you haven't already removed him from existence, Kizuna is wiped from the record. No plot-armor will save you from this effort.

After that things are relatively straightforward. Invade Vatlantis through their own portals while slaughtering the tidal wave of unmanned weapons they'll desperately throw your way like sand from a beach, and triumph over their far more experienced Gear users.

The rub comes in when the four Machine Gods get involved, angry with you for upsetting their plans. And these individuals together literally created the worlds of Vatlantis and Earth. Of course, Kizuna and his sex slaves beat each of them. So your triumph is far from impossible.

Achieve this crushing victory and your reward should be obvious. By right of conquest Vatlantis and all its people submit unconditionally to you. As do the Machine Gods you inevitably had to triumph over to get to this point. Even Thanatos will grudgingly admit your victory.

Now as you should remember, Vatlantis is an all-female population. And while they have only a population of roughly seven million, they are a nation deeply steeped in techno-magic directly because of their short-sighted efforts to build their magical strength. They are also incredibly used to the rule of an autocratic dictator, so you taking over as Emperor/Empress will not cause a fuss at all.

Secondarily, and I know this will be a critically important point to some, despite being from a parallel dimension, Vatlanteans are for all intents and purposes human, and fully, biologically compatible. And, Vatlantean dress is extremely skimpy from the top of society all the way to the bottom. In fact the higher in the pecking order they are, the less clothes a Vatlantean typically wears.

Ending

So, you lived, one way or another. Congratulations. But what now?

Go home?

Stay?

Or Move on?

Notes:

-Kizuna: Just to put to bed the fact that I seem to dump on the bastard quite a lot, it is absolutely deserved. Rule of thumb, if there is a female character, and she has a name, Kizuna ends up fucking them. With as I mentioned, the *singular* exception of the Machine God Thanatos. Underage? Done. His sister AND his mother at the same time? Done. Rape? Yes. If you don't replace him or erase him from existence by taking the Scenario, please just kill him. You do the whole world a favor.

-Vatlantean Royalty: In case you don't want to bother doing research, taking this Perk makes you the sister of both Aine Chidorigafuchi and her fifteen year old sister Grace, both of whom are "students" upon Ataraxia. Aine has forgotten she is royalty until after the first major story arc.

-On Heart Hybrid Gears: Outside of Vatlandis men aren't *prohibited* from being Gear users, it's just that with their lower magical potential it's considered a waste of time training and building a Gear for them. However, male Gear users do have the slight advantage of their HH particle counts burning at a slower rate than their female peers. Ataraxia still doesn't bother, but you should not be afraid to create or Import men into Gear user Origins. Also, it is of note that the implantation of a HH Gear core renders women borderline infertile, if you care to know. As a Jumper, if you are a woman, you may choose to ignore this.

Post-Jump you may choose to default the "energy" required to power a Heart Hybrid Gear to something more mundane, such as stamina, mana, Ki, etc.

-Vatlantean Weapons: The class rating is very simple. B-Class weapons are giant mecha humanoids armed with simple weapons. A-Class weapons are even bigger, and are mecha-dragons. Super-class weapons, are an A-class with two extra heads. None are particularly fast or dexterous. The difficulty inherent to them is simply "can I hurt it or not?"

-On the Scenario: Honestly, probably one of the easiest Scenarios I've ever written even with the stipulation that out-of-Jump powers are sealed. Apart from the unmanned weapons the Vatlantean military probably numbers around a thousand at most due to the nation's extreme over-reliance on magical energy.

Changelog: 1

- Clarified age and sex choices.
- Clarified **Eros** with regards to 'mind break.'
- Elaborated on "The Fuck Box."
- Elaborated on HH Gears in Post-Jump.
- Spaced text for ease of viewing.