



Shakugan No Shana Jumpchain

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V 1.3

A Heartbeat that lasts for eternity. Lives consumed in soundless balls of fire. No one can tell when the world is displaced and the Flames of the Crimson World sweep over all. The truth of this world is that beyond our world lies that of the crimson and power of existence. Beings from the crimson realm, dubbed crimson denizens are immensely powerful, but in order to sustain their existence in the human world require the use of human power of existence, drained from living beings. When a human loses all of their existence they disappear, with all but the crimson denizens forgetting about them. Of course, smarter denizens will imbue the devoured souls with some of their own power of existence, to diminish the impact that they would normally leave in order to prevent being noticed by flame hazes, humans who have contracted crimson denizens in order to protect the balance of the two worlds.

**Locations:** Regardless of origin you will appear somewhere in Misaki city, don't worry about where as there's a large amount of public transportation so getting around anywhere isn't an issue.

**Origins:** Roll 1d8+12 for your apparent age, or pay 100cp to choose. Only Drop-In's will age physically during your time here. You can change your sex for free if you wish.

- **Drop-In:** You just pop in with all you got. No memories or anything to assist you or hinder you.
- **Crimson Denizen:** You were recently "born" in the crimson world and have entered earth out of your own curiosity.
- **Flame Haze:** At some point in your life you have made a contract with a crimson denizen, as a result you can use their power and are obligated to protect the balance of the worlds. Whether or not you do is up to you, and the Flame Hazes are busy people, so it's not likely that they would attempt to locate you.

- **Torch:** when people have their existence erased, flame hazes make a temporary copy called a torch to lessen the impact, you are one of those beings, but your existence will slowly refill itself over time so you do not have to worry about dying from this.

All origins have a special colored flame, that is varies from person to person. Use <https://www.randomlists.com/random-color?qty=1#> to roll for the color of your flame. By paying the 100cp to change your gender and age, you can also freely choose the color of your flame.

## Perks

### Drop-In

- **100 Intuition:** Something is off, and you can feel it. By going with this gut feeling you will be lead to the source of whatever disturbance has activated your intuition, and a general idea on how to stop it or otherwise tilt it into your favor. Taking this as a Drop-In also grants you with a sense of whether or not involvement will cause you to sustain injury, and a general sense of the degree.
- **200 Converter:** Similar to Dantalion lab setup, you have managed to figure out how to create a device that converts your power of existence into something like electricity, allowing you to power all of your great machines with a single source of energy.
- **400 Unrestricted Spellcasting Adept:** Much like Yuugi you have a knack for unrestricted spellcasting, which is essentially this world's magic. Taking this perk boosts your talent for creating spells, and additionally greatly lessens the cost for using your power of existence as well.
- **600 The Power of Your Existence:** Magic, ki, whatever else you wish to call it. All of these things are mere extensions of your own existence, so why not bring it back? This perk transforms and converts all of your abilities relating to such extensions into the most basic form, which is the power of existence.

### Crimson Denizen

- **100 Sensory Perception:** A staple power of the Crimson Denizens, this perk allows you to sense and track both the strength, location, and identity of beings based on their unique power of existence. Taking this perk as a Crimson Denizen enhances this ability, greatly extending the range at which you can sense others.
- **200 Jumper of the (Blank):** each crimson denizen has a theme that fits them, Friagne has the dolls he can create and control, snake of the festival can create objects, and Now you too have a special power based on whatever "theme" you

pick. While this can grant you almost any singular application, the amount of existence you possess dictates the strength of this power.

- **400 Warlock:** Rather than just allowing your flame to be used by others, why not get something out of it? With this you can create contracts with people, granting them your power for whatever reason that you may wish to. The bonus with this however, is that you can rescind such contracts whenever you wish as well, gaining both your power back and any gains that the contractee had made.
- **600 Treasure Artificer:** When humans and crimson denizens have the same burning desire they can manifest it in the form of a treasure tool, which can be possessed by anyone who can “fulfill” said desire. Unlike the normal process you can create treasure tools without another’s involvement. How this works is that you essentially take one of your powers and “clone” it into a tool so that others can use it when they power it with their own existence. While you could potentially put any power into a treasure tool, the stronger they are the greater the energy needed to activate will be.

## Flame Haze

- **100cp Fuzetsu:** The staple of Flame Haze combat, this ability will create an arena around the user that detaches the flow of cause and effect outside the world so that no-one will notice that supernatural battles are taking place. Additionally, you can repair the damage done within this area by providing it with your own power of existence. Taking this as a Flame Haze greatly lowers the damage to the surroundings inside the Fuzetsu.
- **200 Special Form:** A powerful unrestricted spell that alters your very body, activation of this will transform yourself into a single monster of some kind, and grant you with appropriate powers (ie a werewolf would get enhanced strength and a bite). You can enhance these modes and make them more powerful, but doing so increases the strain placed on your body.
- **400 Crimson Lord Contracted:** Normally, when a flame haze contract is made, it is done so between a crimson denizen and a human (though the denizens are honorably called lords out of respect), but you jumper, you are special. Somehow you managed to make a contract with the much more powerful Crimson Lord. This has not only increased the strength of your abilities that utilize power of existence, but the amount you can wield too. Think of it like a motorboat to a warship, in terms of the ‘firepower’ and ‘fuel’ you can now possess.
- **600 Exceptional Vessel:** While normally taking on the full brunt of your contracted denizen’s power would kill you, instead you have an extremely exceptional capacity for it. This means that you can access the full strength of your crimson lord in battle (though it does become taxing if you maintain it for

long periods of time) and that you cannot be “overloaded” by powers that have the same functionality.

## Torch

- **100 Nonexistent:** When the power of existence wanes from a torch, so too does their essence and ‘impact’ to the surrounding world. By taking this you can control this process, dampening the impact of your own existence to the point people will forget about you. While this is a great skill in a pinch, there’s always a chance to go too far and ‘erase’ your own existence. Torches intrinsically know of this limit and will always know how far they can go.
- **200 Of Similar Mind:** Torches who have been trained can create an accurate estimate as to how much life other Torches have left, and you’ve taken this a step further. You can tell whether or not a being is like a torch in other worlds (let’s say corrupted or “broken” as synonymous), and the likely source of what caused it.
- **400 Midnights lost child:** With purchase you will have a special device permanently attached to the innards of your soul, that once every 24 hour period your stores of all forms of energy and health instantly restore themselves to their maximum capacity
- **600 A Fire That Burns Twice as Bright:** Lasts half as long. You’re capable of putting your existence burn into overdrive, more than doubling your total amount of power you can produce beforehand. The time limit of this is rather short starting out, and leaves you in a severely weakened state, but with time and training you can surely remediate these issues.

## Undiscounted

- **400 Soul Juice:** The human soul is a very versatile thing if you haven’t already noticed, and a Jumper’s soul is even more special. Over the years your soul has matured, and likely mingled with some of the more exotic energies that exist. As such a new ability has emerged from it, making you able to mix your soul into your attacks, empowering them to levels unbelievably high. A simple fireball would be an explosion of flame, or a personal shield could now coat your body in armor.

## Companions

- **100/300 Import:** If you already have someone you wish to bring into this world, you can pay 100cp to import one, or 300cp to import all of your companions. Each companion gains 600cp, an origin, and can take drawbacks worth 300cp or less.

- **100 Create:** Maybe you haven't reached 8 yet, and would like to make one for yourself, you can create a single loyal companion with 600cp to spend on perks, and can take drawbacks worth 300cp or less.
- **200 Canon:** If there's someone you wish to take along, you can pay 200cp here, and in the jump you will instantly hit it off with whoever you had in mind, and can take them as a companion in future jumps. If the person you would like to take is a contractor/contractee then they will come as a joint package. If you wish to take a Crimson God, and their contractees (Yuugi/Shana) you must pay an additional 300cp (So Yuugi with the Snake would be 500cp). If you wish to take Yuugi and Shana with their contractees together as a single companion then it is a total cost of 600cp.

## Items

- **50 Meron Bread:** this adds an attachment to your warehouse that will always keep a pleasant stock of meron bread. It'll always be enough for you and your companions to have their fill, and can contain other bread-based sweets.
- **50 Soundtrack:** You can at will, activate a soundtrack in the language of your choice by the band Altima. It can be heard by anyone you want, and will always fit the mood.
- **100 Source Knowledge:** In the form of Manga, Anime, and novels, this item details the events of the canon series, and will record your adventures from past jumps in these forms as well.
- **200 Existing item import:** if you have an existing item, and would like to have it imported into any of these there is a one time 200cp fee to import any item to anything you have purchased here.

## Drop-In

- **100 Obelisk:** Have you ever wanted to be a mega-villain, but lacked the means to broadcast your schemes? No longer this is a problem, by activating this obelisk you can transmit a video and audio feed of you to anywhere on the earth!
- **200 Hystrix:** Originally a normal claymore, this sword was modified by the scientist Dantalion. When a user channels their power of existence into it, the sword begins rotating like a drill. The greater amount of existence channeled into it, the faster it will spin.
- **400 The Silver:** Weilding a beautiful silver flame, this suit of armor appears and animates to serve strong emotional desires seemingly at random. This item, when purchased, will be guaranteed to work only for you, and at will, unlike in the canon, and additionally can be worn as a suit of armor.
- **600 Bubble Loot:** Normally a golden coin, this item, when activated transforms into a nigh-unbreakable chain, that when bound to a weapon or item will completely nullify its effects.

### Flame Haze

- **100 Gordian Knot:** An artificial treasure, this item takes the form of a golden key, that can hold potentially any spell. What makes this different from other kinds of magical artifacts is that these spells will only activate once the holder of it dies. You gain a set of 6 of them, and have the means and ability to make more.
- **200 Tarnkappe:** While not shielding you from view, when worn this cape makes you invisible to all other forms of detection, but will slow you down when worn.
- **400 Nietono no Shana:** The Nietono no Shana is a treasure created partially by its blacksmith anchoring his existence to his creation. Because of this, this longsword has the capability of fighting independently of you, and grants both you and itself mastery over using it.
- **600 Azure:** A silver ring with a red gemstone embedded into it, this item has two properties. The first one is that it can utilise the user's power of existence to nullify any attack (though the amount varies based on the attack's strength), while the second property is that it can 'restore what is lost'. Some examples of this is returning a destroyed painting to a pristine state, while the other one was turning a mystes back into a human.

### Crimson Denizen

- **100 Crystal Altar:** This altar is not what it appears to be, by inserting some of your own power of existence into it, the altar will project a three-dimensional, live

map of any area that you so choose, though larger areas will require more power to operate.

- **200 Blutsauger:** This sword is an unnaturally heavy weapon, to the point that an average person is completely incapable of lifting it. Though once someone channels their power of existence into it this changes. Once the sword is 'activated' this way it has a unique ability to leave cuts on whomever the sword strikes, even if it strikes something that shouldn't create injury on the opponent, like their sword.
- **400 Bakuyagai (Triumph of the Night):** While appearing to be an average set of brown armor, it has a special property attached to it. When worn, the Bakuyagai increases the strength of actions that use power of existence, and helps prevent drain from such actions as well.
- **600 Prideful statue:** Resembling the silver in both ability and look, this massive suit of armor can be piloted as a mecha by using your own power of existence. This statue wields the same abilities as silver, but needs to be piloted and needs a large amount of energy.

## **Mystes**

- **100 Shintetsu Nyo:** Used by Sydonay to slay the Yellow Lord, this weapon can change into any mundane weapon, and can multiply itself an untold number of times.
- **200 Nomenclator:** Taking the form of a silver tray, this treasure tool can analyze the components of spells and structures, and will reveal them to the owner.
- **400 Orgel:** A small treasure box that can sustain a single spell sustaining their effects indefinitely, or cast multiple of the same spell in rapid succession.
- **600 Reiji Maigo:** Or the 'Midnight's Lost Child' this is known as likely the strongest treasure in the series for one property. Every night, at midnight the holder of this treasure has their power of existence completely restored. Of course, since this one is a purchased version you can instead have it restore your power at a different time of day.

**Drawbacks:** Need more points? Look no further. While there is no limit to the number of drawbacks you can take, any drawback you do take will override perks and item bonuses.

- **0cp Movie Festival Special!:** In throwback to the 2007 Dengenki Bunko movie festival, your benefactor has decided to combine this universe with that of Inukami and the Kino no Tabi.
- **100cp Flat Personality:** Urasai! Your personality is about as generic and stereotypical as possible. If you're a "Genius" then you'd lack common sense in anything other than science and would constantly spout off things about breakthroughs or data collection, a Tsun-dere would be overly violent towards their object of affection and vehemently deny any sorts of attraction whatsoever, a pervert would be irredeemable and would peeve on others in public, etc. No matter what personality it is, it is guaranteed to annoy those who are not your companions. You can eventually work past this and be "normal" but that will require a great deal of time.
- **100cp Unaware:** Can't you see that the girl in your class likes you? Or that your friend likes her? Beyond this you also seem to be dense for other matters, so that you cannot pick up hints, however obvious about things for your time here.
- **200cp Crippled:** Need a hand? You are now missing a single limb. For the duration of this jump, said body part cannot be restored using the aid of technology, and can only be treated with the tech level within the setting. This can be taken up to 3 times.

- **200cp Careless:** each origin now has drawback making them extremely easily noticeable as foreign beings. Crimson denizens must remain in a monster out form, flame hazes have a small aura of flames, mystes have the item inside them glowing brightly, and drop-ins will have everyone nearby altered that they are foreign beings. While this doesn't make you any enemies by default, it does make it impossible to blend in, and makes it increasingly easy for any enemies you gain to find you.
- **300cp Alone:** True Flame Hazes have no need for companions, they're only a liability. With this drawback any and all companions you take (save for the drawback "**Lord Jumper**") will be rendered inactive for the remainder of your jump.
- **300cp Shakugan no Jumper-tan:** you've been scaled down to about 2-3 inches tall and the strength of your powers have decreased matchingly. At least you're cute now, right?
- **400cp Lord Jumper:** regardless of your origin, you have been contracted to a new flame haze, meaning you are trapped within a small device that will always be on their person. This person has a strong sense of justice (or maybe just a battle lust) and will rush into combat without hesitation. You can allow them access to your powers from this jump, but any otherworldly ones will be weakened to match the overall power of this world. If they die, then that of course counts as a fail condition for this jump. If you make it 10 years here, and want to take them along then you may. They are of the Flame Haze origin and gain 600cp to spend after the jump is complete.
- **400cp Jumpers (Unwilling) Gift:** You still have your warehouse, but a large number of smaller magical items (or just valuable to you if you do not have any) have flown out into the world into the hands of various beings. While they can be recovered, you only have a general idea on the location of any of them and must work from there. You cannot take this if your warehouse has nothing of value to you inside of it.
- **600cp Just Enough Fuel:** it looks that coming into this world has drained you and left you unable to naturally recover. While not using any supernatural power will allow you to barely coast on to the 10 year mark, using any sort of power will drain you, and you will have to take the existence from other beings in order to recover. This will make you enemies with the Flame hazes regardless of origins.

**Scenarios:** You may take only one.

1. **Witness to the Divine:** The crimson denizens began entering this world upon seeing humans and feeling themselves to be lacking. You start the jump at the beginning of humanity as a species and must take a side with them like Alastor,

or with the crimson denizens like The Snake of the Festival. If you manage to completely crush the opposition's desire by the end of the jump, then your powers will be at the highest end of crimson lords, and will eventually grow to that of crimson gods.

2. **Restoring What Was Lost:** In the end of the series the crimson denizens leave to their own new world, and things seem to have ended happily, except for that everyone seems to have forgotten about the untold number of torches that were created as a result of the conflict. If you can restore >85% of these torches to human state, then after this jump you can restore corrupted, or otherwise incomplete or damaged beings safely back to their natural state with a mere touch.
3. **Mediator of Peace:** During the Flame Haze Civil War in canon, an untold number of beings would die in their struggle with the Crimson Denizens. You start about halfway through this conflict, and if you can successfully initiate a nonviolent end to it then you will be heralded as a bringer of peace in future worlds, and can easily bring forth productive meetings between warring parties so long as they wish for an end to their conflict.

## Notes

- 100cp items/perks are free if they are of the same origin, discounts under sections are 50%.
- If you take both Reiji Mago and the perk Midnight's Lost Child then your capacity will refill ever 12 hours instead of 24.
- The Power of Your Existence essentially converts all of your magic, ki, and other similar forms of 'energy from within' into a larger pool of existence. This of course also makes any techniques that would otherwise use such pools use your existence instead. Optionally you can convert items that would power those older abilities into affecting existence instead.
- Just Enough Fuel scales with the scenarios so that it will last long enough for you to complete them.
- Taking just enough fuel means that you will have to find a way to restore your power of existence using either others', or by taking items in jump that would do the same thing.
- Fuzetsu essentially pauses time to non-supernatural beings and items within, and makes it appear to the outside world as if nothing of note is going on within.
- Regarding the perk **Nonexistent**, other origins can eventually train to get the intrinsic knowledge on how far they can go, but it takes a great amount of effort to do so.
- Spells in this series refers to actions that require an input of Power of Existence.
- You only need to buy **Existing Item Import** once to import multiple items.

- Clarified **The Power of Your Existence.**

## **Changelog**

- **V1.2**
  - Reduced cost to create a companion.
  - Clarified the canon companion purchase.
  - Added Soul Juice
- **V1.3**
  - Properly priced soul juice