

To Love-Ru

Jumpchain, Version 1.3

by marmark447

adopted from Gundam Seed Anon

Welcome to the aptly named world of Love Trouble.

Welcome to a world where an average high school segues into a hijinks ridden drama and puts earth at the forefront of the universe... all because an alien princess decides to run away from home.

The universe beyond earth has, in the last few years, concluded the 6th Galactic War, a terrible conflict brought to an end by the efforts of the King of the Deviluke... and a liberal helping of planetary destruction on his part. For Earth, though, no one knows any of that. Aliens come and go, and do well to keep a low profile.

Try not to start another Galactic War while you're here. Try not to let the Earth get blown up, cut in half, or otherwise rendered unable to sustain life, Jumper. It's only ten years!

This world may seem a lot safer than it is, depending on who you decide to mess with, so have your

1000 CP

Choose your Origin

Pick one origin and one sub-origin. You may keep your gender or change it.

Focus

It's nice to be in the midst of things, isn't it? Well, that's where you'll be for the next ten years. Shenanigans will seem to center around you, although not necessarily the bad sort - at least you'll never have to worry about getting bored. Or running out of suitors.

You are somewhere between 14 and 20 years old.

Fallen into Trouble (Drop-In)

Really nothing special, you pop up in Sainan town (the place where most of the story happens), and find a lot of strange things drawn to you. Don't worry, people here won't care if you just pop up out of nowhere. They take things like that in stride.

Just the replacement

Now this is kinda depressing. It turns out the particular universe you got sent to is missing its Rito! Well, you'll just have to take his place.

This requires you to take both **The Main Character** and **Clueless**, as well as the **Human** race. You'll wake up in the morning of a school day, Mikan calling you down for breakfast.

Only one person can take this Origin, but it can be a companion.

The story and its characters will adjust to fit with your age.

Extraterrestrial

Now you're special, aren't you? One might even say **you aren't even a human** (as in, you can't take Human as a race). For some reason you have found yourself on this backwater planet - a planet that will manage to keep that moniker even with the Princess soon arriving here. Don't worry about not being human, the people here ignore such things with ease, most of the time at least.

You gain a discount on any one race which costs 300 CP or less.

Involved

You are one of those people that have no hope for a normal life - one way or another, you're going to find yourself entangled, although not necessarily romantically, with Rito. You are 14 + 1d8 years old.

Student

You are an average student at Sainan high, really nothing special to see here. Or is there? After all, this is a place that has a suspiciously high concentration of abnormal people.

Royal (-Runaway)

Throughout the Galaxy, there are a lot of important people, but you aren't one of them - you are one of their kids. Either through your constant ache for adventure, pure random circumstance or a similar reason, you find yourself landed on earth.

Assassin

Maybe it's your calling, maybe it's just a job and maybe you didn't have much of a choice, but you found yourself wandering the cosmos in search of lucrative contracts or people with high prices on their heads.

Side Character

You're.. well, you're there. You'll probably get drawn into the plot at some point or another, but with a bit of effort you could make it ignore you completely as well.

Your age is 16 + 2d8 years for Suitor and Employee; and the age of your friend for buddy.

Suitor

You will be publically known as the suitor to one of the named characters. If you manage to convince your choice to come with you without mind control or similar (charisma perks are also significantly weakened in regards to them), they will become your companion. In addition to whatever perks/origin/races they'd canonically have, they can spend 800 CP on this document.

Employee

You're a subordinate or coworker to one of the main cast. A teacher at Sainan High, a school doctor/doctor's assistant, a bodyguard, a lab assistant or anything of the sort.

Buddy

You're tight with/related to one of the story's named characters. Whoever it is, you've known them long enough for the two of you to have a great amount of trust in each other. You may convince them to become your companion, with the same rules as in Suitor, and it will most likely be remarkably easier with your prior relationship. In addition to whatever perks/origin/races they'd canonically have, they can spend 800 CP on this document.

Location

You will start out in Sainan town on earth - just as Lala lands in a certain bathtub.

Races

[free] Human

I think you know this one. Fairly standard, average all-way round, no special abilities. They live on earth, you know that one planet that somehow is almost completely oblivious to all the other races? Yeah.. I also don't know how they do it.

[+100] Memorzian

While - ignoring your unusual hair color - you don't look different from a human, you are actually from the distant planet of Memorize. However, you now have a trigger, something simple like sneezing, which will switch both your body and mind to your genderbend alternative. Your counterpart *is* you, just with the personality, habits, likes and dislikes you'd have if you'd gone through your life as the other gender. This will happen quite a lot as well, and often in inconvenient situations.

After the jump is over, the two of you separate, and your other half can either stay here or continue on as your companion at their choice.

[Free] Full Power

Normally, your other half would be the other version of the *local* you, and only have the powers you gained in this jump. But that'd be boring, wouldn't it? Instead, they now have access to *all* of your perks, skills and abilities and know how to use them. In addition to that, they now have vague memories of your journey to this point, so... hope you haven't done anything you would hate yourself for?

They retain the full powers after the split.

[200] Charmian

Although visibly these people are "only" seemingly perfect humans, like most alien species, they have their own special abilities. In line with their natural beauty, it is far easier for them to attain and retain their preferred physique than any human, and their beauty fades far less with age.

[200] Balkean

A species of people smaller than most children, they emerged from the planet Balke.

Although normally closely resembling reptiles in both skin and eyes, this form isn't what they usually show themselves as. They are mainly known for their mimicry ability. Capable of imitating even significantly larger forms, their main problem is that they don't actually gain

physical prowess respective to their forms, resulting in them having to rely on the meager strength of their race.

[200] Half-Flamian

While you seem to have taken on the physical appearance of your other parent, you did inherit the fire-wielding abilities of your Flamian parent. You can breathe fire, create fireballs and control any fire you created as long as it is close to you. As a half-flamian, you are also immune to any fire you generated.

[300] Devilukean (discount Royal (-Runaway))

Mostly humanoid people, only really differentiated by their spade-tipped tails, that inhabit the planet Deviluke. Their king, Gid Lucione Deviluke, is also the ruler of the milky way galaxy and has established the planet as the central capital of the known universe. They have immense strength, their stronger members capable of lifting and throwing trucks, and respective durability.

[200] Energy Blast (discount Royal (-Runaway))

Some Devilukeans can fire devastating beams from their tails, and while these start out fairly weak, someone like Gid can carve miles long trenches into the ground with ease. A user can “overload” this ability, gaining them a vastly increased output in exchange for turning into their child-self until they have recuperated their power. The current first Princess was capable of matching a planet-destroying attack with this, only turning into a young version of herself for a few weeks.

[400] Ghost

Spooooooky... You are now a very spooky ghost! You are capable of exiting your body at will, leaving it in an unconscious state. In your spectral form, you are intangible, can fly faster than your running speed and can possess bodies, both of others and in order to return to your own. When possessing somebody else, you can control their movements, read their memories and feel their feelings, however unless you are possessing a mindless body, you are only capable of keeping this up for a limited amount of time.

No matter whether you are in your body or a ghost, you are capable of applying psychokinetic power to your surroundings, moving objects or people and creating blasts or barriers.

Does *not* come with an artificial body to inhabit.

[400] Shadow Weapon (discount Assassin)

Also known as a Transformation weapon, this is more a deviation than a race. Being a Shadow Weapon means you weren't born naturally and instead were created by the Eden Organisation in their search for the ultimate tool of destruction. The organisation has been destroyed since then, however you escaped in the turmoil.

A shadow weapon is capable of transforming their body at will, reshaping their body parts into weapons, although mostly limited to their extremities and hair. They can also reshape their bodies into differently aged versions of themselves.

Choose any number of the following options. You may take the equal of 400 CP worth of the following abilities for free.

[100] Attire Transmogrification

Any outfit, any look, any shape. This will let you transform anything you're wearing into any other mundane shape, as long as it's roughly the same amount of material. This won't affect any abilities or special properties of the clothing in any way.

[200] Mind-Link

Some people just want to feel connected to others. This... might be a *bit* of an extreme version of that. You can control both people's bodies and most technological devices simply by having a strand of your hair touch them and while it might not be impossible to break out of, it's very difficult. You can also share emotions and feelings across the connection, even without controlling the other person, but this feature is always two-way.

[200] Energy Weapons

Now, it's pretty boring to be limited to normal weapons - as long as you can call anything you do normal anyway - so we'll add something on top. You can now transform parts of yourself to create all kinds of energy weapons, be it an energy blade or energy gun.

[300] Imitation

You're capable of almost flawlessly imitating the physical appearance of anybody you have seen, as well as their voice. You don't receive any of their abilities, mannerisms or knowledge, however. Mind-Link, if you have it, will help you adopt the habits of any person you have linked with before.

[400] Dark Matter Body

You know how getting killed is pretty annoying? Well, this helps with that. Instead of how Shadow Weapons normally get their powers through a liberal helping of nanomachines, your body is instead made up out of a very... unusual form of dark matter. This allows you to regenerate yourself, let attacks that rely on physical force to pass through you and it enhances your shapeshifting, letting you take on forms significantly different and significantly smaller than you actually are. Repeated damage - on the scale of having your body destroyed multiple times over - will still end you, however.

[400] Portals

I have no idea how this falls under the umbrella of 'transforming' things, but you can now create portals at will, out of any surface or material you are currently controlling. The portals don't have an upper size or range limit but get exceedingly more difficult to create the higher those values are. You can use the portals yourself as well, just be sure to take control over the exit point or it'll collapse behind you. Well, it's not like you couldn't just create a new one...

[400] Signature-Attack

No matter if you go for the classic giant explosion or skyscraper-sized sword, or perhaps something more obscure, this attack, while taxing to use, is enormously devastating. Under a boost like Super-Mode it reaches the point where it could destroy planets in a single hit.

[400] Matter Manipulation

Your ability to transform can now be pushed into liquids and solids, like water or stone, letting you change these substances with the same ease and flexibility as you could your own hair.

[800] Super-Mode

The all-important power up - and what a power up it is. This will boost all your powers to their limits and beyond, letting you achieve feats you wouldn't have thought yourself capable of. They are just *better* in every way. That being said, this isn't the easiest ability to master and you probably won't reach the level where you could use it to its fullest potential during your ten years here. You can theoretically keep this active almost permanently, however the strain it would put on you is not something to ignore.

Take 'The other Side of the Coin'.

[Special] Not so plain

Both Shadow weapons and Half-Flamians are humans for a base, and the other races are also pretty boring, aren't they? But that doesn't have to be like that. You can now combine races, getting the full benefits from both, but the cheaper one will **double in cost**.

Yes, this gives you double points if you take Memorzian.

[200] Special Ability

The combination of the genetics of two wholly different races can sometimes lead to unusual benefits - one of which you possess. You can use this to gain the ability to communicate with and be liked by plants or animals, like Nana and Momo have through their half devilukean - half charmian heritage, or anything in the same ballpark of usefulness or power.

Perks

All Perks under their origin are discounted for that origin. All discounts are 50%, discounts do not stack.

[Free] Harem Hijinks

As is right and proper for this world, if you take this you'll be dragged into a spiral of harem comedy, full on with the 'accidents', tripping and running into people you'd expect!

Depending on your origin, this may involve a harem forming around you, you getting involved with somebody else's harem or just the resident troublemakers dragging you into their love-squabbles. No brakes on the harem train! *Somebody* is getting one if you pick this, and it's almost completely random who!

Even if you take it, this perk disappears once you leave this world.

[400] Control

Or maybe there *are* brakes? And a steering wheel? And a settings menu... this train analogy kinda crashed before it had any chance to get steam. Anyways! This means that you *do* get to decide who gets a harem - even if that's 'everybody' or 'nobody', it'll work out somehow! Actually figuring out how to control the specifics of *how* it should work and happen and who should be affected will take some effort, but you can figure it out, I'm sure!

This also means that you can take the Perk into future jumps.

Focus

(all Focus Perks are discounted for Drop In, Just the Replacement and Extraterrestrial)

[100] Put An Icepack On It Later (Free Drop In)

You're used to getting into scrapes, and soldiering on despite abuse being heaped on. This provides a boost to your durability, your ability to heal over time, and in particular your willpower and resistance to blunt force trauma... especially useful in the event one of your friends decides to use you as an impromptu melee weapon.

[100] The Little Things (Free Just the Replacement)

Somehow, by complete accident and without conscious thought, you manage to do things that brighten people's days. Some small actions of yours will end up making the lives of those you like just that tiny bit better. You can also use this to annoy the hell out of your enemies. Whatever, I don't judge.

[100] Otherworldly Charm (Free Extraterrestrial)

You are a master of reading other people, of discussion, persuasion and presentation. Now, all of these are perfectly mundane skills, but you will find that, in those fields, you are capable of matching even the most skilled person you have ever met.

[200] Not the Head!

Your defensive skills seem to increase whenever you are in actual danger of death or permanent harm, proportionate to how high or immediate this danger is. Evading a sword slash may become easier than evading a punch.

[300] Sleepwalker

Now this is weird... weren't you asleep? Choose one non-combat skill to be unnaturally good at, beyond anything you have achieved or could achieve normally - while you're at sleep, at least. You will automatically do things with those skills while sleeping, whenever it would be convenient for you or those you care about, and still feel completely rested when you wake up.

[400] Immunity to Charm

A single glimpse of a true Charmian is said to make people go mad with lust and desire. You wouldn't notice. In fact, while you are capable of noticing the attempts, no method of mind control will ever affect you. You are even immune to conventional charm and persuasive tactics, or even your own biases and prejudices, if you want to be.

[500] Evading the Masses

Enemy numbers mean nothing to you. As long as you would be capable of dodging an attack or trap on its own, no amount of the same attack will be capable of so much as touching you. You are always as fast as is necessary to escape attacks by multiple opponents, as long as you could avoid each of them on their own. So if you could avoid a bullet, you can now avoid any amount of people firing at you from all directions at once, even if there was no way for you to keep track of them all, as long as there is physically enough space to do so.

[600] Those Who Don't Have The Conviction

Anybody that doesn't *really* want to kill you just won't be able to. This means you won't die from someone accidentally running you over or in a friendly spar, as well as protecting you from someone who is being mind controlled, manipulated, forced or similar. A person has to really want to end you specifically for any chance of success. This also protects you from becoming a collateral fatality (e.g. when the town you're in gets nuked), as long as it wasn't created or used *specifically* to kill *you*. This won't protect you from anyone or anything wanting or created to kill you (mindless minions and the like included), even if you were to use mind control or something similar to attempt to change their disposition. Like the reverse, controlling them will not change the disposition - only actually changing their minds without force will make them incapable of killing you again. Yes, this protects you against Tsunderes.

Involved

(all Involved Perks are discounted for Student, Royal (-Runaway) and Assassin)

[100] Studious Student (Free Student)

You're a good student. No matter the hijinks in your life, you will find yourself always having the time to learn. Knowledge will come easier to you, your understanding of a subject improves quickly under a teacher or with proper studying supplements. Additionally, you will find yourself always remembering everything you have taken the time to properly internalize, no matter how long it has been.

[100] That Royal Flair (Free Royal (-Runaway))

You're evidently a product of high society, and as a result people accept that you're just a little out there. It makes it easy to get away with outlandish things so long as there isn't really any malicious intent behind what you're doing. So if you need to crash into a classroom, grab a friend and proceed to run out a window and fly off the teacher probably won't even stop droning on about Second Impact.

[100] Assassination Basics (Free Assassin)

There is always a place for people with some less than savory skills. You've wandered the underworld for a bit, learning how to fight, how to kill, how to steal and how to deceive. Especially, you'd be hard pressed to find people to match you at the art of taking out just that one person - to the point that you almost never end up causing collateral damage in any assassination or duel. At least, when you're not the target.

[200] Royal Humility

There's a point where a single person holds simply too much power for them to stay completely sane - but that's not a limit you will ever reach. No matter how powerful or influential you become, you will never become power hungry, snobbish or dismissive of actual threats. There will be no time where you become incapable of associating with "the Common Folk" or where you go crazy trying to prevent any chance of you being toppled.

[300] Pushing Through

Sometimes, things get demoralizing, hard, or downright stupid, and often, things like that make people stop. Or sometimes people try to mind control you. But that doesn't *work* on

you. You don't get demoralized, you don't get discouraged, you push through hindrances and obstacles and even if that obstacle is somebody controlling your body, well you'd be damned if something that small stops you.

[400] Perfectly Excusable

Now, there is maneuvering your way out of a situation with superior social skills, and then there is... this. From now on you will find that, as long as you haven't caused serious harm to anybody except yourself, you will be capable of explaining away any unusual abilities, weird looks, or whatever idiocy you came up with, through something as banal as 'It's a movie set'.

[500] Timing

You have something that might be called perfect timing, but it's so bullshit that nobody would agree with you. Whenever someone you care for is in a danger that you could help with, you will be there. Being too late to save somebody? Your friend getting kidnapped without you noticing? Not happening.

[600] Chaotically Inventive Genius

There are people who are said to thrive in chaos, but you aren't one of those, no - you are chaos itself. You are capable of inventing things you yourself aren't always sure are possible and can not only do this in almost no time, but with materials that really shouldn't be capable of the things you make them do. The only caveat with this is that the more implausible your inventions get, the crazier the form they take. So while the ultimate multi-tool might only end up looking like a wand, a machine that grants people the ability to clone themselves when they sneeze would act more like a flighty animal. Somehow this never actually causes any harm and only minor setbacks.

But that isn't all. This also lets you combine any items you might possess that are of a similar type, the end result gaining the benefits of both (if one of the items is CP-backed, the result is as well). However, getting a stable result takes a lot of time.

Side Character

(all Side Character Perks are discounted for Suitor, Employee and Buddy)

[100] Searchlight (free Suitor)

You are really good at finding one person's general whereabouts. Even completely without clues, as long as you know who you are searching for, you will soon find yourself in their general area. However, the accuracy is limited depending on how mobile your target is. Searching for somebody planetbound might place you in the same city, while searching for a space traveler might only lead you to the same planet. You have to decide who this locks on at the start of each jump.

[100] Certificates (free Employee)

Because you can't do a job without knowing how. Gain college level education (or whatever its equivalent would be) in one field of your choice, plus two years of practical experience. This'll be about the knowledge a fairly good student will gain over their course, but not somebody like the top of class. Can be bought multiple times, choosing a different subject each time.

[100] Made To Last (free Buddy)

Your friendships - really, your relationships in general - are a lot more solid than normal. There'd have to be a lot more than some arguments or bad times for them to fall apart, because once you have made a bond with somebody, that bond stays. And nothing short of driven effort from one of you will ever break it.

[200] Applications

Who needs a carjack when they have superstrength? You sure don't. In fact, you are *really* good at applying superpowers to mundane applications, no matter if it's cooking, cleaning or mechanics, and these small uses of your abilities somehow always go unnoticed.

[300] Material Acquisitions

Being a super-scientist on a primitive world is a very exhausting thing - especially when you can't even get the resources you need to use your normal technologies. But no more of that! You're now - somehow - capable of producing any exotic material out of mundane ones - assuming you are willing to put in the time and effort required, you can even design machines to transform materials automatically. No, this doesn't care about preservation of mass (although most of the time this is because you need a lot of low-quality resources to produce any notable amount of high-quality ones). It also doesn't care if the resource even exists in the universe/setting you are in currently! Happy sciencing!

[400] Updating Certificates

Because who has time for an education in every place they visit? Whenever you finish an education in a specific topic (this includes knowledge you gain through buying a perk like **Certificates**), you gain an automatically updating certificate which will be accepted anywhere and stand up to any scrutiny. These updates are always to the local equivalent, or the closest thing to that, of every world or planet or country you visit.

However, just having proof of your skills would get you in trouble if the new place had different standards - well, it *would*. Because along with your certificates, your skills update as well. If you were a doctor from an out-of-the-way planet trying to work for a galaxy spanning empire you'd suddenly actually have the necessary knowledge - including a bit of practical experience - just as you'd be able to perfectly fit in as an alien doctor hiding out on a far less advanced planet. Also, you will never lose your touch with any of these skills and are capable of seamlessly integrating knowledge of the same field with what you've learned elsewhere.

[500] Charm (discount Charmian)

Like the current Queen, you gain the abilities of a high-class Charmian. Your absolutely perfect appearance becomes set in stone, and neither scarring or weight gain will ever affect you. However this is just the start. As a Charmian your very voice brings out the good in people and can stop conflict, and a simple glimpse of your face is enough to have those attracted to your gender so enamored with you, they might kill for your recognition, with only very few capable of withstanding it. It's utterly useless with those who feel no attraction to your gender, however, and those with a powerful conviction may resist it.

Contrary to the Queen's version however, you can dial this down or even turn it off in case you want to - you know.. have people *not* kill each other for your attention. This still doesn't keep them from just attempting to take you for themselves if you dial it up too high.

[600] Life Science Mastery

There are some people who are good at biology, there are people who are world-renowned doctors, and there are some people that play with its limits on a daily basis, like one Tearju Lunatique. You now belong to the last category. Your knowledge of how organisms work, especially concerning cloning and weaponization are only matched by Tearju herself and you are capable of both designing and building any machines you might need for your projects, given enough resources. With time and a lot of work you are now capable of creating something on par with the Shadow Weapons, including transforming people into them.

Items

[50] Running Shoes

Because running normally is for chumps. These shoes allow their wearer to run *really really* quickly, without causing any of the damage traveling at that speed would usually create in the user and their surroundings. Can be bought multiple times.

[50] Interplanar Travel Ticket

Ever wondered how those without a spaceship of their own get around? Well, wonder no longer! This ticket can be used once every Jump to let you travel to any one place the inhabitants of that universe are capable of reaching, and in an expedient fashion, too! Does not let you choose how you end up getting there, but guarantees you do so without receiving permanent physical or mental harm. Can be bought multiple times.

[100] Super-Taiyaki (Free Focus)

Now this isn't your normal Taiyaki, this is a daily restocking supply of always perfect to eat, Yami-approved Taiyaki. This stuff is so perfect, that simply by seeing it, Golden Darkness will instantly develop her love for the fish-shaped cake. This supply is so excellent in quality that, by itself, it can pacify her - or at least keep you alive for a little while longer - even in Darkness mode. A good fallback for people without Rito's... abilities.

[300] A Special Plant (Discount Focus)

This is... some kind of mutated alien sunflower seed? Maybe? Nobody's really sure. But what you can be sure about, is that this not at all inconspicuous seed, now planted in your garden, will grow up to be a fully sentient multi-story tall monster plant - and it won't stop there. After about two years, it will germinate, gaining the ability to shapeshift into humanoid toddler form, and developing abilities depending on how you treat it during that time until it fully grows up - anything from simple super strength to mind control pollen is possible.

[400] Spatial House (Discount Focus)

Now, this is just your perfectly ordinary suburban house that follows you into your jumps or can be connected to your warehouse - on the outside, at least. On the inside, *somebody* let loose a bored super-scientist that made the house capable of spawning an infinite number of rooms in any configuration you'd want, as long as any individual room isn't larger than the house itself, all with basic appliances included.

[200] Pouch of General Plant Necessities (Discount Involved)

Well, really it's more of a bag, big enough it will drag on the floor when a normal person tries to carry it. Every time at the beginning of a jump, this pouch fills with the seeds for the most interesting plants that exist in that universe, a handful of each type until the bag is full. Also inside, you can find a manual on these plants, detailing where they are normally found, how to take care of them and whatever special properties they might have.

You can instead choose to have it fill itself with plants from a universe you have visited before.

[300] The Almighty Tool (Discount Involved)

This short staff with a pair of bat wings is any handheld tool from its library of known tools you need it to be at that moment, even combinations are possible. It, by itself, is enough for princess Lala to create some of her insane inventions. Its library includes any mass-produced implement that can be classified as a tool of any universe you have ever visited. The wings can also come together and lengthen themselves, creating a sword. In addition, it is capable of fusing with any of the more unique tools you might possess, completely retaining the abilities of itself and whatever you fused it with.

[300] D-Dial (Discount Involved)

Because nobody has the space to store all this stuff. This is a flip-phone - that still works as a phone, by the way - which can be used to store things in or summon things from a pocket dimension. Although there is nothing 'pocket' about its size - which is quite literally infinite. That being said, it doesn't have a search function. Instead, you will somehow always summon the item you wanted to - and you find yourself incapable of forgetting what you stored in there and what it is good for.

[200] Psychic Gun (Discount Side Character)

No, this is not a mind-controlling gun or anything else in that vein you might come up with. Instead it is your simple, ordinary, almost indestructible gun that uses pure psychic energy as bullets. Comes with all the skills one would need to properly use it.

[300] A Cool Spaceship (Discount Side Character)

Have you ever wanted an awesomely designed, functional, powerful, fast spaceship? With a helpful AI? Well look no further! This is your perfect chance for the ship of your dreams, designed to your tastes and large enough to be a permanent home for a dozen people. If you don't possess something like that already, your warehouse gains a garage large enough to store this ship.

[300] Living Metal Parasite (Discount Side Character)

Much like the famed evil sword Bladix, this sword is fully sapient, housing a personality you can design, and fully capable of possessing anybody that directly touches it. The blade is nearly indestructible, never needs maintenance and feeds off of the blood it spills as well as the power of its wielder to grow stronger and heal itself in the rare case it actually gets damaged.

You may import another weapon into this.

Companions

[200] Companionship

Of course you can take any person who you can convince (again, same rules as with suitor/buddy) with you as a companion, but with this they will also instinctively believe you when you tell them about The Chain and, in addition to whatever abilities they already have, can spend 400 CP on this document. Companions gained through Suitor/Buddy get their 800 CP. They get the origin that most closely resembles their part in the story. One purchase affects all new companions you get this jump.

[50/200] A Bunch of Friends

Because nobody wants to be lonely. This lets you import up to eight of your companions for 50 CP each, or the whole group of eight for 200. Each of them gets an Origin and 600 CP to spend.

[An additional 100] Even More Friends!

But what if you have more than eight companions? This lets you import as many people as you want, although except your original eight they will only gain 300 CP to spend each.

[free] The Love of Your Life

Already involved with somebody? Well, this lets you import them for free, giving them 400 CP to work with (or a total of 1000 CP if you've already imported them with 'A Bunch of Friends').

[200] The Loves of Your Life

Involved with more than one person? Well, this is the thing for you! Now, everybody you are in a long term romantic relationship with gets imported like in 'The Love of Your Life'.

Drawbacks

[+0] Rule 63

It's a genderswap, plain and simple. This lets you switch the gender of.. everybody. And *only* everybody. Because why do something half-assed if you can do it properly? No this won't cause any problems.. really. You may choose if it applies to you and your companions or not.

[+0] The Main Character

With this, you won't just be any person, you'll be replacing Rito (as the main character, he won't just disappear unless you took Just the Replacement), meeting all the heroines in a

similar manner as he did. This, however, doesn't come with a guarantee that these encounters will play out the same way as they did for him. You're going to have to work for it if you want that harem. Or just for the Earth not to be destroyed, although you do get a weaker version of his plot armor for the duration of your stay. Yes this means Lala will land in your bathtub. Or on you, if you don't have one.

[+100] Clueless (Double points for Focus)

For two years you will be even worse than Rito when it comes to relationships. You won't be pushing anybody away permanently or damage any relationships you had before coming here, but you sure as hell aren't noticing it if somebody wants to go beyond casual friends, and the initiators will have a habit of responding more violently than normal. This will slowly taper off over the third year.

[Another +100] Long-Time Clueless (Also doubled for Focus)

Instead of two years, Clueless will affect you for seven, and will need two years afterwards to fully wear off.

[+100] Inconveniences

It's like you're living in everybody's favorite holiday destination! Almost weekly, some strange alien will show up in your general area, causing one minor disruption or another, and leaving you to clean up after them. Sometimes you get something for your trouble or get to know somebody new, but other times there'll just be this huge mess you have to deal with. At least none of them seem to have overly hostile intentions.

[+200] Phobia

You're now extremely afraid of some usually harmless, common thing, be it dogs, cakes or something similar, the sheer sight of it will cause your flight instincts to kick into overdrive.

[+200] Crimson Fever

You know how some protagonists sometimes have an absurd fixation with creating a harem? Well you're one of them now - or at least that's how it will seem to others. This won't make you an idiot screaming about breasts, however that'll be the reputation that follows you, something which is reinforced by impulsive comments that'll leave your mouth from time to time. This can only be overcome by people getting to know you well enough, it'll be impossible to get the general public to think of you differently.

[+200] Stumbles

You're *really* clumsy. Like *really really* clumsy. So clumsy that you manage to end up in compromising positions with other people multiple times every day. That being said, this somehow doesn't affect your actual performance at whatever you're doing in any way - to observers it just seems as if you're stumbling to success.

[+300] Suitors Everywhere

Everyone you grow close to during your stay here, be they friend, lover, coworker or whatever else, including people that have a one-sided crush on you, your companions and even your pets, will have at least one asshole suitor after them, which will do almost everything to get them into their hands. Luckily, all of them believe that in order to achieve

that, they first have to kill you! Although some of them won't wait that long before kidnapping their target or otherwise harassing them, while sending assassins after you. Someone like Lala will have multiple suitors, and for some reason they have no problem with working together until you're dead.

[Another +300] Political Shitfest

Now, not all the possible suitors are assholes. One half of them are either being pressured into this or are genuinely in love - although that won't stop them from thinking they have to kill you, and they are still hard to reason with. That however may be your only way out, because killing the non-assholes will have serious political repercussions, and well... the Deviluke had the power to conquer the galaxy, a power for which they don't have many uses left.

[+400] The Revival of Eden

Long thought gone, the Eden Organisation has suddenly regained prominence. Their agents, both hidden and overt, have spread across the galaxy once more and even their secret weapon project has seen success. And they *really* want to kill you. They will use all of their enormous influence and military power to try and end you, completely unopposed by the general public. Their soldiers are everywhere, their battleships always on your toes and their two new Shadow Weapons are capable of matching Golden Darkness in the feat of destroying planets, although doing so kills them after a short while. Still, this is an ability they aren't afraid to use if you avoid them for almost the entirety of your ten years. Oh, and they *always* find out which planet you are on.

[+400] The Other Side of the Coin

Whenever you use large parts of your maximum power - and especially when you go all-out - something about you changes. Or it would be more appropriate to say *everything* about you changes. You will act on desires you normally suppress, or have your morality flipped on its head or any other number of similarly dangerous things. Your core beliefs will stay with you however, enough that you can stop yourself from harming those you particularly care about - which might turn out to be very important because you likely won't get out of this mode without outside interference.

[Special] Everything in Context

Every power from outside this jump that isn't vital for your immediate survival gets turned off for your time here, leaving you only with those you bought here. All your technology only performs on par, if that, with what is available here. And all your companions are included in this as well!

But what do you get for that? Simple! It **doubles all points from your other Drawbacks**. Also, it **gives each of your imported companions an additional 400 CP to work with**.

Scenarios

You can choose multiple Scenarios, if you want. Unless you die during one, failing it does *not* end your chain, simply forfeiting all the perks you have gained during this jump.

Nemesis' Shenanigans

Requires "The Revival of Eden"

Nemesis managed to get herself into trouble again, and this time, *you* are the most convenient host, a host she'll need for the entirety of your stay here.

Like with Rito, Nemesis can temporarily take control over your body or body parts, see through your senses and manifest herself either partially or completely near your body, allowing her to use some measure of her abilities.

She has a habit of playing both the prankster and the matchmaker, taking great amusement in playing with your love-life.

Still, you can at least somewhat count on her being on your side, because if she were to be expelled from your body either from you nearly(or fully) dying or by some other means, she'd quickly die herself.

Problems

And your cooperation will be required, because like she usually does, Nemis got herself into a whole lot of trouble.

Eden is coming for you, and they're more powerful than ever.

Their soldiers have inserted themselves everywhere except the highest positions, working to hinder you and using their influence to find you should you try to hide.

Their ships are powerful enough that a fleet of them can turn a planet lifeless, but fully capable of focusing that power enough that they won't get too much blowback.

And their new shadow weapons are a different beast entirely. Instead of just two, they manage to build two *per year*, all of them fully loyal to the cause and willing to sacrifice themselves against you once their replacements are ready, the last batch at the end of the ten years joining up with those before them, fighting you with the full power of four planet-busters.

Benefits

Nemesis isn't as diminished as her long recovery would make one expect - she still has a large part of her power and is fully willing to use them to defend you, even if she'll tease you about it afterwards. Also, as long as you survive, she will too - even if her manifestation gets utterly annihilated, she can return to you and recover within a few weeks.

But that isn't the most important part - because the two of you are now intrinsically connected.

You can share up to half of any perks or powers you have with her, completely undiminished, as well as take them back at any time. She can do the same once she gains perks of her own, and just her presence grants you the 'Shadow Weapon', 'Imitation' and 'Dark Matter Body' perks for free.

Ending

If you manage to stand her for the whole ten years and/or befriend her, you can choose to let her permanently live in your body or gain her as a companion.

If you choose Nemesis as a permanent part of your body, she doesn't count towards your companion limit and can always manifest herself and use any abilities she has learned, even if you don't import her, as long as she stays close to you. You can still import her like any other companion if you want her to gain new abilities. You will always be in full control of your body, and can choose when and how much she can influence it. Nemesis doesn't need to sleep and doesn't rely on your senses to notice things (although you can give her access to them if you want, as well as make her unable to sense anything) and is capable of moving your body even while you're knocked out, drugged or something similar. You can force her to return to your body and keep her from getting out, however she can still talk to you for at least five minutes per day.

True Rito

restricted to "Just the replacement", requires "Harem Hijinks" without the "Control" upgrade

You're Rito, or at least you believe you are. You live in your home with Mikan and your mostly absent parents, however soon things begin to change. Only shortly before Lala lands in your bathtub, you find you possess strange powers, maybe even some that don't exist in this universe. And what's that with those weird dreams about previous lives? Over your time here, your memories will clear up and your skill and experience with your otherworldly abilities will return, to the point where you remember who you truly are sometime in your eighth year here. Your abilities will go from half strength to full over the same time and by your sixth year you'll have remembered all of them, if you hadn't found them until then. This gives you a guarantee that you won't randomly cause Gid to blow up the planet and a general plot armor only somewhat weaker than Rito's, degrading as your skills return.

Goal

Your goal is to create the harem Rito never could - romance the girls, solve their problems and get them to accept each other within your time and reach the ultimate happy ending!

Reward

Should you achieve this, you'll not only get 'Control' for Harem Hijinks for free, but also an absolutely unnatural ability to manage people - be they your harem, subordinates, acquaintances or random strangers, you can get basically everybody to get along with only the barest of efforts, and any team you are in charge of will be effective beyond any sense of reason.