

Gate: Thus the JSDF fought there Jump V1.1
By FisherAnon

Welcome to Earth! This world might look like yours on the outside but it takes place in 20XX! Yes really. Anyway it is about to have a bit of an upheaval with the appearance of a gate to another world in the Ginza district of Tokyo, Japan. There the Imperial Army will spill out, killing, and enslaving many of the local population until the JSDF show up to stop them. The other world, AKA the Special Region, would be reminiscent of the medieval era if it weren't for the dragons, elves, beastfolk, gods and their followers running around. It's practically a world filled with magic and riches! Fancy that, you will start off in this world the day of the invasion. Do try to be entertaining now.

Location

Your starting location depends on the origin you pick. Drop-Ins may either start off in Tokyo, Japan or Italica in the Special Region. JSDF start off in Ginza. Commoner starts off in Coda village. Noble begin in Sadera, the Capital of the Empire.

Race

The Empire has a diverse and rich population. There have been Warrior Bunnies, Dark Elves, regular Elves, Beastfolk, and Orcs. Since the Empire is horribly racist most of these species have either been enslaved, exterminated, or treated like trash. Alternatively have fun explaining how an Elf got into the JSDF.

Human (Free): The normal people AKA the ones that won't be treated like crap by the Empire. Roll $1d8+20$ for age.

Elf (Free): In comparison to humans they live a long life, have pointy ears, and slim builds. They tend to be good at archery and the use of spiritual magic. Roll $4d8+100$ for age.

Dark Elf (Free): Like Elves except with a darker hue in skin color. Your homelands may or may not have a Flame Dragon lurking about, killing everyone. Roll $4d8+100$ for age.

Dwarf (Free): Short, bearded, these match the common portrayals in fiction. As always they are skilled blacksmiths and metalworkers. Roll 1d8+25 for age.

Warrior Bunny (Free): A cruel and violent race of bunny people. However since your people have been mostly exterminated by the Empire, expect to get a couple of strange looks... and possibly violence. Roll 1d8+25

Beastfolk (Free): Whether it's catgirls, medusas, or something else entirely these tend to be humans with animal characteristics. On the bright side Japan will love you! Roll 1d8+20 for age.

Gender

Your gender stays the same. Pay 50 CP to change it.

Origins

Drop-In (Free): Oh boy, you're not from this Earth or the Special Region. This means you have no ties to them nor connections to anyone. Fortunately (or not) this comes with no memories as well.

JSDF (100 CP): While some of the guys in your unit might disagree with your hobbies, they can't deny that you made it through training just like everyone else. But that's in the past for now there's this convention you're looking forward to...

Commoner (100 CP): Wake up, work, go to sleep, and repeat. This is the life any commoner expects yet you wanted more. And so you found a teacher to teach you magic and you've been excelling at it ever since. For better or worse this is your life now.

Noble (100 CP): Like most of the aristocracy you grew up in a decadent household with servants and wealth. Your upbringing has prepared you for life in the Capital, where words mean everything. Punny name is optional.

Perks

Just A Cosplayer (100, Discount Drop-In): While you might be a bit odd people will tolerate your quirks provided you're useful. Bosses will

ignore that you get to work late while your fellow employees won't comment at all. Of course this all changes if you are dead weight. As a bonus no one will mind if you dress weird at all.

Bloodstained Grin (200, Discount Drop-In): You're a creepy person you know that right? Your presence, should you try, will unnerve and scare people. Blood seems to splatter on you in just the right way to be utterly terrifying. And the way you smile can give someone nightmares. Try not to show it to the people you like. You can even turn your eyes bright red at will for extra scariness.

Crimson Rage (400, Discount Drop-In): Numbers in a fight usually trump skill but you don't care about that. When you get moving in a fight, blood flows like rivers. Bunched up or spread out you'll cut down your foes all the same. Enemies will soon learn that numbers are a hindrance not an advantage against you.

Apostle (600, Discount Drop-In): Normally this means that you pledge yourself to a God here and when you die your soul goes to them. But luckily for you I'll ignore that and give you its benefits anyway. What this means is incredible strength and speed and amazing regeneration. They also tend to live for a very long time up to a 1000 years. You can outrun cars and heal from bullets the moment they leave your body. You're not on Rory's level but you're close.

Basic (100, Free JSDF): You've done it, and you got through it. At least you learned something out of that ordeal. You know how to aim a firearm and fire it accurately in addition to knowing how to throw a grenade properly. Look on the bright side you are near the peak of human fitness.

Cool and Collected (200 CP, Discount JSDF): Wait an invasion?! That might cause the convention to end early! When times of trouble come along though you may not show it you are very calm and focused. You can play an emergency off as it not being that important and even other people can keep their heads with you around. People will find your quirkyness a comforting presence.

Who Need Swords? (400 CP, Discount JSDF): While the time for swords have long since passed, melee is still an important factor of combat. It's a good thing that you have been training in it for a long time. The decks are stacked in your favor even against people with melee weapons. Why you could even disarm someone running at you with a blade and then stab him with it. Even if you don't have any melee weapons, you could waltz into melee with two guns against multiple people wielding swords and still come out on top.

Ride of the Valkyries (600 CP, Discount JSDF): You needed fire support and now you got it. Once a year whenever you are in need of aid or you want to attack something you can summon some helicopters, tanks and APCs full of troops to back you up. Few can match their training and they pack the punch of a well-equipped JSDF unit. And once the battle has concluded they will help you clean up then leave. Just don't ask where they come from or where they go.

Trade Skill (100 CP, Free Commoner): Someone has to farm wheat, then grind it to grain to make bread. While fighting for glory is prominent in this world, the ones who keep it running are equally important. Pick something related to the skilled trades, this could range from carpentry to blacksmithing to farming. Either way you will gain enough experience to be considered a prodigy at it. This perk can be purchased multiple times for other trades.

No Such Barrier (200 CP, Discount Commoner): With the Empire being as large it is it's not surprising that parts of it develop different dialects. This perks provide you with understanding of them on top of subtle meanings the words might have. If you met someone speaking a different language it will only take few days of questions and it'll be like you were born speaking it.

Magic (400 CP, Discount Commoner): Whether it's making someone fall asleep, throwing a fireball, or guiding someone's aim you understand the basics behind the magic of this world. As a bonus, your intelligence is given a boost along with your memory. It never hurts to keep learning you know. Perhaps with time your talents will surpass even your teacher...

Science Changes Everything (600 CP, Discount Commoner): While it would be easier to simply dismiss advancements in knowledge you understand their importance. Your magic now reflects that. The more you know about the science behind how something works the more efficient that spell will be. For example understanding that fire is a chemical reaction needing air, fuel, and high temperatures will give that fireball more bang for its buck.

Elegant Elite (100 CP, Free Noble): You are nobility and thus superior to the peasantry. You gain a lovely appearance as befitting of your station. In addition to this you gain experience in rallying people to your cause and the knowledge how to run a province successfully. After all the hearts and minds of the people are all you need to win a war.

No One of Importance (200 CP, Discount Noble): While it is nice for the lower classes to praise and fear you sometimes a little subtlety is needed for the task at hand. You can, with some effort, blend in with the local populace. No one will question your armor and weapons provided you do not give them any reason to do so. It is as if you are someone not worth noticing but enemies can still find you if they're looking.

Not My Fault (400 CP, Discount Noble): And it wasn't! Clearly the blame lies on your underlings for failing to interpret your orders properly. This perk allows you to pass off the blame of wrongdoings onto other people working with you and have everyone believe it. You can be considered the only law abiding member out of your corrupt family or just someone good working for the wrong organization. Obviously this is not going to work if they know you stabbed someone out of your initiative instead of just following orders, and won't make anyone forget what they saw with their own eyes.

Send Them With A Smile (600 CP, Discount Noble): There are times when your army is crippled, your allies plot their betrayal and enemies are at your doorstep. For others this is a awful situation, for you it's an opportunity. You can safely navigate the treacherous waters of politics like it's the back of your hand and have the charisma to talk people into following your plans. Your allies' treachery won't be a

problem if you send them to die against your enemies after all. Machiavelli would be proud of you.

Items

Gate Series (50 CP): Whether it's the manga, light novels, or even the anime you now have it all. It even comes with the devices to watch it on the go. Hope you like harem antics and nationalism!

Guidebook (50 CP, Free JSDF): This handy little book contains the common phrases and words used by the people in the Special Region and their translations in a language you understand. With enough time and effort you can use this to hold basic conversations with others. Outside of this world you may pick a non-magical language for it to contain information of.

Bag of Suwani (50 CP, Free Noble): Money, or in this case Suwani, makes the world go round. You now have 1,000 Suwani, a hefty sum in the Empire. Alternatively you can get 100,000 yen. Nobles get 5,000 Suwani or 500,000 yen for free. This can be purchased multiple times.

Walking Stick (50 CP, Free Commoner): A staff always help with the appearance of a magician. This one helps you cast the magic of the world more effectively. It's always there when you need it. Also works as a nice club in a pinch.

Catchy Outfit (100 CP, Discount Drop-in): Why dress in dull and drab colors when you can go for something flashy? This outfit will suit you perfectly and always have another spare around if you need it. Somehow stains and tears improve its appearance.

Tactical Gear (100 CP, Free JSDF): Equipment can be the difference between victory and defeat. You get a duffel bag that contains a JSDF uniform and armor, Howa Type 64 rifle with several magazines of ammo, and two grenades. The duffel bag is also capable of hiding the weapons from detection through mundane means.

Comfy Robes (100 CP, Free Commoner): Might as well look like a magician if you're one. These robes make you look wise and intelligent

despite your age. It's also quite warm, comfy, and easy to clean when it gets dirty. Perfect for travelling!

Solid Armor (100 CP, Free Noble): On the battlefield, death can take anyone. With that in mind wearing armor, you're more likely to stay alive. This suit of armor is better than the average suit and somehow even makes you look more attractive in it.

Private Bathhouse (200 CP): This bathhouse has it all from spas, to showers and baths. The water is always just right and washes away all the dirt and grime. Somehow even your clothes are clean after visiting this place. Perfect for relaxing after a long day of work. Attaches to the warehouse after this jump.

Signature Weapon (200 CP, Discount Drop-in): Some people have swords, other have spears, and a few even have giant... axes that somehow works? Anyway pick a weapon, any weapon within reason. Whenever you need one it will be there whether it's for a fight, intimidation, or to just look cool. And now only you and the people you let can pick it up without it weighing like several tons. You may import a weapon into this item.

High Mobility Vehicle (200 CP, Discount JSDF): This off-road military vehicle is capable of holding up to 10 people. In addition to this it comes a free machine gun that can be replaced with other weapons if you know how. Perfect for when you want to travel in style. Comes back in a week if destroyed while ammo and fuel regenerates daily.

Horse Wagon (200 CP, Discount Commoner): There are times when you need to flee from an angry dragon and this wagon is perfect for that moment! The horses are capable of riding for days before dying and the wagon can hold a surprising amount of things. Unfortunately it's still flammable so do take care not catching fire. You don't even have to feed the horses at all!

Official Documents (200 CP, Discount Noble): These papers, within reason, will let you access the many places of the Empire. Guards will stand aside while Noble will tolerate your presence. Outside of this

world this is still effective somewhat. Of course those with secrets and power don't have to listen to you.

Slip of the Tongue (400 CP, Discount Drop-in): Sometimes you don't have the time to listen to the rumours or stories people tell. With this paper you don't have to; it automatically has things from juicy stories that resembles recent events to whatever rumours are popular. You can also write things down on this paper and other people in the local area will spread them around without knowing its origin. Careful now, people tend to embellish or change details as they wish.

F-4 Phantom (400, Discount JSDF): A McDonnell Douglas F-4EJ modified for JSDF uses. Take to the skies and rain death from above. Comes with a manual on how to disassemble and reassemble it to take up less space. Playing chicken with dragons in this is not recommended however. Comes back in a month if destroyed.

Science Textbooks (400 CP, Discount Commoner): A bunch of textbooks about science. This ranges from high school level chemistry books to college level theoretical astrophysics. There's a book for every field of science. With enough study these can give you a great enough understanding like any other master in the field.

Wyvern Egg (400 CP, Discount Noble): Given time and nurture this egg will hatch a Wyvern for you. It will be completely loyal to you and will let you ride it. It's not a Dragon but it's a nice alternative. And if you don't want it, its scales can fetch a nice sum of money for you.

Sacred Temple (600 CP, Discount Drop-in): Is there something you believe in? Well this isn't about that, this temple is for you. Whoever donates or makes an offering here will become more calm and content with life. You however get effects ranging from being more energetic, not being hungry anymore to being somewhat stronger. The effects are not permanent and go away with time. Of course the more donations the more effects happen... Obviously donators have to do it out of their own free will. A new Temple pops up wherever you want it to in worlds after this one.

Fire Support Radio (600 CP, Discount JSDF): Need something gone or someone dead right now? No problem! This handy little radio lets you call in an artillery bombardment to blow the hell out of whatever it is you want gone. It's as if a World War 2 warship is giving you fire support with all that entails. You can use this for free once a month but any more than that will have you paying out of your pocket to supply it.

Book of Sales (600 CP, Discount Commoner): It's difficult at times to keep track of how much something is worth at certain places. With this book however it is much easier. If you flip through the pages you'll see what items you have and how much sell for in the local area. In addition to this it gives somewhat accurate directions to where the most profit can be made off of a specific product. Unfortunately these directions do not take danger into account.

Venerable Estate (600 CP, Discount Noble): A fine estate made fit for its owner. This elegant two story mansion is perfect for the wealthy elite and comes with everything from a kitchen and bathroom to even farmland and a small village to house and feed the peasantry. Unfortunately you will have to find workers on your own in worlds outside of this one. Luckily you can select where it appears after this world.

Companions:

Squad Up! (100-300 CP): Sometimes it hurts to go it alone so this lets you bring in your friends. They all get a free origin and 300 CP to spend on whatever they wish. 100 CP lets you import 1 while 300 CP will let you import 8 companions.

Away From Canon (300 CP): If someone caught your eye here you can use this to take a canon character with you. Of course you have to convince them and they have to be alive when the jump ends to become your companion.

Guards, Guards! (300 CP): Good help is hard to find but these 3 definitely meet the requirements. They are trained in housework, and fighting thus capable of tidying up after they stab someone to death; everything you need in a loyal retainer. Their gender, race, and

appearance are up to you. Takes a single companion slot for all of them. For an extra undiscounted 100 CP you can get 8 instead.

Drawbacks

Of course you can always get more points if you want them. The more the merrier... for me that is. You may take up to 600 CP worth of drawbacks. Any more will be for the challenge.

Realpolitik (+0 CP): Instead of idiots running the government you get people who actually know what political suicide is. For better or worse this means that politicians here behave like the ones in your old world. And yes this applies to both worlds.

Why Japan? (+0 CP): Good question! It's actually because Japan's citizens were kidnapped and interrogated by the Empire about their country and the Empire thought it was weak enough to invade. Anyway mistakes can happen which is why I'll let you roll for where the Gate actually opens. Roll a 1d8 for its location.

1. USA
2. Germany
3. France
4. China
5. Russia
6. Australia
7. Britain
8. Free pick. Pick any country you'd like.

I'll let you pick the city, do remember to pick somewhere interesting.

Total Otaku (+100 CP): You're a total nerd. At least you have fun reading manga, watching anime, and making non-stop pop culture references. Yes especially during important events. Expect to get on the nerves of everyone around you. But I'm sure you can keep yourself under contro- OH MY GOD IT'S A CATGIRL! So cute!

Gothic Dress Style (+100): Hope you like frilly and extravagant clothes 'cause that's all you're wearing for the next 10 years. Seriously wearing anything other than them would make you throw tantrums. This also comes with acting more childish and poor impulse

control. With your choice of dress don't be surprised when people treat you poorly.

Filthy American Pig-Dog Gaijin Swine (+200 CP): You're now an American! That's bad by the way. Not only are you a terrible person that's considered worse than trash but everyone will rightfully hate you as well. Why if you died due to their negligence no one would even bat an eyelash at it. So it would be best if you avoided getting into any "accidents".

Where Are These Bandits Coming From? (+200 CP): Whether they're deserters from the Imperial Army or just some idiots with weapons they all have a specific target in mind: You. Expect to be attacked by bands of bandits often. Though they might be incompetent they have this uncanny ability to close in on you out of nowhere. Even in the modern world somehow. I guess they just think you're easy pickings.

Glorious Jumper! (+200 CP): If someone opens to arrogance in the dictionary, they would find a picture of you. You have a insatiable lust for wealth and power that nothing will ever sate. The down side? Your intelligence goes down drastically whenever you try to sate that urge. Don't be surprised when people try to stop your mad quest for riches. On the bright side think of all the shiny stuff!

Here, There Be Dragons (+300 CP): It seems that a Flame Dragon has acquired a taste for flesh. Specifically yours. If you're unaware Flame Dragons are gigantic beasts, capable of spitting out deadly flames and depopulating whole villages. Its scales are capable of shrugging off gunfire and rank a 9 on the Mohs scale of hardness. Behind its exterior lies a keen mind that can remember and adapt to whatever can hurt it. Worst of all it is completely immune to all of your out of world powers and items.

A Visit From Uncle Sam, and Ivan (+300 CP): Congratulations! You are valuable enough that the US, Russian, and Chinese government will send their special forces to kidnap you for nefarious reasons. No matter what the political ramifications will be they'll keep doing it anyway and escalate to boot. And worse they will even work together and get

their allies involved if you stay out of their clutches. Oh and before you ask, you won't stay alive for long if they do kidnap you.

Thus the Jumper Fought There (+300 CP): How interesting, it would seem that your entrance has caused a bit of an anomaly. Whereas before only one gate would have been created now it is much much more. You will recognize the invaders as people you have angered in previous worlds just as they will recognize you. For your ten years here gates will pop up wherever you are and each one has a new invading army. Unfortunately it is a one way portal and you cannot invade their home in return. Before you flee to space, ask yourself if you really want to be hunted down by a faction capable of space travel.

A Dumb Brute (+600 CP): You're quite ugly and utterly expendable. Congratulations, not only have you become an orc and thus the subject of much scorn, you're also a part of the initial invasion of Ginza! You get to participate as the vanguard in the Empire's glorious attack, bringing death and ruin to your foes. Until the JSDF shows up and kills everyone that is. It sure is a shame you only have the abilities gained here and the companions you imported in.

Endings

Gate Closes: All good things come to an end. You return to your home along with everything you've gained and earned throughout your journey.

The Convention: Perhaps something has caught your eye here? No matter if you wish you can stay here.

Next Special Region: While your time here has ended the adventure continues. You go on to the next world.

Notes:

- Yes you can give the back-up from Ride of the Valkyries weapons. No they will not keep it for next time.
- A word of warning, the gate will close eventually unless measures are taken to ensure it stays open. The JSDF lucked out when they built a star shaped fortress and that kept it open.
- Becoming an Apostle to any of the Gods here mean you chose to stay.

-If you have a race other than human then it becomes an alt-form once your 10 years are up.