CHC ~ Iro ni Somerarete iku Gakuen Jump v0.023

By some gross cat from QQ



Alt title: Color Change: A School That's Becumming Dyed in Colors

Ah, beautiful [NAME UNSPECIFIED] High School, in the glorious city of [PROBABLY TOKYO]. Like any other Japanese high school of its size, the thousand or so students who gather here five days a week should at least at least theoretically be dedicated to learning, since it isn't even compulsory education to begin with. Despite that, it does have a mild case of delinquency, also like any other school – some girls and boys are essentially only here because it's where their friends are, or because their parents want it for them. The school rules don't matter to them and they sure as hell don't respect the teachers.

That's a problem, because as of a few hours ago there's a shipment of thousands of doses of an experimental new superdrug meant to work as a permanent, oral-use hair dye on campus. Accidentally shipped to the premises by the school nurse's supplier, this anomalous drug 'CHC' turns any female that consumes it into a sex addicted, irrational, brightly colored and fetishized mutant more interested in taking dick than dictation, while mildly reducing the self control of male consumers - and as of a few minutes ago, the entire supply has fallen into the hands of a trio of delinquent girls who think it'd make a hilarious prank to drug everyone with it after consuming partial doses of the stuff. Even with the inventor rushing to campus to try and correct her mistake, without your intervention it's a simple fact that the entire school population will be drugged with CHC by the end of the school day.

Take 1000 Color Points.

Faction

The coming catastrophe will divide the population of this unassuming school into three groups – the helpless many being gradually swept up in the events, the many-colored horde of oversexed CHC victims, and the scarce number of those daring to stand against the coming tide. Because this isn't the kind of story where anyone dies, the definition of failure for you will be determined by which of the latter two sides you decide to take here and now.

Grayscale (+200cp if female): Maybe you were a perfectly ordinary highschool student leading a normal life until you saw an energy drink turn a girl into a brightly colored fuck-hungry parody of her former self, or maybe you're a scientist who got in on a visitor pass while trying to correct a horrible mistake before it could spread. There's one thing for certain, though – you're at least peripherally aware of the CHC outbreak, and you don't like it, and you want to stop this at the root. **You will be counted as having survived this jump if you and at least 30 female members of the school population retain your sanity at the end of the school day – equivalent to a full homeroom class plus its teacher. Canonically, this is overwhelmingly the losing side.**

Colorful: Maybe you were a fourth girl in the group that accidentally stumbled across the CHC that made it to campus, or maybe one of the girls who kept her wits about her slipped you a bottle of the stuff yourself. The result, however, is clear: if female, you've been transformed by at least one of the colors of CHC, your mind and body warped to match a particular fetish, while if male your sexual inhibitions have been measurably reduced – and either way, you like what you're seeing today, and you want to see more of it. **You will be counted as having survived this jump if you aren't taken into custody as a ringleader of the outbreak, and no more than 31 female members of the school population remain uninfected at the end of the day. Canonically, this is overwhelmingly the winning side.**



Origins

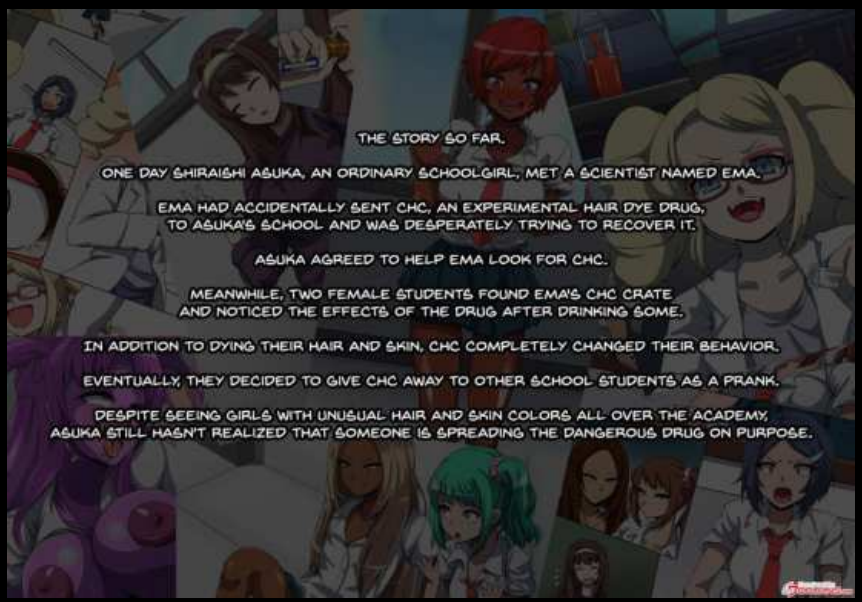
You may choose your sex freely and pick any age within the range allowed by your origin.

Genius: Oh, an adult with no excuse to be here!. You're a mad scientist who follows the law with a burning love of your work. One of your colleagues is responsible for this whole massive, stupid disaster, and she's come to the campus to try and fix it – which raises the question of what reason *you've* got to come on campus. Hopefully you haven't fucked anything else up. You probably have though - it's apparently the hip and happening thing to do today! In any case, you might as well try to help out. You will, right? You're somewhere in your 30s or 40s.

Model Student: You're a bright eyed and bushy tailed highschool student, a real model citizen who shouts at people who talk in class and listens to passing mad scientists with guest passes. You believe in hard work, determination, and guts, never giving up on what you've chosen to do until the last glimmer of hope vanishes! If you stand against the outbreak, you'd be joining one other of your kind – a poor, doomed girl named Asuka. If you You're between 14 and 19 years old.

Delinquent: You know the truth – the school rules are kinda bullshit. You've got to wear a specific outfit, all accessories are banned, hair colors are regulated, and you can't even eat lunch on the roof like in anime. There are quite a lot of kids like you in this school, and all of them completely lost themselves in the euphoria and hedonism CHC provides – which raises the question of whether you think you know your limits better than them. You do, right? You're between 14 and 19 years old.

Staff Member: Oh, an adult with an actual job here! Regardless of your role on the school staff you've dedicated your life's work to ensuring that the younger generations learn to be productive, upstanding members of society. Given what's going down, that's not likely to happen as planned now, though it's arguable whether your job was ever getting properly done to begin with given the state of this school. Your colleagues will generally range from useless to worse than useless at containing the CHC outbreak, but you'll be better than they were. You will, right? You're between 23 and 45 years old.



Perks (Grayscale)

Healthy (Lack of?) Skepticism (100cp, discount Grayscale): This school may be full of unreasonably dumb people, but you're pretty reasonable and fairly smart. You straddle a healthy line in terms of skepticism, and you have a well developed sense of people's intentions. As long as you're not dealing with someone with professional level bullshitting skills or who you already trust greatly, you can generally spot their lie, and you'll generally pick up on the honesty buried in ridiculous but true statements by bizarre looking but safe-seeming strangers well enough that you probably won't insult them too badly before believing them for them to still want to help you. At the same time, you're blessed with the foresight to catch your own mistakes soon after you make them – noticing you sent your drugs to the wrong building the next morning instead of the evening after, for example.

Please Be Quiet! (400cp, discounted Grayscale): Well, you certainly say it in a powerful voice! When it comes to scaring off ruffians, you've got the pipes to make people's ears ring, and when it comes to making your honest case about something you have factual knowledge of, you're not half bad at composing a coherent explanation or argument. Someone like you could probably help dissuade quite a few people from drinking the CHC early on, if they put the effort into properly communicating the risks.

One Out of 503 (600cp, discounted Grayscale): This school has five hundred female students, and at least two female staff members. Despite that, the root cause of the outbreak is the only female to verifiably make it to the end unscathed. Like the mad scientist herself, you've got an unassuming look about you and a subtle demeanor that generally makes you a low-priority target for people who aren't either into that or already aware you pose some threat. You can generally rely on being a low-priority target in scenarios with an indiscriminate opposing force, which means as long as you keep your head down and outrun your friends, you've got a good chance of slipping through this incident unscathed!



Perks (Colorful)

Dosed and Dyed (100cp, first free Colorful, Repurchaseable): Side effects of CHC include dyed hair, dyed skin, arousal, and naughtiness. Each color creates an exotic mutation as well! Red causes expansion to the breasts and buttocks, green causes excessive growth to pubic and armpit hair, black results in increased sweating (and *white* hair), body odor, and pheromones, blue causes lactation, purple causes an increase in musculature which is hidden by a 'thicc' layer of fat (especially around the thighs), and yellow causes a transformation into a futanari – as well as an obsessive fetish for that mutation which enhances the pleasure it brings to the patient. Each purchase of this perk pre-doses you with one color of CHC, but with a significantly reduced impact on your psyche compared to drinking it normally – you must have been *really* undersexed to end up so 'normal'. If you're dosed a second time, though, all bets are off. Males normally only experience a minor increase in libido – see Drawbacks to change that.

Infectious Fun (400cp, discounted Colorful): It's time to party! CHC victims are having a genuinely good time with themselves, and others can see that. When it comes to sexual moaning you've got the pipes for a choir, and making honest but purely emotional arguments – especially hedonistic ones – comes naturally to you. It won't convince everyone by any measure, but this style of charisma could probably convince a decent demographic of students to drink CHC while knowing the effects outright, and it'll stay useful for similar tasks down the line.

There's Nothing Wrong With This Drink! We Tasted It Ourselves (600cp, discounted Colorful): It's hard to put it another way, you're just damn good at lying for a high school student. Even if you're just doubling down on what you've said before, you're able to manipulate your tone of voice and inflection well enough that you can convince someone who isn't trained in picking out dishonesty you're genuinely trying to be nice by offering them some suspect 'energy drinks'. Similarly, you might be able to take charge of a horde of CHC-afflicted females who've been following someone else's instructions just by claiming to be an agent of their current boss, then turn that advantage around to convince them to force-feed their former leaders more CHC after you've taken control of the supply.



Perks (Genius)

Not a Kid At All (100cp, first free Genius, Repurchaseable): Even if you might look like an elementary schooler, you're definitely an adult. More than that, you're a professional with the necessary qualifications to work in a field like pharmaceutical development. Pick some highly technical but mundane field and gain the necessary knowledge to advance the state of the art through incremental work that builds upon past human ingenuity.

My Drug Is Even Better Than I Thought! (400cp, discounted Genius): Some say that if you don't make mistakes, you're not working on hard enough problems. Others say that mistakes are merely steps up the ladder. You tend to agree. You're sharp enough that when your creations run loose out of your control, you can generally learn a lot about how they work and what mistakes you made through observation of the effects, which is extremely helpful when it comes to making a better 'version 2' of the product. Furthermore, you're adaptive enough to the problems that arise due to your actions that you won't freeze in the moment – you'll keep thinking clearly enough to come up with solutions, though if you're not well informed enough or careful enough, those plans might turn out being a bit…shit.

Through Animal Trials (600cp, discounted Genius): Planning on drinking to celebrate after you pass animal trials? Maybe *don't*. You've now got the scientific chops of Doctor Ema, the tiny foreign scientist who invented CHC and its antidote. That is to say, in whatever fields of technical or scientific expertise you may have, you've got the skills to develop slightly impossible revolutions in the state of the art – like a drink that permanently changes your hair color in seconds. The issue is, however, that these products inevitably have massive, crippling sexual side effects and other flaws in their first generations – to the extent that even something as minor as a better hair dye became the drug this entire story revolves around – requiring focused effort to reduce or increase these effects in future generations of the product. This also grants the ability to develop countermeasures for your creations, though the effectiveness varies based on your knowledge of the negative effects – animal testing only suffices to halt the progression of symptoms and reduce the mental impact, with a full cure requiring extensive human testing – and you aren't guaranteed knowledge of why or how the countermeasure works at first, meaning you could try to cut corners and make things so, <u>so</u> much worse on accident.



Perks (Model Student)

Sensitive to Bullshit(100cp, free Model Student): An outstanding, morals student is sensitive to the bullshit of others, with keen ears, sharp eyes, and a love of justice. They wouldn't miss the signs of things going downhill in their school as they passed them by, no sir. They'd spot the outsider, they'd hear the giggling, and they'd definitely notice when people start turning funny colors and screwing in the halls! You, in particular, have all the hallmarks of such an excellent student – you've got keen senses, with especially keen sight and hearing, and a strong intuition for when something you've noticed is a sign of funny business going on. However, not all funny business is equally important or risky, and you don't necessarily have a good sense for when you're getting in over your head.

Quite Forceful (400cp, discounted Model Student): You're pretty fit for your age, though you don't necessarily know how to fight. As long as you're not actively restrained by someone, you could dodge the blast of a squirtgun, and you possess the speed and brute strength to easily tackle your peers to the ground if need be. It's nothing crazy, but it's enough that you might be able to fight your way out of the school, as long as you don't get ganged up on or have to fight someone who drank purple CHC. You've also got excellent athletic form and skill – maybe you're in a sports club?

You Should Already Be Mad By Now (600cp, discounted Model Student): Did you, perhaps, drink the CHC antidote already? Like Asuka, the main character, you're remarkably resistant to the psychological effects of the stuff – whereas most females lose their minds completely after drinking just one bottle the size of a five hour energy, you could keep your wits about you after two or even three, even while being actively forced to take part in one of the imposed fetishes for a short period of time. Even if you were forced to keep going in a sexual sense with three doses in you, you could resist going past the point of no return orders of magnitude longer than anyone else as long as you still had a reasonable chance of overcoming your bad circumstances. However, this resistance won't hold out in the face of truly immense doses, nor when all hope is lost and your willpower itself breaks. In the future, the same will apply to the psychological effects of similar transformations and infections, allowing you to keep your wits and will far longer than any normal person facing the same degree of exposure.



Perks (Delinquent)

Sensitive Tongue (100cp, free Delinquent): You've got some strong senses, and in particular a tongue and nose at the forefront of human biological chemical detection. That might ruin some foods for you, because there are some gross chemicals out there that most people can't taste or smell, but it's also a great way to avoid poisoning yourself - after all, the human sense of bitterness evolved as an early warning system against toxic chemicals. Furthermore, when ingesting corruptive, transformative, or poisonous substances like CHC, the worst parts of their taste will stand out to you, and there are good odds you'll spit them out if you don't consciously force yourself to consume them. This does not come with definitive knowledge of whether something is evil or just gross, though. Still, the difference between drinking a drop, half a bottle, and a full bottle of CHC is intense, so this should let you avoid exposure far better than most.

Squirt Gunplay (400cp, discounted Delinquent): You're practically fit to win a squirt gun war, or maybe a nerf gun war. Your accuracy and reflexes are good enough that you have good odds of squirting a moving, reasonably fit target in the mouth, particularly if you had someone to hold her in place. It's not the worst way of forcing someone to drink CHC or other drugs, so it's a more useful skill than you might think. Without other experience you might struggle to adapt to the recoil and ballistic properties of a real gun, but your aiming skills and reflexes will still be on-point in a general sense.

"Giving the Drinks One By One is a Pain in the Ass." "Just Leave Them Over There!" (600cp, discounted Delinquent): You excel at guerrilla marketing campaigns, and you've got an excellent eye for opportunities to spread your malicious intent without making an active effort. Getting nowhere handing a drug out by hand? You're quite capable of tracking down a person too drained by their job to actually scrutinize the wares in their store, and slip the drugs onto their shelf for them to sell on your behalf, so long as the drugs look reasonably normal. Need to go faster than that and drug people who're already on the lookout for the funny energy drinks? You've got the know-how to pick the lock on the door to the roof and contaminate the water tower in order to drug every single water source in the school at once. The lazy option is often the better one.



Perks (Staff Member)

(Ir?)Responsible Adult (100cp, first free Staff Member, Repurchaseable): You are, at the end of the day, a working member of society. You graduated high school, went to college, and by now you've got years of experience in a particular profession. You could be a school nurse, qualified to provide medical treatment, a math teacher who knows everything about calculus, or a school store operator who's got some serious skills in swindling kinds out of their money. Each purchase of this perk grants you the skills and knowledge needed to teach a single high school level subject or operate a single non-classroom element of the school, like the infirmary, as well as a hobbyist-level competency in a single area that would be appropriate for a school club, gained through supervising one. Your teaching license for this world comes free with your first purchase, at least if you're an adult.

Mancatching (400cp, discounted Staff Member): An interesting fact is that in Japan, in the event of a dangerous situation, the teachers are actually expected to defend the students. To that end, school buildings are frequently equipped with sasumata, also known as mancatchers. These blunt polearms are designed to hold assailants at a distance and pin them to the ground without causing serious injury, and while you don't have one on you at the moment, you actually know how to use them properly, along with having some broader self-defense experience for when you're unarmed. Now, even if any of the staff had thought to go for those sorts of tools, they probably wouldn't have managed to subdue the growing horde of horny disasters stalking the halls, but you could easily take a few kids in a fight, more when you're armed, even without exceptional physical capabilities on your part.

Guiding the Next Generation (600cp, discounted Staff Member): A great teacher is more than just someone who assigns homework and readings and does rote readings from the textbook. True excellence requires building a rapport with the students, understanding their strengths and weaknesses, and figuring out ways to help them learn and stay motivated – as well as the drive to do all of that. It looks like you might have gotten what the rest of the staff at this school is missing, because you've got what it takes to be a pretty ideal authority figure if you apply yourself. You're skilled at empathizing with the students, communicating with them, and tailoring your instructions to their needs – at providing effective education and building a rapport. Of course, some unsavory teachers might use this level of control to help indoctrinate the students into a drug-addled sex cult, but you're just going to do your job, right? This is a lot of influence you've got over the kids, after all!



Items (Grayscale)

International Driver's License (100cp, free Grayscale): Well, maybe not literally, but you've got the documentation to prove your identity, and unless someone is extremely poised to distrust you they shouldn't doubt the truths written on it. You get one set of proof of identity for new altform you pick up while jumping, even if such things would be hard to come by in that world, along with documentation indicating your qualification for any professions you've previously learned to a satisfactory degree for the regulations of the jurisdiction you find yourself in. Not very useful in this incident, to be honest.

Unsorted Chemicals (400cp, discounted Grayscale): Oh boy! You could probably make a batch of poison gas really fast picking from this collection. Somewhere between a medicine cabinet from the nurse's office and a cleaning supply closet in its contents, you've stumbled upon a surplus chemicals locker filled with loads and loads of interesting substances and devices. Someone with the right qualifications in mad science could probably use these substances and devices to cook up a load of CHC or its antidote – if not for the problem that almost everything in the cabinet has faded labels and is covered in dust. It'd be a bit tricky to properly find all the right stuff in short order, but if you get a headache at least the label on the aspirin is still good!

The Antidote (600cp, discounted Grayscale): It seems you've gotten a copy of Dr. Ema's countermeasure. This tiny bottle contains a drug made from acetone and unspecified other substances that can stop the progress of CHC poisoning or other transformative infections in their tracks, and restore some of the mental normalcy that the drinker lost to the poisoning. It can even confer some level of lasting resistance to the psychological effects of the effect it was used to stop the first time. You only get one bottle per month, though, so make it count. Comes with the formula to make more, if you can collect the mix of medical, cleaning, and cosmetic supplies the stuff is brewed from along with a decent set of chemistry equipment.



Items (Colorful)

Contraband Cosmetics (100cp, free Colorful): High school dress codes are pretty strict, what with the mandatory uniforms for students, the expectation that staff dress as good role models, and the ban on jewelry, makeup, and dyed hair. The last of those things aside, you've smuggled an impressive collection of contraband jewelry, makeup, and modified clothes onto campus so you can get dressed up in a very non-PTA approved way as soon as you're past the dress code check at the front gate. Maybe this stuff will be mandatory soon?

The Squirt Gun Wars (400cp, discounted Colorful): How the fuck did you get supersoakers into a Japanese high school? Regardless, these things will do the trick just fine if you need to hose someone's mouth down with some drugs. How is it that you can load one with just a single tiny dose of a drug and still get the tank pressure needed to fire? Who the hell knows, but they did it in the story. Whatever 'one dose' of a liquid is, as long as it actually fits in the tank if you pour it in then this thing will fire it in a single trigger pull, even if it barely covers the bottom of the tank and thus shouldn't even be possible to shoot with. Take ten different squirt guns of whatever make or model seems reasonable - no hydraulic cutting tools, just regular-ish squirt guns.

4000 Bottles (600cp, discounted Colorful): You've gotten your hands on a copy of the inciting hazard of this whole stupid incident – a number of stacked boxes containing four thousand doses of the experimental hair dye known as CHC. The consequences of drinking just one full dose are immense, though a *very* small taste will actually just dye one's hair and slightly alter their skin tone without causing any extreme mental damage. The six colors transform the body and mind as described in Dosed and Dyed, and they mix with each-other; not only will drinking multiple colors blend all of their effects, it has a compounding effect on their libido, sexual sensitivity, and general mental corruption. Heavily diluted, heavily mixed, or concurrent doses have far less predictable effects when compared to purer ones, but sequential doses mix their effects predictably, with overall priority generally going to the earlier doses. Being mixed with pure acetone seems to increase its potency greatly, enable absorption through the skin, and overall allow it to rapidly pollute the water supply of an entire school building. Restocks once per jump. At the bottom of the last box each jump, you'll find a sheet with the full recipe for CHC on it.



Companions (Max 8)

All companion options can be used to take canon characters, but this does not automatically override their canon motivations. Custom/Imported companions are automatically part of your own faction..

A Good Girl (100cp Free Genius, Repurchaseable): Every mad scientist needs their impressionable youngster, right? Each purchase of this option generates one companion with the Model Student origin and 700cp, or lets you import a prior companion as the same.

A Mad Scientist (100cp Free Model Student, Repurchaseable): Every well meaning kid needs their morally grey mentor, right? Each purchase of this option generates one companion with the Genius origin and 700cp, or lets you import a prior companion as the same.

A Posse (100cp, free Delinquent, Repurchaseable): Every irresponsible youth who drugs people for entertainment needs some like-minded friends...right? Each purchase of this option generates one companion with the Delinquent origin and 700cp, or lets you import a prior companion as the same.

Senseeeeiii! (100cp, free Staff Member, Repurchaseable): Ah yes, a colleague. Are they…useful? Each purchase of this option generates one companion with the Staff Member origin and 700cp, or lets you import a prior companion as the same.

Canon Companion (100cp, Repurchaseable): Oh, you want one of the canon characters? Easy! One purchase covers Asuka, Ema, both of the nameless delinquents, Kanzaki Sakura, or all of the canon staffmembers in a single slot. Each origin can trade its free custom companion for one canon one of the same origin – see Author's Notes for details.

The Dripping Hordes (100cp, first free Colorful, Repurchaseable, does not count towards companion cap): Ah, yes, I see, you're in the market for an army of horny genetically modified teenagers! For each purchase of this, you can collect up to 100 otherwise mundane and unempowered people who've completely fallen to the effects of CHC as Followers, carrying them from jump to jump as an almost mindlessly horny mook army that holds some loyalty to you – but bear in mind, they're very difficult to keep focused on any task that isn't somehow related to sex or CHC, and the stronger their personality the less loyal they're likely to be.



Drawbacks

Equality of the Sexes (+200cp if Male and Grayscale without Dosed and Dyed, +0cp otherwise): If you don't want to say goodbye to your dick right off the bat for points, there's always the option of opting back into immediate danger the other way. If you take this, males will not be immune to the effects of CHC, whether chromatic, physiological, or mental. Red CHC will still cause growth in their sexual characteristics, green CHC will still cause excessive body hair, Black CHC will still cause excessive body odor, purple will still make people thicc and strong, and yellow CHC will still cause a transformation into a futanari, but blue CHC will cause excessively large cumshots for males. Futanari will exhibit both effects of blue and red CHC, but will generally only exhibit the female cosmetic effects of other colors. With this toggle active, double minimum/maximum survivor counts and include both sexes.

A Little Girl? (+100cp): To be perfectly frank, you look like a twelve year old, and you've got the rough physical abilities of one too. You're unlikely to be trusted as an authority on anything without solid proof of your identity, and any physical hurdle to overcome will probably be beyond you.

Kind of Stupid (+200cp): You're just a little bit dense, like some of the students at this school – and it'll probably result in *somebody* drinking CHC or getting exposed to some other nastiness when they didn't want to. It's still not necessarily the end in and of itself though – it might be someone else, and you're guaranteed not to be pushed over the deep end yourself purely because of this drawback, but it will still make things worse. You also lose all metaknowledge of the story, because stupidity probably wouldn't matter if you knew who all the acting cliques were unlike the characters in the story.

Regular Student (+300cp): You're just some Japanese kid, right? All foreign perks and abilities exceeding what could reasonably be expected of your origin here are lost to you for the duration of the jump, and your warehouse is sealed. Now you're on a level playing field with everyone else. Companions are also affected by this.

Purple Mania (+400cp): How many childhood friends did you fucking have? It sounds like there are a lot of them in this school, and they're all varying degrees of yandere. Also, they all drank purple CHC, even if that's not the only color they drank. You and those around you are now in extreme physical danger from the attention of super-strong, mildly to heavily psychotic nymphomaniacs. If taken with **Equality of the Sexes**, the yanderes may optionally come in both sexes and greater numbers, for an additional **100cp** reward. Harems are fun, right?

A World That's Becumming Dyed in Colors (+600cp): Complete global saturation! Regardless of your faction, you're now staying for ten years, because baby, this outbreak is just the beginning. If you're **Grayscale**, Ema's recipe *will* fall into the wrong hands, and a powerful conspiracy will form to improve CHC and corrupt the whole world with it. Left to their own devices, these sinister souls will succeed within mere decades – thus, you must lead the resistance and bring hope to the world by preserving at least 10,000 (20,000 with Equality of the Sexes) susceptible residents of Japan until the end of your decade. If you're **Colorful**, though, you'd better work fast, because now you've gotta build your *own* conspiracy and overthrow the laws, morals, and authority figures of Japan by showing everyone the brightly colored, slutty joy you've found – and you must leave *fewer* than the above number of survivors. **Failure at this special mission has the same consequences as failing your faction mission at the school.**

Ending

So it's finally over – you either saved a class and survived the day, or drugged practically the whole school! Any unwanted effects from CHC you were dosed with during the jump or as part of your origin will be removed now, though you won't be immune to them in the future if you're dosed again.

Back to the Lab: You need to go home and gather your senses. It's time to go back to your old Earth and put this behind you. Or maybe you're just going back to help the mother country be**cum** more colorful…

Back to School: You're having so much fun, why would you ever leave when there's so much planet left to dye pretty colors? Or, perhaps, you're staying to prevent anything like this from happening again?

Back to the Road (Unavailable if you failed the jump.): It's time to move on. Maybe you're going to right wrongs wherever you go, or maybe you're just going to turn every possible person you come across into a technicolor cocksleeve for the rest of time.

Author's Notes

If you're skilled in chemistry and have **Through Animal Testing**, or you have some outside perk that would reasonably allow it, you can recreate CHC and its antidote without needing to buy it here if you really want to – though most outside perks would probably require that you have a sample of it. It's also possible to develop more colors with new fetishes and effects if you want.

You might be thinking 'what even stops me from running away from the campus entirely?'. That's a great question – probably cops intent on enforcing anti-truancy laws. Japan has a shitload of those. Then again, if you managed to prove that your school was basically in the midst of a horny semi-zombie outbreak, they might actually be more help than harm.

All origins may choose to arrive as a drop-in, but you're trespassing in the school at that point.

Canon Companions: All canon companions remain loyal to their canonical faction by default.

- Shiraishi Asuka is **Grayscale** and a **Model Student**, with the 100 and 400CP Grayscale perks and the full Model Student line.
- Ema is **Grayscale** and a **Genius**, with the full perklines for both (chemistry as her specialization) and a dose of The Antidote.
- The nameless delinquents act as a single **Colorful Delinquent**, with the 100cp and 600cp Colorful perks and the full Delinquent line split between them. Both have only minor CHC mutations.
- Kanzaki Sakura is **Colorful** and a **Model Student**, with the 200cp Grayscale perk, the 200cp and 600cp Colorful perks, and the full Delinquent tree. Yes, the full Delinquent line, and no Model Student perks.
- The three canon staff members are an unnamed history teacher, the school store's operator, and the science teacher. All three act as a single **Grayscale Staff Member** with three purchases of (Ir?)Responsible Adult to cover the minimum qualifications for their jobs, and nothing else.

Changelog:
v0.023: Improved and clarified Quite Forceful and Squirt Gunplay.
v0.022: Improved 600cp drawback.
v0.02: faction system added, staff member origin added, perk structure changed, companion rules revamped, ‘plot-armor’ based perks removed. Fully imaged. Probably 100% complete!
v0.01: first release version.