

Clench your jaw, Jumper. This one's gonna hurt.

Earth as you know it is under attack by the Venoms, an onslaught of shadowy creatures with glowing red eyes and powers straight out of comic books. Literally, as they are duplicating powers found in the various series from the weekly manga anthology Shonen Jump. Worse still, the actual villains from those stories are finding their way to Earth as well, as our world and the Jump Worlds begins to merge. Our only hope is the Jump Force; operating out of Umbras Base, led by Director Glover, and comprised of both heroes from the Jump Worlds and empowered humans from ours, they search for the shadowy masterminds behind this invasion and merging of worlds. Yet, from a dark realm, these leaders of the Venoms plot to remake reality with the aid of strange artifacts, capable of creating Venoms and possessing heroes to do their bidding. Can you stand side by side with the Jump Force and turn back this monumental foe? Or will you side with these would-be kings of a new realm?

...or, perhaps play each against the middle, for your own ends, like a certain 'normal high school student'...

In any case, you'll need these:

+1000 Manga Points (MP)

You'll be here for ten years. Good luck.

Origins:

Who are you in this conflict? You may choose any Origin as a Drop-In, but there's really only one adequately suited for it...

Jump Force (Drop-In): You were an ordinary person on planet Earth when suddenly a powerful force from another world dropped in, and you were empowered with gifts from popular media and now pursue threats and challenges across multiple normally-disconnected worlds.

...this is starting to sound a touch familiar.

Taking this Origin will start you having just been implanted with an Umbras Cube by a member of Jump Force, saving your life from injuries sustained in the Venom invasion and granting you incredible powers. Or they'll just mistake you for such if you choose to treat this as pure Drop-In. Since everyone responds differently to these, it's unlikely anyone will question nearly any power you end up possessing.

Heroes: You were a native of one of the Jump Worlds (see list at end of document) going about the life of a good guy when unexpectedly the skies filled both with red-eyed powerhouses and portals to other worlds. By your own accord or by accident, you found yourself drawn to Earth and into conflict with the Venoms. You may or may not have been mind-controlled by the Venoms at some point, and may or may not subsequently had to have other Heroes beat you down so you could be restored. In any case, you have a bone to pick with the Venoms, and Jump Force is eager to have you onboard.

Villains: Perhaps you were a black-heart on your own world. Perhaps you have been in league with the Venoms this whole time. Or perhaps you've wormed your way into Umbras Base in the guise of a friend, smiling and nodding while plotting the downfall of these naive fools. Whatever the case, the dark side of this conflict empowers you, though to what end you seek to bend it is your own decision.

Gender, Age, & Location:

You may keep your current gender and age, or change them to anything appropriate for free. For Heroes and Villains, this will depend on the Jump World you came from and what you were there, but for Jump Force Origin, this will be between 15-35. Jump Force Origins will begin either in New York during the initial Venoms attack, or in Umbras at Jump Force HQ. Heroes and Villains must roll 1d2 to determine whether they'll begin in an Earth Location (1) or a Jump World Location (2). You may pay 50 CP to pick Jump Force HQ or any of the following locations:

<u>Earth Locations:</u> Hong Kong, Japan, Matterhorn, Mexico, New York, New Zealand, Paris, & San Francisco. These areas are akin to the ones in our world, but due to being at or near epicenters of the merging of worlds, they have all suffered some degree of damage either from said merger and/or the subsequent attacks by Venoms and other villains.

<u>Jump Worlds:</u> You may select any location found in the worlds at the end of the Jump, but canonically there are three of special import where the merging of worlds is strongest; Naruto (with focuses on Konohagakure & The Final Valley), One Piece (with focuses on Marineford and Whole Cake Island), and Dragon Ball Z (with focuses on the World Tournament Stage and the planet Namek).

Perks:

All Origins receive their 100 MP Perk for free, and a 50% discount on all other Perks under their Origin.

General Perks:

Universal Combat System (Free): If you're in this reality, you can fight. Or at least if you want to have any real impact on things, you'll need to be able to. This gives you the basics of combat- strikes, throws, holds, blocks, and dodges -so you can at least somewhat keep up. You also have the ability to jump almost twice your own height and can always land without risk of injury from doing so (assuming a normal (1-2 story) jump and not something crazy like leaping down from a skyscraper). This optionally can come with matching basic swordsmanship.

Gotta Have Blue Hair (Free/100): Changing your look to go with how powerful/advanced you've become is sort of a shonen staple, so for this Jump only you get the ability to change your general appearance for free once a day. Those who know you won't be confused if yesterday you had short black hair and brown eyes, but today you've got hip-length silver hair and yellow eyes. Heck, half of them will probably sympathize. If you wish to keep this after this Jump, this Perk costs 100 MP.

Jump Force Perks:

Shonen Jumper (100): You are not a normal combatant. You garner power from those around you, soaking it in and becoming an amalgam of the most powerful and/or useful techniques you can find! But when you're not just being a normal Jumper, this helps too. This Perk unlocks the ability to learn anything. **Anything.** All you need is the appropriate time to learn and train, and someone to teach you, and you can make use of their abilities. You could learn how to harness Chakra from Kakashi, then go next door and convince Sanji to teach you both his cooking and combat styles, and cap it off with a bit of ki exercise from Goku. Even abilities that should be locked behind specific bloodlines or unique and personal transformations can be taught, if the would-be teacher is willing. This won't make the learning *easy*, just *possible*. Time to make some powerful friends, Jumper.

Elemental Boost (200 ea.): Select an element from the following list: Fire, Electric, Water, Wind, Light, or Dark. You can choose to apply the selected element to any attack or spell you use in combat. If the attack or spell would already have an element naturally attached to it, said element is replaced with this one (e.g., a Fireball with Electric applied would become a similarly sized and shaped explosion of electrical energy). This can also be applied to attacks with weapons you wield, or even with your bare hands without causing you injury (though this does not make you immune or resistant to others using the same element; it just protects against your own usage of this element in your attacks). You can purchase this Perk multiple times, taking a different element each time, though you can only apply one element at a time to any given ability. Handy if you want to specialize in a given attack but want to have as much diversity in it as possible.

Rush Attack (300): How fast are you? Too fast. At least, in bursts you are. This Perk gives you the ability to quickly dash towards an opponent, covering the span of half a football field in seconds, or to quickly dash out and away from an attack as it is about to land, roughly a quarter of the above's span. However, using this ability is uniquely taxing; it can only be used every ten seconds, and some abilities may be unable to be shaken or stopped by this Perk.

Full Power Smash (400): They thought their defenses impenetrable. They thought wrong. With a tiny bit of unskippable charge-up, you can smash your attacks through whatever protections your opponents possess. Shields, barriers, spell wards, what have you. This will also break a basic block, but won't annihilate your enemy's limb by doing so. When an opponent's defenses are broken in this way, no matter the difference in your power levels, they'll be briefly dazed. *Very* briefly, so take advantage quickly.

Awakening (500): Sometimes, even the best and most powerful end up on their back foot. Especially when you're dealing with multiple realms whose ethos can be described as 'And then the invincible god got its ass whupped'. However, even if the folks around here find a way to beat you down and make you bleed, they'll regret it. Once you've suffered enough damage, you can activate an Awakening. This will cause a burst of energy around you that forces opponents back and enhances all your combat-centric abilities (stamina, hardiness, strength, speed/reflexes, power of abilities, etc.) for a significant period of time. While in an Awakening Mode, you may look distinctly different than your normal mode; the specifics are up to you to decide, so long as that new look wouldn't itself give any additional combat options (so no Titan mode, no bladed tails if you didn't already have one, etc). You're unlikely to be able to absorb enough damage to do this more than once in a single fight without some form of recovery ability, but you'll know instantly when you've been hurt bad enough to click this in. Turn the tides of war, Jumper.

Heroes Perks:

Mixed Manga Arts (100): Okay, now we're talking! Take the skills of the **average** heroic cast member from your Jump World; you now have the combat skills to fit into a mid-tier role akin to them. For Ruroni Kenshin, this would mean stellar swordsmanship and stamina, though you'd pale before folks like Kenshin and Shishio. For Naruto, this would mean the ability to use chakra and the basic ninja techniques and combat training, around on par with a non-ANBU non-Team 7 Konoha ninja. For City Hunter, this would mean the eyes of a sharp-shooting detective and the trigger finger to match. In short, you're someone who could stand *near* the main cast with this if only briefly, but decidedly not *alongside* them just yet with this alone. If you take this and did not have the Heroes Origin, select a Jump World from the list at the end of the document.

J-Skills (200): There's something about the words of your friends and rivals that can give you strength in times of need. You can 'bank' something memorable that such a person of value to you said, and draw on their words and personality to give yourself a comparative boost. Maybe you have a haughty rival whose words could enhance your strength in a fight for every enemy you defeat. Or maybe a friend with boundless energy and a positive outlook whose catchphrase might give you a deeper inner pool of energy. In any case, you can only call on these J-Skills in combat, and can only 'bank' three at a time, though you can discard some to make room any time outside of a fight.

Evening The Odds (300): Okay, you're a hero, you know how this works, you should be fi- wait, the heck is that white floating lady with the three eyes doing? Or that tall bug-looking guy with the snooty voice? The heck is a Dio, anyway? You might be in **way** over your head, but that's no reason to give up the fight. With this Perk, if the opponent is so vastly above you or outside your context that defeating them normally would be impossible, there's always *something* that lowers the bar just enough to let you squeak by. Maybe they recognize the gulf and decide not to go all-out. Maybe they toy with you too much and the cavalry is able to arrive. Whatever the case, this won't assure you victory or even survival; it'll just open a window when all the doors are bricked up. After that, it'll be up to you to figure it out.

Power Of Friendship (400): Any true hero can tell you, even those of the most brooding nature, that one's true power comes from their friends. Not just in the inspirational sense like with J-Skills, but as an actual tangible fight-deciding force. Whenever your friends are counting on you and you're the line of defense between them and harm, your overall abilities will increase based on the level of threat. Stopping a playground bully wouldn't be more than a small boost, but saving the very souls of your dearest friends would result in magnitudes of additional power. This boon works both ways, too; if you're in trouble and your friends step in, they'll get a minor version of this boost as they seek to protect you. This only counts for true friends, though; nameless minions/Followers won't count, but Companions almost always will.

Training Never Ends (500): Why are so many heroes endlessly wandering, training, testing their limits? Because the best of them knows that a limit is just a horizon, and there's always a new one to chase. With this Perk, no ability you have is beyond improving with sufficient training. Not in the 'cultivate energy for a thousand years' sense, but in the practical spar with your rival, train your friends, battle evil and save the day sense. Every day and every experience will enhance you in some way, doubly so for any abilities you use on that day. A single day's advancement might not be earth-shattering for a skill you've already mastered by common standards, but for you nothing has a plateau.

Villain Perks:

Devil In Plain Sight (100): It is borderline embarrassing that all these allegedly world-wise heroes could look at someone like you and **not** raise an eyebrow. You could have a dark edge to your very existence and a god of death hovering over your shoulder, and yet people would take you for who you present to be by your actions and words only. Even showing up holding an item that should only be in the hands of the enemy, or possessing knowledge that seems a little too on the nose, won't raise alarm bells right away. Bear in mind, this isn't perfect cover; if you say or do things that blatantly show your true intentions, you'll be judged accordingly and may have some very angry people after you for deceiving them in the first place.

Knowing Your Enemies (200): How do you manipulate folks used to fighting manipulators? You find the perfect words to say, in the perfect moment to say them. This Perk will grant you a tiny insight into the people you seek to manipulate. Not a total window into them, but a basic hint of what to prey upon to get them to see your side of things better. This alone won't cause someone with every reason to kill you to hold their hand, but it might give such a person pause long enough to let you make your case even after you foiled their plans or when their berserk button has already been hit. You can figure the rest out from there, can't you?

Impossible Alliances (300): Let's be blunt; an alliance of shonen villains is one of the worst ideas in history. Any history. Prideful, destructive, individualistic, megalomaniacal, and that's all if they **like** you. Getting these sorts of folks to even temporarily team up and follow your lead should be impossible. Should be. This Perk grants you a supernatural charismatic ability to get even groups that should be ripping each others' throats out to cooperate long enough for a singular goal. In more generous hands (or vastly more manipulative ones), this could even be used to form up not just an evil alliance but a band of heroes to counter them, each equally diverse in philosophy and methods such that they'd normally be at odds. Bear in mind, this power is rather singular in focus, and should the goal become unattainable or too at-odds with their normal mentality the group may splinter apart then and there. Try to keep these alliances brief, or else find other reasons for them to stick around after its initial inception.

Man Behind The Men (400): What kind of villain does all their fighting in person? One with terrible management and delegation skills, that's who. With this Perk, you'll be able to enhance the minions and Followers under you, granting them heightened abilities and better tactics so long as they remain under your banner. It won't be a world-shattering enhancement in and of itself, but it's a strong enough one that what might've previously been an even match would become a one-sided rout in your forces' favor.

The Keyman (500): The power that began this nightmare; the ability to see into adjacent realities. With this, you can designate a space and use it to view into parallel realities to the one you're currently in. For the Chain, this will be localized to whatever nearby realities are or could be associated with the Jump you're currently in (e.g., in a Naruto Jump you could see the realms of Sages, known pocket dimensions, etc). Post-Chain, this will allow you to view all the Jumps you visited and all realities adjacent to those Jumps. This power can allow you, with the right tools, to connect two realms such that beings could travel between them, or let you spy on adversaries who thought themselves beyond your grasp. Or, you could always use it as fodder for a weekly manga series and profit off retelling the exploits of others. You do you.

Items:

All Origins receive their 100 MP Item for free, and a 50% discount on all other Items under their Origin. If an Item is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. All Origins also receive a 200 MP stipend for this area only.

General Items:

Merchandise (50 ea.): Well, one can't deny, there's a lot of fun stuff out there for each of these franchises. Select one from the list at the end of the Jump Doc; you'll receive a shipping container loaded end to end with a wide assortment of goods for that franchise. Everything from box sets of their anime to wall scrolls and jackets to (should it exist) licensed food and drink items. You can have this directly delivered to your Warehouse, should you wish to avoid awkwardly explaining to Naruto why you suddenly have a shirt with his face on it.

Jump Force HQ (300): AKA Umbras Base. This multi-story expansive interdimensional hideaway has room for thousands of people in comfort and vastly more in an emergency, handy if you need to evacuate whole populations away in a sudden emergency. Expansive customizable areas can house multiple active teams ready to fight foes at a moment's notice, with a centralized database and command center to allow observation and coordination with forces in the field. Coupled with a teleporter function, this can make for an excellent between-realities home base. Comes with a staff of noncombatants who will man the HQ's minor functions and any Kiosks you purchase. If you possess a Warehouse or similar interdimensional base already, they can be connected or combined.
Mission Kiosk (100): Requires Jump Force HQ; this cheerful little booth will keep tabs on the goings-on of the world, able to inform you where there are trouble-spots you can head to. Should you resolve the issue at the place you're sent, expect some minor reward in a form appropriate to the setting. In this way, you can make being a hero a steadily paying job!
Reward Kiosk (100): Requires Jump Force HQ; this stand-alone kiosk will have a small smattering of goods appropriate to the setting you're currently Jumping available to you for free each day. Around here, expect that to be some minor attire stuffs and perhaps some Gold. Nothing too major, but a handy way to accumulate goods even under resource-strained times.
Shop Kiosk (100): Requires Jump Force HQ; sometimes you don't want to step out into the world to properly kit yourself out for it. Here, you'll find a kiosk with a wide array of clothing and other items appropriate to the setting you're currently Jumping. This can help you fit in, or just to assemble a really stellar cosplay outfit.
Upgrade Kiosk (200): Requires Jump Force HQ; this kiosk takes advantage of the extradimensional nature of Umbras Base to allow you to enhance your very abilities... aka, your Perks and Perk-equivalents. However, this isn't easy, or cheap. You'll need special items to do so, unique to whatever setting you're currently in. If you also got the Mission, Reward, or Shop Kiosk Items, you may occasionally gain a small number of these required items for Upgrade from them, but odds are you'll need to go questing to find them. Said upgrades will always improve a Perk in some fashion, potentially evolving it into a new or heightened form, or giving it some additional functionality training and experience alone could not.

Jump Force Items:

Shonen Jump Library (100): This building, which can serve as a Warehouse attachment, a Jump Force HQ attachment if that was purchased, or be a free-standing building in the world, serves as a massive library all but overflowing with Shonen Jump manga. Both in collected volumes and the

original magazine prints, and in every language you are fluent in, it comes fully staffed with knowledgable librarians and experts. Handy if you want to research your new friends and foes, or if you just want to chill out for a few hours.

Navigator (200): Your very own cheerful robot-monkey ally! They can hover, take or send calls for you, draw on databases you own for information and relay that to you, cure people of being possessed by the effects of the Onyx Book, absorb the corrupt Umbras Cubes of Venoms, and generally just be a fun little friend in the field. Best of all, if you have Jump Force HQ, they can act as a remote connection to the teleporters, allowing you to more easily travel there and out without extra coordination. Not sentient enough to count as a Companion to start off, but that could change if you Import them in future Jumps.

Umbras Cube (400): An item of incredible power, when implanted into someone, it grants them 'power according to their will'. What this means in practice is, aside from being able to restore someone on the brink of death, being granted an Umbras Cube will give even someone perfectly ordinary the potential to gain incredible powers akin to those straight from the most fantastical manga. Such a person could potentially learn from the greatest heroes in the multiverse, adopting similar techniques to theirs, and eventually become the equal or better of those they had learned from. While the effect of taking this upon yourself would be limited- frankly, as a Jumper, you already have this to a certain aspect, hence being able to buy Perks and all -this could grant similar potential to anyone you chose to bestow it upon. As a bonus, should you do so and the person was not already a Companion, they can be recruited as one thereafter for free. If they accept being recruited, the Umbras Cube remains with them, but should they refuse, you'll find a fresh Umbras Cube awaiting you in your Warehouse after the Jump concludes.

Heroes Items:

Sanji's Kitchen (100): Why is this so cheap? Because without it, an army of shonen heroes would eat itself into a famine within a week. This massive well-stocked room comes with a plethora of high-quality cooking appliances and tools, plenty of kitchenware, and enough raw materials and spices to fashion high quality meals for hundreds with ease. Nothing pre-made, however, so if you want to feed an army, best get to cooking like a champ.

Training Room (200): Easily attached to Jump Force HQ or to your Warehouse, this large simulation space can emulate foes you've fought before, allowing you to hone your skills fighting them. Oddly, whether fighting allies or these simulations, you'll find your training sped up when in here, learning or improving in about half the time it would otherwise take.

Skill Energy (400): A strange unique property of the Jump Worlds- or perhaps unique to Umbras specifically -this vial contains three motes of energy within, one blue, one green, and one red. This Skill Energy can be used, like the Upgrade Kiosk, to enhance a single Perk. The difference is, this Item can be used immediately... and only once. However, when used, it can bring the chosen Perk to its absolute zenith. You will never get a replacement for this Item, and while it cannot be destroyed or used by anyone other than the one who purchased it, it also cannot be duplicated or emulated. One shot to perfect a single Perk at any point and time.

Villain Items:

<u>Special Note:</u> All Onyx Book Items can be merged into a single Item if purchased together. Be wary

of theft if you do, however...

Onyx Book: Possession (100): This mysterious book radiates an unwholesome power. When read and called upon, it can summon up a host of tiny cubes that, should they swarm over a target, will be able to override their free will and perceptions of reality. Such a possession will be blatantly clear visually to anyone observing (they'll glow weirdly, be weirdly silent, etc), but if powerful enough people are controlled by this, it won't matter so much. The control itself is somewhat fragile, however, and can be overridden even by ordinary means by the person being defeated in battle. What's more, you can only maintain this control over a handful of persons at a time, and a being of especially powerful will might be able to resist this function. Still, it could prove very handy when used correctly or against the unaware...

Onyx Book: Venoms (200): By use of this Item, one can overtake the hearts of the weak in a fashion not unlike an Umbras Cube, infusing them with power at the cost of... well, everything else. While this cannot be used on the powerful, it can elevate a mere mortal to the point they could threaten even a mighty hero. The cost, however, is steep; the individual is all but completely overwritten, turning them into a borderline mindless minion, and there is no known way to reverse this effect. Such a use would see all but the blackhearted turn against you and unite to crush you. And it should be noted, such empowerment is not absolute or limitless. Venoms only gain a handful of (admittedly incredible) abilities each, and due to their new status, are unlikely to be able to learn more. Is it truly worth turning a human being into such a wretched state merely to have powerful minions?

Onyx Book: Connect Worlds (400): The true power of the Onyx Book, fully realized. With this, you may take distant but not wholly disconnected worlds or planes of existence and forge a bridge between them. You will need to be aware of/able to see both worlds, and they must exist within the same multiverse (local/Jump's Multiverse during the Chain, but can be expanded to encompass every Jumped setting post-Chain), but once you do so the connection will be absolute. At first, this will only exist as a bridge between the worlds allowing transit of persons and material. Over time, you can strengthen this, causing parts of each reality to blend with each other at the point of connection. With enough time and energy, you could wholly merge the worlds together into a single shared realm, blending their unique attributes, though what damage this might cause to each is unknown. This is the very power at the heart of the current crisis, Jumper. Wield it carefully.

Companions:

J-Team (Free): Around these parts, field teams of three are the norm. It would be a shame to break up that dynamic for you. You can import two of your existing Companions for free; each one receives the Origin of your choice and 600 MP. They gain all associated discounts and can select Drawbacks, but do not gain the 200 MP Item stipend.

Shonen Allies (50/100): Looking to take some of your newfound allies with you on your journeys? All you need do is convince them to willingly journey onwards with you, and pay a small fee. 50 MP for any character features in the game or any baseline individual from Earth, 100 MP for anyone from one of the Jump worlds involved who was not featured in the game. Paying this fee will tweak fate such that you're more likely to run into said individual if you name a specific one, but you can pay this in advance as a placeholder without naming anyone, to serve as a reserved slot.

Jump Force Jumper (100): Well, this is awkward. Turns out that you're not the only you here, thanks to it being Earth and all. Another you, the you from this Earth, just so happened to have gained an Umbras Cube and joined Jump Force as well. While this might be a bit hard to explain to most of the folks here, at the very least that will mean an ally you can probably easily communicate with and have something akin to a shared history with. Plus, thanks to them effectively having a free copy of the Umbras Cube Item implanted into them, and with 400 MP to use along with the Jump Force Origin, it's almost like you get to play Benefactor to yourself! Go ahead, bring them along on your Chain, that should be good for a laugh if nothing else.

Drawbacks:

Looking to squeeze out a little extra resources for more power? You may take as many Drawbacks as you wish, gaining MP for each.

Testosterone Poisoning (+100): Fighting is a valid solution for problems. So is training, which is like fighting, but you do it with friends mostly. You'll default to these options whenever you can get away with it, and might need to be talked into an alternative. Why doesn't this cost more? Well, around here, this will probably make you stand out less if anything, and at least as far as this conflict is concerned, it's not entirely untrue...

Inside Joke (+100): It will never stop being funny to you, all the uses of Jump this, Jump that. Because, see, you're a Jumper, on a Jumpchain. Haha. Not finding it funny? Neither will most of your comrades unless you can find a way to excuse why you keep giggling every time the name of your group or the setting comes up.

Too Many Worlds (+100): Okay, wait, so in that guy's world magic works this way, but in this guy's world it works another, and they use chi and those guys use ki and... wait, hang on, which folks here are part-demon again? You're going to have a beast of a time with it, as all these different realities and rules and status quos get mixed up in your head. Maybe ask someone to help you keep track of it all, like that nice Light fellow you work with.

Venom Swarm (+200): Seems like you can't go out into the world to do much of anything without Venoms showing up to fight you. Or at the least, them being out doing horrible things and getting in your way. Yes, even if you're a villain who ostensibly should be in control of them. These damn things seem to be even less stable or controlled than they should be... or are under the power of some other villain who is trying to kill you. Equally probable, really. Expect to have to fend off Venoms at least once a week even if you were trying to avoid them, unless you hunkered down somewhere they absolutely cannot reach. Wiping out the source of the Venoms- every source -is basically the only way to resolve this one.

Heroic Mute (+200): Bad news, you can't talk. Good news, heroes and villains seem to be able to pick up on 'the language of the heart' quite easily, so your intentions will still come through to them. Shame about literally everyone else. Might want to work on your penmanship or learn sign language if you want to ever step outside Jump Force HQ to grab a carton of milk or go see a movie.

Fighting Your Friends (+200): Seems like just about everyone here is susceptible to the influence of the Onyx Books. You'll often find your first encounter with a potential ally will be with them possessed and in need of a beat down. And don't assume that having done so means they won't be controlled again in future should they be in the field and your eyes aren't on them. This won't happen every time you let them do their own thing, but expect it to happen just frequently enough during this crisis to be annoying. Luckily, once you beat them down, that seems to knock the possession out of them. Good luck doing that.

Gold-Based Economy (+200): Every fight you engage in with the Venoms will earn you gold. Which is good, because from this point on, all other forms of currency are useless to you. Any other form of money you had, or revenue stream you possessed, is irrelevant. Need to get some new clothes? Beat up Venoms until you have enough. Groceries? Keep a tally of how much gold is needed next to your shopping list so you know when to stop and buy eggs. This will cease once the current crisis is over

and there are no more Venoms to fight, but not before. On the plus side, you'll still be able to tap sources of Gold for this, but if you don't have any other ones, best get to fighting Venoms.

Everyone Read Your Series (+300): Good news, your Jumpchain has been serialized by Shonen Jump! Bad news, everyone here has read it. Aside from the obvious problems- folks know what powers you have, what weaknesses you possess, and basically your whole history from start of Chain to now -the odds are folks here will have... opinions about you and yours. Expect this to be an issue and point of potential conflict if you've done anything shonen protagonists might object to along the way. Also; try *very* hard to not let Light Yagami find his missing notebook if you take this one.

Oh No! Jumper's Being Controlled! (+300): What? No I'm not- OW! Quit hitting me! Your allies seem quite easily convinced that you've gone evil, are actually a fake, or are possessed by the Onyx Book and thus need to be taken down. Expect to end up in a lot of awkward fights, frequently, and with the folks you ostensibly should be partnered with against other threats. I'd say you could train this habit out of your allies, and you probably can for some, but even without Drawback fiat... have you met a lot of these characters? That's going to be a tall order...

The Grind (+300): Everything... and I mean everything... is going to take longer now. Every ability will need more training to improve, every fight will have more threats to deal with, every item you seek to earn or purchase will cost that much more, and you'll find that much less gold while you do so. Expect to being constantly training or fighting to improve at all. This won't make things harder by orders of magnitude or anything... but you *will* notice.

Worlds Under Siege (+300): Normally, you could worry mostly about Earth and let the various Jump Worlds handle themselves. After all, there's a reason not every hero from those places ended up here. Now? Now they're *all* in dire need. Expect to be traveling from HQ to Earth to Jump Worlds and back almost constantly some weeks, and needing to manage your allies a lot closer to keep up with all the challenges. Should the Venom threat be resolved, this will taper off, but getting to that point is going to be a lot harder now...

Ability Limit (+400): In Jump Force, characters are limited to four Abilities which represent the lump sum total of their powers (not counting their basic fighting styles). Now, so are you. Select four Perks you possess, not counting ones obtained in this Jump; those are the only Perks you can bring with you and use in this Jump.

Enemies Level Grind Too (+400): Normally, one could assume that the stronger you get here, the weaker the Venoms will be to handle. Eventually, one could even surpass the strongest villains of the Jump Worlds, making this conflict a joke. Now, however, the more you strengthen yourself, the stronger your opponents will become. Not 1:1, mind you, but just enough that even a couple Venoms could pose a threat if you don't take them seriously.

Reality Ensues (+500): Shishio Makoto, in the aftermath of the invasion, said that the world would from this point on splinter into chaos even without outside influence. Sadly, he has been proven right. The intrusion of the Venoms and forces both good and evil has sent the Earth into anarchy, with governments scrambling to respond. Jump Worlds, now aware of all the powers and forces beyond their borders, are in similar uproar. Just handling the Venoms and their masters is no longer going to be enough; if you want this story to have anything approaching a happy ending, you'll need to quell the chaos and put things back in order. Some of your allies may be more suited to this than others, though...

Scenarios:

Up for an extra challenge? Looking to prove yourself the equal or better of this gaggle of heroes and villains? Feel free to take one of these, if you meet the requirements. If you fail, it will not count as a Chain Failure unless you die.

Jumper Force: (Required Origin: Jump Force)

Assemble a ragtag group of heroes from across space and time. Confront the worst foes imaginable. Combine powers to create the ultimate strategy that can't be beat!

Honestly, these guys couldn't have recruited a better teammate. It's like the guy who runs this place knew who and what you were beforehand!

Oh. Wait. Maybe he did.

To complete this Scenario, you'll have to do what the Player Character of Jump Force did; save all the heroes, defeat the countless villains, overcome internal sabotage by parties who know the weaknesses of the heroes on several levels, and prevent the various sub-plans of the villain groups to remake reality in their image. And you have to do this without allowing a single Hero to die. No one said the life of the ultimate Shonen Protagonist would be easy.

Reward: What you just accomplished, even with the help of some of the greatest Heroes of all time, was no small feat. You deserve a lot of praise, Jumper. Or should I say, Director? With this Reward, you'll be able to treat Jump Force HQ as a Warehouse add-on, with a door that will only open for you and those you allow to pass through it placed in the main Command room. This will automatically grant you the Jump Force HQ Item, or refund the CP spent if you bought it. But more importantly, it will suspend the freezing of time over this world whenever you return to it. While you won't be able to recruit masses of folks without going through the usual in-Jump processes after you leave (and besides, Jump Force is going to be busy roughly forever handling the fallout of these events on Earth and the Jump Worlds), you can train with your allies here, get their advice on issues you're facing in other worlds, and even take a trip around the interconnected worlds of this universe if you need a breather from your current one. Time spent here will pause the clock in your current Jump, so you can't use this as somewhere to hide out for your entire stay in subsequent realms, but the time freeze will reassert itself when you exit so you don't have to worry about leaving the Jump Force leaderless. Again. What, that's got to be the third time by now...

Shonen Protagonist: (Required Origin: Heroes)

Just because things are happening in a big and scary way here doesn't mean things calmed down elsewhere. The Jump Worlds are in chaos too, not just from the dimensional merger (which, to be fair, for some connected worlds is just another Tuesday), but from the villains that are now running amok with distinctly fewer heroes to handle them. But that's where you get to step in, Jumper. No longer will you be a minor supporting character, oh no! Now, you're going to be stepping up big time! You're going to be a true Shonen Protagonist!

Just not at home.

You must select another Jump World than the one you picked as your Jump World of origin. You'll have to enter that world and resolve at least one major conflict or issue that would normally- if the timeline hadn't been so rudely interrupted -have been handled by the main characters. This shouldn't be something basic, like picking up the mail for them or walking a neighbor's dog. This has to be a major driving conflict that in canon *required* the hero to resolve. And said resolution has to be on par *or better* than the one the main character accomplished/could have accomplished. If they saved everyone but one innocent from the big bad's rampage, then that's your D- passing grade for this scenario.

If you've taken at least 30 Jumps before this one? Add another Jump World to the victory

condition. And do that again for every 30 after that. Even if you haven't, you can opt to take more, but once you pick a number of Jump Worlds, you're locked in. Bear in mind, you still have only ten years max, and you might have additional complications from all the dimensional merges and villains roaming various realms. Be careful you don't bite off more than even you can chew.
Reward: You have proven yourself a worthy Hero, Jumper. Above and beyond even your potential peers. Your fellow Heroes should thank you for your aid, and likely have, as your efforts helped keep their world on track while they (and likely you) helped save all worlds. As a result, you have your choice of powers to take as a reward.

The first power you can take is **Protagonist Insert**. With this, you can 'borrow' the qualifications of local heroes for the purposes of any specific requirements they fulfilled. A sword that slays all but the chosen one now can also be wielded by you, and a door that would only open for a cursed royal bloodline now swings wide at your touch. Be warned, this will cause you to 'register' as having those qualities temporarily, so if anyone is tracking that, they might pick up on it/you. You can terminate these qualifications at will. You can use this power three times per Jump, or every ten years, whichever comes first.

The second is **Heroic Second Wind**. When acting in defense of a given group (be it your Companions, a city or country, or even an entire world), if you would be injured in such a way that you'd be disabled or dead, you can completely ignore the effect that would have done it. Perpetually, so long as said effect is coming from the same place, and only for the duration of the defense. This does not protect against said effect coming from a second source (e.g., this would save you from/negate Goku's Kamehameha, but not Gohan's or Cell's), nor from a different effect coming from the original source (e.g., this could save you from being killed by Naruto's Tailed Beast Bomb but wouldn't protect you if he nailed you with a Rasengan). If the effect can be construed as a wide-scale effect from multiple identical sources simultaneously (e.g., several missile batteries all firing rapidly) it would protect against all of them equally. You can only use this power once per Jump or every ten years, whichever comes first.

The third is **Rerailment**. If your actions or presence would cause a significant shift in the resulting fate of a given world, you can activate this power reflexively to cause destiny to work 'around' your intervention. For example, if you were to kill Vegeta before he even reaches Namek- given this would break a great deal in canon -using this power would result in him somehow ending up on Namek anyway (wish from the Dragon Balls, only mostly dead but his ship still got him to Frieza's forces in time, etc.). If such contortions are impossible, however, it will instead seek a suitable replacement and substitute them in place of what was broken; Vegeta might be replaced by a revived/never-killed Nappa, or Raditz, or Turles... or Broly if reality got desperate enough. You won't have any direct power over how your alteration is fixed, you'll just be able to rest well knowing things will probably mostly work out. This power can be used once per Jump or every ten years, whichever comes first.

Now, if you had to fill in across multiple Jump Worlds due to a long prior Jump history (or simply chose to take on more), and succeeded, you'll gain an extra choice from the three for each Jump World you aided. Taking an option you've already chosen doubles the number of times you can use that power per Jump/every ten years.

A True Keyman: (Required Origin: Villain)

By the time of the creation of the Jump Force, the people known as the Keymen have been reduced to one, the villainous Prometheus. Their role, to observe the Jump Worlds and use the events within to inspire and inform the people of Earth, has long since been abandoned. Prometheus, believing the people to be unable to rule themselves or be inspired by the stories to be better than they are, seeks to merge all realities into a single world and rule that resulting creation as its god. With the power of Umbras and the Onyx Book in hand, combined with innate skills at manipulation and hiding in plain sight, he may well accomplish this objective without intervention.

This, however, is not about Prometheus. In the end, one could say he was a man who had a single objective, incredible power to pursue it, failed, and became so jaded and bitter he sought to break reality just to be satisfied. You, on the other hand, now can and must prove him wrong.

Using the powers of the Villain- the self-same powers he used to bring the worlds to the brink of ruin -you must fulfill his abandoned duty. Select a group of people on Earth no fewer than the number of Jumps you have participated in, including this one. These persons must be inspired by you to become something more than they already are in this life. You must use the powers, skills, and items of your Origin that you have purchased in some fashion to accomplish this, though you are not limited to only them. What will you inspire them to be or do? That's in your hands. But by or before the end of your time here, all of them must have seen through the inspiration you provided them.

Reward: Prometheus's tools, in your possession, have seen a re-purposing and accomplished what the long departed Keymen sought to use them for all along. From this time forth, such inspiration is now child's play in your hands. All your skills of manipulation and empowerment are amplified a hundredfold if used for the purpose of inspiring others to take action or improve themselves in ways they otherwise would not have. Furthermore, you gain an additional skill; the power to convey the stories and truths of other worlds fluidly and convincingly to your audiences. Whether you use this to retell your stories as grand sweeping fiction that will shoot to the top of the charts, or to form the basis of a religion that sees you as an interdimensional godhead, is up to you.

Special Scenario:

The Goku Rule (a.k.a., how did Ryo Saeba just defeat a team consisting of Cell, Aizen, and Dio!?):

As one might notice after a time observing events here, while no one seems to be depowered or powered up especially, both the heroes and villains seem to be on a strangely even playing field. Even a lecherous man with a deadly trigger finger and not much else can go toe-to-toe with godslaying opponents and at least force a draw. Whether this effects you or not is not as much in your hands as it is in the hands of your Benefactor (or the fates/player/author, if you like). If you enter this Jump with *either* twice-or-more the number of available CP to spend prior to taking any drawbacks **or** have taken at least 30 Jumps before this one, said powers that be can implement the Goku Rule for your stay. This Rule will force you to take the following Drawbacks automatically: Ability Limit, Enemies Level Grind Too, The Grind, and Venom Swarm. You'll get full CP for these, but their effects cannot be negated for the duration of your Jump.

However, overcoming this will provide you with one final exclusive **Reward: Shonen Jump itself**. A door will appear in your Warehouse that will lead to a perpetual office, staffed with all the workers, writers, artists, etc. Shonen Jump has ever employed, all eager to work on your behalf. The staff will have the capability to produce a weekly digest, mostly black-and-white but with some color pages, with chapters from 10-20 different stories being published in each weekly volume, plus collections from the published chapters of a single story available in tankobon (collected volume) form every two to three months. You can be as hands on or hands off as you'd like with the running of the company- even sending your own Followers or Companions to work for or supervise stories for the books -but you can rest assured they'll never miss a deadline, never feel overworked, and will always deliver their product to either you, the Warehouse shelves, or both middle of the week every week everywhere and everywhen. If you wish, copies can be provided digitally as well as physically. Sell them, horde them, provide copies to everyone you know; what you do with this well-earned reward is up to you.

End:

Ten years come and gone. No time skips, no spin-offs, just ten years spent in a melded reality of shonen adventures and challenges. Whatever you've accomplished, whatever the friendships or rivalries you've endured, the time has come to make a choice.

Go Home: Perhaps seeing a world engulfed in chaos has made you nostalgic for one a bit more normalized. Or perhaps, having seen what can be done once such powers are introduced to a world, you're curious to repeat the experiment on your own. Maybe you're just tired of the endless fighting. Whatever the case, you return to your world of origin. Your Chain is over.

Stay Here: There are certainly less active places to reside in the Multiverse. And from here, one could adventure across the settings of countless worlds. Even an immortal being would strain to see and experience everything the Jump Worlds have to offer. You remain in this world; your Chain is over.

Continue: If those you surrounded yourself with for ten years taught you anything, it's that there's always more adventure to be had over the next horizon. New worlds to explore, new powers to learn, new challenges to overcome. Why stop here? Your Chain continues onwards.

Notes:

Jump Force was developed by Spike Chunsoft and published by Bandai Namco Entertainment. Weekly Shonen Jump and all related properties is owned by Shueisha. Individual series/character rights may be held by a variety of companies and creators. All rights reserved to their respective holders. Please support the official releases.

Jump Force is not a good game, but it is pretty and does have some neat ideas. In a lot of ways, it's basically Jumpchain: The Fighting Game, which is ironic given the title. If you can put up with not a small amount of grind, there's something to enjoy here, and it can give some neat inspiration.

The Onyx Book is abnormally absurdly powerful, but even without deep-diving the nature of it in the game, a number of obvious flaws present itself. Given how strangely the powers seem divided up over the course of the action, and for retaining something vaguely resembling balance in so weirdly balanced a setting, it felt appropriate to split the Book into three combinable Items.

If you gain the Shonen Jump Reward from Special Scenario: The Goku Rule, you can if you so wish Import someone from the office as a Companion in future Jumps. A reminder that legends like Go Nagai and Osamu Tezuka also had work published in the book, and that taking Araki to a JoJo Jump would be (in a professional opinion) funny as all hell.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake

Appendix - Jump Worlds:

Canonically, Jump Force only combines a very specific set of worlds, the ones whose characters can be seen in the game. However, given the nature of the storyline it is not unreasonable to assume literally any series published in Shonen Jump could interact with this setting. That said, if you want to stick as close as possible to the in-game shown examples, the following list will give you not only the confirmed Jump Worlds, but a way to randomize where one might end up or originally come from.

Random Jump World Chart: Roll 1d20
1-2: Unlucky! Pick a World you **don't** want from this list!
3: Black Clover
4: Bleach
5: Naruto/Boruto
6: City Hunter
7: Dragon Ball
8: Dragon Quest: The Adventure of Dai
9: Fist of the North Star
10: Hunter x Hunter
11: JoJo's Bizarre Adventure
12: My Hero Academia
13: One Piece
14: Rurouni Kenshin
15: Saint Seiya
16: Yu-Gi-Oh!
17: Yu Yu Hakusho
18: Death Note
19-20: Luck! Pick any World you want from this list!