BOKUNCHI NO MIKAGE-SAN



Jump by dragonjek
Version 1.1

Although mostly similar to the Earth you may be familiar with, it has one notable difference—ninjas have survived into the modern age, although their elite skills are primarily used in the service to corporations, criminal enterprises, or to protect important people. Ordinary folks will probably never see a ninja in their lives… at least, not out of disguise.

Amano Ikumi, who stumbled across an injured ninja after a fight and nursed her to health, is one of those rare exceptions. See, this isn't a jump about the dangerous world of corporate espionage and ninja combat; this is a world focused on the happy slice of life of a boy and his ninja.

Or at least, that's what the world would be about before you showed up. Maybe you'll stick to the slice of life formula, or maybe you'll shake up the world—who knows? Either way, you have **+1000 Choice Points** with which to prepare for your stay here.

Location, Age, and Sex

You may begin anywhere on Earth; you can pick a specific location, or you could be vague and arrive "somewhere interesting" or "the school where the protagonist goes". As for your age, you may freely select it; characters range from high schoolers to experienced adults, so the age range is pretty varied. You may keep your existing sex or choose a new one for free.

Origins

Any origin may be taken as a drop-in.

Non-Ninja (+200 CP):
You are a regular person, not a ninja. Still, that leaves quite a lot of room open for interpretation. You can have any background, as long as it would leave you as a "normal" person. You could be a high school student, a teacher, a musician, an accountant… anything, really. Just not someone rich or famous… unless, of course, you have pre-existing perks that would allow you to have such a background.

Ninja (Free):
You are a shinobi or kunoichi of the modern age. You might be a corporate ninja, engaged in industrial espionage; you might be a bodyguard, choosing someone to protect with your life… or you could just be available to the highest bidder for whatever job they want done. Regardless, you're capable of amazing feats that put to shame the greatest achievements of normal people.

Perks

Perks are discounted for their associated origin by 50%; discounted 100 CP perks are instead free.

Non-Ninja

A Taste for Teasing (-100 CP):
You always know the best way to tease someone. You know exactly what to say to make people feel embarrassed and humiliated, with the social awareness to avoid going too far and overwhelming them. You know what buttons to press to keep it to lighthearted teasing, but that also means you know what to do to turn your teasing into outright bullying and emotional harassment.

Teacher's Responsibility (-100 CP):
It's a teacher's duty to go out of their way to help their students. Those who you teach will always have an understanding of how far you are willing to go for their sake, and will always know when they can go to you for help or advice. Furthermore, you can sense when a student is in particular need, and whether or not you have the ability to resolve their issues.

Switch the Sickness (-200 CP):
I suppose that's one way to take care of a fever. If you're sick, you can transfer your illness to someone else by having sex with them, which cures you of the condition. On the other hand, if someone else is sick, you are able to "steal" the illness by fucking them, which will get you sick (unless you have some method to prevent infection, in which case the original person is simply cured). For whatever reason, you and people you have sex with experience increased susceptibility to pleasure while ill.

Drug-Resistant (-200 CP):
You have a notable resistance to all forms of drug or poison. No matter how extreme the toxin you're dosed with, it will only ever have a partial effect. Even if a drug were to completely paralyze you, its effects would fade over a few moments. If you'd like a drug to work on you—for instance, if you're taking medicine—then you can toggle this effect off.

For an additional **-200 CP**, you can evolve this into a complete immunity to the negative aspects of drugs and poisons, while still allowing yourself to benefit from the positive aspects of them.

Disguise-Proof (-400 CP):
As long as you've seen someone's true appearance before, no degree of disguise is able to hide them from you. You can effortlessly see through their disguises, even those that go so far as to shapeshift or use illusion to conceal their features are unable to escape your discerning eye. You can always identify people you've met before, and have an easy time matching names to faces.

Earning Their Loyalty (-400 CP):
When it comes to earning and keeping the loyalty of friends, family, and subordinates, you are something beyond a master. Your actions have greater consequences in the hearts of your followers, and it is easy for the people who serve you to find pleasure in doing your bidding. Furthermore, any outside attempt to sway the loyalties of those who follow you is doomed to fail, even if your servants are subject to drugs or mind control; with only a little effort on your part, the loyalty of those under you will become absolute and unbreakable by anything short of your own actions.

Contact List (-600 CP):
Like Jougasaki-sensei, you have contacts in all levels of society. You meet new people and make acquaintances with ludicrous ease, and are easily able to push those acquaintances into actual friendships. In just a month after entering a world, you'll know people from all walks of life, and would easily be able to arrange an internship or job offer for just about any profession a student could be interested in—and if you didn't know someone who'd be able and willing, then you'd know someone who knows someone who would be. This contact list is more effective when you're trying to use it for someone else's sake, but even for your

own personal matters, you're effectively guaranteed to know a person able to help with whatever problems you may have.

Karmic Rewards (-600 CP):
The good deeds that you do will come back around to improve your life. Saving a ninja in need might result in them swearing an oath to serve you; helping a student find her dream job might result in her seeking to be your wife in the future; assisting a friend in love could have them pay back the favor twofold at a later date. Helping other people will help you, even if it isn't immediately obvious how it will do so; indeed, benefits of this perk might be evident until years later. But they will always happen.

Ninja

Ninja Weaponry Expertise (-100 CP):
You have surpassing talent with the traditional weaponry of a shinobi. Shuriken, kunai, and weaponized farming implements are all far more deadly in your hands than they would be even when used by an "ordinary" expert. Every weapon you wield is as easy to hurl as if it was perfectly balanced for throwing, and you have pinpoint accuracy when it comes to thrown weapons.

Wallcrawler (-100 CP):
Well, crawling may be stealthier, but it's hardly dignified. You don't need to crawl; by utilizing your ki, you can easily walk straight up walls, and even stand on the ceiling. Your feet can cling to any surface despite wearing shoes (assuming you wear shoes in the first place). This also comes with impressive leaping ability, allowing you to jump up to place your feet on the ceiling in a single bound.

In the Shadows (-200 CP):
You are an expert in stealth, as expected of a kunoichi. You can move with perfect silence, hide in the slightest of shadows, and know how to employ camouflage and disguises perfectly. With a simple makeup kit, you could change your face to appear perfectly identical to another person, or cover your body in patterns that make you difficult to see in specific environments. What's more, you excel at hiding from other ninjas; the more talented another person is at stealth, the more difficult a time they have spotting you while you are hidden.

Ninja Art: Binding (-200 CP):

You are skilled at capturing your enemies, and have a number of binding and bondage techniques for tying up foes. When you tie someone up, it is absolutely impossible for any degree of skill to help them get out; only outside intervention could help them to escape, no matter how talented they are at escapology.

For another **-200 CP** (discounted to Ninjas), however, you can wield your ki in a peculiar way, allowing you to mentally paralyze your target by gazing them in the eye. They will remain paralyzed even if you look away, but you do need to retain some degree of mental focus on keeping them subdued, or the effect will fade.

Instant Stripping (-400 CP):
Sometimes someone needs to have their clothing removed, and sometimes it needs to be removed *right now*. You have mastered a technique allowing you to instantly strip someone of all of their clothing, with it falling to the ground at their feet. Of note is that this technique also works against armor.

Memory Erasure (-400 CP):
By using your ki to enter someone's mind, you will be able to selectively erase their memories. This doesn't let you see into their mind or memory; instead, you must know what the memory you want them to forget is, and then the technique will automatically censor their mind of the relevant information. Indeed, this technique is performed so finely that they will never even notice that their memory has been tampered with.

No, *Really* in the Shadows (-600 CP):
By imbuing your body with ki in a specific manner, you are able to discorporate into a shadow, merging with it as you lose your physical form. You are then able to travel from shadow to shadow so long as they are in contact. There is no visible indication that you are merged with a shadow, and only someone who uses ki would be able to detect your presence. You can see out of a shadow from any angle, and can easily recompose your body to rise up from the shadow, or even partially do so in order to have only a portion of yourself emerge from the darkness. You do have one major vulnerability in this form, however; if the shadow you are in disappears or shrinks to barely anything, you will be damaged and expelled from it. If you have **Ki Body**, then you will be able to use its instant movement technique to travel from shadow to shadow even if they aren't in contact with each other.

Ki Body (-600 CP):
By flooding your body with ki, you can enhance your physical attributes, allowing you to fight at a level no ordinary human would be able to match. Not only can you become a dervish of violence, but you can also use bursts of ki in order to perform an "instant movement" effect, dashing short distances so quickly that it might as well be teleportation. What's more, you receive a superb degree of combat training, making you into a legend of fighting even amongst ninjas, who are already legendary in their own right compared to normal people.

General

Hentai-Worthy (-50 CP):
You look like you belong in a hentai manga. You're very attractive—be it conventionally or unconventionally—and have the confidence not to be ashamed of your own body in private (although this does nothing to protect your pride should you be rendered nude in public).

Selfless Lover (-50 CP):
Wouldn't it be nice if everyone was like this? More devoted to seeing their partner in pleasure than they were to experiencing it themselves? Not only are you skilled in the act of lovemaking, you have a special ability when it comes to pleasing your partner. When you one-sidedly give your partner pleasure, such as through oral sex, the sensations they experience are doubled in intensity in the most joyous of ways.

Deceptive (-100 CP):
Through a combination of lies, misdirection, and circumstance, you are able to conceal the truths behind your abilities and items. You can hide how they work, the rules behind them, and even what they specifically do; unless it is blatantly obvious, even a genius would be unable to decipher the mechanisms behind your techniques.

If you told someone that you poisoned them with a lethal toxin and that their life was on a timer, they would believe you without a second thought, and never even consider getting themselves tested to make sure. If you gave someone an aphrodisiac and said it would leave someone suggestible and wipe their memories, they wouldn't even consider asking how that's possible.

"… cannot be considered an indecent act." (-100 CP):
Sumata, or intercrural, is practiced in the Japanese health industry because it technically doesn't count as sex. Maybe that's what Mikage meant? Because it's definitely indecent. However, this ability takes the basic concept and runs with it; now, any lewd activity you (and/or a partner) engage in short of vaginal or anal sex is never considered to be an indecent act by other people. This makes it perfectly acceptable to perform in public, or at school.

Pleasure Before Penetration (-100 CP):
People focus too much on entering holes. The time that builds up to that is just as important. This is especially true for you and those you couple with; when engaged in non-penetrative sexual acts, the pleasure experienced by both parties is heightened. Perks for increasing the pleasure of sex now also apply to actions like intercrural and mutual masturbation.

Lewd Persuasion (-200 CP):
You are spectacularly persuasive, able to convince just about anyone to do just about anything… as long as that something is lewd. You're not any better at arguing in general than anybody else, but if you're convincing someone to do something sexual? A suggestion from you might as well be a direct order from an almighty god.

Items

You receive 1 discount for items of each price tier, with the 100 CP and 50 CP items being free. Similar items you already possess may be imported into the new item, gaining it as an alt-form. If an item is lost or destroyed, it is returned to you after a week.

Homework (-50 CP):
This is a folder for putting your homework in. Once per day, it will automatically complete any assignment that you are due to turn in, but do not have completed and in the folder. It will fulfill the assignment exactly how you would have if you were giving the homework your best effort, so it might not result in a perfect grade; however, if you forgot to do an assignment, or left it at home, then it could be a lifesaver.

Dirty DVDs (-50 CP):
This is a set of pornographic DVDs containing a wide variety of real-life porn as well as animated hentai. It is specifically catered to your fetishes, and there always seems to be a new disc in the pile that you haven't seen before.

Handy Weapon (-100 CP):
This is a perfectly ordinary kunai… or perhaps a shuriken. Or maybe it's a knife? It seems to be up in the air what kind of weapon this is, as it changes whenever you need it to. This curious weapon is always on hand when you need it, conveniently located in whatever pocket or fold of clothing you reach for with the intent to draw it out. Even if you aren't wearing it; you could pull it out from behind a wall, from under a box, pull it out of someone's drawers…

Chalkboard (-100 CP):
This is… well, it's a chalkboard, with a piece of chalk on a string attached to it that never runs out. What makes it special is that, when drawing on it, you are supernaturally infused with ability, not only allowing you to draw whatever you have on your mind, but allowing you to convey vast amounts of information in just a few drawings or sentences. What would ordinarily be a lengthy tale could be compressed into just a few pictures, and everyone would understand it perfectly.

Nabe Hot Pot (-200 CP):
This is a bowl of nabe, a type of Japanese hot pot. By itself it is a generic, but endless, supply of the stuff. However, by adding ingredients into the pot, it will change the makeup of the nabe, incorporating the ingredient into itself in the best possible way and providing a likewise infinite supply of the modified nabe. If you want to "reset" the nabe, just dump out the pot; if you try to dump it out, it is no longer endless, but just a normal pot. When you set it right-side up again, it will refill as its basic "plain" nabe, ready to be upgraded again. Any ingredients added to the nabe will retain any special properties they may possess, even if they wouldn't normally have them after being cooked.

Paralysis Drug (-200 CP):
This is a simple oral pill; once swallowed, it will induce muscle paralysis across most of the body, leaving vital organs, as well as the head, untouched.

Aphrodisiac Drug (-200 CP):
A simple powder drug that works as an aphrodisiac. It functions when consumed, and is tasteless and colorless when combined with food or a liquid. It's quite strong, too, enough to get a tsundere to stop being physically violent and start being physically affectionate.

Smoke Bombs (-400 CP):
This is a supply of small explosives; a sharp impact will cause them to emit great amounts of smoke. There are actually a few different kinds; one of them also produces noise equivalent to a flashbang, one of them can start a fire, one of them produces smoke infused with pepper and rotten scents, and a set of them produce colored smoke. The type you want is always close at hand whenever you reach for it.

Nude Photos (-400 CP):
The person on these images is blurred, but the moment you write a person's name on the photographs, the hazy images will sharpen into what is clearly images of that person, although completely naked and in potentially embarrassing situations. This makes for excellent blackmail material, or maybe just a nice piece of memorabilia… or wanking material. Once "activated", you will receive a new set of photos the following week.

Fukibari Needle (-400 CP):
Fukibari are a type of needle designed to be stored in the mouth, and to be spat out as a form of surprise attack. They are often coated in a non-ingestible toxin; in this case, it is a paralytic poison that must enter the bloodstream to be effective. You don't need to keep this needle in your mouth; instead, whenever you want to spit it, it will simply appear in your mouth, ready to be spat out as an attack. This needle is bizarrely aerodynamic, and can fly across an entire room just with the force of you spitting it.

Powder Medicine (-600 CP):
This is the same powder Mikage offered to a certain boyfriend… except unlike what she gave him, this is the real stuff. Anyone who ingests this medicine will become obedient; their awareness will dim, and they become incapable of resisting orders. This medicine has no side effects, except that the person taking

the medicine will forget everything that happened while they are under its influence.

Four Years of Death (-600 CP):
This is a poison that guarantees death. Once in the bloodstream, it sets the body's death clock, rearranging the body so that death after 4 years is completely inevitable. The poison has no cure, and healing magic is incapable of removing, preventing, or delaying its effects. You receive enough of this venom to apply a single dose to someone. Can be injected, or it can be absorbed rectally into the body.

Body Remodeling Potions (-600 CP):
Shinobi have mastery over the body, to the degree that they have created medicines that allow one to mold and reshape their physical form. An example from the manga would be the Bust-Up Potion Mikage provided, which when applied over a period of time, would cause an increase in bust size. This item is a variety of potions and medicines, designed to allow someone to completely customize every aspect of a person's appearance, from their height to their bust size to coloration, and more. It additionally comes with a small manual providing instructions for how to produce more with common ingredients.

Companions

Imported/Created Companions (-50 CP):
If you have any pre-existing companions, you can import that character into this jump for **-50 CP**. Alternatively, you could create a brand-new companion, customizing them and their history as you desire. If you want more than one companion, you can purchase more at **-50 CP** apiece, although if you spend **-200 CP** then you have the option to instead import/create a full set of eight. Regardless of how many you pick, they all have an origin of your choice, as well as 700 CP to spend along with all relevant discounts. The OC companions listed below likewise have these points to spend, and the relevant origin.

Canon Companions (Free):
Do any of the characters in this carefree world appeal to you? You can bring them along on your journey if you can convince them to come with you.

Loyal Even unto Death (-50 CP): [Free for Non-Ninja]
Soon, you will meet a shinobi or kunoichi. They will be gravely injured, and it will be unlikely that they will survive without aid. Should you provide that aid—even if it's only calling them an ambulance—they will remember. And they will be sure to pay you back. As you gave them back the life they were losing, it is only just that they use that life to serve you. They will devote themselves to your service, and would be willing to do anything for your sake. They'll do everything they can to take care of you… but actually aren't all that good at domestic tasks. They're adequate, sure, but not really *good* at it, and they were never embarrassed about that until the time came for them to take care of you. They have a number of scars, which are unusually sensitive to the touch.

A Worthy Master (-50 CP): [Free for Ninja]
It's hard to find someone worth serving. Nowadays, it's all about protecting celebrities or performing corporate espionage. But having someone who makes for a good master, someone really worth serving? That's rare. Fortunately, you've found one. They're poised, confident, and clever. Were this still the Warring States period, they would doubtlessly have become one of the biggest names of the era. As it is, they're simply a normal person who likes to tease you a little bit too much.

Drawbacks

If you haven't got enough points yet, there are some options to get more. You have no limits on drawbacks.

Too Much Stress (+100 CP):
Stress can be awful for your health. Unfortunately, you're showing two symptoms of it; the first is that your hair is rapidly turning white, regardless of your age. The second symptom is going to make the first one hardly matter, though; once your hair turns completely white, you're going to start going bald, again without concern for your actual age.

Schooling Required (+100 CP):
Looks like it's back to school for you! You are going to spend the majority of this jump attending an educational facility of some sort. You might be a student, or you might be a teacher; regardless, you will be compelled to attend the majority of classes, and must receive a passing grade if you want to continue on your chain.

Forgot My Homework! (+100 CP):
Not only your homework, either. You forget all kinds of things that would be important for school, from your ID card to your school books to your homework, and more. This won't make it impossible to pass, but it will make it harder, and your teachers (or students) will probably get frustrated with you.

Laaaazy (+100 CP):
You're lazy. Really lazy. The kind of lazy that would ask someone else to apply a lotion to make your breasts bigger, because you just can't be arsed to do it yourself. You wouldn't even have lewd intentions (at the beginning, at least). You're just that slothful.

Ninja Pride (+100 CP):
You feel a compulsive need to keep your face at least partially covered. Without a facemask, you will feel shy and embarrassed, feeling as though your ninja pride has been violated… somehow. You will feel this even if you aren't a ninja.

Scarred (+100 CP):
Your body is covered in scars from a history of violence. Besides many people finding the scars unattractive, they will ache in cold weather.

Caught! (+100 CP):
For one reason or another, any time you do something lewd, someone else will walk in and see you. It doesn't matter if it's sex, masturbation, or what have you—someone's going to walk in and see it, and you *will* be mortified.

What, What, in the Butt? (+100 CP):
You are incapable of taking medicine, potions, drugs, or such things orally. You can only benefit from them by taking them into your body anally (even if the medicine in question wasn't intended for that). Suppositories are the name of the game here… although for taking potions and some medicines, that might be more like douching.

To Serve (+200 CP):

You must pick a character, including a companion. For the duration of the jump, you will need to loyally serve that individual, doing your best to anticipate their wants and needs and trying to fulfill them.

Four Years (+200 CP):
You have a complete certainty that you are going to die within 4 years. You believe this to be fiat-backed, a punishment for something else you've done on your chain, and are certain that it will bypass all forms of immortality, 1-Ups, or resistance you possess. Will you be bitter? Will you desperately try to find a way to survive? Will you try to enjoy each day as potentially your last? Will you try to prepare others for your parting, or will you try to drag the world down with you? This drawback ends after 4 years pass and you aren't dead, but it will cause you no small degree of distress up to that point.

Chomp (+200 CP):
Any time you try to give oral sex, you bite your partner. Hard.

Guilt Complex (+200 CP):
When someone is hurt because of you—even if that is only indirectly your fault—you will feel an immense degree of guilt. If someone were to be scarred because you helped them get a job in a dangerous field, you'd probably do anything they say to make it up to them.

Familial Debt (+200 CP):
Your family owes money. A lot of money. So much money that you're reduced to borderline poverty, no matter how many businesses you own or income perks or items you have, and you'll stay poor for the entire length of your stay here. But hey, at least it's only *borderline* poverty.

> **Sell Everything (+100 CP)**:
> The good news is, you don't owe a debt anymore. The bad news is, you had to sell every single item you possessed from previous jumps, and will only get them back at the end of the jump.

Anal Trauma (+300 CP):
Okay, maybe it isn't anal. But due to some incident, either in your past or that will happen soon after the jump begins, you have a great deal of trauma involving one

of your bodily features—either a prominently visible one like your eyes, or sexual one like your ass. You feel an overwhelming need to protect this area, and will take unreasoning steps to do so. To protect your eyes from being seen, you might wear a blindfold. To protect your anus, you might steadfastly refuse any sort of anal sex.

Tsunderes Everywhere (+300 CP):
It seems like everybody in this jump has a little bit of tsundere in them. This won't change their behavior normally, but whenever you try to get intimate with someone, they will punch you as hard as they can. You can still get intimate with them afterwards if you like, but being punched when you're trying to be horny isn't a fun experience.

Wakey Wakey (+300 CP):
You have a bad habit. You get people out of bed by stabbing at them. Oh, you can wake them up first—but as soon as they look awake, it's stabbing time. You only need to stab at them once to wake them up… but you'd better hope that they have good reflexes in the morning, or you might get someone killed.

Ending

Stay Here
Go Home
Move On

Notes

Changelog:

- Version 1.1
    - Edited Deceptive Perk
    - No Penetration Needed was remade into Pleasure Before Penetration, and the text edited appropriately.
    - Homework now functions once per day.
- Version 1.0
    - Spelling and grammar corrections

    - Editing Ninja Art: Binding so that it only prevents skill-based escape attempts.
    - Added Hentai-worthy perk because someone wanted an appearance booster
    - Edited Homework to work once per week instead of per month.
    - Four Years of Death no longer pierces poison immunity… and is also clarified to be applicable rectally.
    - Body Remodeling Potions now comes with an instruction manual for more.
    - Added Deceptive perk
    - Added No Penetration Needed perk
    - Added OC Companions
    - Reduced Selfless Lover to 50 CP.
    - Reduced Companions to 50 CP.
    - Homework and Dirty DVD's are now 50 CP
    - Chalkboard is now 100 CP
    - Added Aphrodisiac Drug item
    - Added Too Much Stress drawback
    - Added Anal Trauma drawback
- Version 0.5
    - Created Jump