# Kamikaze Kommittee Ouka



**Version 1.6**

**Created By:**
Mechlionzet

**Based Upon the H-Game Developed and Published By:**
Ankoku Marimokan

*In 20XX, rampant gang violence has increased because of corruption in the school system. Groups of thugs, that thrive on violence, rape, and other crimes, ruin the school experience for everyone weaker than them. However, there is a light. A student that transfers from school to school leaving a trail of defeated juvenile delinquents wherever she goes. This Savior is a member of a Gang as well and is known as* ***Kaptain Kamikaze~****!*

Well, that's how the story goes, anyway. Kamikaze Ouka will arrive at Seiran Academy in one week's time and will wreck the Gang known as the **BadGuys**, a rather unoriginal name for a rather unoriginal bunch. This means you will have a week of Gang-dominated School Life to live in before she arrives. Of course, she doesn't always win…

You'll be around for a good decade, so I hope you're ready for some action~.

Here's **1000 GP** (Gang Points), time to get ready for a tale of gang violence and high-impact sexual violence~

**|*1000 GP*|**



# Location

You will start at Seirei Academy, a school rife with violence and sex. The Teacher of Class 1-3 has called upon the services of Kamikaze Ouka to straighten things out. She will arrive in one week's time. Until then, you've got to deal with the **BadGuys** Gang.

# Background

*You get to keep your gender unless otherwise noted and changing your gender or choosing your age costs 50 GP unless otherwise noted.*

**Ordinary Transfer Student (Drop-In)** [Free]: Sometimes it sucks transferring schools, and you are the quintessential transfer student. You come onto the scene with no memories or past. Hell, you don't even have a school record. Needless to say, that may be a problem — but can be corrected in a later section of this jump. You may change your age for free to 14 + 1d4.

**Kamikaze Gang Member** [Free]: You are a member of Kamikaze Ouka's Gang, also known as the Kamikaze Kommittee. You're tough, yet righteous — in a manner of speaking. Like the mythical concept of the upstanding Bancho, you protect the weak and take the fight to the strong. Any violent gangster you come across will get a beating they deserve. You'll follow your Aneki (older sister), Kamikaze Ouka, wherever she may go. Because of the demographics of the Kommittee, you may change your gender to female for free. Your age is 14 + 1d4.

**School Staff** [Free]: This is not what you signed up for Jumper. All you wanted to be was a Teacher or a Nurse or even a Vice-Principal. Instead, you have these punks messing up your school with the backing of the local Yakuza group. The Police are too weak to stop them and the Principal is either an idiot or their glorified pawn. Or maybe you're a new hire from Teikoku School like a certain inappropriate school nurse. Your age is 17 + 1d8.

**Gangster** [Free]: Whether you are a member of the **BadGuys**, another gang, or just associated with them, you decided to screw being a victim and join what you presumed to be the *winning* side. You became a delinquent in some manner or another and now thrive on chaos and violence. You might even take the chance to grab a chick or two and have a romp with them from time to time. Your age is 14 + 1d4.

# *Perks*

*All 100 GP perks are free to their background. All Perks above 100 GP are discounted 50% to their background.*

## General:

**Strange Body Physics** [100 GP]: Normally, a person can't really handle getting instantly penetrated by large dicks and an assortment of other objects. It takes careful preparation and a lot of lube in order to safely insert some large objects. Hell, usually forcing bottles, toilet scrubbers and non-sex toy objects into people is inviting disease and injury. Well, everyone now can be as elastic as they need to be in order to have a fun-filled (or fun-forced) time. To make it better, you're also immune to sexually transmitted diseases and highly resistant to non-sexually transmitted diseases. You also have control over your fertility/virility and cannot impregnate or become impregnated unless you wish otherwise.

**Gyaru/Gyaruo Style~** [100 GP]: Fashionable threads are a thing here. The Main Heroines have super customized uniforms, the head gang leader has a feather bola, and one of the sneaky gals is rocking the tanned skin and fashionable uniform. Well, you can too! You have an eye for what's fashionable and what's not and you will always find the easiest way to get some awesome threads.

**Bountiful Beauty** [100 GP]: The Main Heroines in this world seem to come in the flavor of THICC. Busty and voluptuous is the body type of Ouka, but Senka and Youko aren't far behind. The guys — are less about being handsome and more about being cliche gangsters. Well, no matter your gender, you will either be beautiful or handsome. You could be THICC or smol. You could be SWOL or Bishie. Either way, you are very attractive in some manner.



*Kamase Inunari*



*Himanji Koe*

## Ordinary Transfer Student:



*Hinageshi Youko*

**Attendance Record** [100 GP]: A proper student needs to go to class, but you're not exactly a proper student, are you? With this, you can skip classes or appointments and not be penalized for the act. Heck, you'll even be provided acceptable excuses for not attending. After all, getting into a fight with a thug trying to rape or beat you is perfectly acceptable.

**Academic Life** [100 GP]: What's the point in being a student if you learn nothing? No, stop staring at the gangsters, they're going to be losers in the future. You're a transfer student and you'll need the study skills to graduate. This improves your attention span and your ability to memorize facts. Wait, there's some idiot acting as your Math Teacher? Are their lectures hard to follow or are they incompetent? Well, I have a solution for that too! Now you're much better able to glean knowledge from those substandard lectures and from any other horrible lecturer/speaker (also works in military briefings, board meetings, etc).

**Weapons Master** [200 GP]: Pick a weapon! You are now a master of its usage and can cut/bash/etc swaths of mooks with ease. One weapon not enough for you? Well, you can only be *master* of one, but I'll throw in *proficiency* in all weapons just to spice things up. You won't be as good with them as your mastered weapon, but they'll do in a pinch.

**A Literal Ninja?** [200 GP]: Want to make a quick getaway from the plethora of punks at school? Or maybe you want to be that cool badass that suddenly arrives at the nick of time to rescue the heroine? Well, with this, you can do both. You may or may not be a ninja, but you can certainly vanish and appear like one. All you need is a suitable distraction and BAM, vanished like the wind. You also have a knack for knowing when someone is in trouble and appear whenever they are in danger, or maybe just for a laugh.

**Public Displays** [400 GP]: Sometimes, you are just down to fuck. Those urges letting loose with someone willing are tough when you don't have a pad or hotel close by. Well, what if you could have sex in public with no one knowing? Or maybe you want them to know but not interfere? Well, with this, you can do either. If your partner and you want to make the beast with two backs right now, all you need to do is find a nice spot and do it. No one would know you were there fucking someone unless you toggled *Exhibitionist Mode*. Then, they would know but have no urge to stop you. Not even the Police. On a side note, the spot your partner and you pick will be completely comfortable to you and won't cause abrasions or temperature-related issues.

**Networking for Dummies** [400 GP]: Being able to sneak around and investigate is nice and all, but sometimes you need to build up a way to gather information while doing nothing. Well — anything but socialize. You're now fantastic at building a network of informants and contacts just by talking to people. They could be little old ladies, businessmen, or even less hostile thugs. You want more? Well, how about having the ability to diplomacy and charm your way into having contacts/informants on the inside of any hostile organization? You could even be a honeypot and use sex to convince others to tell you what you want to know if you're into that.

**Undercover Investigation** [600 GP]: As an undercover investigator, you get the skills and training for investigation work, undercover techniques (stealth, disguise, networking, etc), and even combat techniques. You have an in with the National Police Agency Criminal Affairs 4th Investigation Division's local unit, which notably has Youko Hinageshi as a member. This allows you to have back-up in your time here, though she isn't a companion unless you purchase her companion option. In future jumps, this will work with any local investigative service or police force. You are a master of disguise, able to pretend you are just a normal high school student with ease. Your detective skills are top-notch, some may even occasionally say you are a living Sherlock Holmes. On the networking side of things, you're able to charm people into being your *contacts* for information and maybe even charm them out of a few supplies while you're at it. And then there are your combat techniques — which are totally devoted to binding your enemy while beating them senseless. Shibari works wonders on criminal scum.

**Anonymous Doesn't Forget, But Everyone Else...** [600 GP]: You are the epitome of anonymity. People will literally have trouble remembering who you are and what you look like most of the time. Even if you pull some of the craziest stunts, they will forget all about you personally after a few minutes — even if they remember the event. It makes for an easy getaway when people have witnessed your shenanigans. This even affects electronic surveillance. For some reason, your face and identifying features just seem to blur and pixelate even more than the worst CCTV system. Of course, you can toggle this on and off whenever you want. Yep, a completely forgettable individual. I'm sure you won't abuse this too much, right? ...Right?



## Kamikaze Gang Member:

**Karate Specialist** [100 GP]: You are the 8th Dan in Karate! Able to punch through masonry and karate chop wayward souls. What does that mean? It means you're a freaking Master of Masters for this Martial Art. This comes with all the body conditioning and knowledge of Karate. Now you too can uppercut foes into oblivion. If you wish, it doesn't have to be karate. You can pick any modern day martial arts instead.

**Roughing Them Up** [100 GP]: And you thought only the BadGuys had fun. Well, as a member of the Kamikaze Kommittee, you can shake down unrighteous individuals for cash. Heck, roughing up thugs for their lunch money is actually fairly ironic and totally acceptable to the public now. You could do it in full daylight and in front of the Police without incident. Of course, you probably need to first beat the thugs up.



*Senka of Teikoku.*

**Gotta Protect Your Rep** [200 GP]: You have a reputation for righteous beatings and justice! But you could easily gain a reputation for being a filthy slut who whores herself out to the thugs. Well, we have the solution for you! You are now resistant to any negative reputation you don't want! Yes, you get to choose which rumors are spread about you and which are not. After all, you might *want* the reputation of being a whore for all we know. On top of this resistance, you may make it easier to gain whatever reputation you prefer.

**Justice Has its Own Rewards** [200 GP]: Every hero or heroine gets rewarded in some manner. Some find reward in just handing out justice to those that deserve it. Others find a thrill in fighting obviously bad guys and get an ego boost from it. With this, those that you've rescued will find themselves enticed by your actions. Because of your actions, you saved them from being raped or beaten. Because of your actions, they now have a choice. How they reward you is up to them, but they will reward you in some manner. It could be a favor to use later. It could be cash or items. Hell, they could even offer their bodies as a reward — especially if you're hot enough.

**Enduring It All** [400 GP]: You have the will to continue on in the face of any setback or opposition. It doesn't matter if you are beaten, tortured, or even raped. What matters is your goals and your beliefs. You are highly resistant to physical and mental torture to the point where you can continue fighting even when battered, bruised and in the process of being raped. With a bit of concentration, you may even spur your body to heal minor injuries. But on top of all this, you can *eventually* wiggle out of any bondage you may be in — it just won't be an instant thing though.

*Kei Murakumo*



**Somehow I Got an Apprentice** [400 GP]: After a while, your name is going to get out there. It happens when you beat down delinquents for ~~lunch money~~ justice! Eventually, that name is going to draw in admirers and maybe even copycats. You have a knack for quickly training these admirers. Even if you barely see them, just a single moment of training from you can turn them into a fighter. With several training sessions, you could make them into a peerless brawler. This only works if that individual holds admiration for you, so you can't just make any random newbie into a vigilante of Justice.

**The Kamikaze Arts** [600 GP]: For some odd reason, Kaptain Kamikaze has developed quite a few techniques that aren't really based on Karate. These **Arts** can do some pretty incredible things too. Some of the stuff you can accomplish are like the following examples. **Foresight** gives you the ability to predict what your opponent will do in combat, making it incredibly easy to evade them. **Breath** is a technique that allows you to heal oneself by moving the life force within the body. **Crimson Fist** allows you to throw fireballs at your opponent. **Whirlwind Kick** is a spinning kick that kicks up a miniature tornado of all things. And then there are three secret techniques: Sexual Control Fist, Purgatory Rondo, and Messhi Houkou. **Sexual Control Fist** hits multiple opponents causing damage and lowering their sexual excitement — you're punching everyone in the junk, let's be honest. **Purgatory Rondo** is an advanced technique that throws everyone, one after another, and seems to ignore their ability to evade. **Messhi Houkou** is the ultimate expression of Kamikaze's Arts, a devastating series of blows that literally cause internal damage (which can be non-lethal or lethal) to the target. These are merely techniques Ouka designed herself, you can make up your own moves of a similar power (Street Fighter-esc abilities, not DBZ shenanigans). Though it makes you wonder how a high school girl came up with this stuff...

**Virtuous Gang Leader** [600 GP]: You have the presence and the ability to lead a group of individuals on a vigilante quest to rid the nation's schools of Gangs. Like the virtuous Bancho gang leaders of old, you are in a class of your own. You are a hero of the community, even when kicking someone's ass for stealing. Because of this, you will gather like-minded individuals to your cause easily through both your actions and your words. Even those that don't join you will listen to you in some manner and hostile opponents might come to at least view you indifferently after a while. You will have the presence and charisma to inspire them and give them hope even in their darkest hour. This also includes abilities like organizing the logistics of your group, recruiting powerful members, and even claiming territory for your own. The Police don't seem to mind this either, it's not like you're fighting them, after all.

## School Staff:

*Megumi, the Angel in Black*



**An Actual Degree** [100 GP]: You can't be a professional without a degree or a certificate. Well, maybe a Janitor, but every other position needs a little piece of paper in order to do the work. With this, you get a Degree/Certificate (as well as all the knowledge) for one of the following: Education, Medicine, Food Preparation, Rape Janitor — wait, where did that last one come from?

**Hard Working (Wo)Man** [100 GP]: Let's face it, sometimes the job can get boring. You'll lose interest in something, maybe even play with your phone, while just running down the clock. Sometimes, actual work might not get done with such distractions. Well, motivation and attention span are no longer an issue for you, because you've got a ton. It can completely motivate you to perform any task without being distracted.

**Slut Kun Do** [200 GP]: After Ouka's first defeat, a shady Gym Teacher took it upon himself to *strengthen her*. He took her to an equipment shed and taught her how to really put those Punks in their place. Sadly, this made her even more easily raped than before and she eventually ended up liking it (in one route anyway). You now have this same ability — the ability to train someone into becoming a true slut/man whore. Slowly, you will train their body to enjoy exhibitionism and a host of other fetishes. Then you will train their mind to enjoy it. Yet, for all the rape, Ouka still beat those punks even as she took it up the ass. After all, sexy can be distracting~.

**Keeping Your Head Down** [200 GP]: It seems like the gangsters of the school won't even leave teachers out of their violent tyranny. Many teachers have been beaten and tormented just for getting in the way. Well, you've learned the art of keeping your head down and looking busy. Apparently, when you do this, hostile individuals just seem to overlook you.

**Voice of Osmosis** [400 GP]: Your voice can either be attention-grabbing or soothing. You can keep anyone's attention when you speak and they will listen. If you are lecturing or instructing, they will recall everything you tell them with picture-perfect clarity. This makes you the best at teaching even the most attention-deficit of individuals. Yet, on the other side of things, you can soothe your listeners with some dulcet tones, putting them into a false sense of security or even a trance-like state with practice. In this trance-like state, your victim is highly susceptible to suggestions as long as they won't lead to the person physically harming themselves.

**The Healing Touch** [400 GP]: There's having a degree in medicine and then there's what you do. Your knowledge of medical practices and medicine is so intuitive that you're able to rapidly and reliably diagnose a person, whip up a treatment, and get your patient back on the road to recovery. It also enhanced your treatments beyond the norm, allowing your patient to heal much faster to the point of it being instant for light wounds. For serious wounds, it would take about a day or two. You can also purge drugs from a person's system to where they don't feel the need to take them anymore, thus curing addictions.

**Vice Principal** [600 GP]: You might not be the Principal of the school, but you're better than that. A Principal has to deal with most of the outside politics and can easily be susceptible to corruption and graft if the right people grab him. You only have to deal with politics when the Principal is indisposed, but you're pretty good at that, anyway. If someone were to bribe you, you will take the bribe yet stay *clean* as far as anyone else is concerned. Beyond the potential outside politics, you are the master of internal politics. One teacher creating a scandal? You can cover that up without an issue — or if you're a good guy, you can find the right evidence you need to fire them and get them arrested. A Romance between co-workers going wrong? You have the charisma to settle the issue peacefully so everyone could continue in their jobs. This also makes you capable of wrapping up any social issue. Troubles with gangsters and delinquents? Well, other teachers might have issues, but scum knows not to mess with you. You just have this aura around you that screams *don't fuck with me*. Even the Gang Leaders avoid pissing you off. Of course, they don't know if you're able to kick their asses or not, but that isn't their concern. After all, you're the Motherfucking Vice-Principal.

These work for any position of authority you gain in future jumps. Gangsters and Delinquents may also include hostile employees, hostile customers, and even thugs trying to rob wherever you work.



*Bombe*



*Ookubo Futozou*

**The Almighty Janitor** [600 GP]: Behind the scenes, the Janitor is always there. Wherever there's a mess, he'll be there to clean it and be out moments later. Whenever there's an issue with the utilities, he'll be there to fix them. Whoever desperately needs a quickie in his closet, he will also be there to give them the time of their life! Needless to say, you are a master at the stuff behind the scenes, no matter your walk in life. Logistics, Infrastructure, hidden/lewd sex in secret places, you know it all. This isn't another stealth perk, this is an *everything according to keikaku (keikaku means plan)* perk. You could plan an entire operation from resource gathering to set up and no one would ever know until the operation is sprung. Like the perverted Janitors taking advantage of the **BadGuys** invasion of the Gym, you will be there to molest high school chicks and bang the female gym teacher. The Gangsters didn't even mind either.



*Masaru Porkbelly*

## Gangster:

*Yama Hayato*



**Erotic Grappling** [100 GP]: Defeating your opponents while having some fun, it's the best of both worlds. Erotic Grappling is a fighting style that obviously involves grappling and molesting. Defeat your opponents through humiliation and the power of lust! This also includes some amusing submission holds involving sex toys, rope, and even a girl's own skirt (tying it over her head and all).

**Authorities Under Thumb** [100 GP]: For some reason, authority figures cower in your presence. Whether they are school, work, or even government, they just can't help but feel a hint of fear whenever you are around. This has a bonus of reducing their ability to lead people against you or even assert their authority over you and your posse. If it comes to violence, this effect just increases its strength depending upon the number of people you wreck.

**Slave/Bitch Trainer** [200 GP]: Males or females or those of any other sort of gender will know that you're an efficient instructor. An instructor in what? Why being a sex slave, of course. You have the capability of slowly training any individual into sexual servitude. This is done through careful planning and quite a bit of psychological experimentation. Eventually, that student will learn to take dick like a champ and eat pussy like a pro. They'll also be highly docile and obedient to your or their owner's whims.

**Rape-Jitsu** [200 GP]: Now you may think, isn't this just Erotic Grappling? Well, not really. This is literally taking the real martial arts of Jujutsu and adds certain abilities to it. For one, you can grapple, throw, and disrobe individuals in one or two moves. Another ability is to literally can rape an opponent in a pin or submission hold with no one able to stop you. Seriously, they can hit and beat you all you want, but you won't take any damage from it. As long as you are having sex (consensual or not) with your opponent, you literally cannot take physical damage from anyone around you.

**Drug Manufacturer** [400 GP]: The ability to design and manufacture drugs is now yours. With knowledge on an array of natural, synthetic, and exotic ingredients and their reactions to each other, you can conjure up narcotics and medicines alike for any purpose. You can also change and improve existing drugs with special status effects or just to increase their potency. As long as you have the tools and materials, you can do anything with drugs. Even better is the ability to find these materials and tools with ease, if you don't have any available. And if you can't find them, you can safely improvise with what's lying around.

**Yakuza-backed Gang Leader** [400 GP]: The **Virtuous Gang Leader** is the epitome of vigilante justice in a dark time. You are a different breed. Your presence and charisma are enough to lead even the worst delinquent with the promises of money, fun, and bitches. You are a villain of the highest order that can get away with even the worst of crimes. Why? Because you have friends in an even more powerful organization, the Yakuza. Your contact has the ability, capacity, and desire to assist you in whatever plans you have developed. At a moment's notice, they will call in a force of 20-50 thugs, enforcers, or the like to assist you at any given time. They come with weapons for any situation, the willpower to shrug off mental attacks, and the morale to walk into hell for you and their leader.

**Screwed Stupid** [600 CP]: No one is safe from the almighty cock (or strap-on, if you prefer). It doesn't matter if they're the most average high school student or the most powerful bancho, your phallus of choice will overpower their senses the more you take them to pound town. Whether it be in a consensual situation or a decidedly non-consensual one,  you have the capability of screwing someone to the point of mindbreak. This is where the fun begins. Your victim becomes highly susceptible to your words, allowing you to manipulate their thoughts towards your preferences. Hell, you could even lower their intelligence and make them forget basic sex education (no, you cannot reverse a pregnancy with a snap of your fingers, you dumb broad). You can make these effects either temporary or permanent.

**The SWOLest of SWOL** [600 GP]: You are a god of muscle and pain. You walk the path of the SWOL and none are better than you. You can easily gain and keep muscles with basic exercises, but that's not the only way. Your muscles and their girth are directly proportional to the number of other SWOL individuals who call you a leader and become your followers. So you become the KING OF SWOL. Even better is the fact that you become even more ripped the more individuals fear and respect you, which is yet another path for you to gain more strength. You will never gain enough muscle to look monstrous or hideous though, forever will you be the attractive and buff leader of men you were born to be. The more buff you become, the more followers you gain. Yes, it will become a near-infinite cycle of muscles and men. A shame you can't take those followers with you to other jumps, but you can always gain more of them later. While your muscles might lose some definition between jumps, your physical strength will not deteriorate.



# *Equipment and Gear*

*All 50 GP items are free to their backgrounds. All other items are discounted 50% to their backgrounds.*

## General:

**Special Wardrobe** [50 GP]: A simple closet with an amazing array of attire. You can find old-school bancho outfits, biker gang attire, various sports uniforms, sexy cosplay, and even the most fabulous of threads that money can buy. It's all in this one closet that can be imported into whatever residence you have in the jump or into the warehouse.

**Aphrodisiacs** [50 GP]: A rather simple, yet effective item. A pack of ten powerful aphrodisiacs that will make anyone melt and want some fun. It's so strong that even individuals with high drug resistance/tolerances may fall to its power. This will restock in the warehouse or any residence you live in 24 hours after you run out.

**"Strength Boosting Medicine"** [100 GP]: This is advertised as a strength-enhancing drug and it doubles the strength of an individual — for a few seconds. After those seconds a tranquilizing effect that is strong enough to knock out an elephant kicks in and forces the user unconscious. Normally, this could kill some people, but luckily it's safe for human usage too. Ain't that a coincidence? The victim of this medicine will be knocked out for a few hours and be pretty much dead to the world. You could even fuck them for all that time and still not wake them up.

**Ointments** [100 GP]: A topical treatment for injuries, these ointments are potent medicines that numb pain, knit skin and muscle tissue, and even seep into the skin to fix bone fractures. You gain a pack of five that will restock in 24 hours after complete usage. Each one is enough to use on an entire body once. This doesn't work on illnesses, organ damage, or complete breakage of bones.

**Exhaustion Drugs** [200 GP]: Unlike the "Strength Boosting Medicine", Exhaustion drugs do not knock a person unconscious. In fact, the victims of such drugs are wide awake when they are under its influence. Instead, Exhaustion Drugs relax an individual's muscles and weaken them to where even moving is difficult. This works on even the most drug-resistant individuals and will slowly build up in a person's body until they cannot fight even the weakest of mooks.

**Mega Muscle Z** [400 GP]: This is the true strength-enhancing medicine. Mega Muscle Z is a potent strength enhancer that will boost the user's physical capabilities by three times for 8 hours and boosts energy to get rid of fatigue. You only get three, but they will restock 24 hours after complete usage.

## Ordinary Transfer Student:

**Papers, Please** [50 GP]: You've been dropped here with no history or memories. A lack of identity will get you arrested Jumper, so here's a full set of identification for you. What, you don't like what's on it? Well, I guess you can change the papers to your liking; it doesn't really change anything about you — just what they know about you. This set will work in future jumps too.

**The Folder** [100 GP]: Somehow, you got this interesting little folder on one of your electronic devices of choice (phone, laptop, desktop, maybe even a cloud folder). In this folder, you will occasionally get some rather lewd images. Rather, you will get some lewd images of certain individuals in the jump. The individual is random, from your general vicinity that you may know or know, and you will get images of this person for a week before the target is randomized once again. What you do with these images is up to you. You could blackmail said individual into doing what you want or you could just wank to them. The folder has unlimited storage space but will empty at the end of each jump unless you transfer the images to a storage medium, or the device you have chosen already has unlimited storage space.

**Cellphone** [200 GP]: It looks like any normal smartphone, but it's got features you won't find anywhere else. For one, it doesn't really need a cell tower signal to work so it can be used in even the most remote of areas. You can also hack into camera/security systems, even the closed-circuit ones. Just be warned, if you're in a jump where no one else has some sort of electronic or magical communication, this will only be useful in one interesting way — it has an ability to pick up the local rumors and upload it onto a specialized news website *JumpRumor.news*.

**Sakuradamon Nunchakus** [400 GP]: A venerable weapon of Okinawan Origin with a golden family crest carved into it. A nigh-indestructible set of nunchakus that's good for beating the daylights out of any gangster. Normally, it'd just be a very durable set of Nunchakus used by Youko Hinageshi. We've kind of upgraded it for your purposes. The Sakuradamon Nunchakus are now indestructible and can extend at the chain portion, so you could throw one side of the nunchakus and wrap the chain around your opponents to capture them. They can also deflect bullets if you spin them, which is kind of neat too.



**Gaming Casino** [600 GP]: There was once a certain Gaming Casino that had been the territory of one Himanji Koe of the BadGuys Gang. Well, it's yours now. During this jump, he's just sort of squatting there like an asshole. This two-story building is totally devoted to games and gambling, but you have a secret third story for your own private usage. It comes fully staffed and is a source of income from all the money being used to play the games. The first floor is mostly Pachinko and Slot machines, but there are various arcade games to choose from as well. There is also a separate hallway for photo booths, which are great places to have a quickie with that hot date of yours. Of course, it also includes restrooms and a small play area for children on the first floor. The first floor also has a desk where you can turn in premium vouchers, won from slot machines or pachinko balls, for prizes.

The second floor contains a food court, a few private rooms for karaoke and meetings, and more gaming machines (arcade, slot, and pachinko). There is also another desk where you can sell back the prizes you've won to gain money~. Gotta love those legal loopholes! The food court can be filled with any sort of restaurant franchises you desire.

The third floor is your private domain. It includes bedrooms/bathrooms for your companions and you, a kitchen and dining room, a den to gather your friends to hang out, and that sex dungeon you always wanted~. This Casino may be imported into any future jumps, but can also be attached to your warehouse when not imported.



## Kamikaze Gang Member:

**Indestructible Undergarments** [50 GP]: I do not know what they made these things of, but you literally can't destroy them. It makes suitable attire to censor those naughty bits if your regular clothes are destroyed. It comes in whatever design of undergarments you prefer.

**Armored School Attire** [100 GP]: You can't really wear armor to school. It would violate the school dress code! Well, now you have a school uniform that will provide protection against knives, clubs, and improvised weaponry. You could even have one of those awesome bancho coats and it will be considered a part of the school dress code. This attire is variable for each future jump, becoming armored clothing for whatever your occupation of choice.

**Bandana Set** [200 GP]: Kaptain Kamikaze has a thing for Bandanas, she wears them all the time. Why can't her subordinates and crew wear them too? After all, these bandannas provide many interesting effects, like a bandana that makes one fireproof, or a shockproof bandana, or a bandana that makes one resistant to stabbing, or even a bandana that increases one's speed. Bandanas truly are great!

**Gigantic Glove** [400 GP]: A sculpture made by the Seirei Art Club to imitate the hand of a mythical deity. One wouldn't expect it to be considered a weapon, but it can be worn and used. The fact this actually increases the wearer's strength and attack power is actually rather frightening. What kind of art club in high school makes things like this!?

**Athletic Complex** [600 GP]: The Gym of Seirei Academy was much larger than any school gym for an average school. It was more like an Athletic Complex. Well, you get your very own copy of that Athletic Complex now. It comes with a soccer/football field and a track outside of the building along with appropriate outdoor equipment storage sheds. The interior of the complex contains basketball and tennis courts and multiple dojo-style training rooms for many martial arts clubs, workout rooms with equipment, and enough locker rooms to provide shower/storage space for ten groups of 20 individuals each. While not in the original design, you've been provided with dormitories and a cafeteria to provide living space for not only your companions and you but also any minions you gather. To make it nicer, there are specific rooms dedicated to sexual activity as well — including a large gym for orgies~.

The Complex may also act as a source of income if you open the facilities to the public. After all, people need to work out and stay healthy. They might even pay to enjoy the more sexually inclined rooms.

Now, why would you need an Athletic Complex? Well, this is not only a residence that you can import to any future jumps but also a headquarters to gather and train a force of vigilantes that will travel over the local area and deal with criminal activity. Minions that join you will gain a bit of immunity from the law as long as they don't kill anyone. It will transfer minions that join your organization with the building, but they are not companions. When not imported into a jump, it may be attached to your warehouse.

## School Staff:

**Teaching License** [50 GP]: This certifies you to be a Professional Teacher. This also allows you to enter any teaching position in future jumps.

**Shinai** [100 GP]: A bamboo sword usually used in Kendo. This one is indestructible and very flexible, which makes it good for disciplining rowdy students without truly injuring them. It does hurt like a bitch though.

**Medical Supplies** [200 GP]: So, you're the school nurse and have an entire office with medical supplies. Awesome, isn't it? Want to take those supplies with you on future jumps? Or maybe you want some extra to sell on the side. Well, we have this lovely mobile cabinet made of aluminum with some freezer space built-in. Within the confines of this cabinet, you will find medical tools, supplies, and medicines for any occasion. No surgery equipment though, go to a hospital, you idiot. Anyway, the medicines and supplies will restock a day after usage. Any tools that are lost are replaced the next day.

**Lunch Commissary Stock** [400 GP]: Seirei doesn't really have much of a cafeteria. Instead, they have a commissary store for the purchase of food and drink. No, we don't know why that is, maybe the board of directors are just cheapskates. Either way, you might not have the store, but you certainly have the stock. A stock of all the typical Japanese school food: melon bread, yakisoba bread, etc. There's also a supply of juices. Now, — normally such items wouldn't cost this much, but the food here is special. It's got healing/rejuvenating properties. The food helps restore health. The juices help restore energy. You have a store's worth of this in a large refrigerated crate in your warehouse. Who knows, maybe you can open your own store and sell it all. Luckily, your stock is replenished when you run out. It just takes a day.

**Jumper Academy** [600 GP]: Yes, you have your own school now. Why? Well, when you've worked at a school for ten years, maybe you deserve to be in charge of one? Or maybe it's being used as a front for a black market AV studio in the Basement. Either way, you now have a Metropolitan School that you can import into any future jump you wish. You get to pick the academic path of this school and the allowable clubs, sports, and rules. All proceeds and tuition that don't go into running the School will come to you as kickbacks and slush funds. Sure, it's corrupt as hell, but no one will mind and you get a six-figure annual income out of the mix.

Oh, you thought we were joking about the Black Market AV Studio in the Basement? Well, for an undiscounted extra 100 GP, the joke will become fact. A Basement-level Slave Market / Adult Video Production Studio will be added to your School. Here, you could take students from your school and make them into sex slaves and pornstars. Or, if you're into consent, you can ask for volunteers. Either way, this adds a few more zeroes to your annual income (try eight-figures) as well as a place to keep and store all your sex slaves. There are even cells for imprisoning your enemies down here.



## Gangster:

**Rage Bat** [50 GP]: An indestructible baseball bat taken from Kamase Inunari (or maybe it's just a copy) that allows one to unleash their rage upon a target for added damage, apparently, as fire of all things.

**Modified Motorcycle Game** [100 GP]: On the surface, it's just a simple motorcycle game. It comes with two motorcycle-like game controllers with realistic motorcycle controls, which can lean from side to side about 60-degrees. However, the difference between this and a normal Motorcycle Racing Game is that Player 2 has a restraint system. Any person who is placed into this is restrained belly down onto the seat. While they cannot reach the handlebars, it places a pair of controls at hand level for acceleration and braking control. If said players are in undergarments or swimwear, the attire may be removed if they are passed in the game. At this point, a vibrating dildo appears to be inserted either vaginally or anally (though an onahole will appear for men too). Whenever Player 1 bumps into Player 2's avatar in-game, it causes the vibrator and onahole to vibrate wildly. The system is great for punishment games or to sexually torture your opponent into senselessness.

**Wicked Cool Chain** [200 GP]: Some Gangsters around here have some outstanding bling on them. You're no stranger to this either as you now have a gold chain necklace with a pendant at the end. The pendant can be any style including a watch. What makes this different from other chains is the fact that it is indestructible and can be removed from your neck to be used as bindings against someone. When it's worn, however, it has this rad ability to reduce the amount of damage you take from fists or melee weapons. How does it do that? Well, how do Ouka's bandannas protect against stabs, fire, or electrocutions? The world may never know.

**Drug Manufacturing Lab** [400 GP]: Originally, this was an abandoned factory filled with gangsters, junkies, and the homeless sods that lived there. We've carved out just this lab portion for your usage. With this comes all the tools, materials, and ingredients necessary to manufacture any type of drug. It will restock once the ingredients and materials a month, but only to the maximum storage capacity (which is about 2 tons all together). The ingredients and materials include even some rare items, which you only get maybe a few kilograms of the total. So what can you make in this lab? Well, narcotics and medicines. You can even invent some new ones if you're capable enough (doctorate knowledge not included).



**Sex Fortress** [600 GP]: You know that strange Basement under Seirei Academy with the cells for the sex slaves and the studios to film underground pornography? Normally it would be something for a Gangster, yet it was placed in **Jumper Academy**. That's because the Basement Hideout was integral to the School. This is not that Basement Studio/Market, this is a Fortress — your fortress. It comes with a complement of thugs (about 100 or so) that may only be imported to jumps if the Fortress is imported. They are a faceless bunch of mugs that are only there to protect your assets or do your bidding, not really companion material. But that's just what comes with the Fortress. The Fortress itself does come with Slave Market and AV Studios to give you an income, but it's so much more than that.

You gain an armory filled with melee weapons and a few guns to arm you minions and yourself. You gain a fortified location you can import into any future jump, not just the hidden hideout under a building (you could definitely import this as a basement attachment though). When imported, it will take on the appearance that most fits the setting which could be from an office building to a castle. It may attach the **Drug Manufacturing Lab** to this for no extra costs. When not imported, it may be attached to your warehouse, allowing your thugs to patrol and guard it as well.



# *Companions*

**Transfer Students** [50/200 GP]: Facing down vicious gangs alone can often be suicide, so here's an option to import your old friends into the world with you. If you want new faces, look below. Anyway, 50 GP will import a single individual with a free background and 400 GP to purchase perks and items. A good 200 GP will net you a group of eight to help you out.

**Gang Members** [100/300 GP]: If you want to make new friends, this is the option for you! Spending 100 GP will create a single companion of either the Kamikaze Gang Member or Gangster backgrounds. This companion will receive 500 GP to spend on perks and items. Spending 300 GP will allow you to create a set of four companions with similar restrictions.

**Favorite Teacher** [100 GP]: Maybe you wanted a Teacher in this world? Someone you could count on to be there for you and mentor you. Well, they don't exactly have to be a Teacher, they could be anyone under the School Staff background. They also receive 500 GP to spend on perks and items. There isn't a bulk purchase option for this sadly. There are only a few teachers at the school you'll be attending.

**Canon Companions** [100 GP each]: Or maybe you want a Canon Character to become your companion? Well, we have four main ones to choose from with their own perks. What? You want one of the Gangsters? Well, you could just throw them in a Pod — or maybe you should wait for the Scenarios~.

- Kamikaze, Ouka: The Main Heroine of the story, Kamikaze Ouka is a buxom blonde of a Gang Leader. She is a **Karate Specialist** and a master of **The Kamikaze Arts**.
- Megumi N Touka; the Angel in Black: The Health Committee Nurse of Seirei, she was formerly a Nurse that improperly treated students before Ouka beat her up. She is now reformed and now has **The Healing Touch** and a truckload of **Medical Supplies**.
- Reishiki, Senka; Teikoku Student Council President: Formerly the Head of the Teikoku Disciplinary Committee, she is now its Student Council President and a member of the Kamikaze Kommittee. While not as great a fighter as Ouka, she is an **Inspirational Leader** with **Gotta Protect Your Rep.**
- Hinageshi, Youko; The Mysterious Girl: A Gyaru-looking school girl that wields Nunchucku, she mysteriously transferred into Seirei at the same time as Ouka to investigate the gangs. She may or may not be **A Literal Ninja**, but she's certainly a Nunchucku **Weapons Master**.

**The Extras** [50 GP]: There are a few background characters that you normally see in both games. From the plucky wanna-be apprentice, Kei Murakumo, to even the unnamed weapons dealer from Seirei. You can grab the attention of them for the small price of 50 GP. They don't come with any background or GP of their own, though.

**Stray Dog** [0 GP]: A stray white dog that was taken in by students of Seirei Academy, he has a very nice kennel on the first floor of the school. A lovable dog that likes to wander, he also has a strange penchant to hump anyone female — or full out try to breed them. Some assholes among the student population named him *Buttsex Botaro*, but you could change his name.

# *Scenarios*

*You may take as many Scenarios as you are able.*

**Seirei Sonata** [Free for All]:
It begins with the explosive arrival of Kamikaze Ouka, the vigilante who transfers from school to school defeating gangs and corrupt school staff to better high school for everyone. You will have been here for about a week if you didn't take any prequel scenarios and will be in class when the first clash between Ouka and the BadGuys begins on the roof. Ouka can beat them given her skill and ability, but the leaders don't bother to fight at this point. After all, they have fortified territories of traps and thugs ready to whittle down the stamina and strength of anyone who would dare oppose them.

You have several options in this scenario, Jumper. One: assist Kamikaze Ouka in her righteous beat down of all that is the BadGuys. Two: assist Hinageshi Youko in dealing with things behind the scenes. Three: beat Kamikaze Ouka and her friends fighting on the side of the BadGuys.

Assisting Ouka in defeating the BadGuys leads you on very much the same path as canon, though it'd probably turn out better with you around. In the usual timeline, Ouka would receive the aid of Megumi as support, but would otherwise have to fight off the entire Gang by herself.

Should the events go the same, Ouka will first clean up the school building, beating up several groups of spread-out thugs doing their individual tasks, literally beating them and taking their lunch money, ironically. Next will come the nearby courtyard with a force of thugs which will try to gang up on Ouka initially but cannot do so before she beats them up. There's also a paid rape station in the woman's public restroom to take out too. With those Thugs gone, the student populace will be free to move back in and clean up the place. It also will give Ouka and others free passage to the back of the school and the track. Next will come a single thug forcing people to pay a 500 yen toll to enter the gym; taking out this toll booth thug frees the Gym up for others to enter. There will be a very suspect cardboard box that holds a poor woman that had been used and abused, but apparently Ouka won't be able to do anything about the Judo Club and its supply of boxed onaholes at the moment. Maybe you could deal with it; their supply comes from the BadGuys, anyway.

With the way clear, Ouka will have access to the rear portions of the school. This is a hub that will allow her access to the Warehousing District, the Shopping Arcade District, the Bus Stop, and a rear-entrance to the Gym. First, she'll have to rescue an unarmed, mysterious girl (Hinageshi Youko) from a couple of thugs trying to rape her. Losing means everyone involved gets raped/wrecked, so be wary. You'll find her weapons on one thug in question, though they will run into the Warehousing District if you don't take them out.

The Warehousing District is under the command of Kamase Inunari, a thug in the BadGuys that goes for an 80s school delinquent motif. Ouka will have to battle her way through thugs to reach Inunari and take him out. Of course, if she were to lose she would be beaten with a baseball bat and raped. From there, she will have to sneak her way from the school track to Inunari's hideout to take him out for good.

The Shopping Arcade is Himanji Koe's turf. This rather obese boy runs a biker game from a casino all the way in the back of the Shopping Center. Ouka will have to reach the second story of the Casino to face Koe. If she were to lose, she'd be used as a demonstration of a very lewd Motorcycle Racing Game, but she'd have a chance of revenge immediately after.

The Bus Stop is for a Bus Line, which has some major issues with molesters, to a nearby Abandoned Factory. This is the turf of Bombe, the drug manufacturer of the BadGuys, and it is filled with not only junkies but also a shantytown of homeless people in the basement. Ouka will have to fight her way through drugged up thugs and avoid spilled chemicals in order to make it to the second floor. There, she will face Bombe. However, if she were to lose, Bombe would test his drugs on her and then dump her body down the chute where she'd be enslaved by the Homeless Population as a Cum Dump. Well, she would until Megumi would arrive to detox her. Ouka would have to crawl up a ventilation shaft to face Bombe a second time.

Upon defeating Bombe, Ouka will learn that he had just been a distraction for Ookubo Futozou to raid the Gym and take it over. Sneaking in a back way, she'll have to not only face off against his thugs but free the poor girls being gang-raped in the locker rooms. Ouka will then have to face Ookubo Futozou, who is a good Orc, in a boxing ring surrounded by his subordinates. If she were to lose, she'd be raped and then forced to fight his subordinates in front of the student populace as a *Nude Masked Wrestler*. Youko and Megumi would come to her aid to heal her and distract Ookubo. If Ouka defeated her opponents, she'd face Ookubo a second time. At least her face would be covered during those shenanigans.

It is only after this that Ouka will figure out where the boss of the BadGuys, Yama Hayato, is hiding. Apparently, the Principal has a secret entrance to the school basement. A school basement that was turned into some strange Underground AV Studio/Slave Training facility. Apparently, the BadGuys had been kidnapping female students and imprisoning them to make them sex slaves and pornstars. Ouka won't have to fight many people down here to reach Hayato, but the consequences for her loss here would be much more devastating. Winning would lead to the destruction of the BadGuys as Youko's comrades would take out his safety net, the Ashigumi Yakuza group of the area. Losing to Hayato would lead to both Youko and her being captured, drugged, branded, and then trained as sex slaves. Megumi would eventually free Youko who would attempt to free Ouka (from being raped by dogs). Both would fail and only after serving some clientele in an Underground Club would Ouka have a second chance to defeat Hayato. Losing a second time would mean the BadGuys winning. Beating Hayato at this point would lead to the Ashigumi Yakuza moving in to take over and Ouka becoming their Bitch. Of course, she wouldn't have had you in such a situation. The stakes are high and you are probably the only one able to save the school.

No matter the case, helping Ouka beat the BadGuys is only one path to choose from. You could, instead, assist Hinageshi Youko. From the shadows, she and you would sabotage the BadGuys and gather the information necessary for the National Police to take out the Ashigumi Yakuza. This would cause the BadGuys to lose their safety net and allow Ouka, Youko, and/or you to beat the BadGuys. You wouldn't be fighting the BadGuys directly until the end (unless you wanted to bounce back and forth between both paths — that too is possible).

But both those paths are for white knights and goody little two-shoes. If you're a bad-ass alpha, you'd help the BadGuys beat Ouka and Youko, turn them into sex slaves, and rule the school under the combined leadership of Yama Hayato and Ashigumi Naka (the Yakuza Boss). This is probably the easiest way to succeed in this scenario, but are you a heartless bastard enough to allow every girl in school to become a sex slave?

Succeeding in the First Path will net you **Kamikaze Ouka** as a companion. She will come with the perks she would receive if you purchased her as a companion, but with the added benefit of gaining the **Roughing Them Up** and **Enduring It All** perks.

Succeeding in the Second Path will have **Hinageshi Youko** join you as a companion. Much like Ouka, she gains all the stuff she would if you had purchased her with the added perks of the **Undercover Investigation** perk.

If you decide to join the BadGuys and help them rule, you actually gain **Yama Hayato** as a Companion. Yama Hayato, on the other hand, will have the perks **Authorities Under Thumb**, **Slave/Bitch Trainer**, and **Yakuza-Backed Gang Leader**.



**BadGuy Bonanza** [Free for All]:
No matter the results of **Seirei Sonata**, you will be able to transfer schools to Chouonsoku School in the next district over. This would be Kamikaze Ouka's next destination after defeating the **BadGuys**, but well — I'm not sure if you beat them. Either way, this next scenario will involve the **BadGuys** again (or their remnants).

Chouonsoku School is another Co-Ed School with issues, namely Staff corruption. It would seem the entire roster of the school's staff, with a few exceptions, have ruled the School in their own manner. While they don't have any political/criminal backers, they have an iron grip on the student's grades and welfare. You see, Chouonsoku is a Boarding School. Because of this, it's a relative island of isolation in the nearby Mountains. Principal Ren Maki rules the School as his own fiefdom with his staff acting as his vassals. The students just happen to be his unfortunate Serfs, though the Student Council and Disciplinary Committees decided it was best to join the *winning side* in order to at least have a control in their lives.

There are only two goals available in this scenario: save the school or take it over.

To save the school, it would be easier if you joined Ouka or Youko in Seirei, but you could try to save the school after making them your slaves. Wouldn't that be interesting? Either way, to save Chouonsoku, defeat Ren Maki and his minions — plain and simple. With them out of the way, you can call in the Ministry of Education to clean up and reorganize. There's only one major obstacle besides the School Staff and Student Council/Disciplinary Committee you have to worry about: the **BadGuys**. Yep, the Remnants of the Gang have transferred to Chouonsoku and joined the School Staff. Led by Kamase Inunori and Ookubo Futozou, they have regained their strength and know all of Ouka's and your tactics and abilities. This means you'll have an entire school's worth of enemies knowing just what you can do. Of course, you can still win — it'll just be that much harder.

Taking over the school is almost as hard, if not harder sometimes. The easiest way to take over the school would be to have joined the BadGuys side in Seirei, but you could equally attempt it after saving the school. Ouka and Megumi would just be in shock that you've turned on them. Plus, it would be you versus everyone at that point. Of course, if you joined the BadGuys, you'd have their forces backing you up. You even get to choose which of the Big Four get to fight at your side. Inunari gives you a force of basic thugs that are good all-rounders and in great numbers. Koe brings his Biker Gang along for the ride, which gives you great mobility in your attacks. He's pretty fast for a big guy. Bombe brings his drug manufacturing capabilities with him, which will allow you to *compel* others to join your forces in overthrowing Ren Maki. Ookubo Futozou brings in a small force of heavy hitters plus himself, which means you get a small but powerful force to take on any opponent in your way. You're able to bring at least two of them with you since some have to remain back in Seirei.

Saving Chouonsoku will allow you to take **Megumi** as a companion with all the stuff she gains as a purchasable companion plus Keeping **Your Head Down** perk. Meanwhile, conquering the school will allow you to take two of the four Big Four BadGuys. All four of them come with the **Erotic Grappling** and **Rape-Jitsu** perks. **Kamase Inunari**'s gang theme is 80s School Gangster and comes with the **Slave/Bitch Trainer** perk. **Himanji Koe**'s gang theme is Gamer/Biker, and he comes with the perk **Authorities Under Thumb**. **Bombe**'s theme is more towards the Grunge-Punk side of things, but he comes with the **Drug Manufacturer** perk. Finally, there's **Ookubo Futozou** with the gang theme of Orcs/SWOL and he comes with the **SWOLest of the SWOL** perk.

**Teikoku Tussle** [Ordinary Transfer Student/Kamikaze Gang Member/School Staff Only]:
Before **Seirei Sonata**, there was Teikoku Academy. A school with a corrupt staff and an even more corrupt Student Council. It would be safe to say that the Student Council was a Gang in their own right and the only organization that stood in their way was the Disciplinary Committee. This would be Kamikaze Ouka's previous port-of-call and it will be where she met one of her best friends Senka, the Disciplinary Committee Chairwoman. It was the meeting of these two that created the Kamikaze Kommittee.

Of course, you will be there long before she arrives. You start off at the beginning of the school year with four months until Kamikaze Ouka arrives on the scene. You will be a new transfer student/staff member (no matter your background) and are pretty much free to do whatever you want until Kamikaze Ouka arrives. Of course, you don't have to wait for her to save the school.

You will have two major factions to deal with at Teikoku: the Student Council and the Vice-Principal. The Vice-Principal of Teikoku is Matsushita Satomi, a woman of strange tastes and even darker urges. She controls the school much like a tyrant of old and the Principal, Ueno Hachirou, is very much under her thumb. Much of the staff just try to keep their heads down and do their jobs, but there are a few outliers among them. There are two Staff Members in particular who follow Satomi's lead: Oshiro Shouta, the Janitor, and Katou Chika, the Calculus Teacher. Shouta is well known for taking *troublemakers* into his closet and *punishing* them for their misdeeds. This often revolves around putting them into stockades and allowing the student body to use them or just forcing them to do his job for him. Chika is a sadist of the highest order and will publicly humiliate anyone who gets poor grades in her class. She also has a penchant for calling cute girls into her class after hours to torment them.

On the other side, the Homeroom Teacher of Class 3-F, Saito Rin, is one of the more righteous teachers, who tries her best to protect her students or any student from the Vice-Principal and her flunkies. More often than not, she's been forced to use her own body in order to do so. She has no allies to call upon except the Student Disciplinary Committee.

The Student Council of Teikoku is just as bad. The President of the Council, Nakano Shun, uses his power to elevate clubs that appease him or utterly ruin organizations that don't. With the power of the Budget on his side, many of the sports teams and athletic organizations heed his call. He isn't very tough, but his wit and cunning make him a dangerous foe. Though, there's also the fact that he has a very wealthy father for resources and backup. Many other members of the Council are small-timers, but he had a couple of followers that are dangerous on their own. Ueda Ryouta, the Captain of the Karate Team, is one of the more physically dangerous followers of Shun. With his group of ten physically fit and decidedly deadly Martial Artists, he is the muscle of the interconnected organization. He also has some pull with the other Martial Arts Teams that enable him to call upon their aid at a moment's notice. Then there is Moto Rokurou, the President of the Chemistry Club. More intellect than brawn, he handles most of the narcotics on campus and the medicines the Council and their allies use.

The only counter to the Council and their allies are in the Student Disciplinary Committee under Chairwoman Senka. In fact, Senka has gotten special permission for the Committee to carry Batons just in case the use of physical force is necessary, with no one honestly knowing how she got such a radical authorization. They are backed up by a few of the school's culture clubs, but they only provide a secret information network for the Committee.

Both the Vice-Principal and the Student Council have an agreement with each other. As long as neither side interferes with the actions of the other, they will just stay out of each other's way. Meanwhile, the Student Disciplinary Committee and Saito Rin actively work in concert to help each other out the best they can, which is very little support most of the time.

When you arrive, the situation has escalated to a cold war status between the two groups. Here, you have a choice: keep your head down until Kamikaze Ouka arrives and help her or start fighting back in some manner. In either case, there are more than a few complications that keep this from being an easy task. Calling the police and having them handle it is not an option unless they have an overwhelming amount of evidence to prosecute, which can't happen easily because of a few factors: Nakano Shun's Father, Vice Principal Matsushita Satomi's political fellows, and the ever-present fear of retribution for the staff/students.

Nakano Shun's father, Nakano Shin, is quite wealthy and owns a rather profitable company. He has the funds and manpower (both lawyers and security) to come to his child's aid. Of course, Shin doesn't have the cleanest of records. He's had to bend or break a few laws to get as successful as he is today. Finding those skeletons in his closet could remove Shin as his son's protector.

Vice Principal Matsushita Satomi has quite a few friends in high places, namely in the City Council, the School Board, and the Police Administration. To deal with her, one might need to deal with her friends, since each one of them has their own dark secret: usually sex scandals, money issues, or yakuza contacts. Of course, finding enough evidence to take these individuals out would leave Satomi vulnerable. Yet even without their power bases outside of the school, you still have to deal with their school-based organizations.

If you are to wait for Kamikaze Ouka, Teikoku Academy will become an active war zone in the second month of your attending. This will make it much more difficult to keep your head down and out of the line of fire. To make matters worse, you will catch the eye of one of the minor players of one of the factions (unless you have anonymity perks of some sort). If you're a rather pretty girl, you'll probably be picked up as a target of lust or torment. If you're a guy, it'll probably be just for torment. Either way, you'll have to hide from or outright counter these individuals. However, once Kamikaze Ouka arrives, Chairwoman Senka and she will team up to clean up the school with Senka leading the political front and Ouka the physical. How you support them will be up to you. But at the end, you will be one of the **Founding Members of the Kamikaze Kommittee**. What this does is it gives you the authority and capacity to create **Branches** or **Cells** of the Vigilante Group in any future jumps you go. Each Branch/Cell will grow to about five individuals in strength and be composed of a mix of fighters and informants. While each Branch/Cell cannot travel with you, they will remain a part of the jump even after you leave. If you have the **Virtuous Gang Leader** perk, the size of each Branch doubles in size and their individual capabilities become above the human norm.

If you were to accomplish the Task yourself though, before the arrival of Kamikaze Ouka, you will gain a cult following of your own. The **Jumper Committee** will be born with you leading them with **Senka** as your right hand. The **Jumper Committee** alone would give you a solid force of combatants and informants numbering ten individuals that will travel to future jumps with you as a single Companion Slot, but in combination with **Virtuous Gang Leader** and **Athletic Complex**, they will be on par with the likes of Kamikaze Ouka in strength and ability or Hinageshi Youko in stealth and information gathering when starting out rather than mooks. As for **Senka**, she will come with what the purchased companion option has, but with the added benefit of **Justice Has Its Own Rewards** and **Enduring It All** perks as well.

**Dance Danson** [Open to All]:
This scenario happens at Danson, the school Ouka goes to in Kamikaze *Kommittee Ouka 2*. For you, this could happen either immediately after your trip to Seirei or after the Scenario **BadGuy Bonanza**. The results of either scenario don't matter, since you end up being transferred to this school as soon as they're over.

Danson High was an all-boys school founded during the Meiji Era. Founded on traditional Japanese values, it was once a highly reputable high school. Recently, they have opened their doors to girls, who currently form 10% of the student population. They have their own bathroom in a separate building as well as separated classes from the rest of the student body. The addition of girls to the student population has been seen as controversial, though. Even the school's board was dismayed over their addition. However, declining birth rates have led the school to open their doors to girls in order to raise tuition. With some boys never having interacted with girls, this led to chaos.

Masaru Porkbelly (yes, that's his name) leads a gang of such boys and has taken over the old school building of Danson High. He's really misogynist and hopes to restore the honor of Danson, making it an all-boy's school once more. He and his followers wish for all the girls to be expelled or, barring that, turned into cumdumps for the boys to use. The thing is — Masaru is also super weak. Like "taken out in a single punch" sort of weak. This lad relies more on many minions and the fact that none of Danson's martial arts folk want to interfere. There are also rumors this boy has found an ancient scroll containing a secret technique capable of brainwashing any woman they desire.

This is where Kamikaze Ouka comes into play. Along with her usual coterie, they have tasked her with defeating the gang and setting them on *the proper path*. They brought in Megumi as a new nurse to help with the female students. Reishiki Senka would come  in as a consultant to help the school better accommodate female students. And then there is Hinageshi Youko of the National Police, who was sent to investigate the school for other sinister plots.

And normally, she would. Masaru and his gang would be easily taken out, she'd get a cute apprentice, and Youko would catch the hidden issues behind everything. Even Senka would get into the action with her sudden rescue of the duo. However, this isn't the normal path. Unfortunately, Ouka slipped up during her first dive into the old school building and got defeated. How? Who knows, maybe drugs were involved. Anyway, the first part of Masaru's brainwashing has been done leaving Ouka weaker than before and more gullible (which shouldn't be possible). Because of this, she is currently locked into the *Defeat* Path. Even if she were to defeat Masaru, something behind the scenes is conspiring to turn her into the *showgirl of Danson's inclusion of female students.* If you haven't figured it out, Ouka's doomed to become some sort of sex slave no matter what and her friends are being dragged along for the ride.

That's where you come in. So far, you may have gone through multiple scenarios from your adventures at Seirei to Chouonsoku and maybe even Teitoku before all of it. This could lead to some interesting things. Maybe you are a part of the Kamikaze Kommittee, upholding justice wherever you go. Maybe you are a Gangster and you made Ouka your bitch previously. Or maybe you're just a random student that keeps getting transferred to these shitty locations and gets caught up in the madness. But conquering or saving the school isn't up for debate, you'd probably do either of those, anyway. Instead, the focus of your time at Danson is transforming the student population into proper individuals.

Danson High School has a dark side. Of course it does, Ouka wouldn't be going to the school unless there was. Or that would be the case, if they did not invite her to lose. There's a secret group in the

Ministry of Education called the Japanese Committee of Boys' Health. Their goal with Danson is literally to raise generations of men that see women as lesser than them. It has been the goal for 50 years or so. There's only a single problem with all of that: the students have never had a single hint of contact with girls before. This issue has led to a division in the school: those who blindly hate women and those who worship them as goddesses. That's right: misogynists versus simps. Ouka lost the first round with Masaru, so she's on her way to proving the former group right. The goal of Danson with including girls is to show that women are powerless and dumb. They even falsified entrance exams so that girls that did well in the test failed while those that didn't do well passed. The entire female population of Danson are those with academic issues. Ouka, while powerful, isn't the brightest bulb either.

Why the exposition?

Because you're here to change everything! Whether you are a guy or a gal, a vigilante or a gangster, or even a normal person, you are here to transform Danson High into a proper school for both girls and boys. Counter the Principal's and Masaru's influence by making the misogynists realize their flaws. Teach those simps to be normal — or even go with the sigma grindset (just writing that is cringe). Get the teachers to actually do their freaking job.

Whether you save Ouka and her friends from sexual slavery is up to you. Heck, maybe you're just mad someone's taking your bitches. That's more of a side quest than your actual task. If you're able to transform Danson into a proper school for all sexes in two months, you succeed in the scenario — and get some rewards for your troubles.

You get the **Secret Techniques of Chauvinism**. These are the techniques that Masaru and the Principal use to brainwash people to their side. Usually it works only on women, but you get an upgraded version that can work on everyone. It comes with four Techniques. **The First Technique** — is honestly disgusting. The original technique involves sticking your dick in *Man Juice* for three days and nights. This will unlock the hidden potential of your body and strengthen muscles and sharpen senses. It also gives you a dick that will make any woman submit. What is Man Juice? Apparently, it's fifty years of blood, sweat, tears, and semen collected from Danson's male students. You don't have to do this — unless you want to. Instead, just meditating for three days and nights will give you bonuses. If you're a girl, it makes your body irresistible to your preferred romantic targets. **The Second Technique** is the penetration technique. Apparently, just by sticking your dick (or strap-on) in someone will turn them into a sex-addicted slut who cums just from the thought of non-consensual sex. **The Third Technique** is a slave brand that can be placed upon your target of choice. It makes them unable to defy any order given to them by you (though originally it was any man). For women, there is an added ability to cause them to ovulate constantly in order to make the chances of pregnancy 100%. I don't get how that works biologically, but it can happen if you wish it to. As a bonus, if applied to guys, the brand will make them hard upon your command. **The Fourth Technique** is unknown to Masaru, but the Principal of Danson certainly does. It's the creation of an incense that lulls the senses and makes people more susceptible to mental manipulation. Basically, you could convince a person to do things they would normally be against, such as forgetting what acts would be considered sexual harassment.

**No, I'm in Charge Here** [Ordinary Transfer Student/Gangster Only]:
This scenario begins a full year before Kamikaze Ouka comes to Seirei Academy. The school is a peaceful scene of learning and idyllic high school days. Sure, the Principal might be weird and corrupt, but life is fine. Until a group of five individuals join the school and terrorize others. Yama Hayato, their leader, will be First-Year with some sort of patron that keeps the teachers from punishing his actions and the actions of his *friends*. Joining him in the First Year will be Kamase Inunari, Himanji Koe, Bombe, and Ookubo Futozou (rumored to have been held back twice). These five would lay down the foundation of the BadGuys gang that would rule the school within a year's time. They would succeed only to be crushed by a transfer student named Kamikaze Ouka.

Well, that would be the case if not for you. In this scenario, your goal is to stop their rise to power, become the ruler of Seirei Academy, and rule up to a year after graduation (in some manner). Whether that be as a vicious yakuza-backed gang or as a Bancho is up to you.

Needless to say, while Hayato has few forces under his command he does have a relative in the Yakuza by the name of Ashigumi Naka. As long as that patron exists, you cannot truly conquer the school. Taking out said patron can be done in a variety of ways like involving the National Police or even siding with Naka's Rival, Kumo Doukai of the Doukai Yakuza. However, taking out the patron and the proto-BadGuys Gang is only half the battle.

The other half is claiming the school as your own and ruling it. Again, there are various methods of doing this ranging from becoming Student Council President or some other form of student government as a starting point to even taking over with physical violence like a gang leader. Heck, maybe you could even be a Shadow Ruler and manipulate things behind the scenes. Either way, you have until midway through your Second Year to accomplish this.

If you peacefully rule Seirei Academy, you might not encounter her. However, someone may take offense to your leadership in some manner, whether you are a benevolent or malicious ruler. Thus, one Kamikaze Ouka might be called in to deal with you. In this case, deal with her and her comrades by any means necessary. Diplomatically might be an anticlimactic way of doing it. Another way could be domination and wouldn't it be fun to have a THICC Bancho-wannabe as your pet? Befriending or defeating Kamikaze Ouka will allow you to continue on your second year without incident.

Third-year will be the most important year and not just for graduation. You'll have to decide — to train a successor or to continue to rule Seirei. Training a successor would have to involve taking a non-companion and making them the ideal ruler for the Academy you envision. Ruling after graduation means you have to stay in the area and continue on with some more delegation. If your Successor or you can control Seirei for a year after your graduation, you will have succeeded in this scenario.

At the end of this Scenario, if you succeed, you will gain the **Jumper Gang**. This will be a group of thirty followers that will continue with you on your Jumpchain. They cannot gain perks or items like companions, so they won't grow in power much, but they will be highly adept at combat, intimidation, and criminal activities such as theft, extortion, racketeering, etc. You have an added benefit of increasing the number of followers by ten for each future jump though.

# *Complications*

*You may take as many Complications as you wish, you Masochist.*

**The Ultimate Transfer Student** [+0 GP]: Have a setting you wish to combine with this one? Well, look no further. Taking this *drawback* will allow you to create a crossover between *Kamikaze Kommittee Ouka* and any modern setting on the planet Earth. Want to have this and Harry Potter? Weird, but be my guest. Want Ouka to travel to Sarayashiki Junior High to take out their delinquents? Was she held back or something? Either way, feel free to mix and match. CP Pools for each jump are separate and cannot *crossover*.

**Fetish Switch** [+0 GP]: Not going to lie, apparently every villain is into doing some of the most humiliating stuff to you in this world. This includes some bathroom stuff and bestiality — being used on you. With this option, you can toggle this behavior off, considering few want to get pissed on or get fucked by a dog. Or you could leave it on, we don't judge here.

**Gender Equality** [+0 GP]: Normally, the BadGuy Gang is composed entirely of dudes who like to rape women and beat up dudes. Well, let's just say the BadGuy Gang has now diversified. Now, they have Gals that like to rape dudes and beat up chicks — or rape both and beat up both. Either way, this allows a bit more variety in opponents and those who want to make you an unwilling partner. Or, if you're in the Gang, it allows you to be in something other than a sausage fest.

**A Target for Bullies** [+100 GP]: There's just something about you, Jumper. You just scream weak and vulnerable. The prime target for bullying. You are now frequently the target of bullying, from whispers behind your back to full-on attempts to give you a swirly. It doesn't matter if you're some badass or the savior of the school, bullies will come out of the woodwork to harass you.

**Molester Magnet** [+100 GP]: Whether it be those rippling muscles or that THICC butt, you draw many perverts to you. They must touch you, grope you, and even kiss you whether or not you actually want it. Yet, you can't do anything to stop them. For some reason, your body just locks up. They will never go beyond the molesting, but it's still annoying.

**Under the Influence** [+200 GP]: You're addicted to drugs, Jumper. Whether to some form of regular drug or some super drug concocted by Bombe, you must have it. You need that high and you'll do anything to get your next fix. Sure, you can ignore the urge to get your fix, but you'll get the shakes and even feel queasy without your preferred poison.

**Hyper-Libido** [+200 GP]: You have an itch that just needs to be scratched. For some reason, you are easily susceptible to lust attacks and are constantly horny. This makes concentrating and fighting rather difficult. It means you'll probably need to either wank or have sex frequently in order to not lose a fight because of horniness.

**Underdog Gang Leader** [+300 GP]: You just seem to have trouble in a fight. Your enemies have all become hyper-competent masters of dirty fighting and martial arts. They will do anything to weaken you and then go for the kill (or to stick their dick in you). You'll have great trouble dealing with even the lowest mook, their power is so great.

**Police Brutality** [+300 GP]: Normally, the police are as useless as a soup sandwich. Nothing they have can stop the yakuza-sponsored **BadGuys**. However, they have no problem going after you. For whatever reason, the Police have a warrant for your arrest. Whether you're a Gangster or something else, they will come after you if a police officer spots you. Have fun avoiding them besides whoever else you piss off.

**A Target of the Kommittee** [+400 GP]: Whether you are a gangster or something else, you have apparently caught the eye of Kamikaze Ouka and her posse. Now they believe you are a threat to the average student and will be difficult to convince otherwise. Every week, you will be assaulted by members of the Kamikaze Kommittee and be forced to either fight or flee. Ouka is a rather stubborn individual and will chase you down no matter how long it takes.

**Escaped Slave/Mule** [+400 GP]: For whatever reason, you have escaped the BadGuys Hidden Slave Market. Whether you were a girl being trained to be some sort of sex slave/porn star or a guy who had been roped into doing their dirty work, you found some way to escape their clutches. Of course, now you're on the run from them. To make matters worse, they've marked you. As their Mule, you have an arm sleeve tattoo much like one of the Yakuza in town. It makes you easily identified if left uncovered and the police will be more likely to arrest you than help you. As a Slave, they have literally branded you on your ass — both cheeks. The brands label you as a *Bitch* or *Slave-in-Training*. Those brands would have been covered up with some amazing tattoos once you were fully trained. But you've escaped that and now everyone knows what you were if they see the Brands. Essentially, you now have Yakuza, the BadGuys, and the Police (only as a Mule) after you.

**Fallen Kommittee** [+600 GP]: Well, it seems like you were too late. Seirei Academy has fallen to the **BadGuys** and their Yakuza Sponsors. Ouka and her friends have been well-trained as Sex Slaves, the school is completely under control, and all hope is lost. Of course, you could save the day, but by this point, everyone else has given up. You will be alone, fighting both School Gangs and Yakuza with no support at all. To make matters worse, the Police might be convinced that *you* are the problem rather than the Gangs. How will you be getting out of this?



Whether Seirei Academy was saved or damned, your decade of decadence is complete. Now, you must choose: do you stay or do you go?

## Go Home

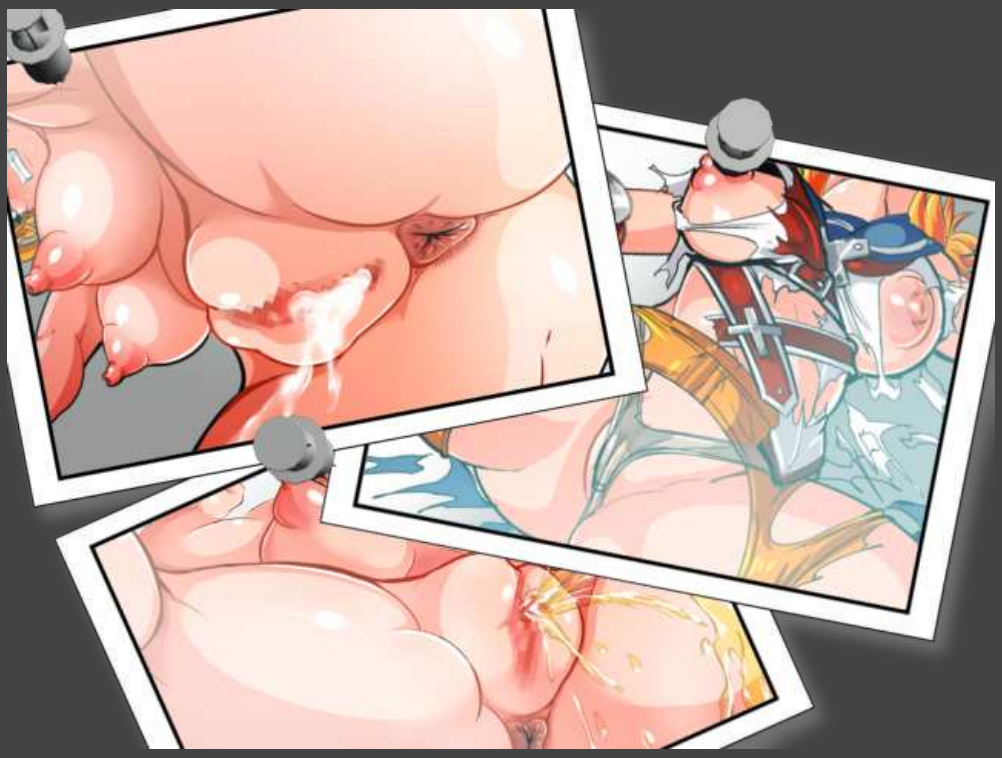
*Tired of the fighting and violence,*
*All you desire is home.*
*So take your loot and*
*Go as you have come.*

## Stay

*Whether you Save or Rule*
*You do not wish to go*
*And that is cool too, ya fool.*

## Continue On…

*You have plans and they must be kept*
*So gather your friends and gear*
*For there are worlds to be leapt.*



## Changelog

- 2024/8/10
    - Added Removed Images back into the Document
- 2023/6/18
    - Made Changes to General Perks:
        - Bountiful Beauty was moved from Kamikaze Gang Member Background to General.
    - Made Changes to Kamikaze Gang Member Perks
        - Bountiful Beauty was moved from this Background to General
        - Roughing Them Up decreases from 200 CP to replace Bountiful Beauty
        - Added Somehow I Got an Apprentice, a 400 CP perk
    - Made Changes to Gangster Background Perks
        - Removed Gang Theme from Background
        - Decreased the cost of Authorities Under Thumb, Slave/Bitch Trainer, Rape-jitsu, and Yakuza-backed Gang Leader by a tier each.
        - Added Screwed Stupid, a 600 CP perk
    - Made Changes to Companion Section
        - Added The Extras option for minor characters.
    - Made Changes to Scenarios
        - Changed Reward Companion's perks to fit Background changes.
        - Changed Shimekoku Shuffle to Teikoku Tussle due to new information found in Kamikaze Kommittee Ouka 2.
        - Added Dance Danson , a scenario of the story of Kamikaze Kommittee Ouka 2.
    - Made Changes to Drawbacks
        - Added The Ultimate Transfer Student Drawback on a whim…

*Note:* Wow, the second game was kind of disappointing. It didn't have a lot of things to add. However, it gave me a good chance to come back and change a few things around.