Ranma 1/2 Jumpchain

v0.1, still sorta WIP
Brought to you by:
Magical Warrior Anon-san

Martial Arts, and Mayhem!

Welcome to the world of Ranma 1/2, a world focused on martial artists of all types from far and wide, as well as relationship drama, misunderstandings, and general insanity. The story, and nearly everything in this world, revolves around the title character, a wandering martial artist who has just returned to Japan after a many years long training journey with his father Genma Saotome. They've moved in with the Tendo family and are staying at their Dojo, as apparently Ranma is engaged to marry one of the Tendo daughters. And a Chinese Amazon warrior who followed him to Japan. And a childhood friend he didn't even know was a girl. Also a psychotic gymnast... and a few others who just keep showing up one after another to start fights, in between random princes from magical lands showing up to kidnap Ranma's fiance, or spirits and ghosts possessing people, or other people from Ranma's past showing up for revenge, or to collect on debts Genma offered Ranma up as payment for.

Ancient magic, amazing feats of martial arts, random kidnapping princes, and bizarre love polygons abound. It's not actually the safest place though, so you'll probably need this:

Take 1000cp
And good luck!

Age and Gender:
Roll 1d8, and add 11 for your age, or pay 50cp to choose something reasonable.
Your gender stays the same as your last jump, or pay 50cp to change it now.

Origin:
(free) **Drop-in –** Literally. You just fall out of the sky, and land in one of the cursed springs. Fortunately, the guide has some plane tickets and some local ID for you, and sends you on your way to Japan where all of the other foreigners that come here seem to be from.
+ No new memories to mess with your head
- No new memories to help you make sense of this place. (Would they really have helped anyway?)

(50cp) **Innocent Bystander** – Apparently, you're here because you like to watch.
+ You have a home in Nerima
+ Random Martial Artists will NOT show up and attack you – they can instinctively tell you're not a fighter, and are more likely to talk first, or just ignore you.
- You still have to roll for a curse. How did that happen? What were you even doing in China?
- Really? You came to a world known almost exclusively for crazy martial arts, and you're skipping out on the martial arts part?

(100cp) **Amazon Warrior** – You're from a somewhat technologically impaired society in the wilds of China, bound by tribal laws and traditions that guide your life. Amazon Warriors are usually female, and don't have a lot of respect for the men in their village, even the few who manage to become warriors themselves. If an outsider beats an Amazon Warrior (woman) in combat, the Amazon law says that if that outsider is female, she must kill them to restore her honor. If it's an outsider man who beats them, they must marry him, and bring him back to the tribe to make lots of strong children.
+ Lots of Kung-fu and combat happens in these villages – you know your way around a fight.
+ Either way, you're being sent to Nerima, Japan, and will get to take part in all of the fun
+ You get a part time job, and place to stay at a local cafe, possibly cooking, waiting tables, or delivering noodles depending on your skills.
+ Amazons get to learn crazy ki techniques. It's forbidden to teach those techniques to outsiders unless you're a Matriarch and know all of the loopholes in the laws.
- You're stuck living with Cologne, an Amazon Matriarch, and she's grouchy and tends to hit you for no reason she'll explain. Sometimes she says it's training, other times she says she just felt like it.
- Lots of weird laws about what you're allowed to do and how you're supposed to behave, that don't always mesh well with local standards.
- Actually getting the Matriarch to teach you new techniques is very difficult, kind of like pulling your own teeth with a lawnmower. Oddly enough, that's also the training method for one of them...

(100cp) **Martial Artist** – You're a Martial Artist! Perhaps you've been wandering the world learning new skills and training, or you may even live at a local dojo. Either way, you'll be coming to Nerima, and you'll be drawn into the middle of a giant mess. At least it's good training!
+ You've probably got a place to stay around here somewhere, either with your family, or an apartment, or at a local temple – they often take in wandering martial artists in exchange for janitorial work.
+ Learn weird and oddly specific martial arts like Martial Arts Tea Ceremony!
+ You've got awesome skills in fighting!
- You're going to need them.
- Random people will pop up every week or so wanting to fight you. Some times they'll even have a reason.

Location:
Your starting location is the Cursed Springs of Jusenkyo, and you will be given a reason to go from there to the Nerima ward if Tokyo, in Japan afterwards. Rather than rolling for your location, this time you'll be rolling for which one of the Jusenkyo springs you fall into right at the start of your jump:

The Jusenkyo Curse:
There are over 100 springs in Jusenkyo, and each has it's own tragic story, about someone or something that drowned in that spring, some time in the last thousand or so years. Now, whoever falls into that spring will take the form (and sometimes the mind!) of whoever or whatever fell in that spring so long ago. Fortunately for you, you landed in one of the springs that only affects the body.

The curse of Jusenkyo's effect is simple – being hit with cold water will transform you into the animal, person, or creature specified by the spring, and being hit by hot water will return you to your “real” form. If you've been cursed with a gender change, it will turn you into what you would have looked like if you had been born that gender. If it is an animal or creature based spring, it will turn you into a version of that animal which may somewhat resemble you – for example a cat form may have the same color hair as you, and it will be at a similar level of age as you (ie: a young person (12 years old) becomes a young dog (1 year old), and old person (70 years) becomes an old rat (2 years is old for a rat). If the type you rolled has more than one sub-type, you can choose that for yourself. (ie: Siamese cat vs. Maine Coon, etc...)

Everyone gets a curse – you can either roll for it, pay 100cp to choose the one you want, or pay 200cp to somehow have managed to land in a blank spring, and *not* get cursed by Jusenkyo. (But where's the fun in that?)

1: Spring of Drowned **Panda**
2: Spring of Drowned **Girl/Boy** (Whichever is the opposite of your "real" gender for this jump)
3: Spring of Drowned **Cat**
4: Spring of Drowned **Dog**
5: Spring of Drowned **Duck**
6: Spring of Drowned **Piglet**
7: Spring of Drowned **Fish**. Well, no, not really. You get to pick your curse – any of the above, or any other normal animal.
8: Spring of Drowned **Magic Fish**. Well, no, not really. You get to pick your curse – any of the above, or any other animal, normal or fantastical, that has been shown to exist in the series. This includes dragons, yeti, phoenixes, sea monsters, and more. Or if you're really crazy, the Niuhōmanmaorennīchuan (Spring of Drowned Yeti-riding-Bull-carrying-Crane-and-Eel) is available too. Remember that rare and mythical monsters will have a very hard time blending in if accidentally doused while in public.

Be warned! Just dousing yourself in more Jusenkyo spring water is not a sure cure for your curse! It might cure you, but it also might just make things worse by mixing curses, like it did for Pantyhose Taro when he added Octopus tentacles to his already monstrous cursed form. If you try dousing yourself in different cursed water during your first year, the curses will definitely mix.

Perks:

(100cp) (discount: drop-in) **Some Kind of Ninja** – You're really sneaky. You can find good hiding spots in any environment, including an empty room, or wide open plains, and most people will not be able to spot you until you jump out and reveal yourself. Whether you're delivering takeout, spying, or waiting in ambush, only the most observant and seasoned observers will know you're there.

(100cp) (free: Innocent Bystander) **Homemaking Skills** – You can cook and clean with supreme skill and efficiency, in any environment. While others would need all day to get the house clean, do the laundry, and make dinner, you can have it all done perfectly in minutes with lots of time to spare for some light reading or other hobbies.

(100cp) (free: Amazon Warrior) **Amazon Durability** – You've been training so long that you've learned how to take a hit and keep going. When most people think "take a hit" they think punches and kicks. You tend to think more in terms of very large rocks, and the occasional automobile, because you're that tough. Being thrown through a few walls, trees, and the occasional stone fountain won't hurt you much.

(100cp) (free: Martial Artist) **Martial Acrobatics** – As a basic skill of combat, you've learned to bounce around like a rubber ball, able to leap up onto nearby rooftops and fall even further without getting hurt. You're also frustratingly hard to land a hit on – why won't you stay still?!?!

(200cp) (discount: drop-in) **Construction Master** – Fast, Cheap, Quality – normally when talking about repairing damaged buildings, or building new ones you can only pick one, or if you're lucky two. Considering the number of buildings and public structures around Nerima that are damaged or destroyed on a near daily basis, the fact that you've mastered all three means your services will probably be in high demand around this place. Otherwise it wouldn't take long before Nerima was just one big pile of rubble.

(200cp) (discount: Innocent Bystander) **Gambling Acumen** – you know how to set the odds on anything people are willing to bet on, especially fights, so that not only will people be willing to bet, but you're pretty much guaranteed to come out ahead. You'll be able to make a good bit of cash working betting pools around the many fights and challenges that are constantly popping up around here.

(200cp) (discount: Amazon Warrior) **Hidden Weapon Space** – you can hide just about any weapon about your body, no matter how awkward or large, and no matter how many other weapons you've already got stashed, and nobody will be able to tell you've got it on you. The acknowledged master of this art has managed to store hundreds of weapons on his person, including massive lengths of spiked chains, spears, swords, knives, axes, maces, and a duck-shaped training potty, all without showing any sign he was carrying them. Even in his cursed duck form, this technique allows him to pull knives out of nowhere and hurl them at enemies.

(200cp) (discount: Martial Artist) **Weirdly Specific Marital Arts!** - In this world, _anything_ can be a martial art, and your family school is proof of that. Pick something that's not normally considered a "combat art", and you've mastered a martial art based entirely around it. Examples from the series include: Tea Ceremony, Gymnastics, Takeout Delivery, Okonomiaki Cooking, Cheer-leading, Calligraphy, Figure Skating, and Dining. Yes, Dining. Someone turned the art of eating politely at a restaurant into a combat style. After that, whatever you're thinking of probably isn't all that weird. The Anything Goes School also counts as one of these, despite being weirdly non-specific. This perk can be bought more than once, for different martial arts.

(400cp) (discount: drop-in) **Medical Genius** – You know lots of medical and healing techniques, from being qualified as a doctor of modern medicine and surgery to ancient shiatsu and acupuncture healing methods. Whatever weird ailment affects someone, if you can't fix it yourself, you'll be able to figure out what needs to be done to correct the problem. Since there seem to be a lot more injuries in the area lately, maybe Doctor Tofu would be willing to hire you as an assistant?

(400cp) (discount: Innocent Bystander) **Safe Place to Stand** – In any fight, or disaster, as long as you're not part of the problem, you know exactly where to stand, and where to get others to stand, so that they won't get hurt – missed projectile attacks won't hit you, falling rubble will land somewhere else. If you're in a building that is being demolished by someone else, you'll be left standing unharmed in the middle of a pile of rubble.

(400cp) (discount: Amazon Warrior) **Pressure Points and Moxibustion** – You have spent years learning the ancient Amazon secrets of Pressure Points and Moxibustion, and know exactly where on the human body to poke, tweak, apply heat, cold, herbs, massage, or other treatments to achieve an amazing variety of effects, from simple relaxation to memory erasing scalp-massages and where to stick a hot coal on someone's back and make them as weak as a kitten. Other uses include the Full Body Cat's Tongue, which makes the victim's body so sensitive to heat that a Jusenkyo Curse victim won't be able to stand the temperature of the water needed to return to their normal form, and of course, the reverse of that.

(400cp) (discount: Martial Artist) **Willing Sensei** – The life of a Martial Artist is fraught with peril, and the training is even worse. To learn most of the really fancy martial arts techniques in this world, you're going to need to find an instructor. On the plus side, you've managed to gain (at least one) willing martial arts instructor who is both knowledgeable of advanced techniques, and willing to teach them to you. On the minus side, the more advanced a technique is, the closer the training will come to outright killing you. Just remember as the giant boulder is swinging towards your prone, tied-down form: You volunteered for this.

(600cp) (discount: drop-in) **Copycat Technique** – Like Copycat Ken, you can copy and learn any technique you see someone else perform, be it magical, martial arts, or even mundane things like efficiently folding paper roses. Be careful who you copy and who you reveal this ability to though, as Martial Artists tend to dislike people who just steal

techniques without taking the time to master them. Also, to be genuinely good at using any of the techniques you copy, you will still need to put in a lot of effort practicing and mastering them. Additionally, this technique can not be used to copy skills that you lack the anatomy, equipment, or power source to perform. You'll know the motions to go through, but without wings to flap, the feathery-dive-bomb-charge will come out more like a belly-flop. Also, this only allows you to copy the final technique, not any other benefits that would have been gained from learning it the normal way, such as the physical toughness from the Breaking Point.

(600cp) (discount: Innocent Bystander) **The Kasumi Effect** - You're just so nice that people will go out of their way to avoid upsetting you. Martial Artists will stop mid-fight, and pretend to be getting along. Rampaging monsters will pause, and carefully step around you. People will just generally try to avoid being violent when they know you're there.

(600cp) (discount: Amazon Warrior) **Supreme Amazon Ki Techniques** – You've managed to impress the Matriarch enough that she actually taught you one of the secret amazon ki techniques. You can start the jump knowing either the Breaking Point technique, which makes you effectively immune to blunt trauma, and lets you shatter any non-organic material by poking it with your finger, or the Hiryu Shoten Ha!, which creates an actual tornado to suck your opponent up into the air and toss them away. Getting the Matriarch to teach you any of these in-jump is easier if you can show you've already mastered one of them, and won't be wasting her time by dying during the training.

(600cp) (discount: Martial Artist) **Ki Projection** – One of the most difficult types of Ki technique, you can take your strongest emotion, bunch it up in your hands, and throw it at people, knocking them flying, destroying walls and buildings, and potentially even creating large craters in the ground, depending on how strongly you feel that emotion. Of course, if you can't bring yourself to feel the emotion you've learned to channel, you won't be able to use the technique. The level of ki mastery needed to do this means you'll be able to easily adapt any other techniques you learn to do things they weren't originally intended for.

Items: (No refunds! Buyer beware! Items may be purchased more than once, except the Nanban Mirror, because there is only one of those in existence.)

(25cp) **Dragon Whisker** – A real whisker, from a real dragon. It can be used to make a soup that will cure baldness in men. If a man who still has hair eats the soup however, they will be cursed with super fast growing hair, which will grow out a lifetime's worth of hair, and then fall out, leaving you totally bald. The only way to stop this curse, is to wear another Dragon Whisker as a hair tie for a year and a day, which will stop the growth until the curse wears off. The curse does not affect women, who will simply find it to be a slightly hair-tasting soup.

(25cp) **Collection of Magic Incenses** - A variety pack of magical incenses, which will have an effect on everyone who breathes them in. Includes: *Peaceful Rest* (unbreakable unconsciousness for a full restful night's sleep), *Spring Sleep* (asleep like the Peaceful Rest, but able to sleep-fight. If not attacked, will sleep-walk looking for fights), *Spicy* (wake up anyone, including those put to sleep by the other incenses), *Incense for the Coming Summer* (repels mosquitoes), *True Love Incense* (makes users hallucinate that the other users of the incense are wearing the clothes of their true love, and thus might be them despite otherwise not looking like them, maybe?), and *Embrace of Passionate Love Incense* (makes the user hug and proclaim their love for anyone who says the “trigger” word that was set while breathing the incense. Does not cause actual feelings of love.) If one of these is used up, it will reappear in your warehouse a week later.

(25cp) **False-Friendship Electric Shock Ring** – Magic ring that delivers a painful electric shock to whoever the wearer touches with it. Enough to stun, but not actually harm the target. An old Amazon self-defense weapon for the weak and helpless.

(25cp) **Lens of Invincibility** – A set of fancy opera-glass style lenses on a stick that, when worn, will cause attackers to bow down and beg forgiveness for attacking you. If used backwards by accident, will cause the wearer to bow down and beg their attacker for forgiveness instead. An old Amazon self-defense weapon for the weak and helpless.

(25cp) **Jellyfish Swimsuit** – Comes in male or female versions, a magic swimsuit made of jellyfish, which grants the wearer the ability to swim well. Must be kept wet, or it will dry up and disintegrate. If lost or destroyed, will appear in a bowl of water in the warehouse the next day.

(50cp) **Fan of Divine Wind** – An old amazon treasure in the form of a small hand-fan that looks like it's made of peacock feathers, which can generate winds strong enough to blow a person off their feet. Can only be used a few times without resting, or it may break.

(50cp) **Flame-throwing Staff** – An old amazon treasure in the form of a staff with the head carved to look like a dragon. Acts as a flamethrower. Can only be used a few times without resting, or it will melt and break.

(50cp) **Bandanna of Infinite Bandannas** – You can pull these things off your head over and over without running out, and use them for anything a bandanna is good for, like tying things up, wrapping things, tying together into a rope, or throwing them at people like buzz-saws. While you can fully remove it yourself, anyone trying to steal it off of your head will just get another normal bandanna. Comes in your choice of colors and pattern.

(100cp) **Flask of Water of Life** – A flask of water from the Orochi's lake in the mystic valley of Ryugenzawa. For humans, it's a very powerful cure-all, capable of curing most illnesses, healing injuries, and even making the cooking of a Kitchen Destroyer survivable if it's used as an ingredient. (It cures the poison in the food.) When drunk regularly by animals, it causes them to steadily grow until they reach giant size. Refills once a day, contains about 16oz. The Water of Life soon looses it's potency when away from Ryugenzawa, or not in the flask.

(100cp) **Packet of Instant Jusenkyo Water** – A small packet of powder, which when mixed into a cold bath will give whoever bathes in it a temporary Jusenkyo curse, which lasts until they are next splashed with hot water. Can be used to (temporarily) cure a real Jusenkyo curse once (after which each type will have no effect). If lost, stolen, or used, will reappear fresh in your warehouse after a week has passed.

(200cp) **Barrel of Jusenkyo Water** – A whole barrel of water from the cursed springs. You can choose which spring it's from, and when used on someone, it will give them a Jusenkyo curse appropriate to the type of water you chose. If you take that person as a companion (or they already are one), then just like with you, at the end of whatever jump they were in, the curse part goes away, and their other form becomes an at-will transformation. Enough water to curse four people. Refills once per jump.

(200cp) **Mushroom of Time Spores** – The mushrooms grown from these spores will change a person's age to match the height of the mushroom in cm. (ie: a 5cm mushroom will make you 5 years old.) Contains enough spores to make a very large batch, as well as instructions for proper growth, and how to harvest new spores from the mushrooms.

(200cp) **Imprinting Egg** – A tool of the Phoenix People, when these hens-egg sized eggs are violently broken open (ie: by throwing them at someone) will unleash entangling threads that envelop the target and cocoon them within a giant, human-sized egg in seconds. When this giant egg is hatched or cracked open, the person inside will imprint on the first person they see as their master, and they will obey that person's every command. This will override any previous mental dominance. Eggs which contain someone can be stored indefinitely if kept cold without harm to the person inside. Used or lost eggs will reappear in your warehouse at the start of the next jump.

(400cp) **Nanban Mirror** – An old Amazon treasure. When the user sheds a single tear on the mirror, it will take them

into the far past or future. Time spent in the past will be spent in the present though, so if you spend a day in the far past, when you return to the present, a day will have gone by. If the mirror is broken, it will not reappear in your warehouse until the start of the next jump, so take care!

(free!) **Companion Import** – You can import up to 8 companions completely free of charge. They each get a background (any of them, including Drop-in), and the freebie level perk for that background (or the equivalent 50cp perk for Drop-ins). Companions must also roll on the Jusenkyo curse table, but you can buy their curse off or choose one for them for only 50cp each. If you want them to have any other Perks, you can buy them for each companion separately at half cost (background discounts also apply). You may not buy items for companions, and they can not take drawbacks for extra points.

Drawbacks:

You may take up to 600cp worth of drawbacks. Technically you can take more if you want, but you won't get points for them, so why would you?

+100/0: **Plague of Fanfiction** – You've landed in some fanficion version of Ranma 1/2, instead of the original one. For 0cp, you can pick which one. If you want to gain 100cp, instead you'll wind up in a badly written one that you haven't read – people's names will change abruptly for no reason, and random out-of-character moments will occur. Occasionally, the author will forget which people have curses and what they are, and they keep using gratuitous Japanese incorrectly. If you're doing this jump speaking Japanese, you'll hear it as gratuitous mangled English that makes no sense.

+100: **Kitchen Destroyer -** your cooking is so bad for this loop that it could make the gods themselves sick. While you instinctively know not to eat it yourself, you'll still completely forget every time you get the chance to make someone else eat it, and you won't understand why they're turning weird colors and refusing to eat it – after all, it wasn't trying to escape the bowl *that* quickly.

+100: **Water Magnet -** Your curse always triggers at the worst times. Cold and Hot water will hit you from unexpected places – pipes bursting, water fountains unexpectedly spraying across the hall, people tossing buckets of dish water out of their windows for no reason. And then you'll have to explain why the puppy that was playing with the children in the park just turned into a jumper wearing a dog collar.

+100: **Curse of the Cat Fist** – someone tried to teach you an invincible martial arts technique when you were a small child, by wrapping you in fish sausage and dumping you in a pit of starving cats. Unfortunately, they didn't read the next page where it said nobody every uses this training technique, because it leads to insanity. You're now terrified of cats for the rest of the jump, and no amount of therapy will cure it. You will run away from cats whenever possible, and be nervous around anything remotely cat-like. When exposed to cats too much, your mind will retreat into it's happy place (where there are no cats), and you'll start thinking you are a cat. When you're in this state however, you'll gain access to the incredible speed, strength, reflexes, and Ki-claws of the cat-fist, which can slice through anything.

+200: **Fiance Magnet -** Somehow, you've wound up engaged to a large number of suitors, who will fight over you, fight with you, and generally make sure you get no peace ever. Some will want to marry you, some will want to kill you so the engagement will be canceled. If you ever show favor to one of them, even in secret, the rest will immediately show up and start yet another house-destroying battle. If you wound up with a gender changing curse, you'll have members of both genders after you.

+200: **Hibiki Family Curse**: You have no sense of direction. At all. You can get lost in a room with only one door, and while walking to the corner store beside your house, you sometimes wind up in Hokkaido. At least, you think it's

Hokkaido – that's the place with the giant statue of a lady holding a book under her arm and a torch in the air, right? Why are they using weird money here anyways?

+200: **Spring of the Drowned Jumper**: When you fell in the springs and gained a curse, the spring you fell in changed, and now people who fall into it turn into one of your forms from a past jump, and think they're you, and that you're the one cursed, and that you stole their powers. Expect to see a lot of familiar looking people showing up claiming to be you, and dousing you with hot water to "stop you from doing embarrassing things in my name!" They won't have your powers though, and a quick splash of hot water will turn them back into whoever (or whatever) they were before they fell in that spring. Yes, the springs can affect animals that fall in them too, so some of the "jumpers" that show up might have been random forest animals that slipped while getting a drink.

+300: **Seppuku Pledge** – You're stuck with some kind of honor pledge, and will be honor bound to kill yourself if you break it. Someone will show up to try and hold you to it during your time here, and if they catch you violating the pledge and not killing yourself, they'll be happy to help you restore your honor by doing it for you.

+300: **Locked Curse** - When you came out of the spring of drowned (whatever), someone splashed you in the face with water from the locking ladle. Good luck finding the magic kettle that will fix this, especially if your cursed form can't talk and/or doesn't have thumbs.

+600: **Second Worst Parents Ever**: (Martial Artist or Bystander only) Gendo and Yui Ikari may have stolen the top spot, but Genma and Nodoka Saotome used to hold the title, and aren't far behind. Lucky you, you're now Ranma's sibling, and gain the defects of Seppuku Pledge and Fiance Magnet, with no extra points from them, as Genma dragged you along on the 10-year training trip as well, and just like Ranma, has sold you off on a regular basis for anything from secret techniques, to a bowl of rice and two pickles. Expect to be chased down by a long string of revenge seekers, fiances, people who want their stolen property back, and random people Genma has sold you to. (Then kidnapped you back and run off of course!) Not only that, but Genma's irresponsible behavior has probably saddled you with at least two or three other minor curses over the years. Don't worry, they won't come up *too* often, unless someone else finds out about them. Any time your father notices you having something nice, he will probably try to steal it to pawn for drinking money, and you can't just get rid of him, because your honor won't let you. How that happened with him as an example is beyond understanding. Of course, if you and Ranma aren't both perfectly *manly* according to Nodoka's warped perspective, she'll happily force you to follow the seppuku pledge, so be careful that she doesn't see Ranma turning into a girl. (or you if you got that as a curse!)

Note for female jumpers: If you take this drawback, it means your young self decided to join Ranma in his fingerpainting, and thus also got tricked into signing the contract, prompting your paragon of a mother to demand that Genma take you too, since the contract specified the training trip, manliness, etc. for "the undersigned". Any friends you made when young may not even be aware that you're female, which would be quite the surprise for Ukyo when she shows up.

+600: **Mind-Altering Curse** – when you fell into the springs, you didn't land in a normal "shape changing" spring, you landed in one of the mind-altering springs, like the dreaded Spring of Drowned Buddhist Monk, or the slightly less dreaded Spring of Drowned Warrior Goddess/Ashura. When you get wet now, that other personality will take over, and behave according to their own attitude – you'll wake up someplace else the next time they get splashed with hot water, only vaguely remembering what they did like some kind of dream you watched. This drawback overrides whatever spring you rolled as your curse.

Jump End:

Moving On: Time to go to the next jump.

Stay Here: This looks like a fun place. Lets live here.
Go Home: Okay, that was enough crazy for you, time to pack it in.

Parting Notes:
During the jump, since the cursed form is a curse that takes over your shape, while you're in it, it will override shape-changing abilities from other jumps. You'll have to find some hot water and get back to your “real” body before you can use them again.

Upon leaving this jump, regardless of where you go, your Jusenkyo cursed form becomes a voluntary change alt-form, and is no longer triggered by water regardless of temperature. If you choose the “Stay Here” ending option, you will learn how to use your Ki to trigger, block, or deactivate your curse at will, but will still be affected by unexpected splashes of water.

If you took the Curse of the Cat Fist drawback, you're no longer afraid of cats after the jump, and can use the technique at will. (This is why a debilitating terror/insanity caused by a very common household pet is only a 100 point drawback.)

If you've wound up legitimately engaged to anyone during the jump, even temporarily, and can convince them to come with you, you can take them with you as a companion when you leave.