D Fragments



Do you like anime? Do you like comedy? Well hopefully you do because this world is both. Welcome to the world of D Fragments, also known as D-Frag, a gag comedy manga that's been going on for a while. In the surface, it seems mostly like any normal mundane anime world, but if you dig even a little you'll find plenty of people that seem completely insane, even beyond the normal anime tropes. If you investigate even more, you'll find real supernatural phenomena, such as curses and haunting ghosts, which lurk in the background unknown by all save a small fraction of the population of Earth, primarily due to being too small in scale and too rare to scientifically confirm. Not to mention aliens apparently exist, although who knows why they haven't contacted Earth yet.

The story of D-Frag follows a particular japanese teenager, Kazama Kenji, who in his second year of high school ends up entangled with the Game Creation Club (temp) of his school. From here his life takes a turn for the chaotic as he ends up having to deal with a lot of insanity from his fellow club members, as well as realizing just how crazy most people at his school, Fujou High School, seem to be. Of course, he refuses to look away, as his competitive spirit and desire to win whenever he can pushes him deeper into the comedic events that surround his life.

You could ignore all that and live a relatively normal life, or embrace the crazy parts of this world to have a more dramatic but certainly more entertaining time. You'll arrive about a week before Kazama Kenji and two of his buddies since childhood decide to act like actual delinquents for once but get sidetracked by finding the Game Creation Club (temp) club ended up causing a fire that they help extinguish. This is just the start of many events. You will stay in this world for 10 years, and will gain the following:

+1000cp

Try not to go too crazy from the nonsensical shenanigans going on. Or embrace it instead, if you find it funny.

Origins

First, we'd have to decide your role in this world. You can optionally be a Drop-In, in which case you'll have no background in this world save the minimum paperwork to be a Japanese citizen. You can freely choose your age within reason. You can be an ordinary student at Fujou High School, or a staff member such as a teacher, or perhaps unrelated to Fujou High School if you want. As for starting location, you can just start wherever would be reasonable for your background, it's not like the world is particularly well defined beyond a couple of schools and being basically modern day Earth with weird shit included.

Tsukkomi

You're the straight man, the one sane person in a room full of crazy people. In terms of a particular genre of Japanese comedy, the guy who shouts out the punchlines to jokes by presenting a reasonably shocked reaction to the insanity going on around you. You can be part of the Kazama family with this, if you'd like.

Boke

You're the source of comedy, the slightly unhinged person that the tsukkomi reacts to. In terms of a particular genre of Japanese comedy, the guy that does weird crazy shit and guides the humor.

Extra

You're not actually part of the comedy dynamic, you're just some person, one of the extras at the side that serve as supporting characters. Your life probably won't be too exciting, but hey maybe you'll appreciate the reliable boredom.

Perks

And now comes what you can actually do. Perks under a given origin's section are discounted half-off, except 100cp perks which are discounted to be free instead.

General Perks

Legendary Genes -100cp

Some people look alright, some people look good, and then there's people like you. Your beauty or handsomeness is off the charts, certainly enough to be a model if you felt like it. You could be a voluptuous beauty, unbelievably cute, extremely handsome, attractively rugged, or whatever other vibe you care to go for. Whatever the case you're certainly going to stand out.

Ki Sensing -200cp

You have a special ability to sense power. Not actual power, not really, but more like feeling the intensity of situations even if it's from far away. In short, you can discern the locations of powerful people and important events from dozens of kilometers away. It's basically a plot radar. Does not actually let you discern levels of power, just whether something is impressive and important or not.

Luck Thief -600cp

A funny little trick, by breathing in the sighs of others, you can steal their luck. The exact effect is rather vague as luck tends to be, but if you make a habit of it and steal the luck of plenty of people, it can get to the point of walking through machinegun fire entirely unharmed, as well as easily finding decent amount of money on the floor even in places where there logically shouldn't be anything to pick up much less money. Obviously this makes other people unlucky as a result, but unless you breathe in like a dozen of their sighs or something it shouldn't be a problem. Naturally, you can return people's luck by sighing yourself and having them breathe in that sigh. Might be a bit weird, but hey it's fine if it's for the sake of fortune, no?

Tsukkomi Perks

Spiky Hair -100cp

Even if you aren't part of the family, you have the Kazama style super stiff hair. It's so stiff you can actively stab people with it, it honestly doesn't even seem like actual hair. Thankfully it's not as tough as metal so you can still cut your hair, but nobody will be able to pat you in the head or something. It'll be a bit softer if you're soaked, obviously, but overall if you want to properly style your hair instead of just having the stereotypical protagonist spiky hair you'd need some really powerful hair gel. Hey, look on the bright side; this is basically an unforgettable trait so people will remember you for it, even if they find it difficult to remember everything else because you're a boring person.

Straight Man -200cp

You can perform tsukkomis like no other, with incredibly impressive lung capacity and vocal cords that don't get sore from shouting continuously for a full hour straight or longer. You also have very quick wit when it comes to retorting to the shenanigans of others or pointing out strange behaviors or ideas. It might get a bit tiring to be shouting all the time, but at least your throat will be perfectly fine.

Show Your Cool Side -400cp

D-Frag isn't just a gag manga, it has some mild harem elements too. Something which you'll be able to enjoy yourself. Not only do you tend to come across very attractive members of your preferred gender, but you also tend to grab their attention and attract their romantic interest one way or another, generally with a few well placed compliments or accidental flirty behavior. Unfortunately does nothing for jealousy, but if you're willing to settle down you'll have plenty of options.

Anything To Win -600cp

Even when the world seems to go crazy, sometimes you just can't back out of a challenge. You're really clever at figuring out unusual solutions to problems you face, and very skilled at keeping track of everything you can use and when you can get away with "tricks" (read: borderline cheating), in order to win any contests you might find yourself in. You're also decently good at tricking people too, directing attention away from your trickery and generally playing dirty. It might not be too honorable, but hey, winning is what counts, no? It would take a really unfair situation to make you lose, and even then you're somehow lucky enough to usually find some sort of solution, even if it's something like wrangling a bunch of crazy people in the correct direction to solve whatever the problem is. In the craziest conflicts, you'll be the one who can somehow keep a clear head and figure out what to do. Even without prior knowledge of how curses work you'd be more reliable than actual professional exorcists.

Boke Perks

Element -100cp

Pick an element. It can be an actual element, like water or darkness or fire or something, or it can be nonsense like boobs, or daily duties, or putting on socks right foot first, or ball pens, or eating bread, or whatever else. Whatever your pick, you know a bunch of trivia about it, and also know some mundane "tricks" using it, such as an Earth element being really good at discerning the quality of soil by just looking at it, or a wind element having really good lung capacity. It won't be on the level of something blatantly supernatural, but the line between mundanity and magic get kinda blurred at this point. It's all for comedy anyway.

Reputation -200cp

Gasp! It's Jumper, the [insert title here]! You might find yourself facing similar reactions, as now you find it really easy to build up a reputation based on whatever nonsense gimmick you push. All you'd have to do would be show off a bit and people would start talking about you the same way they'd talk about any actual impressive figure. Living up to your reputation is another thing entirely, but maybe you're crazy enough to do it?

Small Genius -400cp

Wait no, this is beyond comedy at this point. You're actually really talented, gaining a respectable level of skill with just a few tries at whatever you try your hand at. Any growth beyond the initial one is only somewhat faster than others, but you'd certainly end up at least above average at whatever you apply yourself to. You might not end up being world class or something, but you'll definitely end up a cut above most. Just remember to actually focus on something, or maybe you're fine with being a jack of all trades?

This Isn't A Shonen Manga -600cp

But it definitely feels like it sometimes. You're actually stupidly strong, enough to dent thick metal sheets casually or jump a dozen meters with barely a running start. You could jump off a five-story building without even bruising on your feet to show for it too. It might not be too far beyond normal human limits but you're definitely noticeably better than any olympic athlete from your original world even without working out or maintaining a special diet. You're only super muscular if you want to be too. Additionally, this'll also enhance whatever you get from the Element perk to very mildly but very obviously supernatural shenanigans, like actually being some kind of slime-like alien composed of lake water that happens to be capable of taking human form with sufficient robustness that nobody could tell you weren't a human without actually looking into your insides somehow, or maybe being able to create extremely dark cloth out of curses that completely blocks all light and even has a mild disorienting effect if you weave it into a sack and put it over people's heads.

Extra Perks

It's Them! -100cp

Every dramatic entrance needs a peanut gallery to drop some exposition and clarify why the dramatic entrance is well deserved. You could fill that role very well. You have some basic knowledge of anyone who's anybody, knowing all the relevant rumors and reputations that would let you explain to people that actually, that puny-looking tiny girl is the most terrifying person in the whole school. Hopefully you're satisfied with the role of "exposition guy".

Nadeshiko -200cp

You're really good at domestic tasks of all kinds; cooking, cleaning, washing and folding clothes, and anything that would be expected of an ideal wife. You'll find such domestic activities surprisingly enjoyable too, you might end up regularly cleaning the classroom you go to simply for the hell of it when most people would find it a hassle. Your cooking is also good enough to be comparable to high quality restaurants too, and you can even decorate it or make outright gourmet food if you felt like it. You might become quite well-known from this alone. Maybe you could join Fujou school's cooking club, or even open your own restaurant?

So Dandy! -400cp

You're basically Indiana Jones. You're really skilled at anything related to exploration and archeology, you're really lucky when it comes to finding interesting artifacts and ruins, and you're just a really inspiring and impressive figure overall. Not to mention you're very good at work-life balance, capable of being a known adventurer and archeologist that gets into adventures straight out of any Indiana Jones film even while holding a full-time job as a teacher in a high school. Don't be too surprised when people exclaim "so dandy!" when you show up somewhere with wise advice and a helping hand.

Saintly Power -600cp

Curses exist in this world. Naturally, holiness does as well. You in particular are a perfect example, being so holy you might as well be a walking saint on earth. You could dispel incredibly strong curses just from proximity, and anything you make, such as food, would be imbued with a smidgen of your holiness as well. Even particularly aggressive ghosts could only find themselves forcefully exorcised if they approach within a few meters of you even indirectly, such as trying to approach a game avatar you're controlling. Normally this saintliness is tied to innocence, but since you're buying this as a perk it won't diminish even if you think impure thoughts such as holding hands with your crush or how you could exploit people for profit.

Items

Perhaps you'd like some objects to help you out? There are no floating discounts for items.

Hair Restoration Tonic -100cp

Despite the name, this experimental medicine doesn't let bald people regain their hair. That said, if someone isn't bald but simply shaved, they could go from fully shaved to a full head of hair in under a week if this tonic is applied to their head for the duration. Try not to apply it to your body, you probably wouldn't like having so much body hair.

Allowance -100/400cp

As is classic, you'll have some money every month, enough to buy a bunch of snacks every week or to purchase a game you really want by saving for a while. It's not a lot, but hey it's sufficient to treat yourself every now and then. As an adult, this'll instead be a full salary you can live on, sufficient to support you and three other people if you budget your finances properly. If you're not content with this, you can instead spend 400cp to be super wealthy, complete with a manor or two and all the money you could ever need.

Jumping Club -200cp

Your very own club in Fujou Academy. Or in some other school you attend/work at, or maybe just a club in more general, adult terms. You can decide what the point and central conceit of the club is, like cooking, or making games, or maybe just hanging out and fucking around with friends. You'll already find the club has five or six people interested by club activities and which you'll get along well with, and if you care to try to attract people to the club for more members you'll find that those who sign up are those you'd get along with quite well too. At least you won't have a lonely high school experience.

Family Business -200cp

Your family (or you if you're an adult) actually run some sort of business like a shop or a restaurant. This means you no longer need to focus too much on your academics if you don't want, since you're expected to inherit the family business anyway. Maybe it's a ramen restaurant, or a more general restaurant, or a pottery shop, or something like that. If you took the This Isn't A Shonen Manga perk, it can even entail selling your services such as selling specially designed cloth made from curses, or something else, and your business will actually get hired by big figures such as the government every now and then. You no longer have to worry about what career you'll pursue as an adult at least.

Black Bags -400cp

These black bags are made from a supernaturally dark and opaque cloth made with curses. It's guaranteed to be uncomfortable and very disorienting if you put the bag over someone's head. Other potential uses are unknown and possibly illegal, which of course doesn't stop the government from regularly buying these anyway. You have a dozen bags and will get another dozen a month after all the bags you have are lost or destroyed. Please be responsible with this.

Sealing Sanctuary -400cp

This is beyond using curses. You'll now gain ownership of an entire warehouse filled with so much ominous shit that it's pitch black in it and no light can actually illuminate the interior. It's basically a replica of the warehouse in St. Tachikawa Girls School, although thankfully the one you have isn't in danger of breaking containment. What possible use could you have for so many cursed objects? Can you even enter the warehouse without losing your life?

Alien Cube -600cp

Well alright then. This here is an alien ship that takes the form of a massive black cube around a kilometer across, which you've somehow come to control. Naturally, it can fly despite having no visible form of propulsion, and it is built with incredibly advanced technology that allows it to manipulate itself like living metal, such as warping its form or making multiple kilometer long and incredibly flexible metal tendrils to abduct people with. The interior can be basically an empty black room or have whatever structure you want, and apparently it can open portals into its core if you feel like throwing stuff in there for shits and giggles. Unfortunately, it's not a warship or anything, so what's presented already is basically all it can do. Hell, others could theoretically hijack it and trigger safety protocols that make it leave the planet if they shove random objects from Earth into its core. You can try to reverse engineer it, but good fucking luck doing that with how advanced it is compared to anything found on Earth. Still, this will obviously be quite alarming to the governments of Earth, so please be responsible with it. Maybe you'll go off to explore whatever insanity the galaxy might have in store?

Companions

But hey, maybe you don't like being alone? There's plenty of people to meet in this world, but maybe you already know others from before?

Must Be A New Character -100/200/400cp

If you have Companions from previous jumps, you can use this option to import them into this one. You'll be able to import up to 2 Companions for 100cp, up to 4 for 200cp, and a full roster of 8 for 400cp. Each Companion gets 600cp and will be able to take drawbacks for more. You can also use this to create new Companions outright if you want. Maybe you'll form a club together?

Invitation To The Club -0cp

Of course, if you grow attached to some of the people in this world, you can bring them along with you as Companions, you just need to convince them to join you. Unfortunately this might be difficult since most characters are rather attached to their lives here, but that's something you'll have to deal with yourself. Please don't be too mean to them.

Snake Element -100cp

Many people in this world can be considered rather unhinged, and this green-haired girl is no different. Being a beautiful and voluptuous woman, she actually tends to drive people away due to her joy of experiments and treating people like lab rats. She may be smug and somewhat flirtatious but if you play along you're likely to end up in an operating table or trying out questionable new drugs she made, thankfully with comedic effects rather than anything serious. She's surprisingly talented at anything related to biology and it's honestly surprising she didn't end up as a scientist in some lab somewhere rather than being a chemistry and biology teacher at Fujou High School. Don't worry too much about her students, she knows how to actually teach people at least. Some way or other you ended up with a friendly relationship with her, being one of the vanishingly few friends she has. Hopefully you can alleviate her loneliness a bit, or perhaps convince her to be a bit more reasonable.

Drawbacks

Is your budget not enough? How? This isn't a big jump by any stretch. Well, if you really want more stuff, you can get more cp by taking some of the drawbacks below. There's no limit to how much cp you may gain save the fact that there are only so many drawbacks to begin with.

Hit Me Again! +100cp

Oh no, you enjoy pain. Now you're the sort of masochist that genuinely enjoys spending their work hours flat on the ground while your coworkers or friends stand on top of you. You could get beaten up almost to the point of having to be hospitalized and you'd only want more. You can still operate like an ordinary person when needed but it's unlikely you'll back off from threats of getting smacked with an entire metal locker or something of that sort.

The World's Gone Insane +100cp

Beyond just being the straight man of a comedy duo that seems to be you and the rest of the world, you just can't understand how the world works. Gags will confuse you more than entertain you and you'll find yourself constantly taken off guard by the bizarre events that happen in this world. You can't even get used to it, confused every time as if it was the first time you saw the unhinged nonsense going on. Hopefully you don't become an alcoholic or something to cope with the madness.

Purity +200cp

Bad news, you're innocent. You probably were sheltered or something, because you're quite naive, and easily embarrassed by the slightest awkwardness. At the very least people are likely to find you adorable thanks to this?

Like A Man +200cp

You're very competitive, rising up to meet any challenge no matter how petty. It might be strange, you may only barely understand what's going on, but you hate losing and will do your best to win at any contest you're a part of. At least you're still able to take losses in stride, but you won't let up until you gain victory, or at least a satisfying result.

What The Hell Is Going On? +400cp

Oh no. While before you could lay low and live a relatively normal life, now there is no escaping the madness. You'll get dragged into weird shit that'd fit in with any gag manga out there all the time, having to deal with nonsensical situations or just plain weird shit that shouldn't exist like angry ghosts or cursed objects. Expect at least one 'interesting' event every month, sometimes more regularly than that. At least your life won't be in *too* much danger.

It’s Supernatural! +400cp

Unfortunately, you’re now inextricably linked with the darker side of this world. Cursed land, haunted games, ghosts possessing balls to stalk people, you will regularly come across the sort of creepy shit that most people would only meet once in their lifetime if at all. Your life will genuinely be in danger multiple times, so you’ll have to be at the top of your game if you don’t want to end up cursed or worse. Hopefully there’s an entire community of exorcists to teach you how to deal with these sorts of things. Getting skilled at exorcism is definitely a good idea.

Oh Shit Aliens +600cp

A genuine alien ship will show up 6 months from now, part of Kazama’s many strange adventures, and it’ll leave as quickly and suddenly as it arrives. But its mere existence carries massive implications, ones that you will no longer be able to just ignore. Now, rather than an alien ship showing up briefly, doing nothing of note, and leaving shortly after, a proper First Contact will occur, aliens will appear on Earth, humanity will be integrated into the galactic community, and the comedic shenanigans will now include nonsensical gadgets and technology that seemingly only serves to cause weird situations. Aliens are obviously aware of the supernatural too, so things like curses and holiness will be expanded with far more depth and breath, greatly increasing the variety of stupid shit that can happen. Hopefully you can hold on to your sanity because the world will get even wilder from now on.

Notes

You can freely choose to be related to some particular character's family if you aren't a drop-in, provided your build reflects that. Although you wouldn't need much unless you want to be part of the Kazama family which would require at minimum the Spiky Hair perk. Likewise if you replicate them with your build you can take the place and role of a particular character, such as becoming Kazama Kenji if you have the full Tsukkomi perkline. Other characters generally require less than a full perkline to imitate at least.

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