BATTLE GAME IN 5 SECONDS



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Laadies and Gentlemen! It's such a pleasure to meet you all! I'm your friendly host, the beautiful magician Mion! I hope you're all prepared for a wonderful show!
Let me begin with my most heartfelt congratulations! You've been selected for our project as an esteemed focus group. I'll walk you through the details. First things first,

every one of you has been removed from the National Registry! As far as society is concerned, you're as good as dead! So what's that mean? To start, all your freedoms and rights have been revoked. You will operate solely under our organization's directives. Second on our list-

"Hey, lady, why don't you cut the bull"- BLAM!

What perfect timing! I needed a volunteer. Ta-da! Kind of my version of a bullet-catching trick. Now as you can see, I have a lovely ability that lets me turn my arm into a cannon, but don't get envious cause you'll be gifted with similar abilities. So get ready, because you've been brought here to help us test the limits of those abilities on yourselves and others! I know it must be hard to hear we've taken everything from you, but please enjoy these unique abilities, you'll need them to participate in our program. Keep in mind if we find your feedback to be useless we'll have to excuse you permanently, so please take this seriously!

That said, let's get into the rules of engagement. See those cuffs you all have? They don't just restrict your movements, they also suppress your abilities. When the light turns from red to green, you'll have five seconds before they unlock and both your powers and your hands will be available to you. Don't worry, you won't be penalized for any harm or death your powers cause to your fellow focus-group members. This concludes our orientation, questions anyone?

The first program will be one-on-one, a series of simple duels. Yang here will show you to your rooms, you have twenty hours to familiarize yourself with your new powers. Tomorrow, you fight for your lives.

TLDR: You and a bunch of mostly-random people have been kidnapped, given superpowers, and entered into a battle royale. Fights needn't end in death, but the management won't stress over any people who do die. First round is solo duels in a real-world setting. Second is teams of four, but really it's just more solo duels: the winning team gets a feast served by the losers in humiliating costumes. Third round a whole mess of people are turned loose in a forested area, and given quests to encourage them to conflict. Survive, and you can rejoin the real world, for a time before the fourth program…

Have 1,000 combat points (cp) to set yourself up. Best of luck and remember, you have five seconds from the light turning green until your powers are restored!

Age, Race and Sex

Pick whatever you want.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be ***purchased multiple times.*** *Doing so provides an additive bonus.*

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Clear-Headed: You don't panic. You might get scared or angry, but it only ever makes you sharper, not the sort to be goaded into foolish mistakes.

Determined: You have the sort of willpower that thinks nothing of getting stabbed or shot a few times, if it gets you what you want.

Eidetic Recall: You have a photographic memory, anything you've seen, particularly in text, you can instantly and easily recall.

Friendly: You have an easygoing charisma. It is very easy for you to make friends, even in extreme circumstances such as these.

Hand-Eye Coordination: You are tremendously accurate with all forms of ranged weapons, from thrown or flicked, to slings, slingshots and bows, to guns and even arm cannons.

Heaven & Earth: When other people are off-balance, you thrive. You're an expert at making the most of your environment, any advantage you can squeeze out of the terrain,

weather or situation. Changing conditions and course hazards almost always favor you over your enemies.

Instinct: You practically have a danger sense, you have such a well-developed instinct for when you're being watched or something is wrong with a situation.

Manipulative: You're really good at poking people to get the result you desire. You have a gift for knowing exactly what to say and how to say it to get people to fight by your side, or takeout your enemies for you.

Prime Specimen: You are fit, free of blemish, and one of the most beautiful human beings to ever live. You will not escape attention, both good and bad.

Remember: The story we see is after time was reset once. You retain your memories and identity through any changes to the timeline.

Samurai: You have devoted yourself to the blade, taking home many trophies in swordsmanship competitions or perhaps a different weapon? Whatever the case, you have the equivalent of thirty years of training.

Three Steps Ahead: You're very good at predicting your opponents, whether that's holding a pipe at just the right angle for your enemy to impale themselves with a leap, or tricking someone into "trapping" you in a carefully chosen spot of the woods.

Wrestler: You are fit, and can more than handle yourself in extremely close quarters. You have all the skills needed to make it as a superb professional wrestler.

Items

As above, 100 cp unless specified. You can also use tokens here.

Amanoiwato: This plaque depicts the legend of the Japanese sun goddess hiding in a cave. Hung up in your house, it designates the place a hidden sanctuary where no disaster

can befall those within and no enemies, annoying relatives or bill collectors can find you there.

Black Card: Provides a name and description of your powers. No nuances though, bare bones to fit on an index card. In the future, it will display the powers of the last person to touch it.

Coin Toss: A simple, unexceptional coin, yet it is precious. It is perfectly balanced and immune to all forms of telekinesis, foresight, time or fate or luck manipulation. It is always random, and always *fairly* random. People know instinctively that the result of the coin toss can be trusted, that no one could have tampered with it.

Feast: A fitting reward, once a day you can summon a massive feast for up to eight people.

Money: Not much use inside a death game, immensely versatile outside of one. You get the equivalent of $200,000 each month in the local currency, no issues of taxes. Each time you take this, add one zero to the end.

Observer Records: The files on your competitors. Any information on their powers is redacted, but you can read their detailed biographies and psych profiles. In future Jumps this updates with relevant or important characters, but only to the point you entered the Jump.

Shackles: A pair of large cuffs, not chained together they nevertheless adhere together to restrict one, more than that, they remove access to any superhuman or supernatural powers while worn, and for five seconds after removal or deactivation. Includes plans for more.

Smartphone: A large part of how announcements are made. Can't reach the outside world while a part of the death game, but otherwise cannot be jammed or interfered with, always has signal and battery, and cannot be lost or stolen. In future Jumps, it updates to match the tech level, or appear to as you wish.

A Wish (-1200 cp, cannot spend tokens) You have been given the prize used to tempt people into the latter stages, a single wish. Anything you want, as long as it doesn't violate

Jumpchain meta (no wishing for cp, negating drawbacks, etc.) In each new Jump, you get a single wish. Just try to use it before the next time you accidentally say “I wish-”

SKILLS

What you really came for, the powers section.
Have +600 cp just for this, normally a person only gets one power, but Jumpers are an exception. You cannot spend tokens in this section.

Boy Scout (-100 cp) Turn buttons, coins and other small round objects into a few inches/feet of rope.

Frugal (-100 cp) You have the power to shrink circles. This can be used to reduce or close circular objects, rings, gateways, to instantly close loops or coils, or turn a necklace into a guillotine.

Perfumer (-100 cp) Get detailed information on a person’s emotions, health, and status by scent.

Storyteller (-100 cp) You can share your senses with a willing person, letting them see and hear what you do in real time, or review past events from your perspective.

Alchemist (-200 cp) You can greatly reduce or increase the hardness and ductility of metals in your vicinity.

Benkei (-200 cp) You can turn any stick or wooden object in your hands into any melee weapon. The larger the stick, the larger the weapon can be. If a weapon leaves your hands for more than two seconds, it turns back into a stick.

Gardener (-200 cp) Like Benkei, you can turn sticks into weapons. Unlike Benkei, you can only make whips, but you can alter their length at will, even mid-swing.

Guardian (-200 cp) Like Benkei, you can turn sticks into weapons. Unlike Beneki, you are restricted to bladed weapons, but can freely alter the weight of these weapons to whip them effortlessly through the air, and/or strike with immense force.

Guide (-200 cp) You instinctively know where to find whatever you're looking for.

Ironwall (-200 cp) You can make your body as hard and tough as iron! Shame it makes you immobile, but with enough practice you can learn to harden only part of your body or move slowly by shifting rapidly between states.

Okuninushi (-200 cp) You may conjure a chain linking your hand to any object or person you've touched in the last twenty minutes. Usually the specific part of them that you touched.

Sumo Champion (-200 cp) Your fingers become eighty times stronger and more durable. Gives you a fantastic grip strength, despite the palm normally being a crucial support, and one hell of a finger-flick.

Vision Revealer (-200 cp) Pick a target you can see. The vision in your right eye is now replaced with whatever they're seeing, until you switch targets or dispel the effect.

Blade Master (-300 cp) Like Benkei, you can turn sticks into weapons. In your case, only swords, knives and daggers, but they can cleave effortlessly through anything.

Curse Master (-300 cp) You can create small dolls or figurines, and whatever you inflict upon them, burns, needles, a broken neck, will be suffered by the next person besides yourself to touch them. You may have up to eight dolls active at once, after that you must dispel the effect on old ones to create new ones.

Dojo Master (-300 cp) You can fire streams of electricity from your hands for UNLIMITED POWER! Tends to arc unpredictably over long distances, best used at medium ranges.

Dual Theorist (-300 cp) By touching any object or person, you can assign them a positive or negative polarity charge. Objects with opposing charges are strongly drawn together,

objects with the same charge strongly repel each other. The more energy you invest, the stronger and longer-lasting the charge.

Feng Shui Master (-300 cp) You can sense and manipulate air currents. The girl with this in the story couldn't really bowl people over with gusts of wind, but she could make a supercavitation pocket for super-speed and was extremely sensitive to even small motions far away.

Fragment (-300 cp) You can destroy any inanimate object you touch, causing it to fly apart. All at once in a cloud or spray or shrapnel, or punching out individual pieces as projectiles.

Hunter (-300 cp) You can turn any stick into a bow (sensing a theme here) when you draw a bow, a nocked arrow materializes. There is no hard limit on how many arrows you create at once, save the length of the bowstring, but there are many practical shortcomings.

Iron Maiden (-300 cp) You can transform any of your bodily fluids, even a single drop, into an implement of torture. Knives, needles, cattle-prods, tasers, chains, as long as you consider it something you could torture people with it, you will never be without it longer than it takes you to spit, cry or bleed.

Mata Hari (-300 cp) You can change your appearance to look like any other person.

Mountaineer (-300 cp) You can drop any item into a backpack, pocket or pouch and have it materialize in the air, high above a chosen target. You can drop things with incredible precision.

Mr. Bad Guy (-300 cp) You can transform your arm into an energy cannon, Megaman style. At full power this can kill tanks and blast through thick concrete walls. However, the cannon charges slowly, at maximum its capacitor can handle two full-powered shots, after that it may be an hour before you get back to full. Then again, you can exercise incredibly fine control over how much power you use.

Slingshot (-300 cp) You have the power to enlarge projectiles you touch or launch. Turn pebbles into boulders mid-air, marbles into man-sized orbs.

Sniper (-300 cp) You can transform your hands into pistols. Any model of pistol, from flintlocks to the latest handguns. You never run out of ammunition.

Swordsmith (-300 cp) Okay, one last time, you can turn sticks and wooden objects into knives and swords, but these are special. You can slash the air, causing an invisible blade to fly through the intervening space, and cut things at range.

Wall of Sand (-300 cp) You can make walls or barriers rise from the ground to protect yourself, fortify an area, and build a maze if you're feeling ambitious. But you have no finer terrakinesis, the only thing you can do is make slab walls spring from the ground.

Worldwalker (-300 cp) You can teleport, though only to places within a hundred meters or so. Doing so rapidly is exhausting.

10x Ability (-400 cp) You become ten times more capable in any and all skills you had to learn or train in. Combat, music, driving, etc.

Cheerleader (-400 cp) You can enhance somebody else's powers sevenfold. However, the boost only lasts for thirty seconds and you can't use it on the same person twice in one day.

Hanged Man (-400 cp) You can negate the effect of any supernatural power upon yourself, rendering you invulnerable to the attacks of most of the group. However, this power can only be used with at least one hand touching the ground.

Lord of the Flies (-400 cp) You can turn objects into bombs, exploding a short while after you touch them. You must have a precise monetary value in mind for it (it doesn't have to be 100% accurate, but play fair), the greater the value, the bigger the explosion. A ¥1.60 water bottle could hurt someone if they were holding it. A ¥10 coin makes a fine grenade. Things can also be set to explode later if they lose value, like pouring out that water bottle.

Mediator (-400 cp) Even in a battle royale, can we not talk things out? You can designate a single person to negotiate with and until talks have resolved, neither of you may be harmed. If you are satisfied, any damage either of you would have taken is simply wiped away, but if

talks break down, you suffer one twentieth the damage that would have been inflicted on the both of you, and your interlocutor takes the other 95%.

Night Rabbit (-400 cp) You can teleport through shadows, to a range of dozens of kilometers or more.

Plagiarist (-400 cp) By focusing on someone, you can identify and copy their power, but at a tenth the strength. However, this also means it's generally far more precise, easier to control and less tiring to use or with a smaller cooldown, and you usually start with a much better understanding of the ins and outs. There is no limit to how many abilities you can stack up, but you cannot copy the same power multiple times to grow its strength.

Princess of Amanoiwato (-400 cp) You can create a pocket dimension, a single large room of luxurious quarters, which cannot be accessed without your consent.

Puppeteer (-400 cp) You can animate and control the things you made yourself, whether that's toys you carved, or rope you handspun. There is no upper limit on how many of your creations you control at once.

Reacher (-400 cp) You can open portals linking any two points, but only as long as it's noisy at both ends.

Rich Merchant (-400 cp) You can speed, slow or induce all kinds of chemical reactions with a touch. By default, this can cause the rapid disintegration of most materials, the effect on living beings is slower, but still very corrosive and painful. With a clue what you're doing, this becomes a powerful and versatile ability.

Shadow Figure (-400 cp) You can animate and command the shadows of others, making them rise up to grapple or attack the people around you. However, shadows do not copy superpowers.

Tekomai (-400 cp) You can turn toys into the real thing. That action figure becomes a tiny He-Man with all his strength, less some scaling-down but still enough to toss people around. That balsa wood plane now can really fly and has tiny bombs and machine-guns. All are

inclined to help you. However, if they ever move more than thirty meters away, they revert back.

Top (-400 cp) You can cause anything you've touched to rotate, either to spin itself (even in opposite directions to break) or to orbit you, letting you build centrifugal force and turn things into projectiles on release. The larger and heavier an object is, the more effort spinning it takes. Use it on something big enough, say about fifty tons, and you won't be able to use this power for a bit.

Vajrapani (-400 cp) You can become totally invulnerable for two seconds, with a cooldown of about a minute. This can be accompanied with an aesthetic transformation, to make you appear as whatever image of invincibility you have.

Wrath of God (-400 cp) You are five times faster, stronger, more agile and durable than you would be without this. The higher your base athleticism and skill to adjust to your new physicality, the more useful this will be.

Collector (-500 cp) You can shrink any inanimate object you touch, to whatever smaller scale you wish, and restore them to normal size at any point. Where this gets really interesting is that you can pinch space to next to nothing, allowing you to effectively teleport with a single step.

Futsunushi (-500 cp) You can sense and control any wire or cable within a wide-radius, as naturally as your fingers. Think of it like being a really specific version of Magneto.

Loan Shark (-500 cp) One way or another, the loan shark always gets paid. When somebody owes, or feels they owe, you a debt you can compel them to pay you back with compulsive service. The length and extent of commands you can issue is proportional to the debt, if you want somebody to risk their lives you'd better have saved theirs, and they are freed automatically when the debt is settled.

Oil Merchant (-500 cp) You can dial up and down the friction of any surface or inanimate object you've touched.

Receiver (-500 cp) You can copy powers used on or against you! Well, those that actually do anything to you, and you only have four slots for copied powers. Still, this is really powerful with some planning.

Stubborn Tomboy (-500 cp) You can give inanimate objects you touch or are near, and surfaces, the properties of rubber. Turn incoming weapons into rubber, or the floor.

Neighbor (-600 cp) Copy the powers of anyone you're directly observing, for as long as you can see or otherwise sense them.

Missionary (-600 cp) By touching someone, you can issue them a mission they must complete at all costs. Their cognition is otherwise unaffected, but they are incapable of questioning the necessity of the mission you set them.

Observer (-600 cp) You can control the density and pressure of air anywhere you can perceive it. Your skills are enough to create telescopic lenses of air, effective invisibility and some crude illusions, as well as solid barriers or vacuum pockets.

One Punch (-600 cp) You can strike someone with the exact force needed to kill or harmlessly knock them out. No matter the difference in your power, you will find you have enough strength for one moment. You can only use this power once a day.

Truth Seeker (-600 cp) You can turn yourself, and any person or object in your line of sight, intangible at will.

Forger (-800 cp) By touching someone, you can remove their power and either keep it as your own or transfer it to someone else.

Magician (-800 cp) You have a powerful illusion ability, able to create simulations of practically anything. You can even kill with illusions, if the subject doesn't disbelieve what is happening to them.

Millenium Eye (-800 cp) You can instantly age anything in your field of view, by up to one thousand years. Using this power a lot or in quick succession can get very tiring. Your pupils

turn to Tao signs (also called a Yin-Yang) when this ability is active. Unlike canon, you can deactivate this ability at any time.

Thrifter (-800 cp) You can undo any event you witnessed, reversing its effects. Instantly repair shattered objects, heal wounds, even raise the dead. The weakness is you must have watched the event happen in real-time.

Sophist (-1200 cp) The power of protagonist Akira Shiroyanagi, you may designate a single target, and then wield whatever power(s) that person imagines you have or thinks you have. This ability cannot grant omnipotence, or the ability to resurrect the dead, but can let you wield any number of incredibly game-breaking powers and absolutely can work on an ally who had this all explained to them.

Vairocana (-1200 cp) You have sweeping power over time. You can slow it, freeze it, accelerate it. You can even rewrite the history of a willing subject by wishing it so. You are immune to any timeline alteration or time manipulation powers besides your own.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one, keeping this death game active in your new setting.

Companions

These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree, Akira, Ringo, etc.

Import: You can import all your companions, and they'll get 500 points to spend and 600 for the powers section. They also get the 4 Template tokens, same as you got. Companions cannot take drawbacks for more points.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: +0 cp, you can leave when you've brought the story to a conclusion. In honor of the anime, we'll let you leave after the third program, if you want.

Continuity Toggle: +0 cp, before it was a manga, this series was a webcomic. Now it is also an anime. You can choose which continuity to take part in, though the differences are fairly minor, or blend elements of all three.

Longer Stay: You'll spend 10 years here to see the fallout of giving people all these powers. This may be taken twice.

Original Timeline: The series is actually Akira's second run through the death games. His wish after winning was to play again, which was allowed only after they altered his history and memories. You get to take part in the first version, besides Akira and Mion it's all different characters with all-new powers, any knowledge of the series will be all but useless to you.

Easily Bored: Good thing you're in a death match against people with superpowers, because all the parts of your life that aren't risk and struggle are *so* boring, the seconds feel like fifteen minutes each. To say the least, you've become something of an adrenaline junkie.

Humiliating Outfit: You lose control over your clothing choices, like when the losing teams in the second program were forced to serve the victors dressed as playboy bunnies, regardless of their actual sex. They'll change up your clothes enough to keep you from getting used to any one, but it will never be less embarrassing than that.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Scripted Loss: You are guaranteed to lose one crucial fight here. It doesn't matter how powerful or clever you are, you will lose once for no reason, like a videogame cutscene. This will not result in your death, but may cause you to fail to save someone, or to advance, or to lose a position of leadership or some other lasting consequence. This may be taken twice.

"Prince": The organizers of the death game hate you and want you to die. They'll put a thumb on the scale, at first in subtle ways with bad matchups, then with increasing fervor and desperation.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

Webcomic/manga originally by Saizou Harawata and his illustrator Kashiwa Miyako, all rights to the real owner and all that.

To get the obvious power synergy question out of the way, you can combine any and all of the 'stick into weapon' powers in case you want to manifest any weapon, have it cut up anything at a range, with control over its length and weight from moment to moment.