Well, would you look at the time. It's time to fight *for JUSTICE!*

Settle down you.



A Jump*CHAIN* by Clover

Welcome to Ogikubo of the 2Xth Century! A Japanese town that's one of a kind, a Space Immigration Zone where humans and aliens live together. You'll be spending your 10 years from the age of 14, the flower of youth!

More specifically, you'll live a life of surprise and event filled moments, where there's rarely a dull day! Schoolchildren can work for the government or run crime rings, your parents might crash through the sky in a ball of fire, your boss might be a bit thin.

When ordinary middle schooler Luluco's father is frozen in a block of ice at breakfast-time, she must take over his job at Space Patrol to make ends meet and afford for his unfreezing! Along the way she'll make new friends, face shocking twists and find new love!

But enough about them, how about you? Here's

1000CP

to get you started!

AWAKE! Jumper Gun Morphing!

Quickly! Roll 1d8 or pay 50CP to see what kind of gun you turn into!

Yes, really. Also, you start at age 14 and the gender you last had.

1: Pistol Gun Morphing, the most common of all gun morphs. Your entire torso folds out as your limbs fold back into a human sized pistol. Comes in single or double pistol varieties.

2: Revolver Arm Morphing, sacrificing power for flexibility, your dominant arms fold back and into your torso, as a six-chamber revolver now becomes you.

3: Gatling Body Morphing, your entire lower body becomes a fully automatic rotating Gatling gun, capable of extreme rates of fire but highly inaccurate.

4: Shotgun Full Morphing, your body explodes and reforms into a standard pump action shot gun, you head acting as the muzzle. This is an impressive and rare show of Justice!

5: Rifle Stock Morphing, in a flash, your entire body rearranges around a rifle barrel as though you were the stock! High fashion amongst Space Pirates.

6: Raygun Bomber Morphing, your body is now a classic bomber plane, with your head forming the cockpit. Though your raygun may be laughed at, it still packs quite the wallop.

7: Rocket Launch Morphing, you now resemble yourself, in a cardboard rocket costume. You still don't have arms or legs, but an impressive speed and hard head as you ram into your enemies!

8: Free Choice Morphing, lucky you! You must choose a ranged weapon or one from the list.

All gun morphing transformations can be interrupted or reversed.

Gun morphing can be used to propel the user via recoil, and even be used to boost others like rocket sections.

Gun morphings can be used by second-parties to fire and aim.

Gun morphings do not require ammunition and can blast open walls at minimum. All damage can be set to non-lethal.

Gun morphs are not made of meat, though the transformed parts can be damaged and still act as part of your body.

Gun morphing does not damage or cause permanent injury to the body at all.

You cannot be two types of gun morphs at once, that would be silly.

You cannot import items to act as your gun morphing.

=Identities and Perks=

100CP perks free to their identities. Discounts are half off on days ending in Y.

Ordinary Middleschooler: Just an ordinary 14-year old attending an ordinary extraterrestrial middle school. Take your first steps into the world of adults today!

Delinquent: Scruffy hair, cigarettes and amateur body art. You have already resigned yourself to be one of societies dregs, haven't you? There's plenty of room at the bottom, and all roads lead up.

Space Patrol: One of the many low level rookies and greenhorns at the local Ogikubo SP, you are tasked with peacekeeping and policing the local sector. Gotta love child labor laws, eh?

General Perks

Free Alien Lifeform: You may choose to obtain an alternate alien form. Whatever the form, you will be mentally and physically equal to a normal human, no funny powers for free here.

100 Simplify Me: Today's fast paced world is confusing, full of needless decoration, add-ons and rendering. But now you can decide to dial things back in all your senses, from visual to audio and beyond, can reduce the complexity and deeper meaning of things to simple concepts.

200 Say It In Red: With some effort and emphasis you can summon giant blocky words to accompany your attacks, actions, or just announce yourself. The red text enhances those actions and boosts your charisma while doing so. Best paired with some form of light display.

500 Secondary Trigger: You're someone special, aren't you? A once-in-a-lifetime legend has come to save ani- er, Ogikubo! Along with the transformations below, your other abilities can a boost.

Ordinary Middleschooler => Trigger Scouts

Your hair becomes glowing and fluorescent, and a forms a distinctive trigger-shaped cowlick.

- For a start, enhanced combat ability, especially gun related as your gun-morphing is now a personal sidearm. You also become highly effective at disabling and sealing opponents.
- As you mature, you gain the ability to freely travel to local parallel worlds, as long you know one is present or know someone there.
- You also get a cool ride! Choose other single occupant vehicles.

Delinquent => Blackholian

Disregard the alien form, you now resemble a young human, but with a swirling ball of darkness for a head! You can still do all the normal human things, but with some big differences.

- Your gravitic control gives you the ability to create micro-black holes that act like powerful bombs and projectiles. You may eventually use these as portals, even armor.
- As you mature, you gain the ability to teleport throughout the local universe by manipulating your personal black hole head. Results may be random at times.
- You may gain an irrational dislike of middleschoolers and a love for flea market junk.

Space Patrol => Junior Inferno Officer

You now resemble a burning, skeletal juvenile of your species, even if you are naturally invertebrate! This causes you no pain or disability, and comes with some nice perks of its own.

- For a start, immunity to fire, freely conjure fire and immunity to your own attacks. That last one comes in handy more often than you think. The fire you make can be applied to anything, and may burn or not burn as you command it.
- As you mature, you gain the ability to freely visit the local underworlds as easily as taking the subway, but dying will still end your chain.
- You may also get in the habit of dramatically overacting while moving very little.

Ordinary Middleschooler

100 Abnormal is the Norm: This let's you get used to just about anything. Dad's a human popsicle? Work for a skeleton? That dog just spoke? C'est la vie. Your ability to be unfazed will astound others, and you coast through the mundanities of everyday life. You're just doing normal things normally. Your handle on normality also let's you get simple, menial tasks done in half the time.

300 I Want to be Normal: Sometimes things just get out of hand. But when you think about it, one thing you can have complete control over is yourself. You gain a resolute determination to continue and overcome your obstacles, a rare and mighty willpower for one of your age.

600 Big Bang Heart: Your emotions and passions are no ordinary thing. You now possess an extreme emotional capacity and ability to determine and control your feelings. You could basically say that your emotions are on a remote, and you can use this to feel what is right for the mood.

Delinquent

100 Superb Shoplifting Skills: Any delinquent worth the scraps knows the ins and outs of the five-finger discount. You could easily swipe small and unattended items and hide them, and planning for larger heists comes easily.

300 Honcho: You could easily bully yourself into leadership of a gang or be the uncontested captain of ruthless pirates. You are much more charismatic than expected for your age, especially when it comes to intimidation, corruption or blackmail.

600 Space Piracy: You have graduated from the halcyon days of petty thievery and loitering in abandoned buildings, into the adult ranks of grand piracy. You are one of the best around, at lifting anything that isn't nailed down. With the right equipment and crew, you could even thieve cities off the bedrock, or scars off skin.

Space Patrol

100 Fight for JUSTICE!: You have a sixth sense for criminality and misdeeds that manifests itself as a police siren popping out of your head. While you can get rid of the siren, you still get a bonus for acting in defense of justice.

300 Twisted JUSTICE!: Minus times minus is a plus! A crime against crime equals justice! As long as ones ends serve the pursuit of justice, minor felonies and misdemeanors are swept under the carpet. Allows one to twist the rules, work with criminals, launch surprise raids, and so on!

600 **OVER** JUSTICE!: Justice is never over when you're around! No only do you have an unerring sense of right and wrong, but you can also find the unthinkable third option out of hopeless situations. Your very presence inspires people to become better, your words and actions inspiring them to be followers in the ways of JUSTICE!

=Items=

Free Space Uniform: A space capable and form flattering uniform that can protect you from the cold vacuum of space to burning in atmospheric reentry. It even tailors to your station, becoming a leather policeman's jacket, a pirate captain's overcoat and so on. The changes are aesthetic only.

050 Breakfast Bacon: An infinite supply of delicious home-cooked slab bacon. While it won't impact your wallet, eating it will still affect your waistline. Try not to pack on the pounds.

050 Trigger Media: A complete collection of Studio Trigger's work, from TV shows, animation specials, posters, soundtracks, figurines, you have it all. Even the unreleased stuff it seems.

050 Obsidian Office Desk: This finely crafted and polished desk of jet black stone and mahogany is perfect for doing your paperwork at. It also makes people certain that those sitting at it are of great authority, no matter their form. Skeleton, Welsh Corgi, 2-D Spiral? Just call me chief.

050 Replica Wand: A small three-pronged wand perfect for using as a fondue fork, it always fits into the groove of your hand. It might not be authentic, but it's an impressive piece of prop, right?

100 Hellfire Shades: A set of stylish black aviator sunglasses, that fit smartly around your eyes. You can use them as a disguise, as nobody looks twice at you for wearing them.

100 Goetian Rod: Pirate treasure from a planet of magic users, this skull topped staff can turn into a bow that fires arrows of pure light. It's also able to store energy, though only as much as you.

100 Killian Thread: A spool of glowing red thread from KLK-X, perhaps enough to swing from the rafters or wrap up a middleschooler. The thread can be used to pacify and hypnotize those it touches, draining energy to rejuvenate the user. Unfortunately, it is highly flammable.

200 Blackhole App: The future of shoplifting for the modern criminal. This distributable program lets the user obtain anything they can get their glowing green hands on. While the program is nearly infallible, the giant hands are not and can be repelled.

200 Superfreezing Pills: A small pill that causes fast acting cryofreezing when ingested. Perfect for hibernating through winter, boring road trips or getting rid of your enemies. Any damage to the popsicle is not permanent if the whole body can be repaired and stuck together.

200 35mm Bullet: What appears to be an ordinary round of ammunition, but with blank film slides for casing. These slides can be filled with memories, emotions and sensations without practical limit. When fired, these scenes will then play in the target's mind in a euphoric and epiphanic trance. These scenes cannot be made up. You receive a fresh bullet a day after it is fired.

300 Aflutter Jewel: The physical manifestation of a pure emotion, like a middleschool girl's pure first love or boy's love of adventure, this heart shaped jewel is either yours alone. Possessing the jewel will allows to focus on those feelings to the exclusion of any negative emotions.

300 Bullethole Apartment: Some folks say they can't ever return home. Those people don't have a rocketship for a house. It's a cozy place to call home, but it can fly anywhere and is tough enough to withstand blackholes and waives zoning permits for landing or relocation.

=Companions=

000 The Club: You may freely import up to 8 Companions to join your middle schooled life. They do not gain any backgrounds or perks, but can freely take *Alien Lifeform* and *Space Uniform*.

050 The Patrol: You may import a Companion to a Background, with 300CP to spend and all the discounts that apply. You may pay 300CP instead to import 8 Companions.

300 The One and Only: You may bring a canon character with you on your adventures. This can only be bought once, so choose carefully. Try to choose someone who won't die easily.

=Drawbacks=

Was 1000CP not enough? Very well. You can gain up to 400CP more, but you were warned.

+000 Triggered: Those crossovers not proof enough? Make it official! All works of Studio Trigger are canon for this jump, including any you may have visited before. This is the future though, so you'll only see slight changes if any.

+100 Jumper Gun Morphing: Gun morphing is a useful transformation. So useful in fact that you've decided to have all your fancy superhuman perks and items gun morphed. You will not be able to do anything a normal human couldn't without gun morphing.

+100 Naïveté: You have a remarkably sheltered world view. You always assume the best of people and outcomes. This will leave you unprepared in the least and totally blindsided by manipulations or false friends at the worst.

+200 Have You Seen My City? Amongst the universe, each civilization will eventually advance and produce the city hub of Ogikubo. Small wonder why they seem to be everywhere, but yours is lost in space-time. You must find your Ogikubo and restore it to its rightful place.

+200 Inferno Style! Pick a pose you like. Got it? Good. For the next 10 years, you are reduced to a 2-dimensional cutout in that pose, with only slight changes to allow movement. You can change out of this pose with great effort, but only for actions that would leave you tired and drained.

+300 Heart's Desire: Over the course of your stay, you will fall in love with the wrong sort. Middleschoolers will pine after elegant and aloof Nothinglings, Space Patrollers will chase fiery and passionate Space Pirates, while Delinquents will blush at honourable and steadfast Space Detectives. One thing they have in common is that your enemies will use the attraction to destroy you. They will be hard-pressed to return your feelings. You may not use perks to influence them. This Drawback does not automatically grant you free Companions.

+300 Garage Sale: Blackhole App? That's old news. Try the elusive wareTorrent App today! A mysterious and indestructible program floating around the galaxy that grants the users direct access to your Warehouse. Once they get a hold of your items, it'll be as if it was always theirs. Any items not returned to your Warehouse at the end of 10 years will be lost to you. Successive version can bypass any security measures you have in place. Companions are exempt from theft.

+600 A Normal Household (Takes All): There is nothing you wish for more in life than to live a normal life in a normal household. To do this, you need to reconcile your parents and get them back together. While they share a common love for you, any bond between them has soured, and the opposite ends of the Milky Way are not far enough where their spouses are concerned. Sound easy? Each has at least twice your powers and experience, including a matured Secondary Trigger and capstone perk each. You get to keep your powers and companions. You will need them. You can choose the backgrounds your parents came from. If by some miracle you manage to reconcile your parents, you cannot take them with you. Children need to leave their parents sometime.

=Ending=

Ten years have come and gone, assuming nothing went wrong or you failed any missions.

What now?

Fight for Justice!

Why leave now, these are going to be the best years of your life! Maybe you need to patrol the galaxy, or shoplift to your hearts content, or eat at all the best Ramen restaurants! You will stay in the world of Luluco for the rest of your life.

A Normal Life to Live Normally

Maybe all this wackiness and absurdity have turned you off from your adventures. Maybe you've finally mellowed out and decided to settle down. You will return to your original Earth, barely after you left so long ago.

To Be Continued…

…Now. While Luluco patrols the dimensions, you must jump the chains. You will go on, all drawbacks revoked, all perks, items and companions joining you.

=Notes=

How long does it take to obtain the better version of the Secondary Trigger powers?
Depends, how long does it take for the average middle schooler to mature?

Trigger Boosts – only to 300/600 perks:

300
I Want to Be Normal
You resist hostile attempts to alter your mind and body, or personal reality. This includes forced shapeshifting such as turning into a frog, or weird emotional manipulations. It is not immunity, but it makes them put more effort into the attempt.

Honcho
Ever discreet and personable, you can now take over organizations and gangs that would normally be your enemy. Want to take over the police as a world-famous criminal, go ahead! Your charisma now works on those normally hostile to you.

Twisted Justice
The ends justify the means where you are concerned, you may even commit crimes and villainy without moral repercussion should it be done against those who are worse than you.

600
Big Bang Attack
You can now beam out your extreme emotions to others, overriding their emotions with your own, such as hope, anger, fear, love, etc. Also boosts emotional capacity, i.e., can empathize with thousands instead of hundreds.

Space Piracy
Your skills are like the Blackholians of legend. Your thievery has elevated to the point you can even steal all the copies of a cities from the galaxy on a round tour. You may even attempt to steal metaphysical things, such as plucking the pure feelings of someone from their heart, or their dreams and memories. This turns them into physical objects that can be shattered or returned.

OVER JUSTICE!
Can tear apart due process, red tape, political connections and so on. They know what they did. They know you are coming. It won't be pretty. Seriously degrades your opponent's abilities to protect themselves when guilty. Also riles up one heck of a mob.