紅 kure-nai

Kurenai

Welcome to the world of Kurenai, jumper. This world is very similar to the Earth you hail from, so similar in fact, that you might think it's the same Japan from around the start of the new millennium. That's it, of course, until you start to realize the small differences underneath the facade. Terrorist attacks, murderers on the loose, corruption, mass kidnappings in the middle of the city, and more.

You see, for many generations, the underbelly of japan was dominated by the Thirteen Inner Families, clans that boasted supernatural martial prowess, born with deviations from the human norm that made them incredibly talented for battles, slaughter and murder. Meanwhile, the economic front and political power was manipulated by the 3 Outer Families — clans controlling conglomerates of merchants, holding monopolies of trade, and capable of levering their influence in broad daylight.

Of course, as time went on the need and influence of the inner families also decreased. Between foreign influence, multiple reforms, and the increase of law enforcement, their line of work became unsuitable. As such, most clans either stepped out the business, exited the country, or stopped their practices. Still, their names are still spoken in whispers inside the underworld of Japan, and the few members still active are veritable monsters on their own right.

Meanwhile, the outer families lost some of their political pull, but increased their economical power, taking advantage of the changes in the country. However, while their family name can be spoken in public, they all possess disturbing secrets on their own. Like the Kuhoin, rich enough to hold a percentage of the world's total sum, and also having a rich history of only being able to produce offspring from incest, thus keeping the women born in the family inside the clan's grounds to do so without the rest of the world interfering or knowing.

In a month's time, a young girl called Kuhoin Murasaki will be sneaked out the Kuhoin's clans' grounds by Juuzawa Benika, to be left under the care of Kurenai Shinkuro, a young dispute mediator with a depressing past, in an effort for her to see the outside world and realize her wish. However, there are many players in the field looking to take advantage of the situation and the world may not be kind enough to let neither of them be at peace...

Well, not like that matters to you, jumper. This is your story, and the bonds you will weave will be yours alone. Take this, and take care:

+1000cp

Background

Drop In
A lost wanderer? Or perhaps just a curious tourist. Whatever the case, please enjoy your stay here. Without memories to hinder or help, and only enough money in your pocked for a few meals and the stay at a cheap hotel, the future is yours to take. Remember, it's through our meetings with others, through the shared pain, everyday joy, and hard decisions that we can face ourselves and become better individuals. I hope you can do so here.

Dispute Mediator
Maybe, it was because of you ideals, or maybe because of those rare talents you were born with, that pushed you into this line of work. Some strange mix between guard, negotiator, mercenary, and handyman. Mediators are tasked with… mediating conflicts, in short, they exist to prevent a situation from escalating, and resolving it by any means necessary. Depends on the client. In these times when the average person can count on the police and law, they seem to have fallen out of fashion. However, there's still places with work to be found, if you are skilled, or heartless, enough.

Aku Company
There aren't many options for a man with your skills and past. It was thanks to a former colleague that you managed to get into one of the largest contracting agencies in the underworld. Just like you, they have the motto of not differentiating between good and evil when taking jobs, and they will take any job as long there's money involved. Their professionalism is relatively high and all of their members have killed someone before. However, they prohibit murder outside work. Their biggest asset is the diversity of their human resources, including fighters, hitmen, escapers, escorts, spies and more. While you aren't ranked very high, you still have a solid seat and quite the number of contacts.

Thirteen Inner Clans (100cp)
You were born as the heir for one of these families, and just like them, you were born with somewhat superior specs compared to the average, as well as possessing supernatural skills and abilities inherited from them. Each family has a 'power' distinct to them, although it's efficiency will vary depending on what clan you belong to. While their names are still remembered by those in the underworld, most of the clans have gone out of business and thinned because of the current peace (check Notes for the clans' information).

Three Outer Families (200cp)
Kuhoin, Kirinzuka, and Kougamiya. In the public wold, these three are the families that have been wielding tremendous power in Japan since old times and have been leading its course. Conglomerates with incredible sway in both the economic and political matters. You were born in one of these families, either as an heir, or as someone close enough to inherit all with a couple of deaths. Being born with a golden spoon and silk pants, however, also has some downsides. Because, as much power as they wield, they also come with quite a few quirks, some of which can be dangerous.

Starting Time

You will start in Japan regardless of your background, given that the events of the original story take place there and moving out is easy enough. However, you can choose the 'time' you arrive at this world. Should you choose, you can extend your stay in this world however long you want, up to ten years after the events of Denpa Teki na Kanojo would have started.

Clouded Grey

You start around a decade before the events of Kurenai. Around this time characters like Shinkuro and Yuno are but little kids, with others like Murasaki hasn't even been born just yet. Just in time to catch some like Benika at their absolute prime and the perfect time to meddle with a lot plans that would cause trouble latter down the line. If you choose to do so, however, know that all of your actions will change how things will go down later on.

Deep Red

The vanilla option. You start a month before the events of "Kurenai", more specifically, before Shinkuro meets with Murasaki. If you choose to meddle with the events, you can change things, however it's unlikely to stop the plans already set in motion. As you might know, the original events center around the Dispute Mediator, Kurenai Shinkuro, after his meeting with Kuhoin Murasaki. Including his many encounters with the Aku Company, and members of both the outer and inner families, as he tries to protect Murasaki and complete his jobs.

Electromagnetic Blue

You start way after the events of Kurenai, nine or so years after it, if not a bit less. This is when the events of Denpa Teki na Kanojo take place. The country is a bit more secure than before, but far from fully peaceful. The main events here are centered around the high school delinquent Juuzawa Juu, son of Juuzawa Benika, and the lethal mysteries he gets entangled with after meeting with Ochibana Ame, a girl claiming that he used to be a king in his past life, while she was his most steadfast knight.

Age & Gender

Choose your gender and a suitable age for your background for free. There's some leeway with it depending on it, but be reasonable, like the Aku Company will always have teenagers as their youngest range for hire.

Advantages

100cp one is free to origin, rest is 50% discounted.

General

Words To Shout (100cp)
There are those who finish their jobs from the shadows, a quick act and the contract has been fulfilled. Not you, however. No, you got flair, you got style, you got color and flamboyance. Whenever you are in a room all eyes wander towards your figure, when you speak all ears listen, and whatever you do looks like it was practiced for hours and had special effects added. It's like you are a character out of some hollywood movie. Well, the attention might be good and all, but it doesn't do much than make you more noticeable to others and put you in a better light. Hope you got some skills to back up such picaresque atmosphere.

Tornado From The West (200cp)
The abilities of the inner clans and other ancient organizations are clearly powerful, but martial arts have been around for a long time for a simple reason, they work. Understanding it's potential, you have been practicing your own brand of MMA made of various schools and moves you stole from opponents. While the style lacks history, is balanced and varied enough that it lets you fight some of the bigger fish in the business into standstill for a bit, and utterly trash most normal enemies. Of course, with time and experience you will be able to make your style stronger. It has the advantage of being able to be taught others.

Underworld Light (200cp)
In a dim, jaded world overflowing with dead morals and buried hearts you hold a rare light within you. A flickering ember compared to the overwhelming radiance of the "normal" world, but it is a comforting spark that someone from the other side can handle. Those you meet from the darker half of life find in you some trait they find desirable, be it real or imagined, that draws them to you. Enough to make them willing to pursue what could be or might have been, but sparks are so quickly snuffed out without the proper sustenance. Something you have no trouble providing should you choose to stoke that flame, but you also know all too well when some embers are better left to freeze away to ice.

Drop In

I'm Impressed (100cp)
Isn't the world wonderful? Despite everything, there's just something new to learn each day, something full of potential. Much like a child, you have a certain optimistic and innocent attitude towards life. This is not the same as being naive or clueless about things, but days do seem a bit brighter, places look a lot more interesting and life as a whole feels more welcoming. It's a matter of attitude. What's more, you are capable of sharing such uplifting emotions with others with ease, and only needing a short conversation to brighten their point of view and spread kindness a bit further into the world.

Mythical Sleuth Jumper (200cp)
You're one smart cookie, aren't ya? Just like a puzzle, information being the pieces, you can easily connect events to others, establish connections that most others would have ignored, find the links between cases, see the logic behind seemingly random actions, and discover the motivations of others with just a few clues of their routine and personality. This is not to say that you're the second coming of Sherlock, but you are undeniably talented as a detective, not only because of your now boosted intelligence, but because you're a genius at getting into the heads of others. With enough information you can unravel the mindset and thought process of anyone well enough to predict their next moves, get a good guess of their past, preferences, usual methods, etc.

Jailbait Rock (400cp)
Contacts can be useful, but it's not something you would expect to have after being tossed into a new world. This may help with that, ensuring that you will encounter 'important' people on a constant basis. They may be characters important to the plot of the world you are at the time, they might just be talented individuals, or even background figures wielding power in the shadows. Whatever the case, you can be assured that they will get a good first impression from you and maintaining a friendship with them will be easy. How things develop from there is your say. And no, I don't know why so many of them are young girls.

The Damaged Ones (600cp)
Even the hardest of walls has a tension point, apply a bit of pressure in the right spot and everything will collapse upon itself. The same applies to the human body, to weapons, and even relationships. To find those weak spots is your talent, a developed instinct that guides you subconsciously when you concentrate enough or in times of high stress. It lets you find weaknesses, force openings in the enemy's stance, or even get a general idea of how to break apart someone's mind. Of course, being nothing but instinctual knowledge, it will take time and practice for you to actually make it useful in a fight at will, not to mention the amount of training to fully master your talent. Nevertheless, if you master it, there won't be anything you can't take down.

Dispute Mediator

Lone Gunslinger (100cp)
Sure, knowing martial arts or boxing might come handy in a fight, but everyone knows karate fears guns. And turns out that no amount of training is going to save your ass from a bullet to the brain. Thus, you have been practicing your marksmanship for a few years now, as well as gathering the necessary knowledge to take proper care of your guns. Your aim is perfect, you always know where you have to shoot to archive maximum efficiency, and reloading guns is done almost instantly. You're not as skilled as someone like Benika, but you're proficient enough to take on most foes, and there's room to grow.

Outbreak Tactics (200cp)
This is not about looking good, nor is it about making friends. This is about getting the job done. You're a professional, after all. Years in this line of work taught you a thing or two, like the best, most efficient ways to archive the results you seek, as well as the mentality required to go with the methods. Because a rookie might be tempted into defeating all the enemies of the client they were hired to guard, but you know better ways to just keep those pests occupied and the client safe without fighting a single person. Poison works better than a fist, anyway. Believe me, developing this skill might not seem useful to show off, but it's sure to make all your jobs a lot easier and increase your credibility.

Ever Changing Hearts (400cp)
While some of the old clans have genetic traits that can't be passed down, many possess skills that can be taught to outsiders. A couple of favors were called a few years ago and you went to train with what was left of what was once a powerful inner clan, obtaining some of their prized skills and perks. For example, Hoshigami would give you powerful artificial limbs and teach you to some extent on how to make them, or you could even choose one of the outer families and learn a bit of economics under their tutelage. Keep in mind that whatever skills you gain depend wholly on what clan you choose and your own talents.

Shining Stage (600cp)
This line of work has made painfully clear that you can't always foresee all the factors involved. Thus, you choose a different method to increase your survival odds: become more resilient. Gruesome training was taken, a few favors were called and ever since your body was modified to become a machine at tanking hits. Well, not really, but close enough. You see, now you can just plain ignore any damage done to you that's equal or lower than the damage you can dish out. In other words, your defense is always slightly higher than your attack and way more effective, even as your damage output grows, your body will also become more resilient to withstand the strain. Are you sure this isn't just masochism?

Aku Company

Day Is Over (100cp)
It stands to reason that a normal person wouldn't fare particularly well with the less pleasant deals of the underworld. Not surprising, as constant fighting, killing, and betraying would wear out any mind without the proper training or disposition. As it stands, however, you do possess the latter. A natural mentality to ride this kind of madness without being consumed by it. To kill without unnecessary guilt and take action with a clear mind. This is not to say that you don't feel anything, just that you can rise above those feelings when the situation requires it, and not feel crippling guilt afterwards.

Starlight Eyes (200cp)
You still remember it. The blood, the screams, the darkness, the crushing feeling of hopelessness as the realization of an inevitable death dawned upon your small frame. You know you escaped from that fate by a hair's breadth, and will suffer it again if you don't get strong enough. Those feelings, those realizations, keep you going during training no matter how unbearable, monotonous, dangerous, or exhausting it can get, you will never back down from it. During training your willpower is unmatched, your focus perfect, and your motivation unlimited. The trauma will go away easily enough, but the drive behind your training will stay.

Honor Your Betters (400cp)
There's a big difference between a complete newbie, a more experienced professional, and a true veteran. There are few truly worthy of being called the latter in this business. Perhaps a trait of the trade, perhaps a testament of the current era. Be as it may, you're a relic of the older, more brutal times. Years of deadly fighting, intrigue, negotiations at gunpoint, and innocent blood spilled have left you insightful, cautious, and generally knowledgeable. Techniques are perfected, abilities mastered, and patterns learned. Those years of experience have sharpened your instincts to the utmost limit and let you control your skills to the greatest degree possible. That's without mentioning the vast array of people that owe you favors. Enough connections, perhaps, to even mess a bit with one of the Three Outer Families if the situation is right.

Forbidden Breakthrough (600cp)
For all the talk about peace, there's still a significant amount of violence in the shadows, even with the inner clans done for and public security becoming stronger, there are still battlefields to thrive in. Perhaps that's why you developed this, a physical mutation similar to those of the 13 inner clans, a power that can be passed down to your descendants. It can be a mutation, like the Houdzuki's War Demon, or just genius in a particular field like the Hoshigami's gift at biotechnology, even a strange talent to be passed down, like the Kirishima's own bizarre skill with blades. Of course, being the first generation won't give you the tested techniques, or the honed secrets of the other clans, but with the correct circumstances, you will become as skilled as them.

Thirteen Inner Families

Paper-Thin Mirror (100cp)
It's to be expected that the members of clans known for their physical prowess would also be higher than the average in what physical beauty refers to, and certainly, most of the clan members, even those from fallen families, are attractive in their own ways. Such applies to you now, although there are a few general traits like symmetrical features, clear eyes, smooth skin and such that are usually recognized as attractive. Still, this beauty is only skin-deep by itself and while it's really easy to maintain, a badly placed wound could still cheapen it.

Cloudy Seasons (200cp)
Sure, you aren't a professional info-broker but you know the basics, and how to handle yourself well enough to fulfill most job requirements by yourself. Things like making secure channels to exchange the money, where to find leads and clues when searching, methods to find appointments with high-profile individuals, ways to get info from civilians without them noticing, etc. Just remember that these are basic things you picked up over the years, and anyone in the higher circles will know how to deal with them, so try to not bite more than you can chew. You have the potential to become better at this with time.

Owner of Oneself (400cp)
Dignity. That's the difference between you and the common folk. You are a warrior, a king, a hero, and a blood-stained powerhouse. You are always aware of who you really are, which are your own feelings, and what are your goals. It's a constant acknowledging of yourself, strong enough that no amount of mind control, brainwashing, or plain deceit could ever make you lose sight of it. The constant reminder increases your motivation as well, and keeps your head grounded, letting you admit when you need help or become aware of your own shortcoming and how to address them.

Boss Battle (600cp)
A prodigy, said your parents. A genius, said your teachers. Born in the wrong era, lamented your grandparents. You took over your clan's skills and powers like a fish takes to water, quickly mastering the abilities passed down upon generations and finding ways to improve the ancestral art. More than that, your battle instincts are top tier, your willpower is peerless, your mind is keen, and your physical growth is utterly ridiculous. It wouldn't be an exaggeration to say that you constantly challenge the theoretical limits of humanity. You're the strongest specimen ever born from the clan, and it's almost a shame that you weren't born in an era when such talents were more in demand.

Three Outer Families

A Million Attempts (100cp)
Lies, omissions, half-truths, falsehoods. Masks and ambiguity people use to hide the truth, be from others or from themselves. But you are not fooled when faced with such nonsense. You can always tell when someone is not being truthful with you. Instinct alerting you whenever someone tries to veil, twist, or keep information from you. Of course, this won't directly give you knowledge of what's actually the truth they're trying to hide, or to what exact extent their lies go, just that people are lying or being insincere. On that note, this won't work when someone wholeheartedly thinks they're being truthful, even if they're mistaken.

Papercraft Dictatorship (200cp)
Everyone wants to be happy. Everyone is a slave to their own desires, even if they don't realize it just yet. But you know, it's in your blood to know, to understand quickly what someone truly wants deep inside their minds and hearts. To take advantage of it, is something that's also most natural. At first, your talent will be weak, needing at least a couple of hours of interaction before get a feel of what makes them wake up every morning and a couple of decent ideas of how to use that to your benefit. But after a bit of practice you will only need some light conversation, or even just a look for the more generic people, before you have a perfect, tailored way to take advantage of them to the fullest.

Wall of Numbers (400cp)
Murasaki Ginji was a famous info-broker with endless connections, hands in every pie, and dirt on just about anyone; from the stock market in america, to the latest european celebrities. Still, he was a single man, born from humble origins, that managed to be one call away from making the prime minister bow. While his talent was partially passed down to his family, you're the only one who could call himself his equal. Information gathering, from rumors to espionage, all the way by hacking servers, wiring phones, or stealing documents. Not to mention, of course, the best ways to make use of that information to further your personal goals. And don't worry, unlike Ginji, you actually have backup and enough sense to not let your identity be known.

Shadow Government (600cp)
It's not that you're a great leader, a charismatic speaker, or some figure that's grander than life itself. But you do not need that to control others. That's where your knowledge and nature excel, at controlling. Moving people like pieces on a board, making the country's market dance to your tune, guiding politics like cattle. You're a genius at sociology, economy, and negotiation. Alone, such areas of study would be interesting, but together in your hands? It becomes the deadliest of weapons. As a mere merchant you could create a conglomerate in a year or so, and even as a student you could create a cult that obeys your orders in a couple of weeks at most, without missing classes. Of course, with this it might be easier to be the power behind the throne than the center of attention.

Items

One 100cp item for free, one of each tier discounted 50%

Flip-Flap, Flip-Flap (100cp)
One of the newest models of flip phone, powerful enough to play music and videos, a wonder of modern technology. There's nothing extraordinary about it, aside from that fact that it always has some energy left in the battery and a half decent signal, no matter what happens or where you are. While it's pretty damn resistant to damage, as expected of a phone designed for these times, it's not invulnerable, so have that in mind.

Winter Shopping (100cp)
Suits, shirts, socks, jeans, shoes, gloves, undergarments, etc. A small collection of clothing tailored to your specifications. It looks high-class, sure, but their true value isn't born from that. While a normal inspection wouldn't reveal anything strange with these, most of them are in fact either concealed armor or concealed weapons. Jackets resistant to fire, bulletproof shirts, napkins with hidden blades, etc. The craftsmanship is top tier and the garments are comfortable enough. Definitely a must have for those in the business.

Reminder of Home (200cp)
This small trinket is the only thing you could savage from a past accident and from the life you lived beforehand. It's nothing more than a good luck charm, one that actually works, as long as you have it on your person. The luck it provides is not almighty by any means, but it's constant and reliable. While you won't be winning lottery weekly, you could go to the casino and make small profit each time, and generally have something random go well for you in your day-to-day life. Perhaps this is the last gift of the family that you lost.

Peek-A-Clock (200cp)
A goddamn stylish and expensive-looking wristwatch. It's either a true Rolex or the best imitation ever. For some reason, it never gets dirty or stops working no matter what happens, one may believe that the watch, or at least parts of it like the bezel or crystal might be truly indestructible. Incredibly durable is an understatement, so you might want to use it as a make-shift nuclei duster to take full advantage of its properties. It's always on time and immune to extreme temperatures, slashes, hits, explosions, and protagonist's shenanigans.

Samidare Apartments (400cp)
This run down inn used to be a popular place for mercenaries to hang out in the past. Nowadays it just rents the rooms for cheap, but it's still considered neutral ground by those in the trade, especially ancient clans. You own the building and have a room for yourself (one in better conditions than the rest), as long as you and your tenants are within the building, no one that belongs to a criminal organization or the police will be willing to attack you. The effect stops applying as soon as one puts a foot out of the place, and has little effect in those that don't belong to any group. After the jump ends, it will appear in future worlds you visit and give moderate profits from the tenants.

Book of Blackmail (400cp)
One small notebook filled to the brim with scribbles. Upon closer inspection, the scribbles are actually the names of people you interact with, alongside lots of dirt, blackmail material, secret information, and instructions on how to get proof of it. The severity of such varies according to the individual in question, but it will always be something they don't want anyone else to know about, let alone become public information. You should already know what to do with this. The notebook updates weekly.

Signed By Voice (400cp)
A single sheet of paper with some ink and blood on it, a passed down deed from your master to you. It's actually a single blood-favor with one of the influential individuals of the world. The favor is not all-encompassing, but it can be cashed for anything reasonable, from training, sponsoring, help in a fight, education, weapons, etc. As long as its something they can give you without completely ruining themselves then it's fair game. Similarly, the individuals you can use this on can be reasonably influential and powerful, like the head of an Inner Family or the Aku Company here. The deed only works once per jump, and will renew itself each jump for you to cash it again.

Family of Choice (600cp)
This is a birth certificate alongside a bunch of other papers that prove your pedigree. What kind of pedigree? Whichever you want. Once per jump, you can use this paperwork to become a distant relative to a family or clan of your choosing. You won't be one of the main branch members, of course, but you aren't distant enough for them to dismiss your presence or outright deny you. If the family have some bloodline powers or abilities, then you may develop them as well, but you will only have the bare minimum of talent with it. Treatment and position may vary according to the family or clan in question. Alternatively you can use this to become a not-so-distant relative to an orphan or such.

Drops of Inheritance (600cp)
You know what the masses are that you are not? Poor. Yes, because you're so goddamn rich. Why's that? Well, because you own a Zaibatsu, a type of conglomerate that puts a lot of money on your bank account. By nature of the amount of business, holdings, shares and such that this gives you, it will be a bit difficult for you to be in need of money ever again. Of course, the board will be working towards expanding and running this, so you won't have to, although it's more than possible and encouraged to be at the helm yourself. This alone will net you a few million per month, if not more. If you're part of the Three Outer Families, then this becomes the family corporation and you will be owning a small percentage of the world's economy at your beck and call. This will follow you to any new worlds you visit, constantly expanding it's size and power.

Companions

Import (100cp/400cp)
Sometimes an adventure is more enjoyable with your friends around. This lets you import one of your old companions for 100cp, but there's also the option to have the whole roster of eight for 400cp. They gain 700cp to spent in purchases here, but can increase that number by taking drawbacks.

Create (100cp)
Maybe you're feeling creative? Or want to find someone with really specific characteristics to have as a companion? Whatever the case, you can create a new companion for 100cp per individual. You get 700cp to give them perks and items from this document and can design their looks and personality accordingly.

Canon (100cp)
Oh, so you took fancy of a character from this world? I suppose is to be expected. For 100cp you can have them as companions, as long as they agree and are alive by the end of the jump. I will make sure that you make a good impression and have plenty of opportunities to hit off well with them.

Chocolate Eclair (100cp/Free Drop In)
It was a blur. One moment you were walking around the street, and then it's a terrorist attack. Before you could do anything, a single girl appeared, looked at you directly in the eyes for a few seconds and then proceeded to kill the assailants. Ever since, she has been glued to your hip, declaring herself your new bodyguard and assistant. It will not take long to discover she's a mediator looking for a new job and declares that being around you could help with that. Or at least that is the excuse to be near you, still, she has a wide array of skills and abilities at her disposal. Not to mention she makes for good eye candy, more than enough to become a model or such. Not like she will take any job that would separate her from you for more than a few minutes.

Sugary Creampuff (100cp/Free Dispute Mediator)
There are still vague memories from when you first met her, your training partner and daughter of the master teaching you at the time. The memory, however, doesn't match with her current self, one could be easily misled by the sweetened words, innocent eyes, and dangerous curves – just to fall prey to her games. A young woman that knows more than enough ways to kill and get away with it, armed with a devious mind that can make profit out of anything. She still has time for you, whom she professes to be the only person she truly cares about. There might be some truth to that, as she is willing to help and finance your missions for mere shows of affection like a hug or a headpat. Might want to use her money to pamper you. Now, if only she could reign her jealously…

Dulce de Leche (100cp/Free Aku Company)
You were reminded of how cruel the world could be when you found this young girl in the streets, forced to beg, steal, and even kill to survive. Some other could have dismissed her as just another street rat, but you saw something different, shining deep in her eyes was a fire, hope was still within her soul. Thus, you took her under your wing. Years later and she became a force to be reckoned with, nothing less than a genius at most things she tries her hands at. Still, she

maintains a constant poker face, only loosening herself a bit around you. Her talents still have room to grow and spaces to explore, and who she will become in the future lies within your decisions.

Mango Cheesecake (100cp/Free Thirteen Inner Clans)
You aren't sure exactly how did she end up in your care, but she is now. A girl younger than you, filled with strange wisdom and childish mannerisms in equal measure. A seemingly frail girl with a strong hearth and a desire to expand her worldview, meeting other and explore a bit of the world. Beyond that, there's something in particular that she seeks, and she had decided that she can safely rely on you to find it. Of course, it's love. Soon you will find out that she's a bit more trouble that herself alone, as she's the heir to a powerful conglomerate. It will be up to you how her tale ends, and what role you play in it.

Carrot Cake (100cp/Free Three Outer Families)
The rich and powerful usually get bodyguards, assistants, and such to secure and help them in their daily lives. You're a bit more minimalist and way more powerful than others, thus ended up with this all-in-one maid. Capable fighter, excellent cook, splendid maid, superb secretary, outstanding hacker, etc. An all-around first-rate individual that has a constant smile in her face. Normally, a deal like her would be too good to be true… and it is. Her kindness, brilliance, and gentle demeanor are not just to help you, but to bait you in. Turns out, she's someone you helped long ago in a convoluted sequence of events, saving her life and her family's quite a few times. Then, she decided to become your lover, determined to make your life as comfortable as possible. Be careful with this one, as she might try to make you do nothing all day and just relax with her.

Drawbacks

Reasons, Reasons (+100cp)
The memories. The nightmares. They said it would end, that you would get better, but if anything, it just becoming worse and worse. A trauma from the past has started to take over your life, from night terrors, sudden frights, anxiety and more. It's manageable at worst during your day-to-day life, but in certain situations of high-stress it might become fatal. To surpass the fear is possible, but difficult to do alone.

My Friend Booze (+100cp)
You look like someone that appreciates a good drink, that's to say that you look like a consummate alcoholic. Not far from the truth, as you are indeed a raging slave to the booze. Probably because of all the past trauma that you insist on ignoring rather than facing like a man. It doesn't impair your usual capacities, and you're still functional and efficient, the only problems seem to how the bills start to pile up, while your reputation takes a nosedive.

Damn Lolicons (+200cp)
You got a bad rap among the community. Nothing major or completely off-putting. But they might think you're some sexual deviant or some special sort of degenerate criminal. Outside that, some clients that hear those things might not want to use your services, or you might find yourself fighting with the occasional idiot that attacks everyone that he perceives as corrupt.

Beat Strong (+200cp)
It's true that your mental state affects your physical performance, but you take that to unheard levels. How strong you are now wholly depends on the state of your mind and feelings. Being, calm, collected and full of determination would let you use the full array of your skills, while feeling fear, anxiety or having doubts will ensure you aren't any stronger than an elementary school kid.

Crippled (+300cp)
Fights go bad all the time, sometimes one loses a bit more than just pride, and you lost a limb. Although one could say that it was lucky to get out of there with your life. You can take this up to three times, losing a different limb eat time. They must be at least hand and forearm at once, no losing fingers with this one.

Beep, Beep (+300cp)
This one is straightforward. Your mind, your heart and spirit are now weak. Constant self-doubt, change of heart, lack of resolve, bordering on mental illness. Such a severe change has also sealed all your powers from outside this jump and the access to the warehouse. To overcome this is possible, but difficult.

Branded (+400cp)
Someone hates you, or at least dislikes you enough to put a price for your head, a bounty for the assassins and mercenaries to cash after taking your life. These are not just the usual suspects, however, as they have purposefully contracted the best guns-for-hire and hidden knifes that they could find in the Aku Company. You can take this again, if you want people from the 13 Inner Families to track you down as well, yes, even those that should be retired.

Final Choice

Gotta Go Back
Going back to your roots, huh? Can't say I don't understand. Feel free to go back there, you can keep your powers and shinnies, you can keep them. That's all you wanted anyway, right? Just shinnies and adventures.

Here, With Me
Staying here then? Certainly surprising, but I guess there are far worse places to live in. Mm, maybe this place just hits your buttons? In any case, thanks for everything until now, jumper. I wish you a good life. N-no, I'm not crying. Shut it.

Fuck This Shit, I'm Out
One more world conquered! Now its time to go onward to the next adventure. Come and take my hand, jumper! I shall lead you in this new journey.

Notes

-If you are curious, the world here is basically normal japan in the late 90's/early 00's. Except with some more violence in certain places. Like, even good schools have some delinquents and seeing some terrorist blow some shit somewhere in the country is relatively normal. Implications are that things are slowly getting better, just that the country used to have a lot more bloodshed.

-About the leading families. They have little sway in Kyoto and certain international relationships and deals. Those belong to the Four Western Gate families in Kyoto (Suzakujin, Byakkojin, Genbujin, Seiryuujin). You can choose to be part of these if you took the Three Outer Families and don't like them.

-About the 13 Families/Clans and their powers, most of them were either never disclosed or the clan has plainly died. I will list them here alongside their powers and information:

>>**Yugamisora** : Ability is Regeneration/Immunity, they live longer than most people, never get sick, stay in their prime for more while also aging gracefully, can shrug off and heal most things including drugs, venom, poisons, etc. No side effects no matter how strong the drug is. Can survive most non-immediately deathly wounds, and don't develop scars. Clan is not active in japan anymore, previous generation migrated to Britain. Young heir moves back to japan later on.

>>**Kirishima** : Ability is basically an extreme natural talent with blades, not in the sense of becoming great sword-masters, but just raw innate skill with stuff like knives, daggers, etc. Even without training, members of the clan could easily defeat and kill master swordsmen. Kirihiko is capable of cutting a concrete wall with a small knife, using a cheap butter knife to cut steel apart, make wounds that only start bleeding after a while, etc. This talent doesn't translate into being good at learning armed martial arts, but it complements them rather well. The Heir/Head of each generation receives the name of 'Kirihiko'.

>>Endou : No information

>>**Houdzuki** : Ability is the 'War Demon' a pair of retractable 'horns' that resides in the forearm, near the arm. Using it increases their strength, durability, speed, reaction time, etc temporally. It can be transplanted to others if they are resilient enough. Kurenai got one and underwent the training to temper his body into being resilient enough to use the 'horn'. When using it, Shinkuoru was able to shrug off getting shot and recuperates rather quickly, although using it tires him out. When Yuno (actual blood-related member of the clan) used hers, she was able to destroy the supporting pillar of a large building. Family has some personalized martial arts that works with the horns.

>>**Ochibana** : Clan has been dead/outta the business for a good while and no confirmed information of their powers. Ochibana Ame is the female lead in Denpa Teki na Kanjo, but closest thing to the inner clan's powers that she shows is being somewhat aware of where Jun is when he is in danger or experiencing great distress and getting there quickly. But there's nothing confirmed, given that her younger sister had nothing similar sans some martial arts talent.

>>Wakuraba : No information.

>>Mikanagi : No information.

>>**Ajou** : Ability is Ninja Technology / Blacksmith. Like, they make useful stuff like a normal-looking cotton shirt that's also completely bulletproof, innocuous cases to hide weapons, compressed explosives, etc. Don't ever properly appear ever in the series, but some cool stuff is mentioned to be made by them.

>>**Hoshigami** : Biotechnology. The clan has information, techniques, secrets and stuff like that to create almost perfect prosthetic limbs, organs and such that works as good if not better than the originals. Often made to have secondary uses, like Clan members apparently replace most parts of their bodies with these because of that. In Zena's case, most of her body is like that, including her fully functional womb and even her nerves. Implied that while some of her prosthetics might need attuning if overused, they mostly grow and heal alongside her.

>>**Gouga** ; No information.

>>**Shimizu** : Clan still exists. No more information.

>>**Kaien** : Ability unknown, but it something suitable for politics and the clan moved onto that after changing names.

>>**Utsuromura** : No information.

- One of the clans (dunno which one) was supposed to be poison/venom/medicine experts. Another one was still around but retired since their power was also useful for politics, so they now work on that. I got no more information than that.

- Feel free to make up powers or knowledge on that level for the remaining clans. Given how unlikely is to have any more volumes.

-This follows the Light Novel canon, rather than the manga or the anime. Manga changed small stuff and added other original bits that contradicts the novel (like the Red Cap arc, that makes no sense because Yuno is way stronger than Shinkurou and the timeline wouldn't have allowed for a different apprentice in the same generation). Anime downplays stuff to try to be more down to earth. You can always run with those as canon tho, your decision.

- Fanwank helps.

-Special thanks to BLADE and ActionReplay for the help.

- Made by Ricrod.