Generic Delinquent Romance Jumpchain

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Japan… or at least, the version of Japan you see in questionably-translated, schlocky romance manga. You're about to enter a romcom adventure of your own, featuring hijinks, kissing, mischief, excitement, and more; but most importantly, **delinquent girls!** Take these, you'll need them:

1000 Choice Points (CP)

You're staying here for up to three years (if you or your charge(s) are a first year), from as early as partway through the first (spring) semester, all the way to your (or your charge(s)'s) graduation. That's unless you want to stay in this mayhem for longer…

Location

Somewhere in Japan that's urban enough to have delinquents. It's your choice if that's a small to mid-sized town, or a big city, or even Tokyo itself.

Origins



Choose or roll an age between 15-17 and an appropriate high school year for your age (1st to 3rd). Your gender can be whatever you want — see the free drawback. All origins grant you the paperwork to be a Japanese citizen and, at your option, a family to take care of you and a house you share with them. By default, your family will be permissive, mostly leaving you to your own devices.

Transfer Student

This is the “drop-in” option. You’re new here. On the one hand, that means no ties to this place, no memories fighting with your own, and no need to get involved with the rest of these idiots if you don’t want to. On the other hand, that does mean no friends and no connections except those that you make. Hope you enjoy being back in high school!

Everydude

You’re just a face in the crowd. Your social standing ranges from ‘just a guy’ to ‘total loser’, so let’s just say you don’t get a lot of girls interested in you. One day, however, you have a chance encounter with *her*, and everything changes.

Wild Child

You’ve always been tough. Or maybe you haven’t, but you are now. You are a delinquent — a gyaru, a sukeban, a tomboy, or straight-up ne’er-do-well — and you’re quite happy that way. You are not what is expected of a girl in Japanese society; but you still have a maiden’s heart. When you met *him*, everything changed for you.

Meddling Friend

Either you’re not interested in dating anyone, or you’re already taken. This is not your love story. But, you are involved. Either the Everydude or the Wild Child is your friend, possibly both, and by the kami you want them to get together! Your role is to poke, prod, and cajole the two idiots into finally spitting it out.

“Responsible” Adult

You really should have something better to be doing than messing around with delinquents. But, you can’t help it; either a relative of yours is a delinquent, or there’s delinquents at your workplace.

Instead of being a teenager, you are a grown-ass adult. Either pick a sensible age or roll 23+2d8. Pick or roll for your job:

1. Teacher
2. Social Worker
3. Nurse
4. Doctor
5. Receptionist
6. Sales Rep
7. Housewife/Househusband/Housespouse
8. Free choice or reroll

You’re obliged to at least pretend to work to keep your job (or, in the case of the housewife, make sure your spouse is fed and rested and that you don’t live in a tip), and you’re paid a decent wage or salary for the position (or your spouse gives you access to their finances).



Perks



Perks that match your background are discounted, or free if they're only 100 CP perks.

Transfer Student

- **Transfer Aura (100 CP):** You have the cool aura of a mysterious transfer student. People will want to integrate you into the social hierarchy by being friendly to you. If you play your cards right you can become very popular and get to the top of the hierarchy, which I'm sure I don't need to tell you is invaluable in high school.
- **A Curious Gaze (200 CP):** Once per day, you can make a good first impression on a target or group of targets who you are a stranger to. They'll think something about you is fascinating or interest-piquing. This doesn't brainwash them into being your friend; you still have to approach them and make an effort. However, they'll be slightly more inclined to like you.
- **Hey, I'm The New Guy (400 CP):** You can get out of trouble once per target by acting like a foreigner, tourist, or clueless newbie. They'll sneer at you, inform you this is how it works here, and tell you not to bother them again; but they'll let you off unharmed.
- **But You Promised! (600 CP):** Whenever first entering a jump — including this one — you may introduce a childhood memory between yourself and one person who's roughly around your age in the world of the jump (either a canon or non-canon character). This can be anything from fond memories of a summer spent playing together all the way up to a "childhood marriage promise". That memory becomes true, and will be a vivid, formative memory for the target.

Everydude

- **Those Two Guys (100 CP):** Well, it might not be two. It's more like those 1d4 guys. Anyways, you have a small circle of friends. They probably won't have much bearing on events, but they're at least somewhat dependable, don't hate your guts, and will lend you their stuff or dispense advice where they can. They will remain friends with you unless you turn into a complete asshole. You can keep them as followers, if that's what you're into.
- **Kindness Is Nice (200 CP):** By displaying ordinary kindness — taking care of stray animals, lending something of yours to someone in need, etc. — you will make observers notice you and take you seriously. You have to appear unassuming or ordinary for this to work; it's a way

to show off your existing good qualities. If you're wild-looking, you may consider **Gap Moe** instead.
- **What A Guy (400 CP):** You already are attractive to delinquents of the opposite (or same, not judging) gender; but with this, those of the other gender will gain a platonic like or respect for you if you are able to prove yourself in some way. Perhaps it's that you have guts in the face of adversity, or that you're surprisingly strong for looking like a dweeb, but these types are just easy for you to befriend. For the purposes of this perk, a 'delinquent' is anyone who consciously chooses to live outside of the normal bounds of society, either by misbehaving or not attending school or by engaging in a life of crime.
- **I Will Not Lose (600 CP):** You can just keep getting back up. It doesn't matter how strong your opponent is, how much you're outmatched, how much punishment you've already taken — you are going to win this fight. Nothing short of actually killing you or some sort of horrific Monty Python Black Knight scenario can keep you down for long; you always have some extra reserve of energy to get back up again and get back in the fight.

Wild Child

- **BAKA! (100 CP):** You become incredibly tough and good in a fight. You can, in fact, beat just about anyone, no matter how unrealistic the outcome — think a cute, petite little girl bodyslamming a seven-foot three-hundred pound roid monster — but with the caveat that it has to be for comedy purposes. Otherwise, you're left with whatever fighting ability you would normally have.
- **Gap Moe (200 CP):** There's just something charming about you. When you do something that goes against your tough image — owning stationary with mascot character themes, showing kindness to animals, etc. — anyone that sees you will instantly reassess their view of you. Even people that hate your guts or are terrified of you could be made to think "well, she's not *all* bad". You do actually have to appear tough for this to work, however — nobody cares if a sweet-looking girl picks up a stray cat. For the reverse case, see **Kindness Is Nice**.
- **Please Let Me Call You Aneki (400 CP):** Once you've defeated some local thug or banchou, his underlings will come out of the woodwork begging you to be their new boss, and depending on if you show mercy, he'll join them too. You can use this to build up a gang of your own. Your followers will be loyal enough so long as you remain strong and look out for them every once in a while. They themselves are just normal delinquents, relatively good in a fight and add to your badass aura when they follow you around.
- **The Hundred-Slayer (600 CP):** Remember when I said that you could only auto-win fights if it was funny? Yeah, not any more. Now you're a bona-fide killing machine, and instead of being funny it's fucking terrifying. You have outrageous strength, innate, reflexive knowledge of martial arts and fighting styles, reaction time and awareness beyond peak human, and the constitution of a 200,000 tonne cargo ship. Any non-supernatural human stands no chance in a fair fight - not even if he brings a few hundred of his friends to try and even the odds. You're not bulletproof, but you might as well be.

Meddling Friend

- **Why Do I Hang Out With You, Anyway? (100 CP):** Your friendship is sticky. Even if you're constantly teasing your targets, they still seem to like you and want to hang out with you. You can't actively antagonize them, of course, but they'll forgive a bit of tomfoolery, because you're their friend.
- **Go To Her! (200 CP):** You have a general idea of where your friends are and what they're up to at any given time. This includes a knowledge of their normal schedule and a vague idea of where they'd go if they were mixing it up.
- **Those Maniacs (400 CP):** You're in cahoots with the after-school clubs, the school newspaper, etc. So long as you haven't antagonized them, you can utilize the resources of any small social club or casual sports team you come across to your own ends, even if the task (in this case, anything to get the two idiots closer together) is very questionably in their MO or aligned with their mission.

- **The Chessmaster Of Love (600 CP):** You gain a sixth sense for romantic interaction. You can take a look at how two people are acting and get an instant sense of where their romantic development is and what needs to happen to move it along.

"Responsible" Adult

- **The Aura of an Adult (100 CP):** So long as you currently look like an adult, you radiate an aura of confidence and "knowing what you're doing". Even if you're talking entirely out of your ass, people will still take you seriously and listen to what you have to say.
- **I Took An Introductory Course In College (200 CP):** You can learn any one useful mundane skill up to "journeyman" level - not an expert, but experienced enough to put it on your resume. The skill can be something universally useful like first aid, car repair or time/project management, or more specialized like mindfulness meditation. You may buy this multiple times to learn multiple skills, but you only get a discount once.
- **What Does He Even Do For A Living? (400 CP):** You know how adults in manga are rarely shown doing their jobs? In your case, that's because you don't have to. So long as you show up once a week and work that day, you can keep your job indefinitely, and be treated as if you worked hard all week. You won't even be affected by major layoffs, though you will be affected if the company goes out of business.
- **She Still Has A Lot Of Growing-Up To Do (600 CP):** You can use 'talk-no-jutsu' to get your charge or any other companion that's (perceived) younger than you out of trouble. You'll have an idea of the right thing to say before saying it, and will know how to steer the wronged party towards a light form of punishment, not pressing charges, straight-up forgiveness, etc.

General

- **I Know Kung Fu (100 CP):** Pick a badass martial art of your choice, such as karate, BJJ, kung fu, etc. You are now the equivalent of a black belt in that martial art. You can take this perk multiple times to learn multiple martial arts.
- **I Woke Up Like This (200 CP):** No matter how elaborate your look or how much prep it should reasonably incur, you just wake up perfectly made up. What's more, your outfit requires no special prep or cleaning to look great; you can just slip it on, so long as you wash it every now and again.
- **There's A Good Spot Over Here... (400 CP):** You gain a good working knowledge of all the good date spots in your town or region. Any little cafes or restaurants with a good atmosphere, or secret spots with an amazing view, or cinemas you can sneak in the back of, or whatever else you can imagine, are now known to you.
- **Model Student (600 CP):** You are exemplary to the teachers in some way, through no real effort of your own. Maybe your grades are really good, or you just happen to be the ace of whatever club you're in (or pretend to be in), or maybe you're just really cute and the type that you just want to spoil. Whatever it is, you'll be able to get away with a lot of shenanigens.

Gear



Gear that matches your background is discounted, or free if it costs only 100 CP. All gear, unless otherwise stated, reappears inside your warehouse the next day if lost or destroyed.

Transfer Student

- **Previous School Uniform (100 CP):** This is a gakuran, sailor suit, or jacket from your previous school. It marks you out as cool and well-traveled, and for some reason the authorities don't care that you're wearing the wrong uniform.
- **Frequent Flier Miles (200 CP):** This small card looks a little like a credit card. When swiped in any ordinary cash register, it applies any applicable discounts to your transaction. Whether that's a get-one-free offer, a special on something in your cart, a group discount, or even an employee discount at a place you don't work at, you get it.
- **Bonking Stick (400 CP):** This is a good-quality, stout stick. Whenever someone is acting silly, out of turn, or inappropriately, you can give them a good bonk on the head and they'll snap out of it. It's mildly painful, but not overly — an 'owie' more than an actual injury. This breaks through supernatural defenses, thick skulls, or quick reflexes; no one escapes the bonk.
- **Very Convincing Disguise (600 CP):** This simple, portable disguise — something like an unusual hat, Groucho Marx glasses, or domino mask, your choice — works surprisingly well. Only people that you *want* to recognize you will recognize you while you're wearing it. Everyone else will see you as a random eccentric stranger and will forget they met you as soon as you're out of their sight, so long as you put on a funny voice when talking to them.

Everydude

- **Cosy Hoodie (100 CP):** This is a soft zip-up hoodie in an unassuming grey. Besides keeping you warm in all but the nastiest of weather, it has a pleasant scent of you on it, is useful for wrapping around small animals or lending to a love interest, and with the hood up it radiates a "do not disturb" aura that will allow you to pass undetected unless people are actively looking for you.
- **Treats (200 CP):** This is a small pack of animal treats. They're notable because they work as general-purpose treats — cats and dogs find them just as delectable and nutritious as bunnies and hamsters do. Any animal you feed these to will think you're alright, though they might be desperate for more. They're even edible to humans; they have either a fresh, veggie taste if last fed to a herbivore, or a rich meaty taste if last fed to a carnivore. The treats replenish if left in the warehouse over night — the bag will also re-seal itself when you do this. The treats do not go bad unless left around outside with the bag open, however if you do this with animals around they're likely to gorge themselves on the treats long before that happens anyway.
- **Nice Collection (400 CP):** This is a very expansive collection (a big Ikea-style bookcase) of manga volumes, anime on home video, and video games for current systems. It's automatically updated with new releases every now and again. Items lent out will magically return once the borrower has had a reasonable chance to read, play, or watch the borrowed item.
- **Onmyouji Scroll (600 CP):** This magical scroll was delivered to you from a legendary ancestor, c/o Jump-chan. After reading it, a pentagram appears on the reader's forehead. When they meet eyes with a girl with a rotten heart — ranging from girls that just skip school every now and again all the way up to ruthless female gang bosses — she will instantly fall in love with them. This will, if not pursued, eventually decay into a fondness/respect; if pursued, it can be plied into genuine romantic interest. The scroll disappears after one use, but you may purchase this perk more than once to get multiple copies.

Wild Child

- **Custom Uniform (100 CP):** You've customized your school uniform. It might be a classic sukeban look — a black sailor fuku with a long skirt — or it might be a cool jacket, a gyaru look, whatever. Point is, wearing this marks you out as trouble — keeping all but the real scum away from you — and for some reason the teachers just let you wear it.
- **My Precious (200 CP):** A baseball bat with nails through it, a bokken, or some other bludgeoning weapon that looks cool slung across your shoulders. It won't break no matter how hard you hit with it, and getting hit with it fucking stings! For whatever reason, it doesn't attract police or teacher attention; but when you're carrying it, people know you mean business.
- **Just The Essentials (400 CP):** This leopard-patterned bag appears to be an ordinary, medium-sized makeup bag, with all the usual gear: brushes, eyeshadow, lip gloss, wipes, etc. However, it has some special properties. So long as what you put in is at least tangentially related to makeup, it is bottomless. You will always find exactly what you need to complete your look, and the items placed inside are always in stock and in just the right condition for use. Anyone hostile emptying it out, however, will only find the makeup required to get or touch up your current look.
- **Fat Hog (600 CP):** This is a heavily customized motorcycle in whatever style you like. It's loud and fast, makes you look badass, and comes with documentation that works wherever you go and whatever you look like to prove that you own it and that you're authorized to drive it. This documentation includes a driver's license that works as ID to prove your name, age, and residence, if that's something you need.

Meddling Friend

- **Contact Details (100 CP):** This is a small, ring-bound alphabetized address book. Inside are the contact details (address, phone number, email, social media accounts, and more) for everyone you know, updated automatically, alongside contact details for useful, mundane services (i.e. plumber, TV repairman, etc.) for the world you're in (so a magical world might also have alchemist, exorcist, etc.).

- **Multi-Dimensional Planner (200 CP):** This is a weekly pocket diary in a handsome black color. If you open it to a random page and write down the details and guests for a new appointment, it will automatically find a good time and meeting place for the appointment. Looking up a person you know in the diary will show you what their availability is over the next two weeks.
- **Disguise Kit (400 CP):** This is a duffel bag with some random clothes and makeup in it. With this you can look exactly like some target, to the point that even people that know them very well will be convinced that it's them if they're not too close.
- **Summer House (600 CP):** Your parents, or some eccentric relative, own a lovely summer house close to the beach. Once per summer break you can go with a small entourage and make some memories there. All the usual summer cliches can be fulfilled here, from watermelon on the beach to lighting fireworks at night. No need to sync with your relatives either — it will mysteriously be available whenever you need it. This follows you to future jumps.

"Responsible" Adult

- **Sharp-Dressed Man (100 CP):** This is a really nice suit (or equivalent for your gender). There's nothing particularly special about it, except that it always fits as if tailored, and makes you look either rich or like the peak of professionalism. Leave your face unshaved and it'll look like designer stubble; forget your makeup and it'll look like you can rock the natural look.
- **Cash Or Card (200 CP):** This is a nice brown leather wallet. It always has a few notes in high denominations in local currency inside, as well as credit cards which you can use to spend the equivalent of a few hundred dollars. The bill is footed by Jump-chan, so knock yourself out!
- **That's A Car!? (400 CP):** It's an old clunker. You have to hit the dash to get it to start, and that brake pedal is real sticky… But it runs, and it's street legal, and it's yours! Plus, no one in their right mind will ever steal this piece of junk. Comes with a driver's license or equivalent documentation that works wherever you go.
  - **Chicks Dig The Car (+200 CP):** It's no longer an old clunker. It's a middling "cool car" — a nice German car, a classic JDM machine, a decent but not crazy muscle car, maybe something Italian — in excellent working condition. It's always clean, never breaks down, and any minor damage 'buffs right out'. Whether it's left-hand drive or right-hand drive changes based on the country you're in. It is always street legal, even if a real life car like this would otherwise not be. Your charges will no longer be embarrassed to be seen in this car.
- **I'm Gonna Need To See Some Identification (600 CP):** Well, if they ask that, show them this. This is a credit-card sized photo id. It proves that a) the owner is who they say they are b) they're of age to buy/do whatever it is they flashed it for c) they can pass through whatever security you have in place. Yup, this is basically psychic paper. Use responsibly.

General

- **Banzai Headband (100 CP):** This is a typical hachimaki headband with the characters for "determined to win" emblazoned on it. Wearing this keeps the sweat and hair out of your eyes as normal, sure, but it also radiates a slight badass aura. Low-level delinquents will not trouble you, and the higher-level ones will take you seriously as a martial artist. Martial arts skill sold separately…
- **Classy Hat (200 CP):** This is… well, it's a fedora. But when wearing it, instead of looking like a stupid neckbeard, you'll appear to be a member of whatever local gang is strongest at the moment. This will fool everyone except lieutenants or bosses of the gang in question.
- **Knitting Needles (200 CP):** With these knitting needles, and the ball of yarn they come with, you can knit gift items for your friends or lovers. So long as you at least vaguely follow the pattern for the item in question, it will be perfect for the giftee — just the color they like, in exactly their size, fits their style, etc. — while also having a high degree of craftsmanship.
- **Under My Umbrella (400 CP):** This appears to be an ordinary two-person umbrella with a hooked handle. When folded up, it's about the size of a cane (walking stick). The canopy is in your choice of a handsome black, transparent plastic, or a cute design that's white with little

green frogs. It has some special properties, however. It will never break or invert, even in the worst inclement weather. Anyone under the canopy will be kept dry, even if for example the wind should be blowing rain into them or an asshole driver goes through a puddle near them. The canopy does not catch wind in the same way as other umbrellas, meaning it's possible to use it even in high winds. Despite appearing to be an aluminium alloy, the shaft will not bend or break no matter what you do with it. Also, the ferrule, while appearing to have a normal slightly pointed tip, can be quickly removed by those in the know to reveal a razor-sharp tip that does not need maintenance. In short, on top of being the best umbrella you've ever had, it's also the ultimate in unassuming open-carry mayhem. Smack, stab, or grapple!

- **Hangout Spot (600 CP):** Congratulations! You have your very own place. The rent is being paid for by some relative or other, to the point you don't have to worry about it. It's nothing impressive, just a one-person dwelling with a bed, bathroom, and small kitchen, but it's a place to lay your head and is big enough to support guests, and one person can stay over if they sleep with you, or several people if they're OK with using sleeping bags. It will be accessible in every future world you go to, only changing location and a little bit of the interior decor to fit.



Companions



Companions do not get companions of their own, either for free or by spending CP. You may import companions or create original companions to fulfill the companion roles. Genders given are just examples; companions can be whatever gender you like.

- **Simple Import (0-100 CP):** Whatever companion or follower you want (so long as the usual limit of 8 companions is respected) can join you for this jump. They don't get CP or a background unless you spend 100 CP (once per companion, in which case they get a background and all discounts and freebies along with 600 CP to spend), but they do get a backstory and a place to fit in.
- **Embarrassing Relative (100 CP, Transfer Students get one free):** This is an older relative of yours. In general they're just incredibly embarrassing, constantly cramping your style whenever they show up. However, they're very fond of you, and willing to bat for you if the need arises. They get the *"Responsible" Adult* origin with all discounts and freebies, and 600 CP to spend as they like.
- **Delinquent GF (100 CP, Everydudes get one free):** She's very easy on the eyes, very good in a fight, and has some kind of hang-up or baggage you'll have to get through to date her. The perfect woman, amirite fellas? She gets the *Wild Child* origin with all discounts and freebies, and 600 CP to spend as she likes.
- **Cute Shy BF (100 CP, the Wild Child gets one free):** He's very ordinary, but there's something special about him that makes you pretty much unable to dislike him. He gets the *Everydude* origin with all discounts and freebies, and 600 CP to spend as he likes.
- **Co-Conspirator (100 CP, Meddling Friends get one free):** She's a popular, likeable girl with one weakness: seeing love stories play out. She gets the *Meddling Friend* origin with all discounts and freebies, and 600 CP to spend as she likes.
- **Charge (100 CP, "Responsible" Adults get one free):** This is the connection in your life to the world of delinquents — either a teenage relative or someone that looks up to you. They get any origin of your choice except *"Responsible" Adult* with all discounts and freebies, and 600 CP to spend as they like.
- **Yak Contact (100 CP):** This nervous-looking fellow shows up when you call him, or you may run into him when you're in a bad part of town. He's got a lot of street cred and can weasel his way into learning about how the underworld works no matter where he is. He's loyal to you and will give you whatever information you ask for — but he's even more loyal to saving his own skin, and is pretty much useless in a fight.

Drawbacks



- **Don't Bully Me, Mister Nagatoro! (0 CP):** This is a toggle for the genders of everyone involved. Switch them around however you like.
- **Supplement Toggle (0 CP):** You can choose to use this jump as a supplement and attach it to another jump. The only caveat is that you must be either enrolled at, working at, or peripherally involved in a school that will be the focus of the action.
- **Fire The Canon! (0 CP):** You're dropped into the canon world of your favorite delinquent or gyaru romcom — self-inserting as the most fitting character.
- **American Graffiti (0 CP):** Not into anime, or just don't want to go to Japan for yet another Jump? No problem! This is your free pass to transpose this Jump to any setting that fits. The obvious parallel is greasers in midcentury America, but don't feel limited by that. Anywhere that feels right for this type of story is fair game!
- **Longer Stay (100 CP):** Your stay in this world is extended to ten years. Enjoy the college years and becoming a young adult!
- **Thicker Than Water (100 CP):** You have an annoying or troublesome family. Exactly what their deal is depends on your background:
  - **(Transfer Student) WHERE ARE YOUR PARENTS:** You don't have a family. Easy! However, this will always land you in trouble. If there's a school trip, you'll need permission that you can't get; if there's a parent-teacher meeting, your teachers will assume you're trying to keep your parents away to dodge getting into trouble; etc.
  - **(Everydude) Onii-chan!:** You have an annoying, overly-attached younger sibling. Specifically a little sister with a brother complex or a little brother with a sister complex. Whenever they're around they get all clingy and cramp your style relentlessly.
  - **(Wild Child) I Forbid It!!:** Your parents are... very intense. Actually, that's an understatement - they're *fucking mental*. Any boyfriend of yours is going to have to defeat your ex-banchou father, and any girlfriend of yours the same thing with your ex-sukeban mother. Also, they won't bail you out of trouble - they expect you to be strong and deal with it yourself. No wonder you turned out this way!
  - **(Meddling Friend) Go To Your Room!:** Your parents are garden-variety strict. Expect to get grounded to hell and back if your parents ever find out about your schemes.
  - **("Responsible" Adult) The Ol' Ball-and-Chain:** You are married to either an annoying harpy or overbearing pig. They aren't abusive per se, but they are incredibly irritating and will always try to ruin your fun. You cannot divorce them or cause them to divorce you, nor can you spend longer than a week's 'business trip' away from them.

- **Isn't This, Like, Totes Fab!? (100 CP):** You are forced to talk like a gyaru throughout your stay, even at times that it would be inconvenient to do so. In English, following translating conventions of course, that is translated to Valley Girl speak. At your option, this is instead a thick Osaka accent, usually translated either to a Southern drawl or a broad Brooklyn accent.
- **Cannot Spit It Out (200 CP):** No matter what, you cannot be the one to confess; you must be confessed to. A mind block forms that prevents you from saying "I love you", "I like you", or any silly dodge like "isn't the moon beautiful tonight?" You are also prevented from making a move physically. You can only take this drawback if you have a romantic interest.
- **Betty & Veronica (200 CP):** A love rival appears for the Wild Child! Whether this is a childhood friend of the Everydude, a more conventional/girly love interest, or some other romcom cliche is up to you. Regardless, this will lead to a mess...
  - **Tenchi Muyo Syndrome (+200 CP):** *A* love rival? Try five. The Everydude is now in a bona-fide love dodecahedron. All their potential lovers are wrapped up in some kind of wacky drama that'd make Ranma Saotome's love life look like a picnic. Getting any kind of quiet or alone time in this mess is basically impossible.
- **This Chick's Musclin' In On Our Turf, Man! (600 CP):** Oh, you thought having an invincible delinquent girlfriend would keep you *out* of trouble? Nope. With this drawback, you're subject to a sliding scale of scum coming after you and your beau; starting with local punks, to gangs from other schools, all the way through biker gangs and wandering martial artists to the actual freaking **Yakuza.** They get tougher and more numerous the longer your stay. You're going to have to crack some heads to keep yourself and your lover safe...
- **Status Quo Is God (600 CP):** When the Everydude and the Wild Child kiss and finally get together, the jump ends. That's wonderful for them, but not so much for you. If this happens before the allotted time has passed, or mostly passed (a month or so from the end), it's a chainfail. You have to stall them until then — but not too much! Because if they *don't* end up together, it's *also* a chainfail. Have fun! You can only take this drawback if you're not one-half of the main couple.
  - **Earn Your Happy Ending (+400 CP):** You had to have the extra CP, huh? Not only do both **Status Quo Is God** and **Tenchi Muyo Syndrome** apply, but the jump-ending condition is now a 'Harem Ending'; that is, the lead getting together with *their entire harem*. And s/he can't do it in secret, either - all harem members must be aware of it and cool with it. Requires **Tenchi Muyo Syndrome**.

Next Steps



- **Stay Here:** You have a new beau to take care of and build a life with — let's stay here, like, totes together forever~!
- **Go Home:** Enough bedlam for one immortal lifetime. You're going back to the original Earth — there's less delinquent girls there, though, are you sure?
- **Move On:** The only real choice. Gather up any new companions, revoke your drawbacks but keep your perks & gear, and go onwards to a new challenge.

Appendix



Notes

The Hundred-Slayer does not make **BAKA!** obsolete, it 'merely' boosts your strength to just above peak human; you can still use **BAKA!** to deal with a superhuman opponent that you couldn't normally beat, if it's done for comedy purposes.

Earn Your Happy Ending requires all of **Status Quo Is God**, **Betty & Veronica**, and **Tenchi Muyo Syndrome**. Yes, that means you get a total of 1400 extra CP. However, it should be very very difficult to get a good ending and not a chainfail, so I think it balances out.

Onmyouji Scroll works with genders changed — if a girl gets the pentagram, delinquent guys will fall in love with her. It also works towards targets of any gender that are attracted to the user's gender (gay male delinquents would be attracted towards a guy that had the pentagram, for example).

That's A Car!? with **Chicks Dig The Car** counts as a regular 600 CP perk for the purposes of calculating discounts etc.

Image Sources In Order

1. Rokudou No Onna-Tachi
2. Yandere Kanojo
3. Black Gakkou ni Tsutomete Shimatta Sensei
4. Sono Bisque Doll Wa Koi Wo Suru (My Dress-Up Darling)
5. Onidere
6. Yankee JK Kuzuhana-Chan
7. Rokudou No Onna-Tachi
8. Ijiranaide, Nagatoro-san (Don't Bully Me, Miss Nagatoro)
9. Hajimete No Gyaru
10. Kaette Kudasai! Akutsu-san

Changelog

- 2023-01-01 — v1.1 — updates:
  - Add new background, **“Responsible” Adult**, with perks, companion, & gear
  - Change **Fire The Canon!** to be 0 CP
  - Add new 0 CP drawback, **Supplement Mode**
  - Add new 0 CP drawback, **American Graffiti**
  - Add new drawback upgrade, **Earn Your Happy Ending**
  - Add new drawback with multiple options, **Thicker Than Water**
  - Wording changes throughout
- 2022-10-28 — v1.0 — initial release