A Certain Scientific Accelerator Jumpchain V2.



Welcome to the Dark Side.

In a certain world, there is a strange city, whose population consists mostly of students and teachers. Christened Academy City, this metropolis is the only place in the world where children can go to enter the Power Curriculum Program, and develop psychic “esper” powers, which only rarely appear naturally. Unbenounced to most, this so-called City of Science has a deeper, darker side, where unethical experiments and mad science run rampant and conflict with the secret magical societies that span the globe.

You find yourself in Academy City the day a trio of delinquents try to use an experimental weapon to steal the DNA of the most powerful esper alive. You will spend a decade here. Your age and sex may be chosen freely.

+1000 CP

Side

It’s a little bit of an oversimplification, but everyone in this world is associated with one of the two factions; Science and Magic. You get to pick.

Science

Definitionally, science is the systematic study of the physical and natural world's structure and behavior through observation, experimentation, and the repeated testing of theories. Geopolitically, Science means being affiliated with Academy City, which boasts many advanced and proprietary technologies, the most significant of which is artificial and unreproducible psychic powers.

Magic

Also known as the occult, magic is a set of traditional arts and techniques used to supernaturally manipulate the universe in specific, controlled, and repeatable ways. Magicians are generally affiliated with religious organizations or the small, tightly knit cabals that secretly exist throughout the world, though there are exceptions. Magic is a varied and enigmatic field, allowing Christian and Norse sorcerers to rub shoulders with alchemists, witches, and Arthurian magicians, to name just a few.

Origins

Who you are is different from where you come from. You can come from (almost) anywhere - or nowhere at all, if preferred. But you get to pick one of these to determine your personal situation in this world.

The Villain

There is darkness in your past. Some black deed you committed or were responsible for haunts you, and may haunt you forever. It's a depressingly common story in this world, and Academy City in particular, but you're intent on living on, regardless of whatever psychological issues you've picked up along the way.

The Researcher

Your history is defined by the desire to know or achieve something that no one has achieved before. Maybe you want to make adult espers, perhaps you're obsessed with creating a Level 6, or maybe there's a spiritual item you really want to replicate. There's even a chance you're trying to invent multiskill, and make espers more flexible. People like you tend to be at the root of all the problems and solutions in this world.

The Cleaner

You're involved with the black ops or a criminal underworld, probably Academy City's so-called "dark side," though Necessarius and the other groups also exist. Your job is to do violence quickly, efficiently, and secretly, on behalf of wealthy patrons and powerful organizations, or your own ideals.

Perks

Villainy (Free) You have some experience moving in criminal underworlds, which has taught you how to think tactically, cover your tracks, and insure yourself. You also know how to harden your heart and steel your resolve, but that is a dangerous road.

Just a Phase (Free) Your magic doesn't cause recoil like sparks and spray unless you let it. Even then, the distortions are not biased against you and do not damage reality; they simply make fate more mutable and the world less predictable. On a related note, you do not need to adapt your Raildex magic to the multiverse unless you want to exploit local symbols.

Epithet (50) At base, you have a kenning or snappy byname that others take seriously, even if they shouldn't. For double, you also have the sort of magic name sorcerers *wish* they had. Not only does it distort your talents and karma appropriately, it enhances magical *or* psychic power rather than restraining it. You have to invoke your new name to benefit from your new strength, and using it trivially makes it trivial, but it's one more trick up your sleeve. If taken with Wizard, you know how to replicate this.

Kill Her Prized People (50) You have a gift for maximizing misery. After just a minute or so's interaction, you can suss out someone's psychological weak points, figure out the best way to cause them emotional anguish, and come up with a plan to do so. You sadistic bastard.

Knowledge is Power (100) Greater knowledge leads to greater feats, whether you seek to command or counter its subject. Novelty is secondary. This basic axiom applies to all your powers and works, whether scientific or magical.

Literal Child Soldier (100) You have been trained to fight in covert conflicts, and have some experience doing so. Some skills - like forensic cleaning - are universal, but scientific jumpers are familiar with firearms and psychic espionage, while magical jumpers should look to the Agnes Forces. This comes with appropriate, fiat-backed equipment, such as a F200R rifle, Lotus wand, or Stativarius; it cannot be shared, but ammunition respawns on the hour. You may take the other Side's version instead for an extra 50 CP.

Anime Violence (200) You are a skilled martial artist, and can fight with a style or archaic weapon of your choosing. Even if you're a spindly teenager, you can easily take down multiple adult opponents. Additionally, your punches and kicks generally render people harmlessly unconscious, rather than risking brain damage or permanent injury. This may be purchased multiple times at a discount, and combines well with supernatural powers, especially symbolic magic.

So You Want to Be a Hero? (200) I hope so, because some invisible or subconscious force now guides you to opportunities to save people and defeat evil; vice versa as well. Your courage and determination are also somewhat enhanced. Furthermore, while you're no main character, you have *some* plot armor and can sometimes snatch victory from the jaws of defeat. Beware Agitate Halation. Free with Return of Osiris.

Theoretically Science (100, Free Science Side) You have a generalized by broad understanding of mathematics, chemistry, physics, and biology. You're no doctor, but you could pass for any kind of undergrad you like. Furthermore, you always know how to leverage your scientific knowledge for maximum psychic effect, regardless of source and what kind of psionics you use. Free with Kihara.

Psychic Math (100, Discount Science Side) Your psychic powers - from this world or any other - refine themselves in direct proportion with your math skills and calculation speed.

Expert Ability User (200, Free Science Side) Your brain can affect quantum states in noticeably nonstandard ways. In other words, you are a Level 3 esper and possess a psychic power. Most espers have some variation of telekinesis or clairvoyance, though there are exceptions, especially outside of Academy City's Power Curriculum Program. You only get one, but most can be leveraged, and you can design whatever you like as long as you aren't creating realistic black holes or something.

Level Up (300) You're not a monster like Mikoto or Misaka, but you're a pretty powerful esper, and have reached Level 4. You're nowhere near the top ranks, but your powers are strong enough to be relevant to a conventional military. Requires Expert Ability User.

Dual Multi-Skill (400, Discount Science Side) It shouldn't be possible without a Level 5 Takitsubo Rikou, but you have two esper powers in addition to whatever you had before. These powers default to Level 2 if you're not already psychic, but match your other powers if you are. Additionally, you know how to create a mental network between espers, which shares psychic powers and computational resources between members. Be careful with that; it can cause brain damage, especially if it's big.

Kihara (600, Discount Science Side) You haven't got the family's inclination towards evil, and you may not have the family name, but you *do* have an unnatural aptitude of science, allowing you to innovate at a lightning pace. While you are independently intelligent, you can also effortlessly intuit the scientific basis of anything you encounter, and have memorized the sum total of publicly available science in the twenty-first century. If no one taught you, you'd simply have recreated it single handedly. Since they did teach you, you also know how to build and utilize most of Academy City's technology.

A Necromancer in the City of Science (100, Free Magic Side) A clear association with its source - whether idol, element, or cosmology - makes magic safer and stronger, especially if it's public. We'll even make it more intuitive and controllable, just for you. This maxim now extends to your other mystical powers - and goes double if you're openly magical. Some hairspray here or a baptism there can pay dividends, as will a public speech or theology degree.

Elemental (100, Discount Magic Side) Before Dimitri Mendeleev, there was Thales of Miltus, and you carry on his legacy. You are proficient with one of the traditional elements, and may wield it using any framework, or even without one. Don't be afraid to branch out; you'll be talented with the entire spectrum, and grow more-so as you master magic. Furthermore, you can easily come up with esoteric uses for most elements and symbols, even outside Idol Theory and Raildex. Local metaphysics and culture may apply. Free with Right Seat of the Father, though it doesn't need to match the angel you're aligned with.

Magic (200, One Free Magic Side) Like Esther Rosenthal, you are an adequate but ordinary magician, with knowledge of the basic theory and practice of one magic style. You might know some unrelated spells, but they aren't your forte. Feel free to specialize as much or as little as you'd like, or even pick something non-canon, so long as it's on theme, though not all are created equal, so balance appropriately. This can be purchased multiple times to learn additional styles, and is discounted with Wizard.

Wizard (300) You're an exceptional magician, though not a freak of nature. You could easily train your own cabal, or handle an original grimoire. Perhaps one day you'll create your own tradition and save or raze whole cities. Requires Magic.

The Return of Osiris (400, Discount Magic Side) The Board's Chairman may say that you're defined by the previous Aeon, clinging to and limited by external values, but you overturn his occult system. Association with the so-called Aeon of Osiris and objective morality no longer hampers you the way it limited Accelerator and Fiamma. In fact, you have certain edges over the forces of materialism, nihilism, and moral relativism, as well as anything else associated with the Third Aeon and beyond. It's not quite a destiny and not quite a type advantage, but has elements of both. You can also forstall and even drive back the Aeon of Horus by defeating its champions and destroying its symbols, which will also let you rebuild its achievements grander and more righteous than before. You may hold similar powers over appropriate forms of progress and degradation in others worlds as well.

Right Seat of the Father (600, Discount Magic Side) You know rituals to purge your Original Sin and align yourself with an archangel, having already performed them yourself. You now have power to perform angelic magic, including one spell to forgive sins, or punish the wicked, or reorder the universe, or summon a miraculous third arm, though that last one costs double, and comes with large but a limited number of uses per jump or decade. Each of these powers can be used to esoteric and incredible effects, and you've gained yours without losing access to human magic. If you're willing to give up the ability to use any local psionics or human magic for this jump, you may take this at a discount. This does not include the elemental magic above, of course.

Artificial Angel (600) You are an existence similar to Hyouka or Gabriel, with a halo and retractable but functional wings. Of course, they come with the abilities common to all angels, including dimensional travel and a superhuman body. Mastery of the angelic tongue is also complementary. Anyway, Scientific angels are either manifestations of AIM or espers who have taken on even more angelic traits than Accelerator or Kakine. Either way, their psychic powers

are vastly elevated and expanded. Magical angels may be innovators, usurpers, facsimiles, or divinities with free will. Whatever their origin, they are aligned with one of the four classical elements and have access to a Heavenly energy called Telesma, which fuels the powerful angelic magic they know well.

Pale Pretty Boy (100, Free Villain) You are surprisingly good looking, or at least you come off that way. Even if you're thin as a twig and the palest person alive, while also actively recovering from a traumatic brain injury, you can roll out of your hospital bed knowing that you at least look better than most people.

You're Good (200, Discount Villain) You might have an abrasive personality, but other people can see the good in you, and emotionally understand the real meaning of your words and actions. The good does need to be there, however. Still, even if you can't see it yourself, you can be confident knowing that others will.

Iron Sharpens Iron (400, Discount Villain) If you want to get anywhere, you need to be challenged, and there's no greater challenge than lethal combat with an equal - or at least a worthy opponent. When you face such a foe, the powers and skills you use will grow and expand at a vastly accelerated rate, as will their supplementary abilities. Even one fight to the death is worth decades of careful study and development, and repeated struggle can push back your natural limits, even mid combat. Lesser fights aren't pointless either, and it's a surprisingly effective substitute for rehab. The burned hand teaches best, but burning off someone else's hands is also a learning experience. Naturally, this can also help you reach par with your opposition, but that's a more dangerous prospect.

I'm Stronger (600, Discount Villain) You are officially one of those freaks of nature. You could be the nuclear deterrent called a Level 5 if you're an esper. If you're a magician, people will start calling you a Saint or Valkyrie, and while you have the power to back it up, you might just be that

good. This only applies to one esper power *or* one magic style you bought here, and adjusts accordingly, but you're officially in the big leagues. Feel free to waive some restrictions.

Do the Research (100, Free Researcher) You have the skills of any good research scientist; observation, note taking, and hypothesizing. You also have a fair amount of skill designing various machines and chemicals, which may be useful to your experiments.

The Kihara Method (200, Discount Researcher) Like most people in this world, you seem to make the greatest strides in your research when you actively violate social codes, whether those codes are ethical, legal, moral, or religious. The more codes you violate and the worse the violation, the more usable and accurate your data will be. You devil.

Evil Spirit of the Number (400, Discount Researcher) Whether or not you're actually a particularly powerful, artificial pseudo-soul in a human corpse, you have the benefits and powers thereof. Your strength, speed, and stamina are clearly superhuman. You are preternaturally aware of your physical condition, and can simulate various scenarios in your mind. You still need air and sustenance, but are unaffected by pain. You also have some neat tricks, like interfacing with technology and rewiring your brain to supercharge your senses. Furthermore, being effectively dead already, you're very hard to actually kill.

Mortician (600, Discount Researcher) You have learned the science and magic needed to construct mecha that use and enhance a dead esper's power. You can easily adapt these weapons to other superhumans, but you also know how to run your own Power Curriculum Program. While it's a very random system, you can't recreate Shundan Kimi or similar for unclear reasons. Additionally, you are very good at combining technology with magic, and tend to get more out of it than most. In fact, you're so good at combining them that you've solved the supposed incompatibility between espers and magic. With your new occult techniques, the City of Shimmers is disarmed and esper magicians are as safe as any, though they may need to reference their System Scan. If taken with Wizard, you get a free purchase of Magic: Rosenthal

Necromancy. Otherwise, you're a spellcaster with some tricks that are unique, but not harder or more complex than accounting for the moon.

By DA's Dogma (100, Free Cleaner) You may have washed out, but you were trained by Anti-Skill, Academy City's volunteer police and security force. To be honest, it isn't much on its own, but you know how to operate a number of very advanced weapons, vehicles, and tools. More importantly, you know how to work in a team, use tactics, find sympathizers, find clients, and circumvent police forces.

Nice Reflexes (200, Discount Cleaner) An adult brain is too inflexible to survive the recently-invented Power Curriculum Program, and most people don't know about magic, so adults tend to be outgunned by espers. Sometimes, the only option is to get out of the way. Fortunately, you are superbly agile, ever so slightly clairvoyant, and very good at reading people's movements, so you'll be one of the best dodgers in the world. It's more helpful than it sounds. When dodging isn't an option, you're pretty good at finding cover or otherwise surviving a fatal blow.

Let's See If I Still Got It (400, Discount Cleaner) Psychic and magical violence is distressingly common in Academy City, but most people don't really know what they're doing. You're not like them. A potent cocktail of experience, training, talent, and instincts make you a hell of a fighter. Your actual powers aren't any stronger, but you're good at coming up with combat-effective applications for them, no matter how useless they seem, so you're far more dangerous than your powers imply. If you haven't purchased any powers here, you're still a natural fighter, but you'll have to find training and experience for yourself.

Regnum (600, Discount Cleaner) You are a tactical genius who knows exactly how to build and lead a team. You can easily account for novel technologies and paranormal powers once you understand them as well. Additionally, you may have noticed that most Magic Cabals are

generally led by their strongest magician, and no one ever doubts their skill as leaders. In light of that fact, your skill as a ruler and leader grows in direct proportion to your personal power.

Level 6 (Special) Where so many others failed, you succeeded. You are the apex of the Power Development Curriculum, one who reaches heaven while yet mortal, and retains their original personality. We don't really know what this entails, but let's assume your computational abilities are actively ridiculous, your personal reality is utterly perfect, and the psychic powers you possess are hilariously potent as well as incredibly esoteric. You also seem to have a superhuman body, but that's mostly covered by your angelic traits. Requires Level Up, Mortician, and Artificial Angel, and Level 5 esper powers.

Magic God (Special) You are one of the mythical mages who are so skilled and powerful that they can twist the entire universe out of shape. Reality's layers - or phases - are putty in your hands, and you've overcome the Omnipotence Paradox, allowing you to use your power freely. It almost doesn't matter which path you walked to arrive here, though it does have to be one you bought here, and does determine certain details. Requires Wizard, Mortician, Artificial Angel, and Saint-tier magic, though they don't need to match.

Items

Items respawn after a week if destroyed or expended, unless otherwise noted.

Delicious Food (50) A replenishing supply of high quality food from all over the world. Good for one meal a day, which can be shared. This may be purchased multiple times for additional meals.

Cheat Sheet (100, Free with Level Six or Magic God) A mummified right hand which can be considered a spiritual item or esper relic. In either case, it appears to be a vestige of a previous Illusion Killer. While it can no longer restore normality, it continues to act as a reference point for what reality is *supposed* to look like.

Chemistry Set (100, Discount Villain) Not just any chemistry set, an Academy City chemistry set, designed to be used by people in the dark side. You'll need to experiment a little to figure it out, but this scifi kit will let you, among other things, improve an incendiary compound hot enough to potentially ash bone.

Ultra High Pressure Water Cutter (200, Free Villain) You probably stole this, either from some shady scientists or a band of thugs attacking you, but its suit of armor, equipped with nitrogen-based cannons and explosives which can blast through buildings, and deprive large areas of oxygen. For some reason, this doesn't affect you or any allies within three meters (or just under ten feet) of you. Your ammunition is limited, but it automatically refills daily.

Hilariously Valuable DNA Sample (400, Discount Villain) Accelerator could get this with a razor, but you have a vial of his blood, a moderately sized graft of his skin, and a fistful of his hair. I assure you that this is worth vast riches to the local labs. This does not respawn, but every jump or decade (whichever is sooner) you receive an equally valuable collection of genetic material, from whoever you like and in whatever form you like.

Secret Lab (100, Free Researcher) A fully furnished, surprisingly spacious, and oddly well supplied hidden lab, where you can conduct unethical experiments to your heart's content. You could theoretically do ethical experiments too, but if that's your goal, why are you hiding?

Bodies (200, Discount Researcher) Science and magic alike are built on mountains of corpses in this world. You have a concerningly steady supply of one a day, and they come in almost whatever variety you need at that moment, so long as it is reasonably common. If you need living test subjects, these bodies will suffice for unknown reasons, and can even follow orders and report back, but that only applies to experimental procedures, unless they are reanimated with necromancy. They do not respawn, however, and you can choose not to receive one on a particular day if need be.

Coffins (400, Discount Researcher) You have a mobile console that controls three of Hishigata's "coffin" mecha, which are a strange combination between science, magic, and esper. They're large and bulky, but besides being a three story robot, each one has access to a Level 5 esper power, which puts it on par with a battle cruiser, and they can become even more effective by networking with one another. Oh, and they can copy people's memories. These Coffins retain upgrades, and come preinstalled with whatever three powers you want them to, though you may swap the bodies out later if you think better of one.

Face Concealing Masks (100, Free Cleaner) Cloth masks designed for skiing or preventing illness, this mask has a minor paranormal effect that prevents you and up to three of your companions from being connected to the deeds you committed while wearing it, except in a positive light.

Tarantula (200, Discount Cleaner) A many legged mech, equipped with weapons such as a massive Gatling gun and flying murder… top… things called String Juicers. They're more effective than they sound, and the whole thing comes with a full tank of gas, and ammunition that replenishes itself daily

Powerful Sympathizer (400, Discount Cleaner) There is a member of the governing board who supports your goals. They will supply you with a fair amount of resources, interference, and similar in return for you simply continuing to pursue your goals. Unlike most around here, they will not betray you later. You will receive similar patronage in later jumps, though they do not respawn if slain.

Companions

Pseudo-soul (50) A paper charm which has been enchanted with Rosenthal-style necromancy. It contains an artificial soul, which may be inserted into a dead body to put a soul to rest. It may

also be used to reanimate the body as a fanatically loyal undead servant, with access to the host body's memories and mildly superhuman strength. Unlike most pseudo-souls, yours retains memories between "incarnations," and is designed to tap into its body's esper powers, which are advantages a skilled necromancer could reverse engineer. This may be purchased multiple times.

Import (50) You may import a previous companion into this world. They gain an origin, a Side, and 600 CP to build themselves. You may buy this up to eight times, in which case the seventh and eighth are free.

Accelerator and Last Order (100) These two, who fill one companion slot, are the eponymous, vector controlling, teenage "villain," and the little girl he either babysits or has adopted. She's a reasonably powerful electromaster herself, and the node of a clone hivemind. Taking her won't cause any issues with that, however. You will need to convince them to come with you, however. I'd recommend starting with the former.

Canon Character (100) You may select one canon character who made an appearance in this spinoff. If you can convince them to come with you, they may be taken into later jumps on your chain. This may be purchased multiple times.

Drawbacks

You may take these for extra points, for a Maximum of 1000 CP.

Animated Light Novel (+0) The Toaruverse started as light novels, but it has been adapted to manga and anime. It also has a video game or two. Naturally, minor differences accumulate. By default, you'd spend the next decade in the anime, but you may now choose a different continuity to jump into, fan fics included.

A Certain Jumper (+0) Rather than spending a decade here, you leave as soon as the crisis is dealt with, one way or another. Which is to say you'll be here a few days, assuming you don't derail things too hard. This halves the value of all drawbacks and is not compatible with This City is Never Boring.

Jumper Agrees. (+100) You tend to provide your own narration, the document says, providing an example of how you are going to be speaking while you are here.

Is That Really the Rank One? (+100) You have no idea what the principal players of this world look like, and regardless of what steps you take, you won't recognize them the first time you see them in person, unless provided with an introduction.

Jumper Number (+100) You are a clone of someone famous, possibly a Level 5 esper, though you don't need to share their power if so. Your sex is set to theirs. Some people will consider you subhuman because of your origins, and there will be at least one incident of wacky, mistaken identity hijinks. If you are a clone of Railgun, you may choose whether or not to be part of the Sisters Network. Post-jump, your clone shape becomes an altform. Note; you do not get and are not required to take their powers or side.

Why is She Still Not Wearing Clothes (+100) There wasn't time to properly equip. Or something. Chance likes to strip you down to your underwear, if not less, and you haven't got the modesty or body shame to cover up properly.

Illusionary (+100) The Imagine Breaker doesn't negate the supernatural so much as it returns things to normal, which is a small but important distinction for those of us who like having life force. There's no telling how it would interact with your otherworldly powers and items. Now we know; it negates them, even if they aren't technically abnormal.

Not Just a Phase (+200) You do not receive Just a Phase until the end of the jump, meaning your local magic produces just as much recoil as anyone else's. Even a minor spell will damage the guts of the universe, and cause proportionate fluctuations in fortune or misfortune, though you usually won't have to deal with it yourself. This also means that casting spells inside intense AIM Fields - like those produced by espers or scientific angels - can rupture your blood vessels, unless you've got other powers to cover that. Requires Magic or Right Seat of the Father.

Radical Moral Code (+200) You have actual ethics and morals, particularly in regards to children. It's a rare but troublesome condition around here. You don't like to let anyone get hurt, won't condone "necessary evils," and will probably put yourself at risk to protect someone else at least occasionally, even if they're your enemy.

Is There Nothing Else in This World Than Despair? (+200) You're not exactly naive, but you're unaccustomed to the Dark Side, and similarly insidious activities. You've never killed anyone before, nor have you had someone forcefully taken away. Starting now will be extremely unpleasant, emotionally speaking.

Back to Basics (+200) You did not receive the power you were promised, and won't until the jump's end. If you're an esper, you're a Level 0, which is to say your powers are broadly theoretical, though you might be able to just barely bend a spoon. If you meant to be a magician, you're actually a spellcaster, which is to say you know some minor spells by rote, but only a few, and you don't know the actual laws of magic, so the whole process is less efficient, less flexible, and more dangerous. You can probably get back to where you should be if you work at it, but it won't be easy.

The Distortion of the World's Laws (+200) An unknown event or force - probably sparks - caused a number of shifts to universal and mystical laws at some previous point. Since then, the

archangels have behaved erratically, and impossible spells have been realized. This has even affected you, ensuring that your out of jump powers are less reliable and predictable than they ought to be, almost as though the safeties have been removed and alignments have been shifted. Perhaps if you could fix the universe's underpinnings…?

Real Villainy (+200) It's quite unhealthy, but you have a certain amount of professional pride. The profession in question is being evil. Yeah. You react violently to fellow "villains" who are not up to your high standards, and will end up picking fights you don't really need.

Beyond Redemption (+200) You might be the only one who thinks so, but you're entirely convinced that some prior action has put you entirely beyond redemption. This will do a real number on your self esteem, and cause you to make a number of unhealthy choices.

Parity (+200, Science Side or Academic Failure Only) The division between magic and science is a false one, and Academy City's science is often more magical than the actual magic. That's a feature, not a bug. You could even say that's the series's *point*. Now, it seems like a wall has come down. The story no longer favors the Science Side over the Magic Side, morally or militarily, and if you're looking for miraculous solutions, you'll need to traffic in as much magic as science.

Enemy of the Shadow Council (+200) For some reason, a notable percentage of people are acting out of character, almost like they aren't… exactly… who they appear to be, while also usually not… exactly… *not* being those people. There also appear to be a few new figures in the mix. It's going to play merry hell on any metaknowledge you have, and an annoyingly large number of them seem to dislike you for some reason. Or the first contact curse is real; either or. This does not count against the Drawback Limit.

Outdated (+200) Crowley himself once said that magically usable doesn't mean objectively true or philosophically valid, but his Aeons and their post-facto historical categorization seem to have a real and negative effect on you. You are firmly rooted in the realm of Osirus, with its patriarchal divinity and objective morality. When you face Horus's forces of moral relativism and self-actualization, you're at something like a type disadvantage and fate seems to be against you. Not unbearably, but the Kihara are a bigger threat now.

Pseudoscience (+300, Science Side or Academic Failure Only) The City of Science is supposed to be about 30 years ahead of every else in the world. Only… you have some idea what that's supposed to look like, and now it actually conforms. Most or all of the sci-fi tech is ineffective or an unreplicatable one-off. The Kihara don't produce much actionable data, but they keep on keeping on, I guess. The espers still exist, but successes are fewer and further between; the Level 5's are almost priceless miracles, facilitated by the Chairman's magic, and even he couldn't replace them without expending serious effort and resources. On the upside, the city's probably not under the same scrutiny, and Touma still heals like crazy. This is worth double with Academic Failure, and does not count against the Drawback Limit.

By Jumper's Dogma! (+300) You reveal secrets at the drop of a freaking hat. It doesn't matter how secret it is supposed to be, if you don't think that the specific person you're talking to will use that information against you or directly spread it to someone who will, you'll immediately reveal it to them, given the least excuse.

You Spread Death Wherever You Travel (+300) A necromancer spends their entire life near death, hovering near it and overturning the natural order. That's the entire point of being a necromancer. They cannot protect others. And neither, it seems, can you, especially when you use your powers or sci fi tech. Any attempt to protect people on the personal level is cursed with incredibly terrible luck, usually dooming it to failure. Furthermore, the people you care about - and there will be at least a few - seem to suffer awful destinies. Perhaps sparks are involved?

Ragnarok (+300) Barring intervention, Othinus is going to rewrite this reality in the near future. Repeatedly. Being warped or briefly slain during this event wouldn't have failed your chain unless she destroyed the universe or specifically erased you, and similar incidents were covered. You would have returned to normal at the jump's end too. That *was* the case, but no more. If reality is warped and you cannot resist or escape, you fail your chain and are sent home. For double points, defenses from previous jumps are removed, if any. If none - you'll need the points.

Academic Failure (+600) You are a longtime resident of Academy City, and love the place. Not necessarily enough to die for it, but certainly enough to fight one or more of your peers if necessary. Unfortunately, the narrative no longer loves your home, as the heroes who fight for it are now as ordinary warriors while defending it from external threats. Equally unhappily, the city's propaganda and information security assets now have a distressing habit of going up in smoke, placing the city and its dark side under growing scrutiny. Worst of all, the walled enclave's magical enemies are increasingly abandoning their traditional secrecy and individualism in favor of joining a progressively more cohesive and developed force headed by the Roman Catholic Church, who have now (unknowingly) solved spark bias, developed numerous countermeasures for the city's superweapons, and invented spells that disrupt sophisticated technology across whole blocks, with more advanced tech being more vulnerable, and scientific counters being ineffective. Those spells are currently unrefined, but that grace period will not last forever, and the practically inevitable confrontation will now require militarization of the mostly-teenaged espers. Given time, the Catholic Church will recreate Capacity Down using church bells and the classical definition of troll. Oh, and the Archbishop of the Anglican church has been banished from this universe, while Chairman Aleister has revived his daughter at the cost of his life and magical validity. In short, your home is probably doomed without you. That said, you won't chain-fail if it falls, which might be for the best. If taken with This City is Never Boring, this removes the Drawback Limit.

This City is Never Boring (+600) You trip over some ridiculous and violent incident at least once a month, sometimes once a week. Whether they're rampaging espers, vengeful magicians, clone armies, evil cyborgs, global intelligence agencies; as long as there's a universe there,

there will be *something* you'll have to fight, and they tend to be reasonably powerful too. Worse, if it's too easy for you, your opponents will slowly but surely escalate in strength, until you are fighting some of the most powerful beings this 'verse has to offer. This does not count against the Drawback Limit of 1000 CP, but it is not compatible with A Certain Jumper.

Ending

At the end of your time here, you have three options.

1. Go Home to one of the worlds you previously left, with a refresher of your memories there.

2. Stay Here in this world of science and magic. There are worse places to retire.

3. Move On to the next jump.

No matter what you choose, Drawbacks are removed, and you keep just about everything you acquired thus far. If you die, you must choose to Go Home.

Notes

While psychic powers are based on inner thoughts and quantum mechanics, magic is a consequence of local metaphysics, usually exploited by Imitation Theory, also called Idolatry. Essentially, you can trick the world into recreating religious or legendary entities, events, and objects by falsifying their elements. Anyone can use magic, though it's dangerous for espers. You carry magic's conceits with you (call it an import when you like) and may teach it to others if you take any of the relevant perks, though you may choose to limit it to the more ordinary, "Osirian" parts, so Saints and popes are the apex.

Anyway, I'm not sure what idol theory would look like in a world with active gods et al, but that's what Just a Phase is for. That, and making sparks create free will in deterministic or fatal settings. Helpfully, it can be imbued into your creations, teachings, and imports with Wizard, under any configuration, up to and including protecting competent magicians but not the amateurs. You may even include traps for people who are "talented" in certain, non-magical ways, in case you want to prevent parahuman, Jedi, or mutant magicians. These traps do not

need to involve exploding, and can be set up to fail partially or completely under certain conditions (like ordinary humans becoming a minority, a la MHA). Wizard is also great for inventing new, local magic formats, with special relations to their sources, or adapting existing styles for the same.

If you ever traffic in the sorts of magic where your trappings are arbitrary or personal, A Necromancer in the City of Science will give you a boost for making them consistent and culturally pertinent.

If taken without other magic perks, Elemental makes you proficient in the unsourced magic mentioned in NT2. It's inefficient, but it works. Also, your expanded arcana may be taught to otherworldly magicians. That said, if there's a divide between traditional and mystical vs scientific and innovative magic, it'll work far better with the former.

The super-baptism Right Seat of the Father entails will certainly have spiritual advantages down the line, but here and now it creates a powerful association with Catholicism specifically and Christianity in general, allowing you to use magic drawn from it with incredible ease, great safety, and on an awesome new scale. On a related note, you can treat the Holy Right as a magic style under I'm Stronger and jump right to La Persona Superiore a Dio, without the issues Fiamma ran into. I put Majin on the table, I don't know why I disallowed this before.

Iron Sharpens Iron allows you to strengthen normally-fixed powers, but safety nets will diminish or completely ruin the benefits. Uphill battles and desperate situations are even better than equal combat, but no one learns anything from being crushed underfoot. On a related note, it is not limited to abnormal powers, and you can develop implausible skills with archaic weapons as well.

In case it wasn't clear, Level 5 esper powers or Saint-tier magic from a previous jump *will* allow you to become a Level 6 or Magic God. Also, even if you didn't take Just a Phase, your psychic powers will not react badly to out of context magic, only raildex magic.

When in doubt, fanwank it.

Changelog from 1.5 to 2.0: Added Villainy, Just a Phase, Literal Child Soldier, Epithet, Knowledge is Power, A Necromancer in the City of Science, Psychic Math, Elemental, Theoretically Science, So You Want to Be a Hero?, Cheat Sheet, Illusionary, Not Just a Phase, Pseudoscience, Outdated, Enemy of the Shadow Council, Parity, Ragnarok, and The Distortion of the World's Laws. Reworded Magic. Renamed Multi-Skill to Dual Multi-Skill (and changed it in a number of ways), Coffin Technician to Mortician, AIM Ability to Expert Ability User, and Demon God to Magic God, with some edits to all. Replaced Don't Forget Who We Are with Regnum. Level Up also got rewritten, while Artificial Angel and Return of Osiris got touched up, though they're effectively the same. Made Kill Her Prized People Cheaper. Slightly upgraded Anime Violence. Added new Cleaner options. Clarified Back to Basics. Extra points for By Jumper's Dogma. Combining This City is Never Boring with Academic Failure now removes the Drawback Limit. I also realized I was being dumb about the Holy Right when Magic God is on the table, so you can buy that as well. I even made it regenerate every jump or decade (whichever is shorter, of course).

Story by Kazuma Kamachi. Jumpchain by Ze_Bri-0n. V2.0