

v1

by PerfectlyNormalShard

Welcome! Jumper, to a rather normal and boring world, no extra-dimensional creatures, no fate of the world prophecy, its almost as boring as your old earth. Except…if you look at things and squint, you will notice weird things in recent Japanese history, that and a surprisingly low amount of empathy among the populace.

Take **1000 Choice Points, I feel like you will need them**.

Starting Location

Here, you don't get a choice, you will wake up (fully clothed appropriate to your role a.k.a a suit, or a uniform) sitting on a bench near ***Tokyo Metropolitan Advanced Nurturing High School.*** *A few hours before our main character, Ayanokoji Kiyotaka arrives*

Age and Gender

You need to roll your age using a **20 + 1d8**, if you are choosing the **Staff** origin, or 15(the same age as all students) if you pick **drop-in** or **student.**

By default, your gender is whatever you were previously. But it is free if you wish to change.

Origins

Drop-In
You are dropped in this new universe with no background, or memories, save for basic documentation(which is extremely flimsy to scrutiny), and a student id card.

Student
You are one of the many many humans that live in this world, save that by hook or by crook, you were accepted at this prestigious school, either because of ambition or parental guidance, you are one of the elites. PS: the only origin with the option of having memories/distant memory

Staff [200 CP]
You were selected from a large pool of candidate as of one of the faculty members of this prestigious institution, one who has passed a rigorous screening (HAHA!), you are expected to mingle with your fellow colleagues before the students arrive. PS: you have

no actual skills for now, or actual past or memory just a jump-chan approved fake background.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Polyglot [Free]
There is a very high chance that you do not know Japanese, the customes, culture or history, here is a very basic education that literally all students learned, not enough to know everything, but just enough to keep up your cover.

quote [100 CP]
Everyday in the morning, you will hear/ remember a quote by some famous person, it is generally unrelated to the future or your situation in general, but it is a nice life upgrade.

Beauty is a skill [200 CP]
While most people are beautiful around here, yours is notable among them, whether it is the feminine beauty of the perfect school girl, or the beauty of a handsome school heartthrob. You are guaranteed to at least stand out from the crowd

Perfect human [400/600 CP]
Rather than a typical education, it seems that the way you have been trained is not too dissimilar to the way white room subjects are raised, this does not mean much by itself, but the latent limits found in humans is much higher than ordinary people. For 400cp your limits are twice that of a normal person, both in term of mental and physical prowess, this put your potential to that of the same level of all successful subjects. For 600 cp, your limits are the only theoretical limits of human biology, you are crowned as a "perfect human" to the point if well trained, you could easily beat a room of trained mercenaries with nothing but a staff.

Drop-in

Poker face [100 CP]
You mastered the poker face, jumper, that blank default look you can put on a dim is perfect to hide what you think as you observe

Unflinching resolve [200 CP]
You are willful, Jumper, hard to cow. Yet the best part is that you exercise more skills when someone of equal level challenges your place jumper, boosting you slightly. You can push your body much harder, take more punishment and still demand seconds.

Eagle eyed monster [400 CP]
You have the eyes of an eagle jumper, laceratingly build profile of your peers, even if they hide it, you can sense that they are hiding their true feeling. Yet the true core of this perk is mental lever, that when activated, turn off empathy and altruism, leveraging every once of your skill, academically, physically and socially to formulates the best plan to success, in this state you are always calm and in control, your heartbeat is steady.

White room Demon [600 CP]
The true potential of Ayanokoji isn't his nature, or his limits, but his mentality. If the true genius perk is the hardware, this is the software. The way your brain functions allows you to absorb knowledge, extrapolate and build upon previous knowledge, with no limits, mastering subjects exponentially as you practice with repetition, as your skills don't degrade, your mind stays sharp and your memory clear.

Student

Studious [100 CP]
Bookworm is thy name, you know how to cram like the best of them, and the best note taking ways.

Beautifull exterior [200 CP]
You know how to hide the ugliness of the self behind a façade, take a mask tailored to perfectly fool someone into loving you.

Latent Force [400 CP]
It seems that you blossom in adversity, your potential shines, in the same way Suzune Horikita does, the more things are stacked against you, the better you improve and the faster your potential realizes itself.

True Genuis [600 CP]
You deserve the appellation, for your existence confirms the ligne between true and false genius. To be more precise, your mental faculties are boosted far beyond ordinary people, to the point your only peers would be on the level of Arisu Sakayanagi. Be it parallel calculation, visual calculus, strategy, your brain is the equivalent of a computer, boosting your iq to match hers.

Staff

Authority [100 CP]
Maybe it's the way you stand, or how you bark orders, but when you talk, everyone pay attention, and is inclined of submissively obeying

No morals left [200 CP]
Exactly what it said, when push come to shove, you know the levers of society. Or in a blunter way, you know how to smell opportunity and how to set up a blackmail/ threaten someone.

Clean out expert [400 CP]
You are an assassin, jumper. You know the tools of the thread, how to make someone disappear, and how to make it appear as an accident.

Future of the Nation [600 CP]
Politics, how hated is the word, still, with this perk, events conspire to having someone high placed have a positive impression, enough for a sponsoring perhaps. Still you know how to play with words and how to play the game, plus you know how to present yourself, either face to face, or with a CV.

Items

.All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Wardrobe [Free]
A bunch of clothes and underwear, self-cleaning and self-repairing. nothing much to it, they will change to adapt to your origin and lifestyle as well as future jump, though by itself won't lead to any high tech tools or armor.

Points [200 CP]
A bunch of points equivalent to 1000000 yen, enough to get by a little.

Drop-in

Money [100 CP]
Enough money to live comfortably as a high school student living abroad(the equivalent of the average salary times two)

connection [200 CP]
A simple phone, that when used, will allow you to call a nondescript car, to anywhere you go in the country, with reservations made for public services (gyms, restaurants…). note: pay with your own money.

White Room [400 CP]
A fully furnished white room filled with equipment and respawning staff, no student yet thought

Student

High school essentials [100 CP]
No need to pay for essentials jumper, save the points, if it is shampoo, parfum, brush, books…. they will automatically appear on your bed after a week.

High-tech tools **[200 CP]**
Somehow, you managed to smuggle a high performing, bleeding edge computer, with an app connected to the black market and infinite Wi-Fi, perfect for your schemes, note that this does not render it immune to hacking or spoofing.

School [400 CP]
It seems that you possess a copy of the school jumper, all furnished, gym, shop, internet, the only thing missing is some teachers, and some students.

Staff

Letter of recommendation [100 CP]
A letter of someone high placed who own you a favor, nothing too big.

Penthouse [200 CP]
A penthouse near the school, high class with all you need already furnished, the perishable reappears every week.

Party [400 CP]
You are some one important in the world of politics, perhaps you have the ear of the leader of your party, no matter what, you have weight in this world

Companions

Companions can purchase more companions.

A friend indeed [200 per companions]
True loyal friends are almost unheard of in this world, which is why having a bunch of them. For a maximum of four is a treasure, especially if they are sincere friends

Canon Companion [100/200]
So, you want to take any other existing character from this world. Well then, this option is for you. If you convince Kiyotaka, then the option is 200cp

Scenarios

[Perfect Match off]

By taking this scenario, a year before your stay ends, you and your friends, will be selected as Japan representatives against WH room equivalent all over the world, where each masterpiece, guided by their own classes, will face in the same way as the four classes found at school, you must become class A to win, and with multiple Ayanokojis, you're going to need it.

Reward

Apex of humanity: your limit is now dozens of times higher, and you become a master at navigating dozen of larger than life personalities into an unstoppable force.

Drawbacks

Plot is King [+0 CP Mandatory]
You thought that since this world is mostly peaceful, you'd think we'd let you quit? Becoming a Mac Donald employee in America will not save you, no matter where you go, even if you drop out of this school and go to another country, there is an equivalent school and white room project that will force you along a similar if different trial.
If this is your first jump, you will be forbidden from quitting, running away or dropping out.
Also, if you possess supernatural powers, they are reduced to small parlor tricks, no better than a wizard's firebolt at best.

Self-Insert [+0]
So, you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

Unbearable [+100 CP]
In short, you kind of an unbearable asshole, jumper, I hope someone bash your face in for some character development.

Fool in love [+100 CP]
You thought you could have a safe healthy relation hear? HA!, sorry jumper, but if you pursue a relationship as equal with someone, you will somehow convey that you are the perfect cash cow or useful pawn, even the most empathic and kind person on earth will be tempted to use you then ditch you, even if you showed you were near almighty, they will dump you if someone better comes. keyword: equal, Chie is a good example of that. companions are excluded from that, still they will reject all romantic interest.

Interest [+200 CP]
You caught the eye of some powerful people, they aren't gunning for you, but you may seem like an attractive part for their plan.

Intimidating [+200 CP]
There is something unsettling about you, jumper, maybe its instinct, but anyone can tell there is something wrong with you, that you don't belong, hopefully you don't blow your cover.

Fight§[+400 CP]
You have the misfortune of attracting physical fights, ready those fists.

Intimidating [+400 CP/+600]

Someone has blackmail on you, maybe its proof of your true nature? for 600, there is proof you are an otherworlder.

Hated enemy [+200/+400/+600]
Someone has decreed you there worst enemy and will not rest till you supposed due has been paid, for 200cp it is a regular student, a bit dumb, for 400cp, it is a successful WH student who plan to expel you (which may lead to your capture), for 600, a perfect human is gunning for you in the name of freedom.

Lockdown [+600]
You have **no Out Of Context powers**.

WH subject [+400/+600]
You appear to have suffered a similar fate as a white room equivalent student, except there is no therapy and it is not reenforced by fiat back mental health, for the next 8 years, you will follow the curriculum of the white room, which will impact you severely in the emotional spectrum, even if you are perfect in the social, mental and physical department, you have some nasty triggers or mental problem. For 600 cp you are born in the white room and while pass most of your stay there, killing you emotionally.

Fourth generation [+600]
You suffering as a WH subject? Forget it. Your curriculum is the much harsher 4th generation curriculum where killing is okay if you aren't caught.

Alone for the ride [+600]
Either no companions, or they forgot about your existence, maybe you can convince them with some proof, still their nature hasn't change, still empathic to you, protect them.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0
V1.1 corrected some errors