
#01
NANIBAKA
THE NUMBERS
双叉翔
SHO FUTAMATA

Welcome to Nanba Prison

I can't reveal its exact location, or its general location. That information is classified, at the highest level. Here's what you're cleared to know, somewhere out in the sea, on a remote island, is Nanba Prison. We utilize cutting-edge technology and elite guards from around the globe, to render this impregnable fortress the most secure in the world. If you thought about comparing the place to the one on Alcatraz, don't, we're better.

The full truth of this prison will never be brought to light. That's because this, is Nanba Prison. No one has ever escaped from it, and no one ever will… technically speaking.

Nanba prison boasts a perfect record of zero successful break-outs or break-ins, but that may be changing soon, with the incarceration of four particular troublemakers, confined to Building 13, Cell 13, under the watch of Supervisor Hajime Sugoroku. All four have a long history of jailbreaks, but with one of Nanba's best on call, they aren't going anywhere.

That was the plan anyway, in reality, they can and do break out of their cell whenever they damn well please. Luckily, they're all harmless morons, so a quick slap on the wrist, or upside their noggin, is usually enough to calm them down… for a while. After all, if they never get off the island, they technically haven't escaped yet, and nobody needs to get fired.

It helps that they don't really want to escape that badly in the first place. Nanba prison isn't just the most secure prison in the world, it's also one of the most luxurious, with spacious cells, plenty of free time and events, great food, state of the art medical technology, an ironclad sense of ethics, and strict prioritization of rehabilitation over senseless punishment.

Still, don't take Nanba's lighthearted atmosphere as the norm. Humanity is no stranger to corruption and senseless greed, they just wouldn't be human otherwise. Unscrupulous experiments, coverups, kidnapping, neglect, murder, wrongful imprisonment, etc. You won't see them coming, none of us will, but they'll be bearing down on Nanba prison before long; blowing away all this happy-go-lucky, slice-of-life bullshit like a house of straw. Hell, some of that's already here, just waiting to boil over.

Then the author will remember this was supposed to be a comedy series, and then things will more or less calm down until the next arc comes around. For the time being, take these. They'll help you get your bearings around here, or not, 'Hell do I know.

+1000CP

Location: Classified

I believe I've already informed you that sharing Nanba Prison's geographical position is a big no-no. Other than that, I can more-or-less fill you in on your accommodations. Past the gate and reception area, Nanba prison consists of 13 buildings. Prisoners are assigned to the building with the best countermeasures and supervisor suited to the nature of their offense.

For example, building 13 is reserved for especially troublesome inmates, mainly jailbreakers. I hear their food is hard to beat, if that does anything for you.

Building 5 is equipped for more combative-types, or inmates knowledgeable in esoteric arts like Qigong.

Building 3 is for… handsome… crimes? In any case, 3 boasts the highest density of pretty boys and prima donnas. Hell, some of the inmates even have fan clubs.

I'm sure the other buildings are just as quirky in their own rights, if the supervisors are anything to go off, but I'll leave that for you to find out. Unless you're a prisoner of another building, in which case you probably won't see much past your cell block, if the guards have anything to say about it.

If you're an inmate, you can choose any of the 13 buildings to house your cell.

In the case of prison staff, you can choose any part of the prison to be stationed at, even headquarters or the reception area, if you want. With almost free reign of the place, guards can look forward to the countless on-site recreational facilities.

For anyone else, you can start anywhere outside of Nanba prison, or on the boat carrying civilians to the island for visiting hours. If you find yourself sticking around the complex for any other reason, you're probably not supposed to be there.

Alignments

Select one of the below options to determine which side of the cell you'll be standing on. You may discount one **100CP**, **200CP**, **400CP**, and **600CP** perk associated with your Alignment. This prison is bit of a sausage fest, but regardless, you can choose your age and gender freely.

Alignment: Number

You're a detainee of Nanba Prison. Your priorities lie in making the most of your imprisonment, or making history as the first prisoner to (officially) escape Nanba Prison.

Alignment: Enforcer

You're the law of Nanba prison. Whatever your specific job description may be, your objective is to make sure these inmates behave themselves. Ideally, you're here to help them repent for whatever actions led them here and prepare them for reentry to the outside world.

Alignment: Opportunist

You're… just you. You may not have any prior affiliation to Nanba. All that's certain is that the world you see is so much larger than this puny island. Your ambition may extend past these walls, but for one reason or another, your focus has been drawn here. Perhaps you're an ally of the man with the scar, maybe you seek to put an end to his unscrupulous human experiments, or maybe a completely unrelated mission. It's your call.

Choosing this can alternatively allow you entry into this world without any prior memories or bonds to speak of.

Archetypes

Select one of the below options to determine what role you play in this little scenario. Your skills, how others see you, etc. You may discount one **100CP**, **200CP-300CP**, **300CP-400CP**, and **600CP** perk associated with your Archetype.

Archetype: Head

You're the brains of any operation. If not that, then certainly the face. Wit and charm are your weapons. You might not be the best at trading blows, but at least you know how to keep those who are on your good side.

Archetype: Muscle

The best solutions are usually the simplest ones, and it doesn't get much simpler than a mano y mano fist fight. Even if throwing your weight around doesn't suit your fancy, you can just as easily put your physical power to work as a shield for those who are too weak to protect themselves.

Archetype: Key

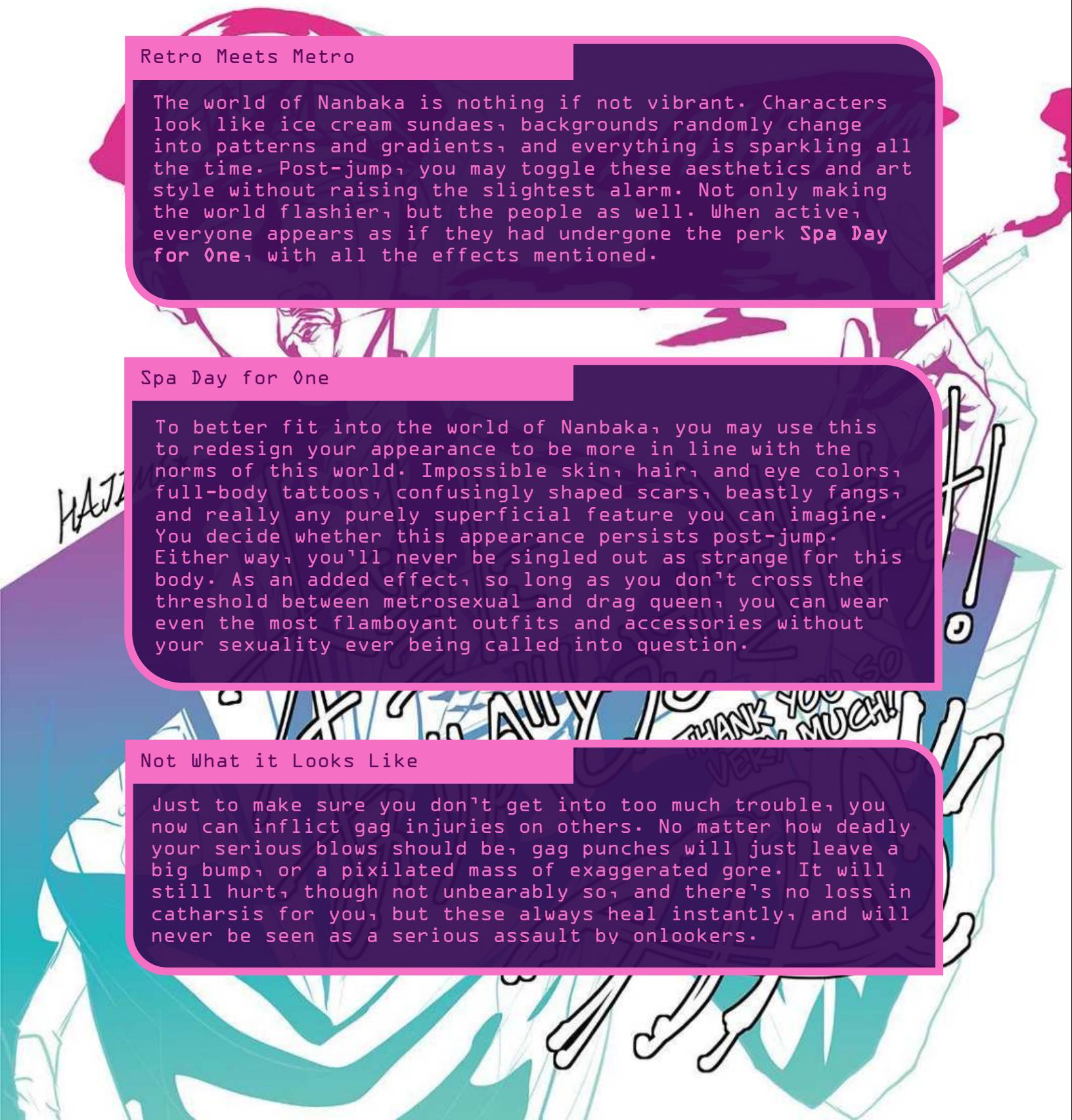
A key can do more than just lock, they can unlock just as easily. Whether it's locking people away for the safety of others or setting them lose to taste the sweet freedom they've been denied. Whichever it is in your case, you're one of the best at making it happen.

Archetype: Oddball

A monster, a reject, a freak of nature, by any other name, you're a really weird dude. Whether you resent this is up to you, but it's the undeniable truth. You're different from your peers, whether it's your attitude or your physiology, you just don't fit in. Then again, this is Nanba Prison, we know a thing or two about not fitting in. You'll be fine.

Perks: Freebees

If a perk qualifies for the same discount from both your Alignment and Archetype (i.e. two 600Cp perk discounts), you can choose to discount the perk twice, but a perk cannot be discounted based on its discounted price (i.e. a 600Cp and a 300CP discount) All discounts are 50% off, and anything discounted past **100CP** is free.



Retro Meets Metro

The world of Nanbaka is nothing if not vibrant. Characters look like ice cream sundaes, backgrounds randomly change into patterns and gradients, and everything is sparkling all the time. Post-jump, you may toggle these aesthetics and art style without raising the slightest alarm. Not only making the world flashier, but the people as well. When active, everyone appears as if they had undergone the perk **Spa Day for One**, with all the effects mentioned.

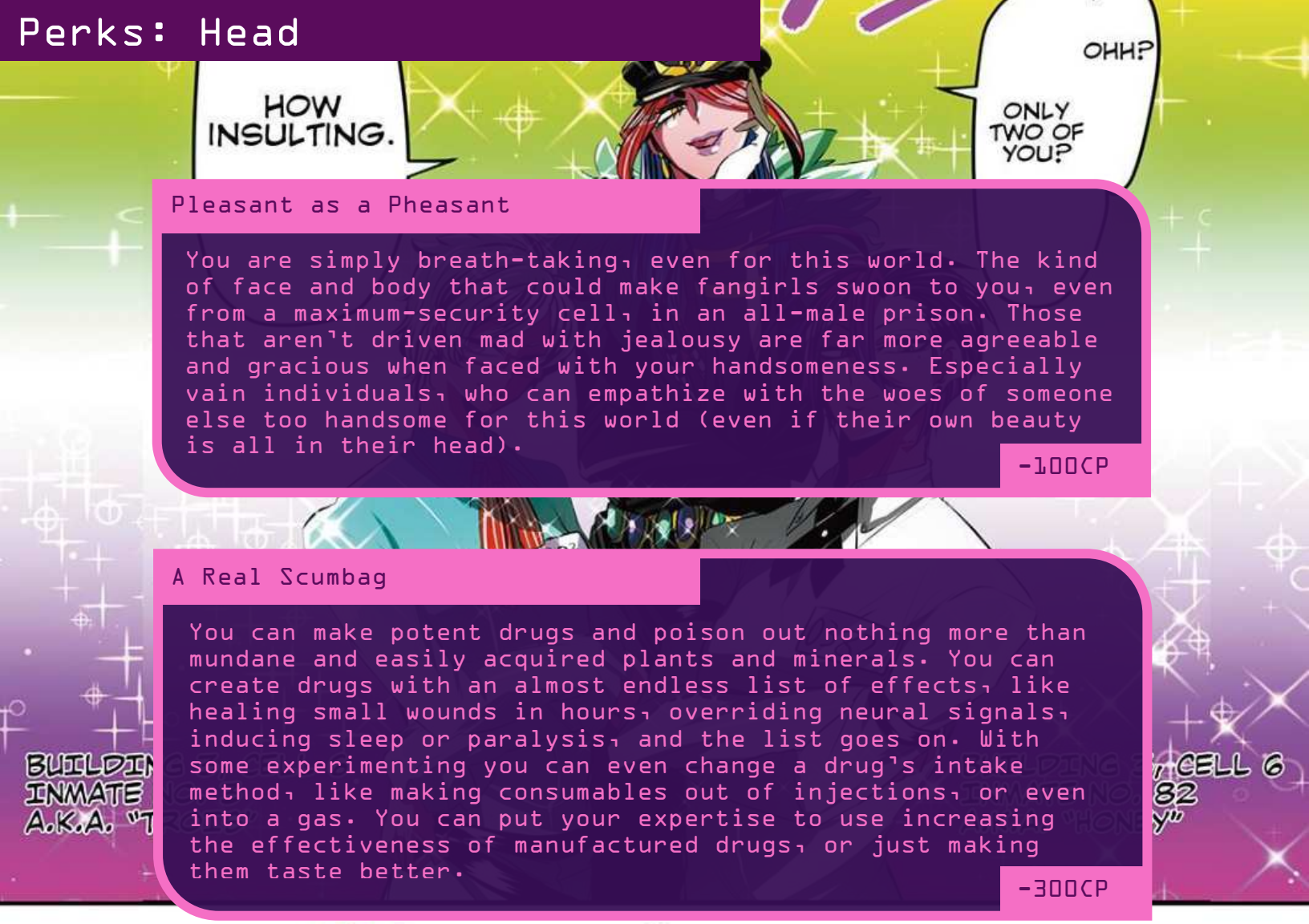
Spa Day for One

To better fit into the world of Nanbaka, you may use this to redesign your appearance to be more in line with the norms of this world. Impossible skin, hair, and eye colors, full-body tattoos, confusingly shaped scars, beastly fangs, and really any purely superficial feature you can imagine. You decide whether this appearance persists post-jump. Either way, you'll never be singled out as strange for this body. As an added effect, so long as you don't cross the threshold between metrosexual and drag queen, you can wear even the most flamboyant outfits and accessories without your sexuality ever being called into question.

Not What it Looks Like

Just to make sure you don't get into too much trouble, you now can inflict gag injuries on others. No matter how deadly your serious blows should be, gag punches will just leave a big bump, or a pixilated mass of exaggerated gore. It will still hurt, though not unbearably so, and there's no loss in catharsis for you, but these always heal instantly, and will never be seen as a serious assault by onlookers.

Perks: Head



Pleasant as a Pheasant

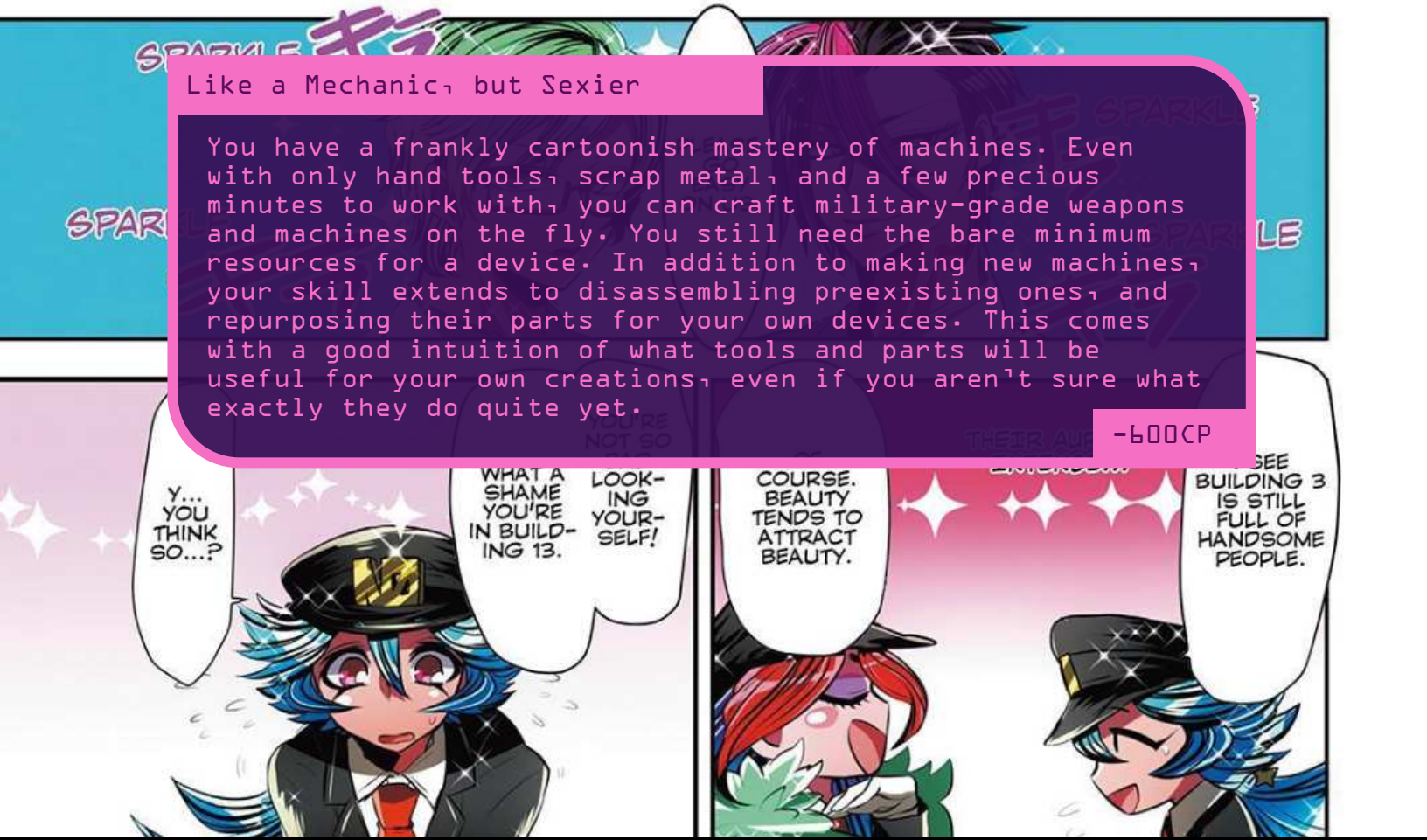
You are simply breath-taking, even for this world. The kind of face and body that could make fangirls swoon to you, even from a maximum-security cell, in an all-male prison. Those that aren't driven mad with jealousy are far more agreeable and gracious when faced with your handsomeness. Especially vain individuals, who can empathize with the woes of someone else too handsome for this world (even if their own beauty is all in their head).

-100CP

A Real Scumbag

You can make potent drugs and poison out nothing more than mundane and easily acquired plants and minerals. You can create drugs with an almost endless list of effects, like healing small wounds in hours, overriding neural signals, inducing sleep or paralysis, and the list goes on. With some experimenting you can even change a drug's intake method, like making consumables out of injections, or even into a gas. You can put your expertise to use increasing the effectiveness of manufactured drugs, or just making them taste better.

-300CP

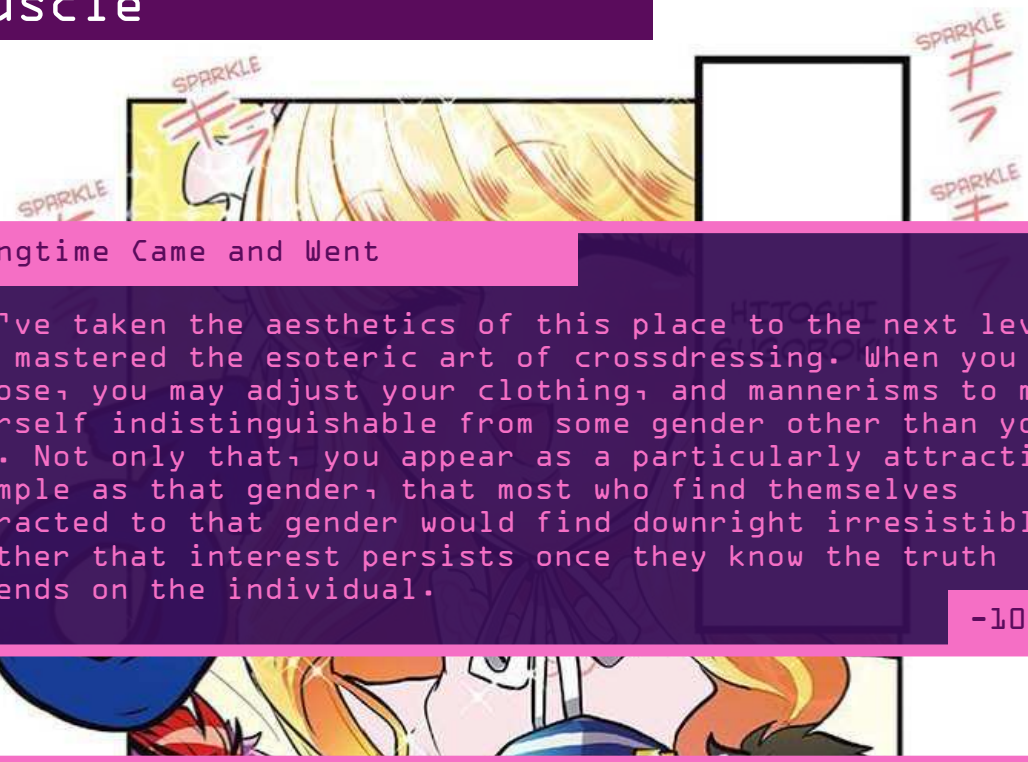


Like a Mechanic, but Sexier

You have a frankly cartoonish mastery of machines. Even with only hand tools, scrap metal, and a few precious minutes to work with, you can craft military-grade weapons and machines on the fly. You still need the bare minimum resources for a device. In addition to making new machines, your skill extends to disassembling preexisting ones, and repurposing their parts for your own devices. This comes with a good intuition of what tools and parts will be useful for your own creations, even if you aren't sure what exactly they do quite yet.

-600CP

Perks: Muscle



Springtime Came and Went

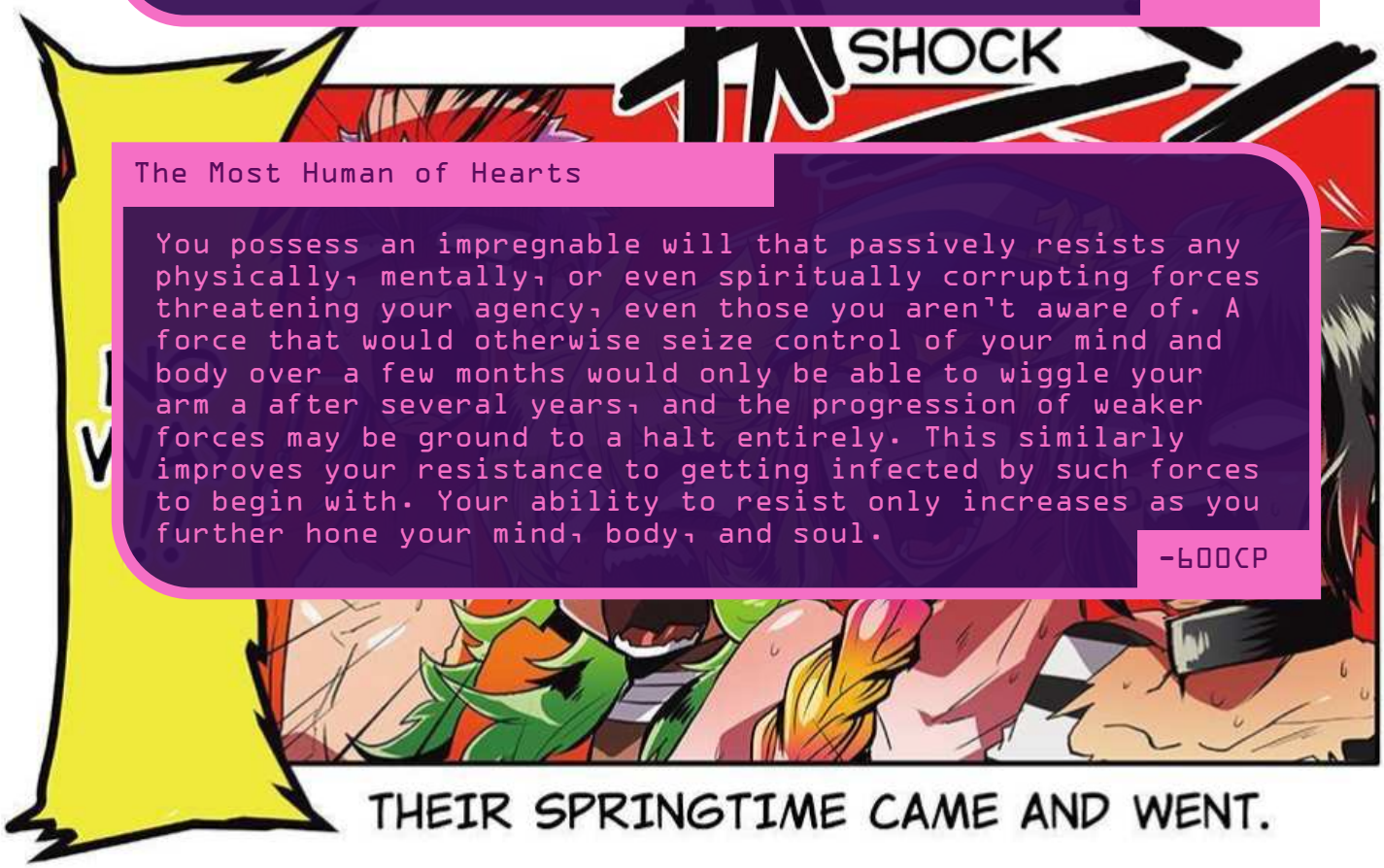
You've taken the aesthetics of this place to the next level and mastered the esoteric art of crossdressing. When you so choose, you may adjust your clothing, and mannerisms to make yourself indistinguishable from some gender other than your own. Not only that, you appear as a particularly attractive example as that gender, that most who find themselves attracted to that gender would find downright irresistible. Whether that interest persists once they know the truth depends on the individual.

-100CP

As Tough as They Come

You may not be the strongest around, but you're easily the sturdiest. You can be swung through concrete like a sledge hammer, receive the full force of a speeding truck, and take iron girders to the head. Not only would you be unhurt, might not even notice. It's rare for anything that can't seriously hurt you to even damage, or dirty your clothes. Even as you improve your muscles further, your body's durability always manages to improve faster than your offensive might.

-300CP

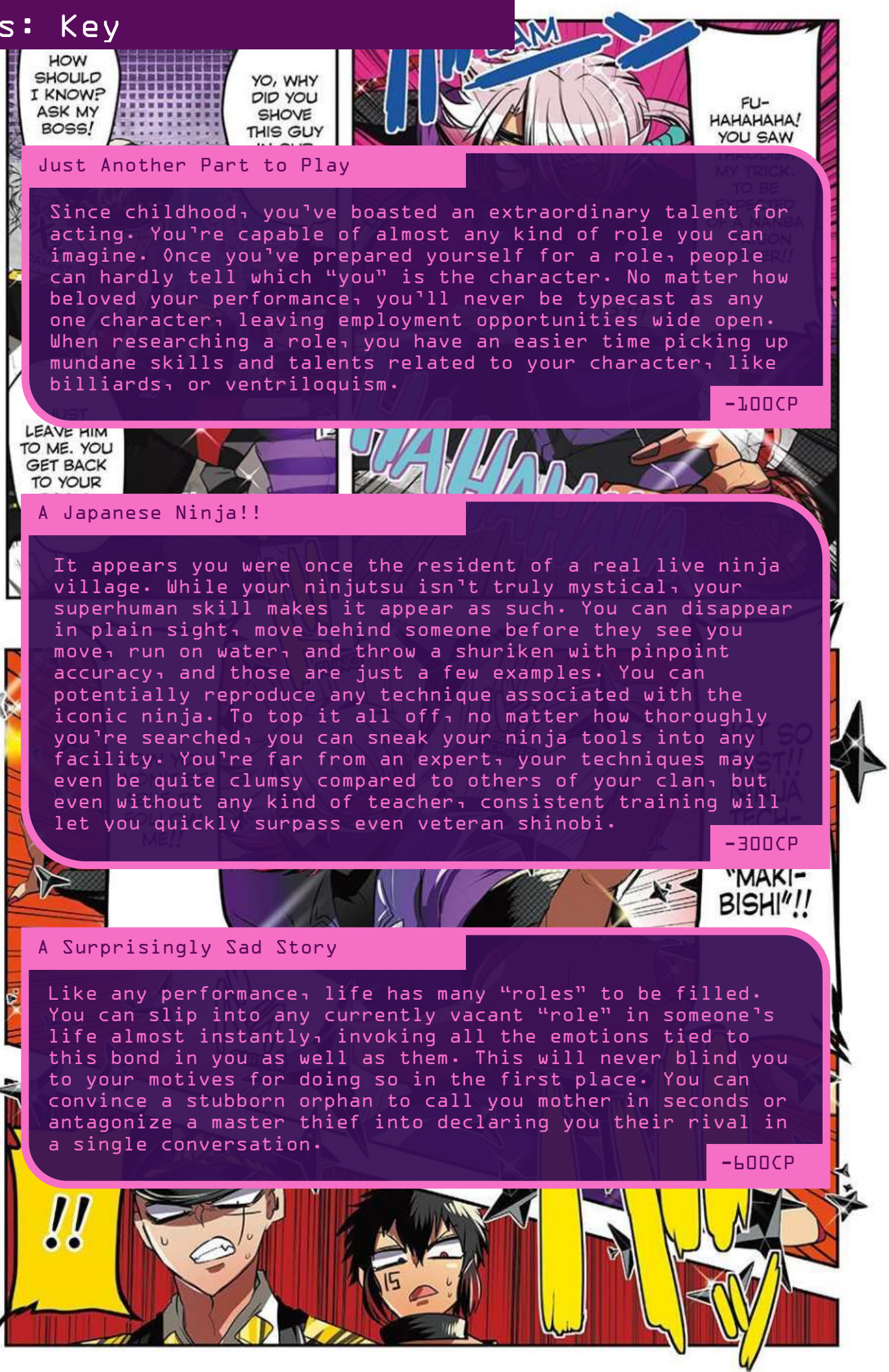


The Most Human of Hearts

You possess an impregnable will that passively resists any physically, mentally, or even spiritually corrupting forces threatening your agency, even those you aren't aware of. A force that would otherwise seize control of your mind and body over a few months would only be able to wiggle your arm a after several years, and the progression of weaker forces may be ground to a halt entirely. This similarly improves your resistance to getting infected by such forces to begin with. Your ability to resist only increases as you further hone your mind, body, and soul.

-600CP

Perks: Key



Just Another Part to Play

Since childhood, you've boasted an extraordinary talent for acting. You're capable of almost any kind of role you can imagine. Once you've prepared yourself for a role, people can hardly tell which "you" is the character. No matter how beloved your performance, you'll never be typecast as any one character, leaving employment opportunities wide open. When researching a role, you have an easier time picking up mundane skills and talents related to your character, like billiards, or ventriloquism.

-100CP

A Japanese Ninja!!

It appears you were once the resident of a real live ninja village. While your ninjutsu isn't truly mystical, your superhuman skill makes it appear as such. You can disappear in plain sight, move behind someone before they see you move, run on water, and throw a shuriken with pinpoint accuracy, and those are just a few examples. You can potentially reproduce any technique associated with the iconic ninja. To top it all off, no matter how thoroughly you're searched, you can sneak your ninja tools into any facility. You're far from an expert, your techniques may even be quite clumsy compared to others of your clan, but even without any kind of teacher, consistent training will let you quickly surpass even veteran shinobi.

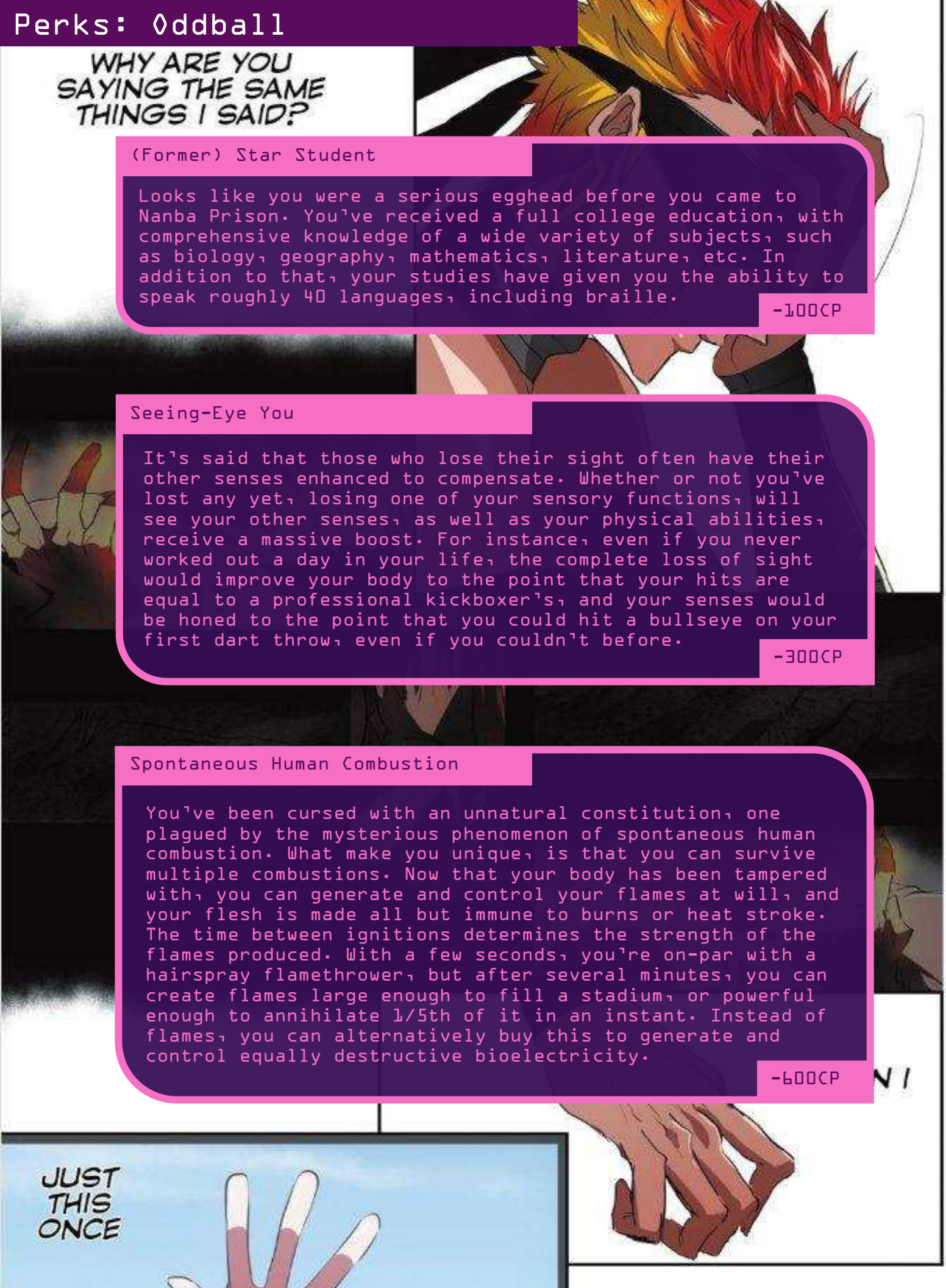
-300CP

A Surprisingly Sad Story

Like any performance, life has many "roles" to be filled. You can slip into any currently vacant "role" in someone's life almost instantly, invoking all the emotions tied to this bond in you as well as them. This will never blind you to your motives for doing so in the first place. You can convince a stubborn orphan to call you mother in seconds or antagonize a master thief into declaring you their rival in a single conversation.

-600CP

Perks: Oddball



(Former) Star Student

Looks like you were a serious egghead before you came to Nanba Prison. You've received a full college education, with comprehensive knowledge of a wide variety of subjects, such as biology, geography, mathematics, literature, etc. In addition to that, your studies have given you the ability to speak roughly 40 languages, including braille.

-100CP

Seeing-Eye You

It's said that those who lose their sight often have their other senses enhanced to compensate. Whether or not you've lost any yet, losing one of your sensory functions, will see your other senses, as well as your physical abilities, receive a massive boost. For instance, even if you never worked out a day in your life, the complete loss of sight would improve your body to the point that your hits are equal to a professional kickboxer's, and your senses would be honed to the point that you could hit a bullseye on your first dart throw, even if you couldn't before.

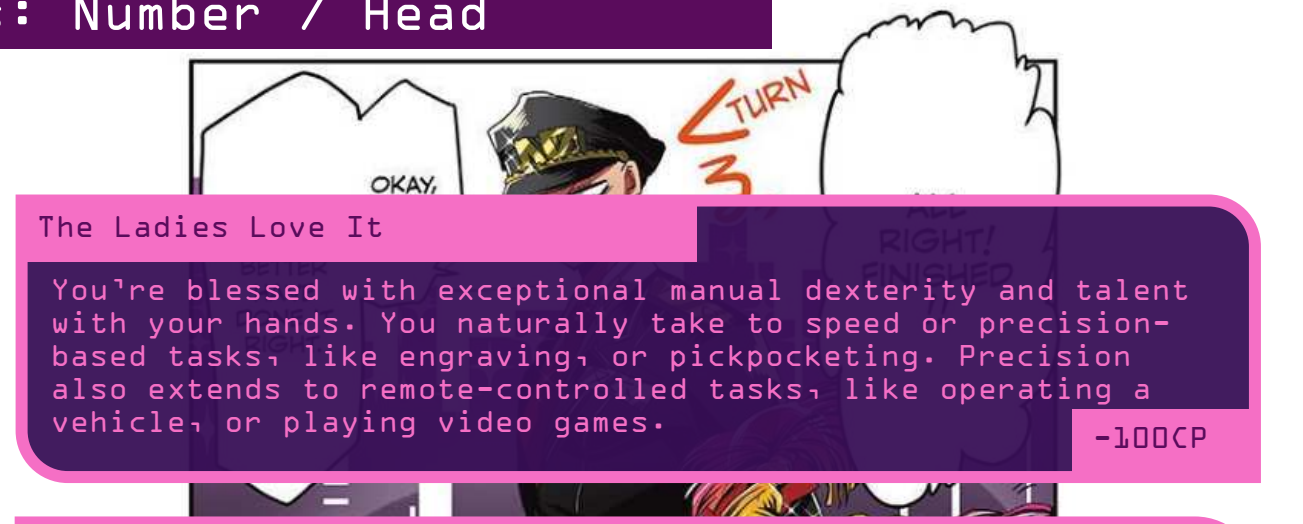
-300CP

Spontaneous Human Combustion

You've been cursed with an unnatural constitution, one plagued by the mysterious phenomenon of spontaneous human combustion. What make you unique, is that you can survive multiple combustions. Now that your body has been tampered with, you can generate and control your flames at will, and your flesh is made all but immune to burns or heat stroke. The time between ignitions determines the strength of the flames produced. With a few seconds, you're on-par with a hairspray flamethrower, but after several minutes, you can create flames large enough to fill a stadium, or powerful enough to annihilate 1/5th of it in an instant. Instead of flames, you can alternatively buy this to generate and control equally destructive bioelectricity.

-600CP

Perks: Number / Head



The Ladies Love It

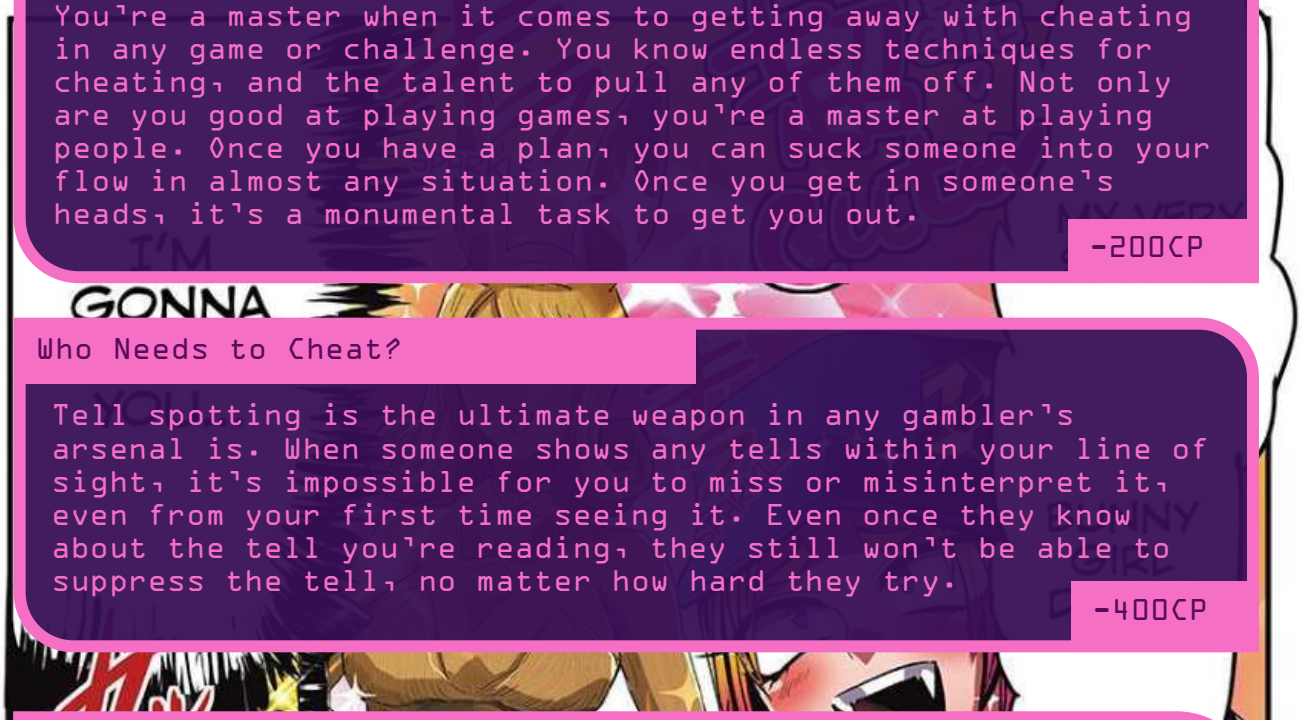
You're blessed with exceptional manual dexterity and talent with your hands. You naturally take to speed or precision-based tasks, like engraving, or pickpocketing. Precision also extends to remote-controlled tasks, like operating a vehicle, or playing video games.

-100CP

How the Pros do It

You're a master when it comes to getting away with cheating in any game or challenge. You know endless techniques for cheating, and the talent to pull any of them off. Not only are you good at playing games, you're a master at playing people. Once you have a plan, you can suck someone into your flow in almost any situation. Once you get in someone's heads, it's a monumental task to get you out.

-200CP



Who Needs to Cheat?

Tell spotting is the ultimate weapon in any gambler's arsenal is. When someone shows any tells within your line of sight, it's impossible for you to miss or misinterpret it, even from your first time seeing it. Even once they know about the tell you're reading, they still won't be able to suppress the tell, no matter how hard they try.

-400CP

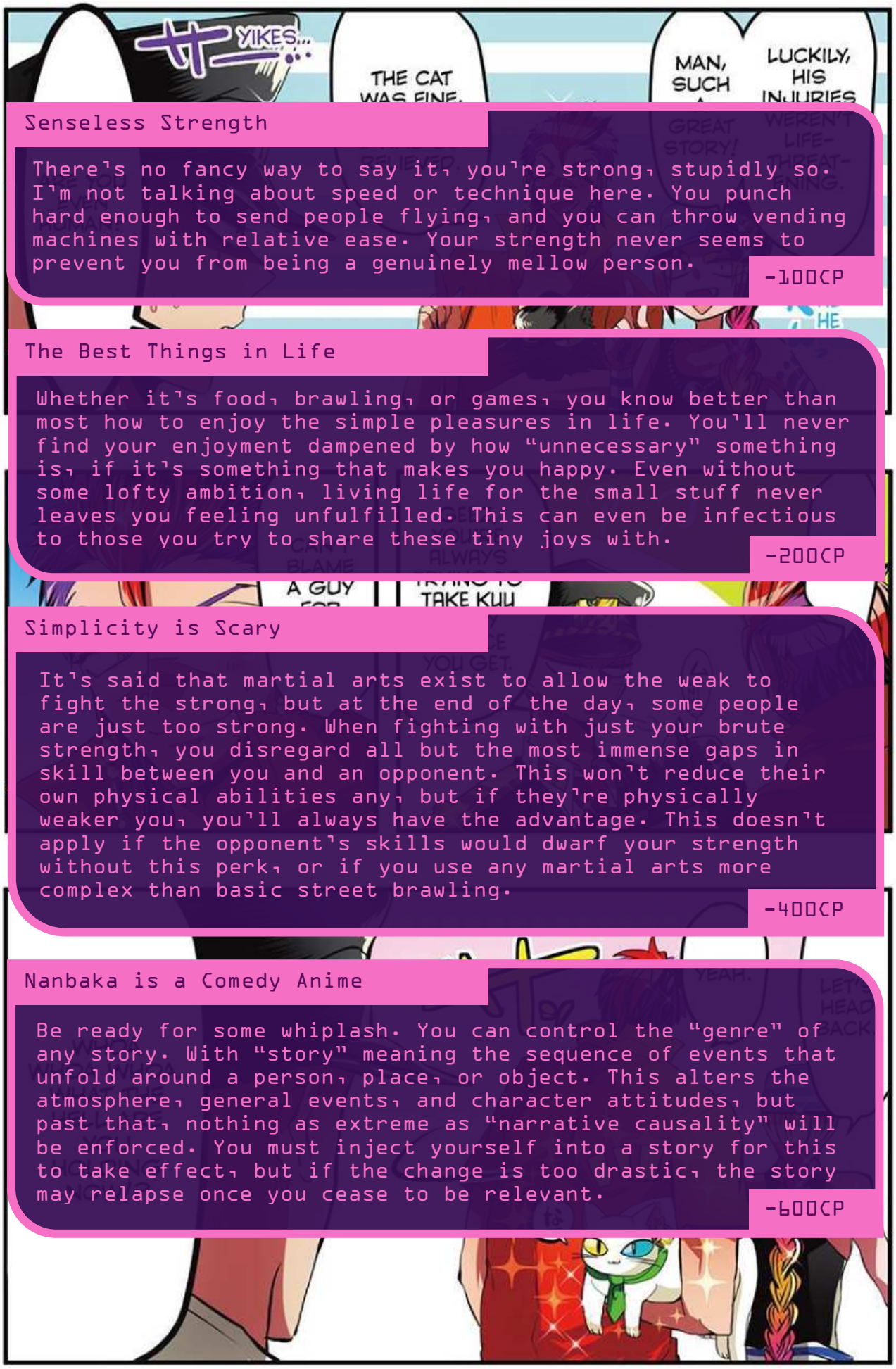
That's What Makes You Interesting

It's not quite charisma, or charm, or anything of the sort, but there's some intangible air about you that desperately wants to save people from themselves. Any interaction with you can blow away years of cognitive dissonance, trauma, or despair, with the same intentionality and effort as someone stepping in dog shit. Those saved become more mature, more empathetic, and more grateful to you. This is ineffective on immediately hostile individuals, but as long as they're not complete sociopaths, your words and actions will begin to weakly reverberate within them after the fact.

-600CP



Perks: Number / Muscle



Senseless Strength

There's no fancy way to say it, you're strong, stupidly so. I'm not talking about speed or technique here. You punch hard enough to send people flying, and you can throw vending machines with relative ease. Your strength never seems to prevent you from being a genuinely mellow person.

-100CP

The Best Things in Life

Whether it's food, brawling, or games, you know better than most how to enjoy the simple pleasures in life. You'll never find your enjoyment dampened by how "unnecessary" something is, if it's something that makes you happy. Even without some lofty ambition, living life for the small stuff never leaves you feeling unfulfilled. This can even be infectious to those you try to share these tiny joys with.

-200CP

Simplicity is Scary

It's said that martial arts exist to allow the weak to fight the strong, but at the end of the day, some people are just too strong. When fighting with just your brute strength, you disregard all but the most immense gaps in skill between you and an opponent. This won't reduce their own physical abilities any, but if they're physically weaker you, you'll always have the advantage. This doesn't apply if the opponent's skills would dwarf your strength without this perk, or if you use any martial arts more complex than basic street brawling.

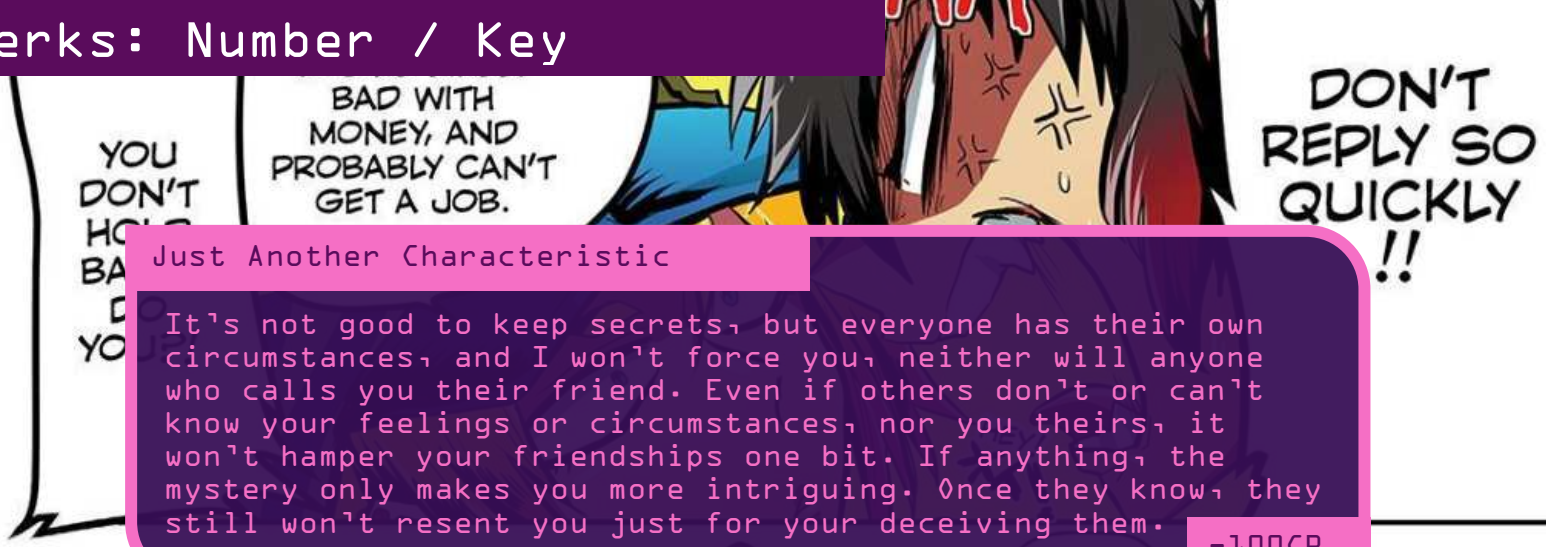
-400CP

Nanbaka is a Comedy Anime

Be ready for some whiplash. You can control the "genre" of any story. With "story" meaning the sequence of events that unfold around a person, place, or object. This alters the atmosphere, general events, and character attitudes, but past that, nothing as extreme as "narrative causality" will be enforced. You must inject yourself into a story for this to take effect, but if the change is too drastic, the story may relapse once you cease to be relevant.

-600CP

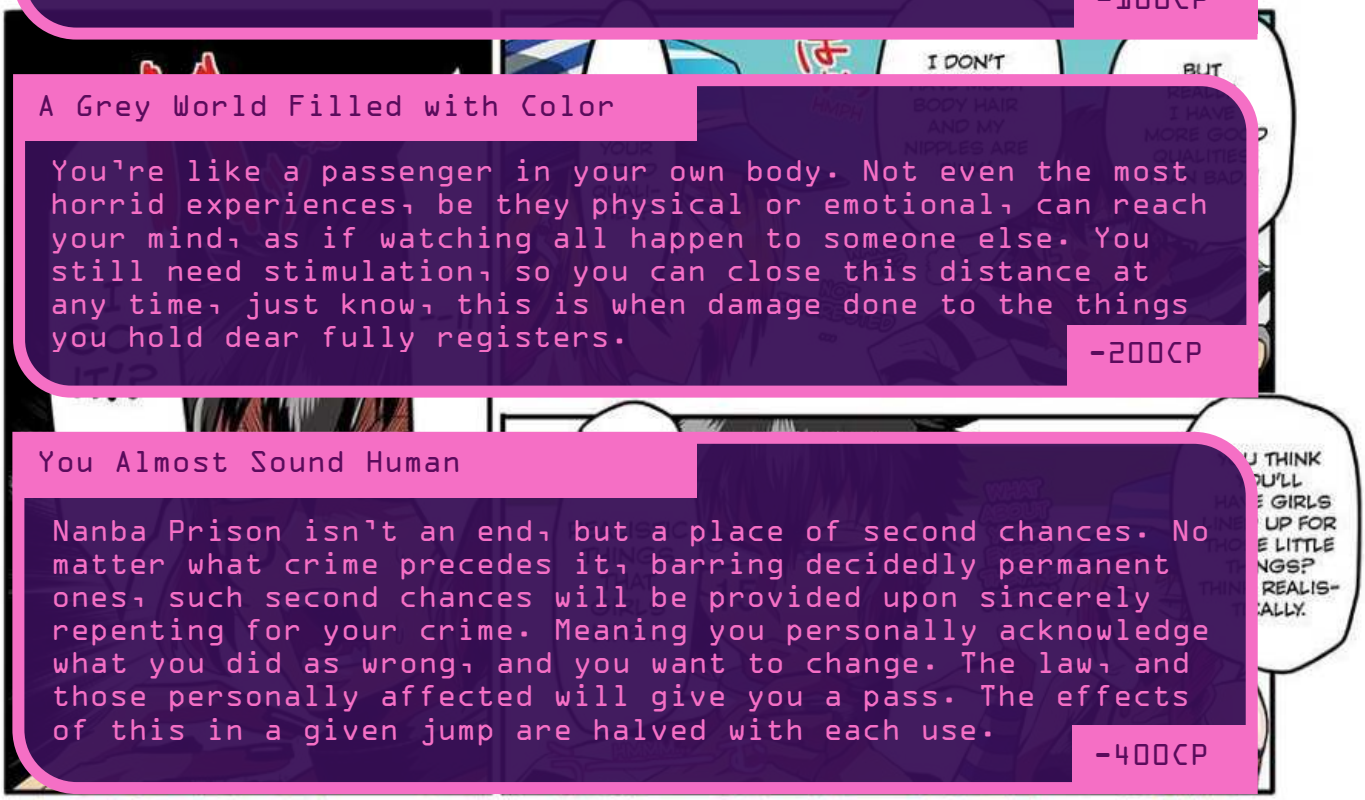
Perks: Number / Key



Just Another Characteristic

It's not good to keep secrets, but everyone has their own circumstances, and I won't force you, neither will anyone who calls you their friend. Even if others don't or can't know your feelings or circumstances, nor you theirs, it won't hamper your friendships one bit. If anything, the mystery only makes you more intriguing. Once they know, they still won't resent you just for your deceiving them.

-100CP



A Grey World Filled with Color

You're like a passenger in your own body. Not even the most horrid experiences, be they physical or emotional, can reach your mind, as if watching all happen to someone else. You still need stimulation, so you can close this distance at any time, just know, this is when damage done to the things you hold dear fully registers.

-200CP

You Almost Sound Human

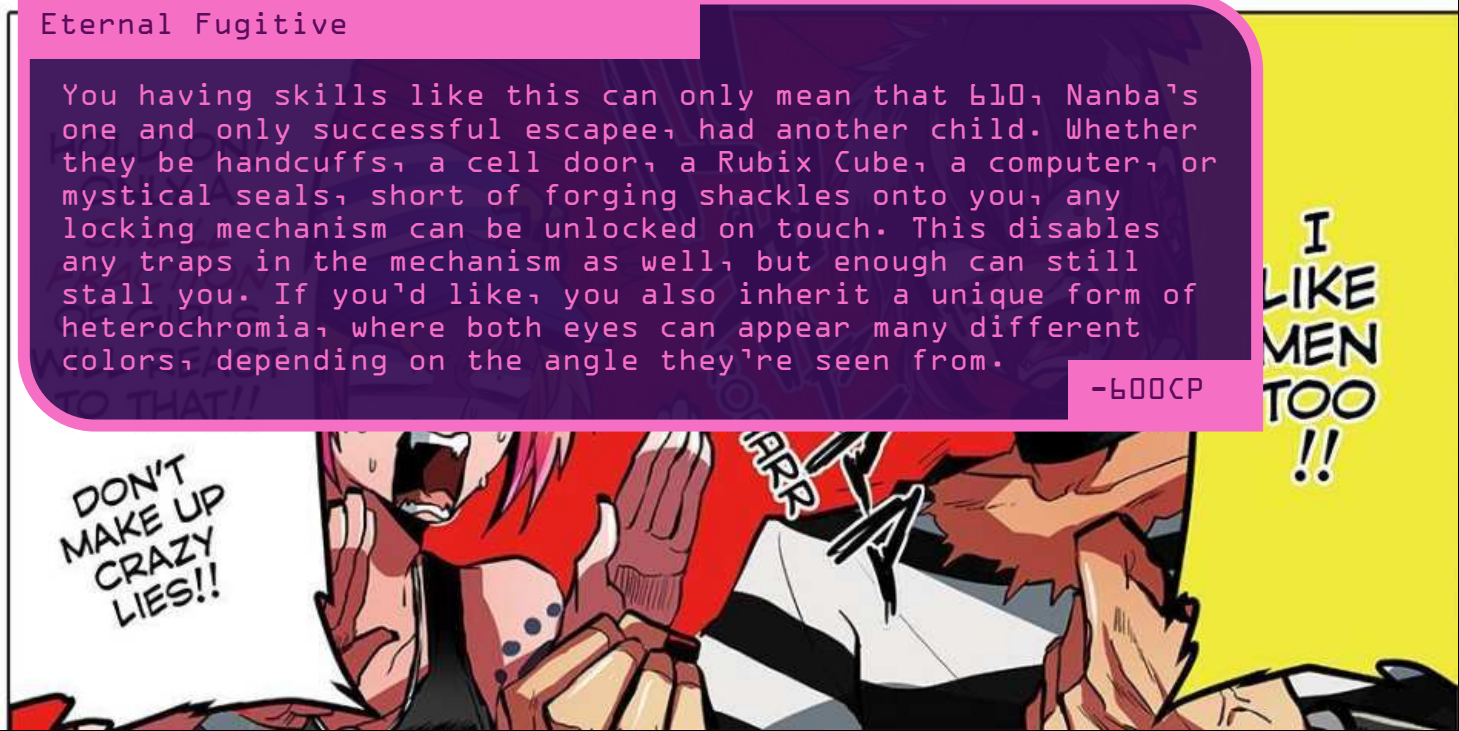
Nanba Prison isn't an end, but a place of second chances. No matter what crime precedes it, barring decidedly permanent ones, such second chances will be provided upon sincerely repenting for your crime. Meaning you personally acknowledge what you did as wrong, and you want to change. The law, and those personally affected will give you a pass. The effects of this in a given jump are halved with each use.

-400CP

Eternal Fugitive

You having skills like this can only mean that 610, Nanba's one and only successful escapee, had another child. Whether they be handcuffs, a cell door, a Rubix Cube, a computer, or mystical seals, short of forging shackles onto you, any locking mechanism can be unlocked on touch. This disables any traps in the mechanism as well, but enough can still stall you. If you'd like, you also inherit a unique form of heterochromia, where both eyes can appear many different colors, depending on the angle they're seen from.

-600CP



Perks: Number / Oddball



Harmless Disease??

I hope you're ready for hijinks aplenty. You appear to be plagued with one or more comedic, but ultimately harmless diseases, like one that swaps hair colors, or makes people talk like drag queens. While they're all highly contagious, none ever last longer than a day. You can choose to manifest new diseases at complete random, cycle through a predictable schedule of recurring ones, or disable this entirely.

-100CP

An Allergic Personality

You're a prime example of how far the mind will go to avoid pain. For any experience of yours, you may create alternate personalities to push the psychological aftereffects onto. These personas take control when you're forced to remember the event in question, but will stay quiet otherwise. You may merge alternate personalities like these back into you, along with whatever memories they were suppressing.

-200CP

Over Medicated Patient

After who knows how many unethical experiments, your body's been put through the ringer. Currently, you're completely immune to all drugs and poisons, barring redundantly high potencies. Even then, no drug that enters your system can cause you lasting damage, as your body will quickly revert to the state it was in before the introduction of foreign chemicals, effectively making you a reusable lab rat.

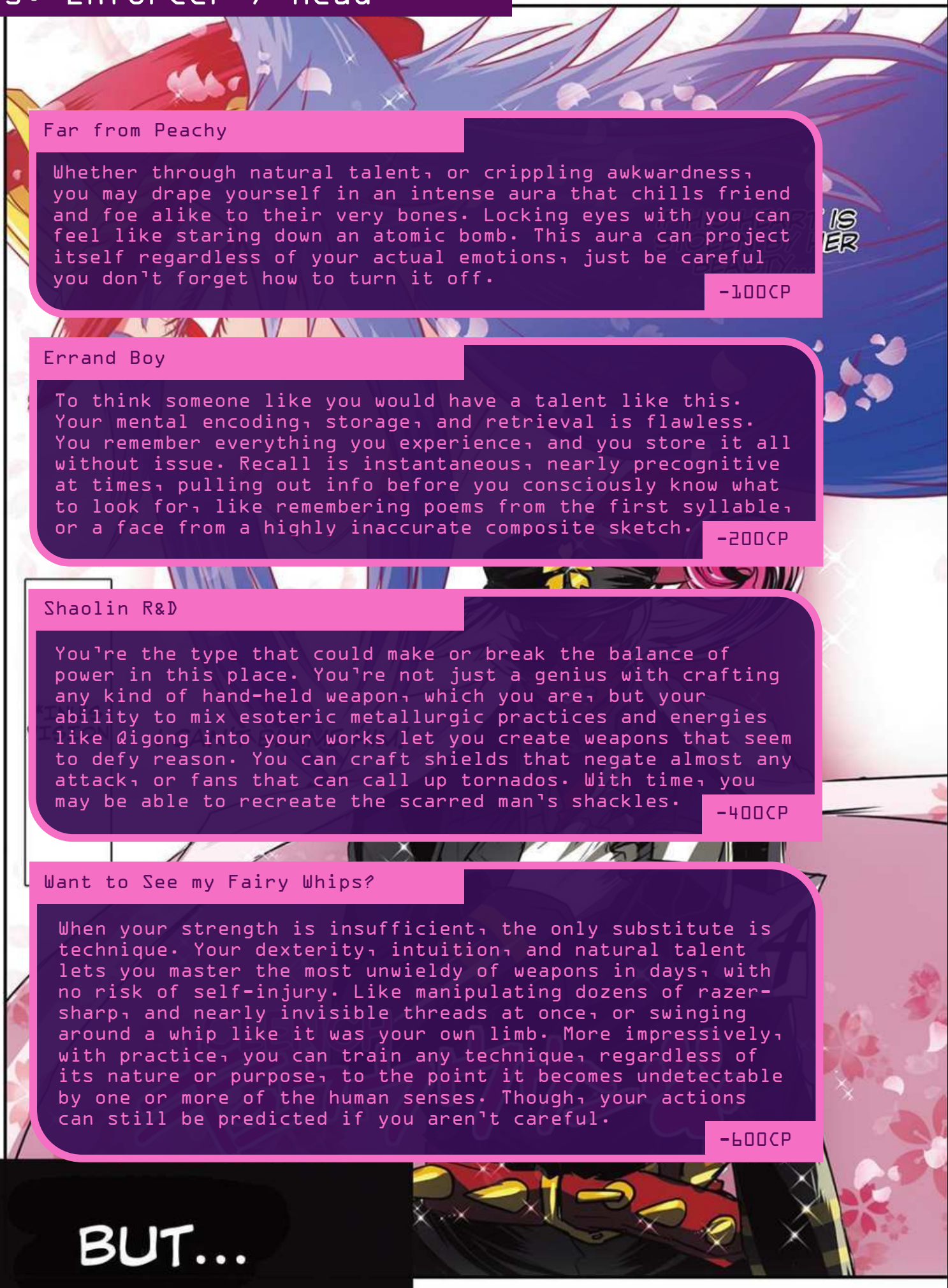
-400CP

A Level Beyond S[redacted]r S[redacted]n

You've been afflicted with an odd condition, that might as well be a superpower. You're able to be "infected" by those around you, letting you perfectly replicate any skills, and powers you see, regardless of any difference in physical ability or experience, barring things you don't have the biology for. The problem is, this replicates the full force of the technique you copied, even if it's beyond your own physical limits, damaging your body. If you'd like, you can disable your physical limits like this without copying anything, though the risks are the same.

-600CP

Perks: Enforcer / Head



Far from Peachy

Whether through natural talent, or crippling awkwardness, you may drape yourself in an intense aura that chills friend and foe alike to their very bones. Locking eyes with you can feel like staring down an atomic bomb. This aura can project itself regardless of your actual emotions, just be careful you don't forget how to turn it off.

-100CP

Errand Boy

To think someone like you would have a talent like this. Your mental encoding, storage, and retrieval is flawless. You remember everything you experience, and you store it all without issue. Recall is instantaneous, nearly precognitive at times, pulling out info before you consciously know what to look for, like remembering poems from the first syllable, or a face from a highly inaccurate composite sketch.

-200CP

Shaolin R&D

You're the type that could make or break the balance of power in this place. You're not just a genius with crafting any kind of hand-held weapon, which you are, but your ability to mix esoteric metallurgic practices and energies like Qigong into your works let you create weapons that seem to defy reason. You can craft shields that negate almost any attack, or fans that can call up tornados. With time, you may be able to recreate the scarred man's shackles.

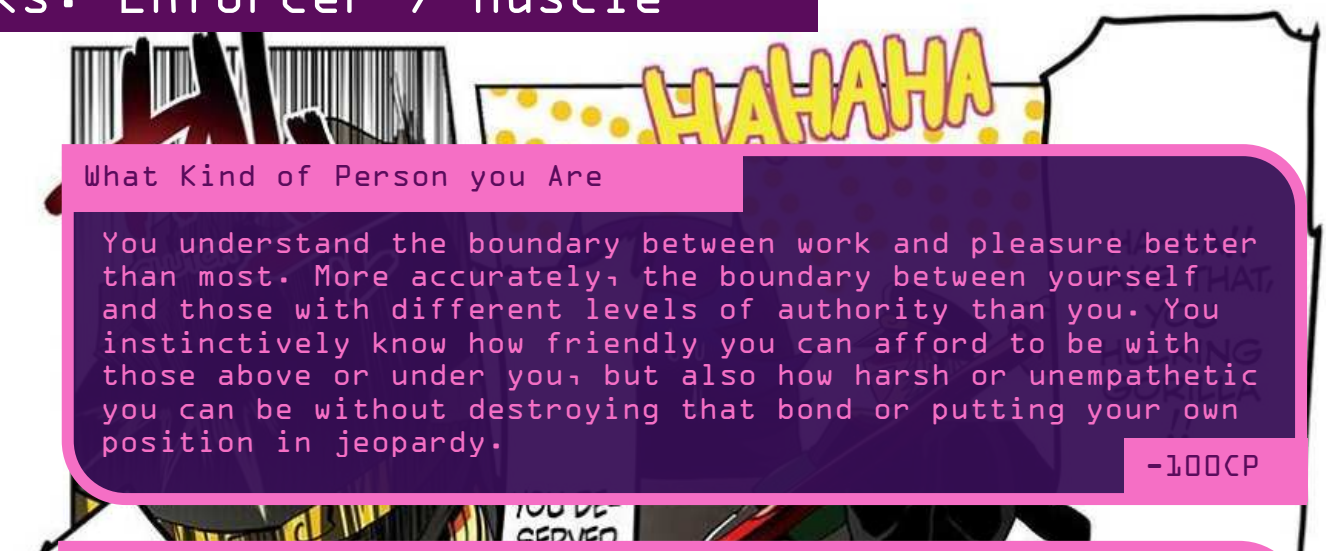
-400CP

Want to See my Fairy Whips?

When your strength is insufficient, the only substitute is technique. Your dexterity, intuition, and natural talent lets you master the most unwieldy of weapons in days, with no risk of self-injury. Like manipulating dozens of razer-sharp, and nearly invisible threads at once, or swinging around a whip like it was your own limb. More impressively, with practice, you can train any technique, regardless of its nature or purpose, to the point it becomes undetectable by one or more of the human senses. Though, your actions can still be predicted if you aren't careful.

-600CP

Perks: Enforcer / Muscle



What Kind of Person you Are

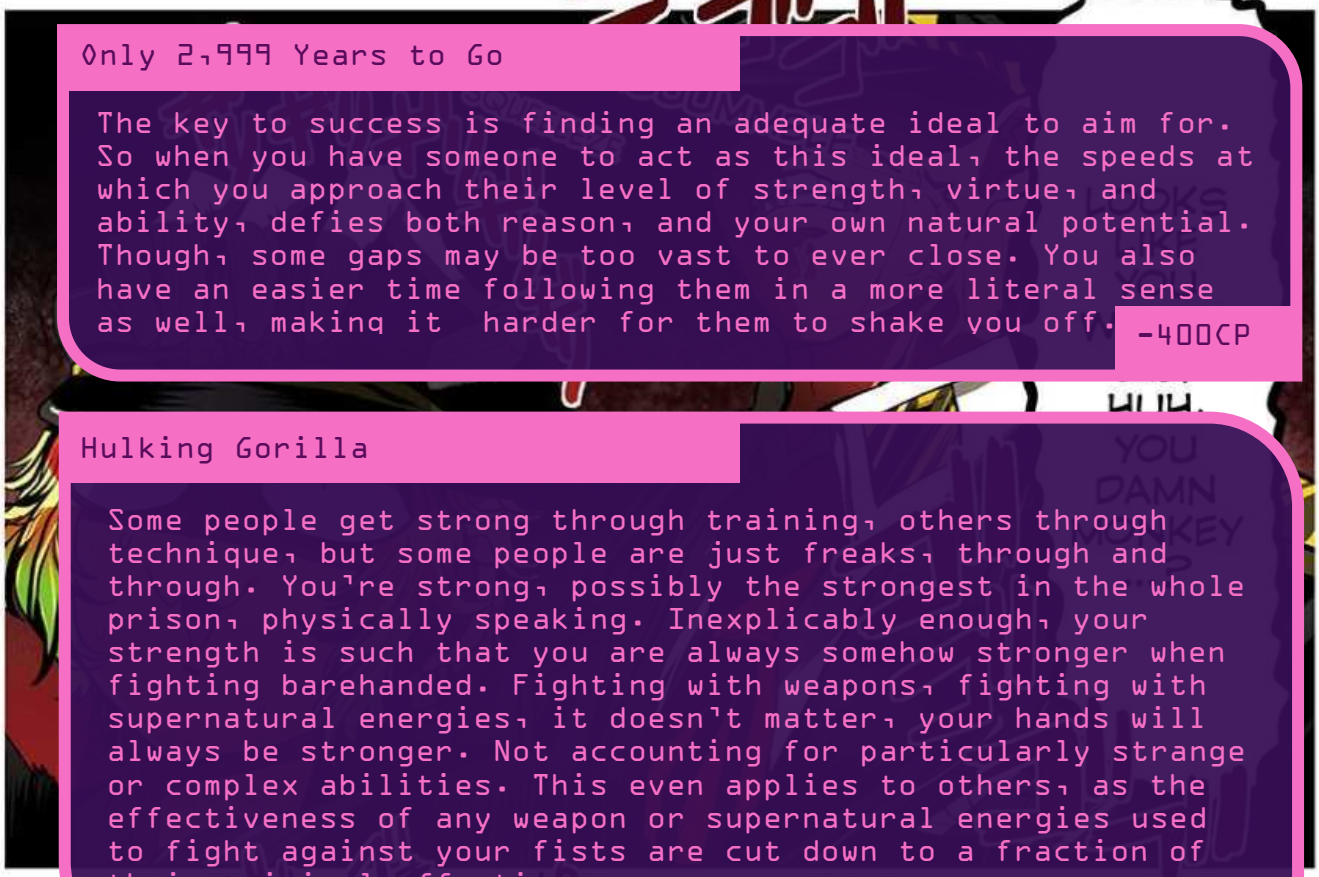
You understand the boundary between work and pleasure better than most. More accurately, the boundary between yourself and those with different levels of authority than you. You instinctively know how friendly you can afford to be with those above or under you, but also how harsh or unempathetic you can be without destroying that bond or putting your own position in jeopardy.

-100CP

Proper Japanese Spirit!!

Talk about a hardcore workaholic. You never find yourself getting sick or burnt out by monotonous or thankless tasks, and procrastination is a wholly foreign concept to you. This also translates to an increased efficiency with such tasks, including training, which bears unnaturally potent results. Just make sure you're devoting this talent to the duties you actually get paid for.

-200CP



Only 2,999 Years to Go

The key to success is finding an adequate ideal to aim for. So when you have someone to act as this ideal, the speeds at which you approach their level of strength, virtue, and ability, defies both reason, and your own natural potential. Though, some gaps may be too vast to ever close. You also have an easier time following them in a more literal sense as well, making it harder for them to shake you off.

-400CP

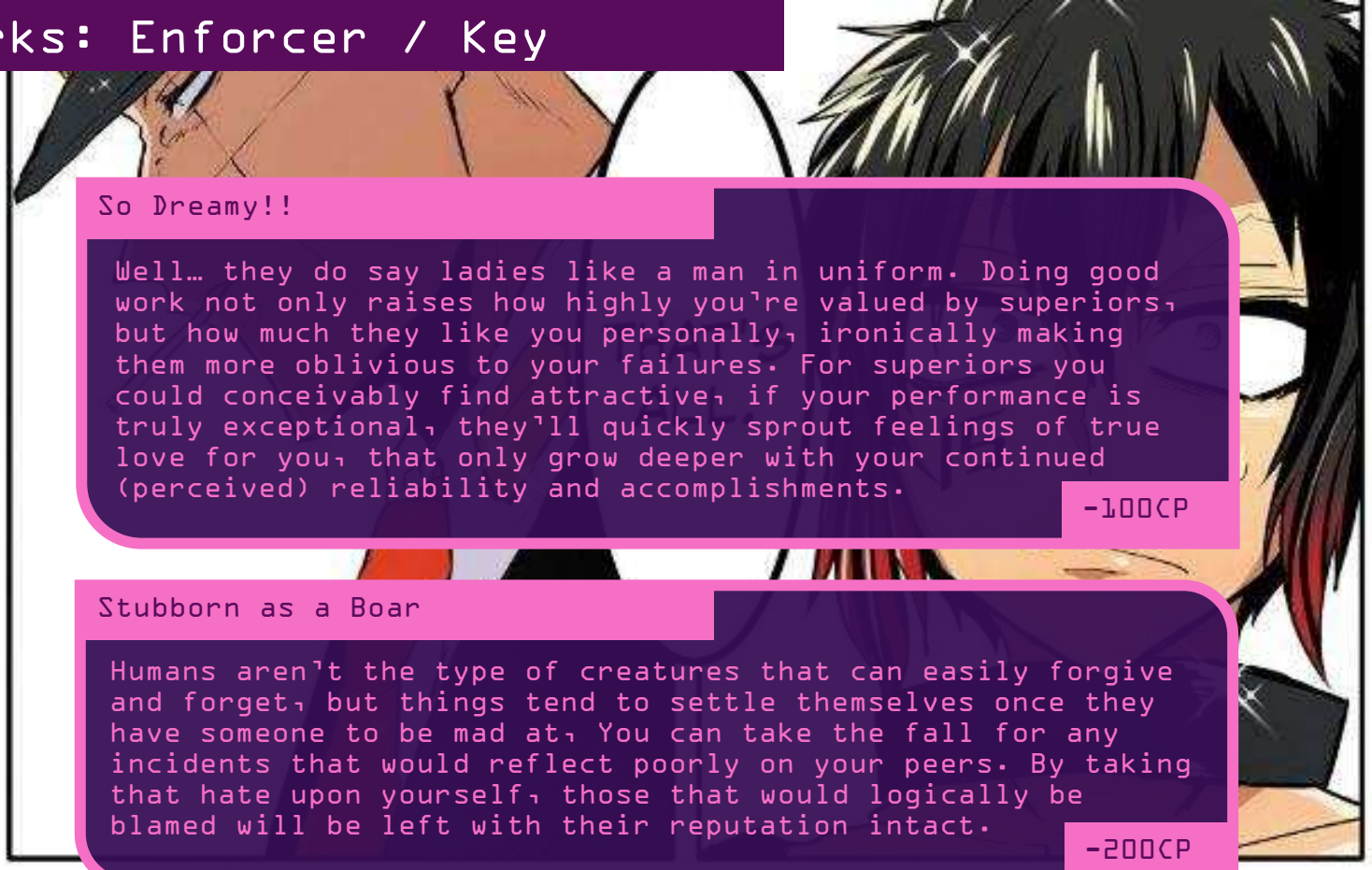
Hulking Gorilla

Some people get strong through training, others through technique, but some people are just freaks, through and through. You're strong, possibly the strongest in the whole prison, physically speaking. Inexplicably enough, your strength is such that you are always somehow stronger when fighting barehanded. Fighting with weapons, fighting with supernatural energies, it doesn't matter, your hands will always be stronger. Not accounting for particularly strange or complex abilities. This even applies to others, as the effectiveness of any weapon or supernatural energies used to fight against your fists are cut down to a fraction of their original effectiveness.

-600CP



Perks: Enforcer / Key



So Dreamy!!

Well… they do say ladies like a man in uniform. Doing good work not only raises how highly you're valued by superiors, but how much they like you personally, ironically making them more oblivious to your failures. For superiors you could conceivably find attractive, if your performance is truly exceptional, they'll quickly sprout feelings of true love for you, that only grow deeper with your continued (perceived) reliability and accomplishments.

-100CP

Stubborn as a Boar

Humans aren't the type of creatures that can easily forgive and forget, but things tend to settle themselves once they have someone to be mad at, You can take the fall for any incidents that would reflect poorly on your peers. By taking that hate upon yourself, those that would logically be blamed will be left with their reputation intact.

-200CP

Primal Instincts and Then Some

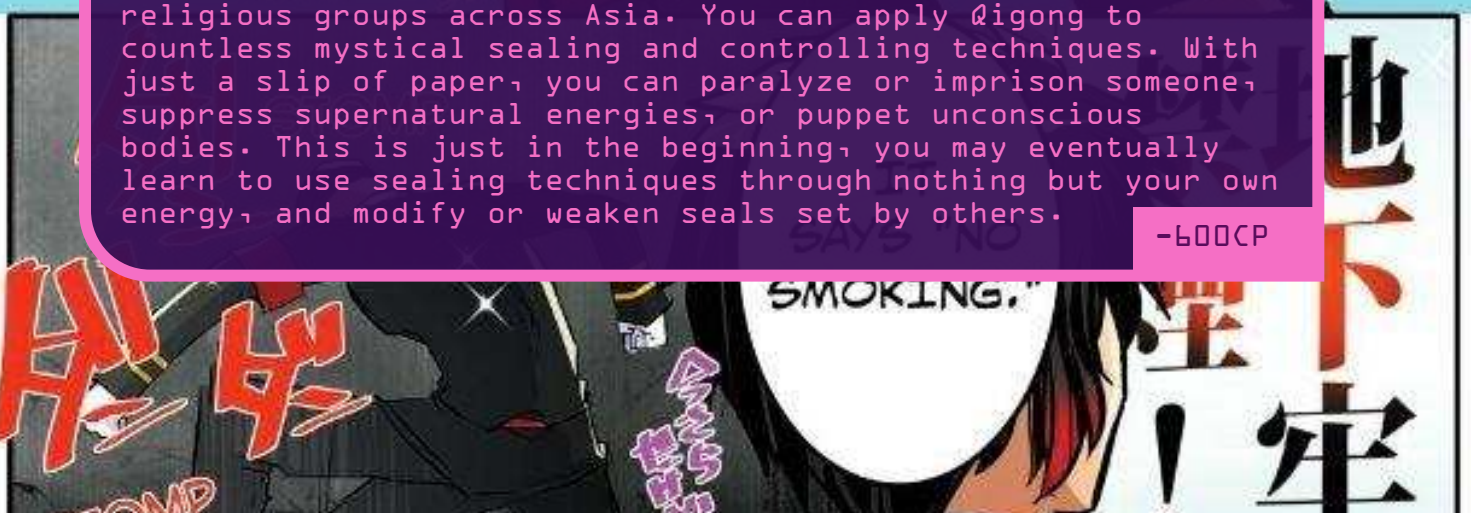
Are you completely sure you're a human? Well, I say that, but these aren't the instincts of an animal on this planet. You have a passive and subconscious intuition for danger. You aren't given conscious awareness of threats, but your actions and judgement will be altered as appropriate to handle the threat posed. Like being able to dodge a poison without color or scent. Your instincts can also sense degree of danger, like feeling you can drop your guard against an ally, or if an enemy can hurt you.

-400CP

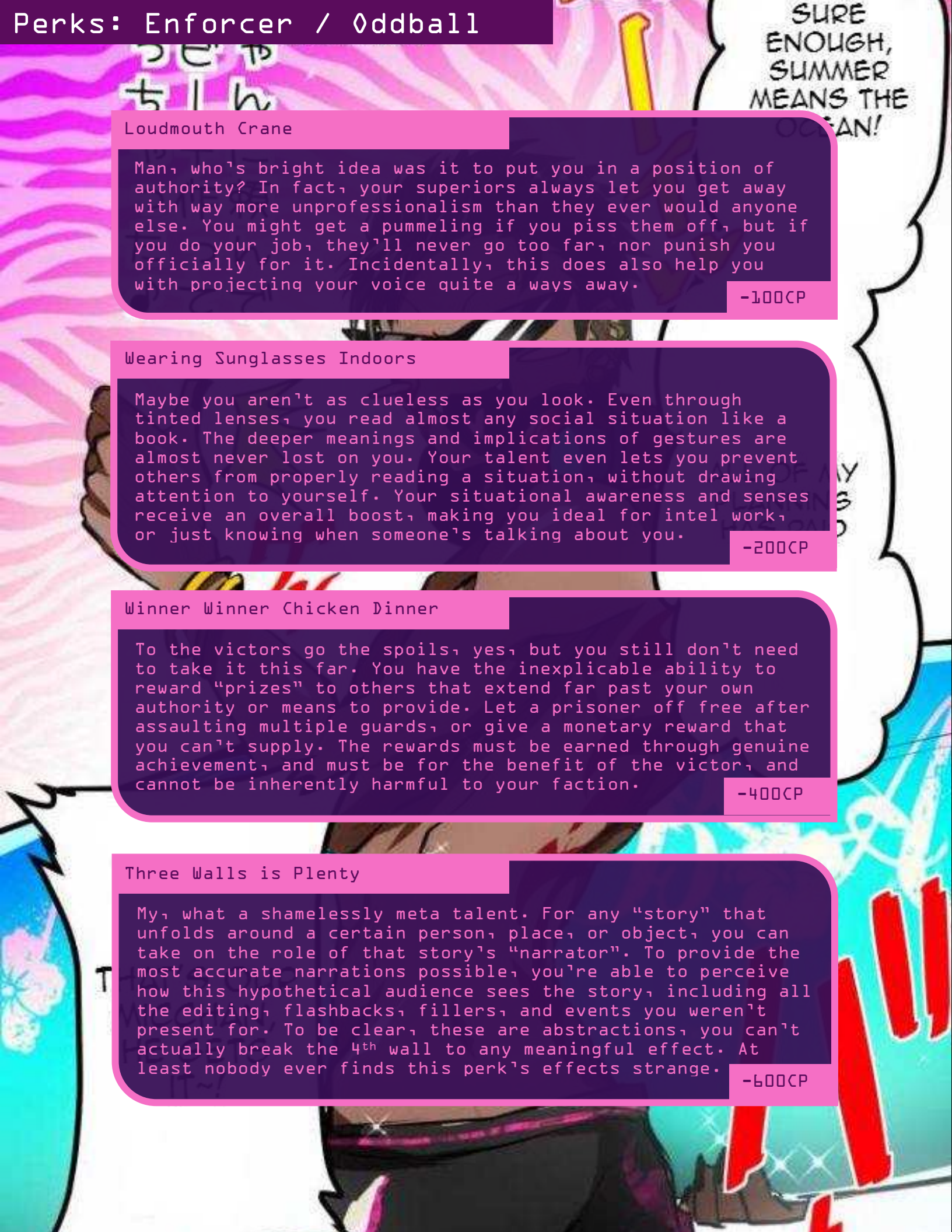
Under Lock and Qi

Techniques used regularly by building 5, but also countless religious groups across Asia. You can apply Qigong to countless mystical sealing and controlling techniques. With just a slip of paper, you can paralyze or imprison someone, suppress supernatural energies, or puppet unconscious bodies. This is just in the beginning, you may eventually learn to use sealing techniques through nothing but your own energy, and modify or weaken seals set by others.

-600CP



Perks: Enforcer / Oddball



Loudmouth Crane

Man, who's bright idea was it to put you in a position of authority? In fact, your superiors always let you get away with way more unprofessionalism than they ever would anyone else. You might get a pummeling if you piss them off, but if you do your job, they'll never go too far, nor punish you officially for it. Incidentally, this does also help you with projecting your voice quite a ways away.

-100CP

Wearing Sunglasses Indoors

Maybe you aren't as clueless as you look. Even through tinted lenses, you read almost any social situation like a book. The deeper meanings and implications of gestures are almost never lost on you. Your talent even lets you prevent others from properly reading a situation, without drawing attention to yourself. Your situational awareness and senses receive an overall boost, making you ideal for intel work, or just knowing when someone's talking about you.

-200CP

Winner Winner Chicken Dinner

To the victors go the spoils, yes, but you still don't need to take it this far. You have the inexplicable ability to reward "prizes" to others that extend far past your own authority or means to provide. Let a prisoner off free after assaulting multiple guards, or give a monetary reward that you can't supply. The rewards must be earned through genuine achievement, and must be for the benefit of the victor, and cannot be inherently harmful to your faction.

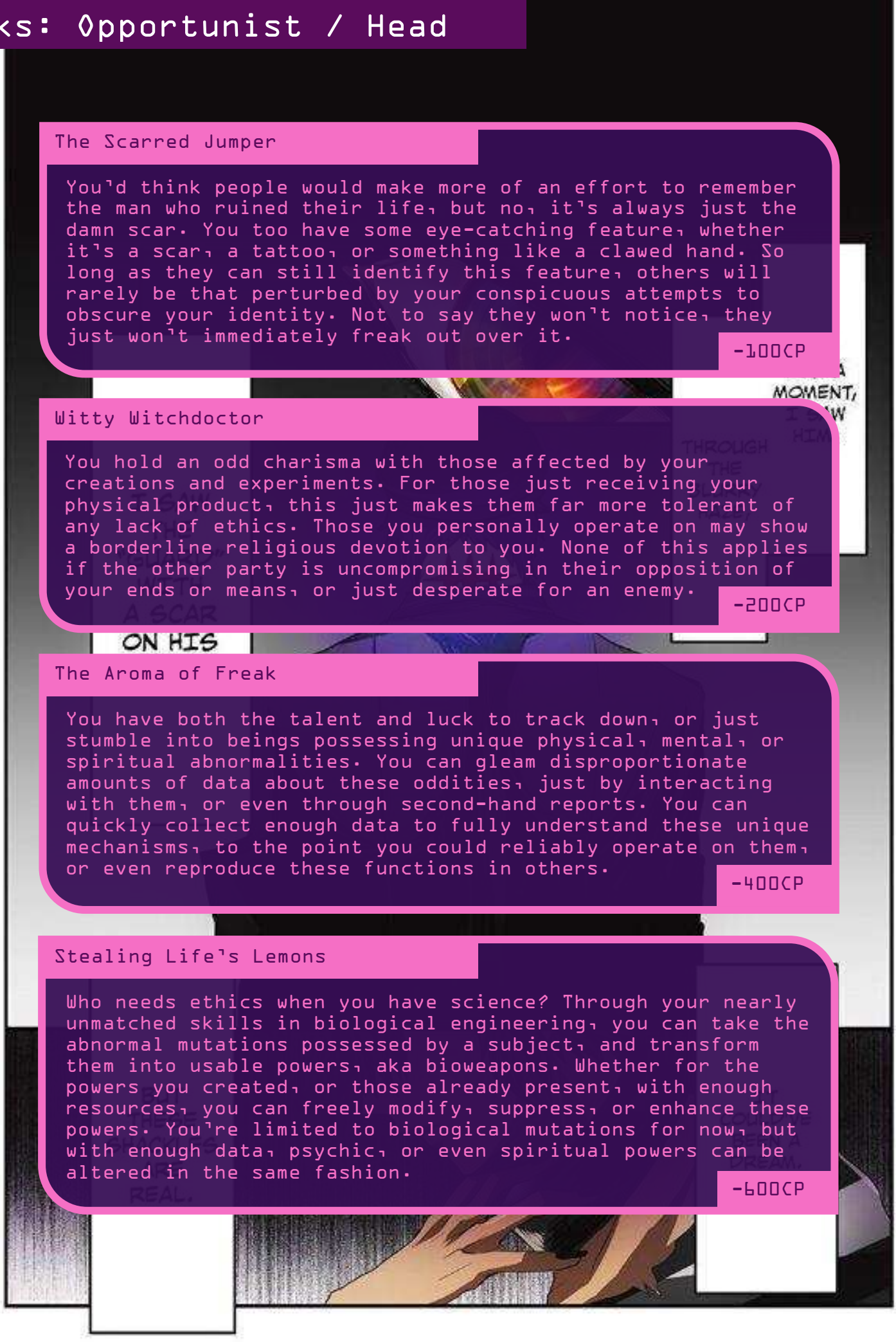
-400CP

Three Walls is Plenty

My, what a shamelessly meta talent. For any "story" that unfolds around a certain person, place, or object, you can take on the role of that story's "narrator". To provide the most accurate narrations possible, you're able to perceive how this hypothetical audience sees the story, including all the editing, flashbacks, fillers, and events you weren't present for. To be clear, these are abstractions, you can't actually break the 4th wall to any meaningful effect. At least nobody ever finds this perk's effects strange.

-600CP

Perks: Opportunist / Head



The Scarred Jumper

You'd think people would make more of an effort to remember the man who ruined their life, but no, it's always just the damn scar. You too have some eye-catching feature, whether it's a scar, a tattoo, or something like a clawed hand. So long as they can still identify this feature, others will rarely be that perturbed by your conspicuous attempts to obscure your identity. Not to say they won't notice, they just won't immediately freak out over it.

-100CP

Witty Witchdoctor

You hold an odd charisma with those affected by your creations and experiments. For those just receiving your physical product, this just makes them far more tolerant of any lack of ethics. Those you personally operate on may show a borderline religious devotion to you. None of this applies if the other party is uncompromising in their opposition of your ends or means, or just desperate for an enemy.

-200CP

The Aroma of Freak

You have both the talent and luck to track down, or just stumble into beings possessing unique physical, mental, or spiritual abnormalities. You can gleam disproportionate amounts of data about these oddities, just by interacting with them, or even through second-hand reports. You can quickly collect enough data to fully understand these unique mechanisms, to the point you could reliably operate on them, or even reproduce these functions in others.

-400CP

Stealing Life's Lemons

Who needs ethics when you have science? Through your nearly unmatched skills in biological engineering, you can take the abnormal mutations possessed by a subject, and transform them into usable powers, aka bioweapons. Whether for the powers you created, or those already present, with enough resources, you can freely modify, suppress, or enhance these powers. You're limited to biological mutations for now, but with enough data, psychic, or even spiritual powers can be altered in the same fashion.

-600CP

Perks: Opportunist / Muscle



Infallible Justice

Sticks and stones may indeed break your bones, but words are stupid, and they don't matter. You have an unshakable self-assurance and sense of justice that precludes any need for external validation, so long as you know your actions are just. Even as the whole world turns against you and calls you a monster after you risked life and limb to protect it, you'd be ready to do it all again in a heartbeat.

-100CP

Journey to the Best

You're more than just a human, you're a living ideal that others find themselves desperately chasing after. People who know of you naturally come to respect and idolize everything you stand for. They'll wish to imitate you and earn your approval. This can be dispelled if you're accused of some abhorrent misdeed, but they'll find themselves desiring some excuse to deny these claims even then.

-200CP

The Not-so-Secret Arts

The art of Qigong is quite rare in the outside world, even more so those qualified to practice them. You can manipulate your abundant stores of life energy, or Qi, either as blasts of energy, levitation, sensing life forces, or enhancing your bod- wait, isn't this just Dr[redacted]n B[redacted]ll? Well, not the same scale. Your Qigong can be improved with training, but overexertion can have fatal consequences.

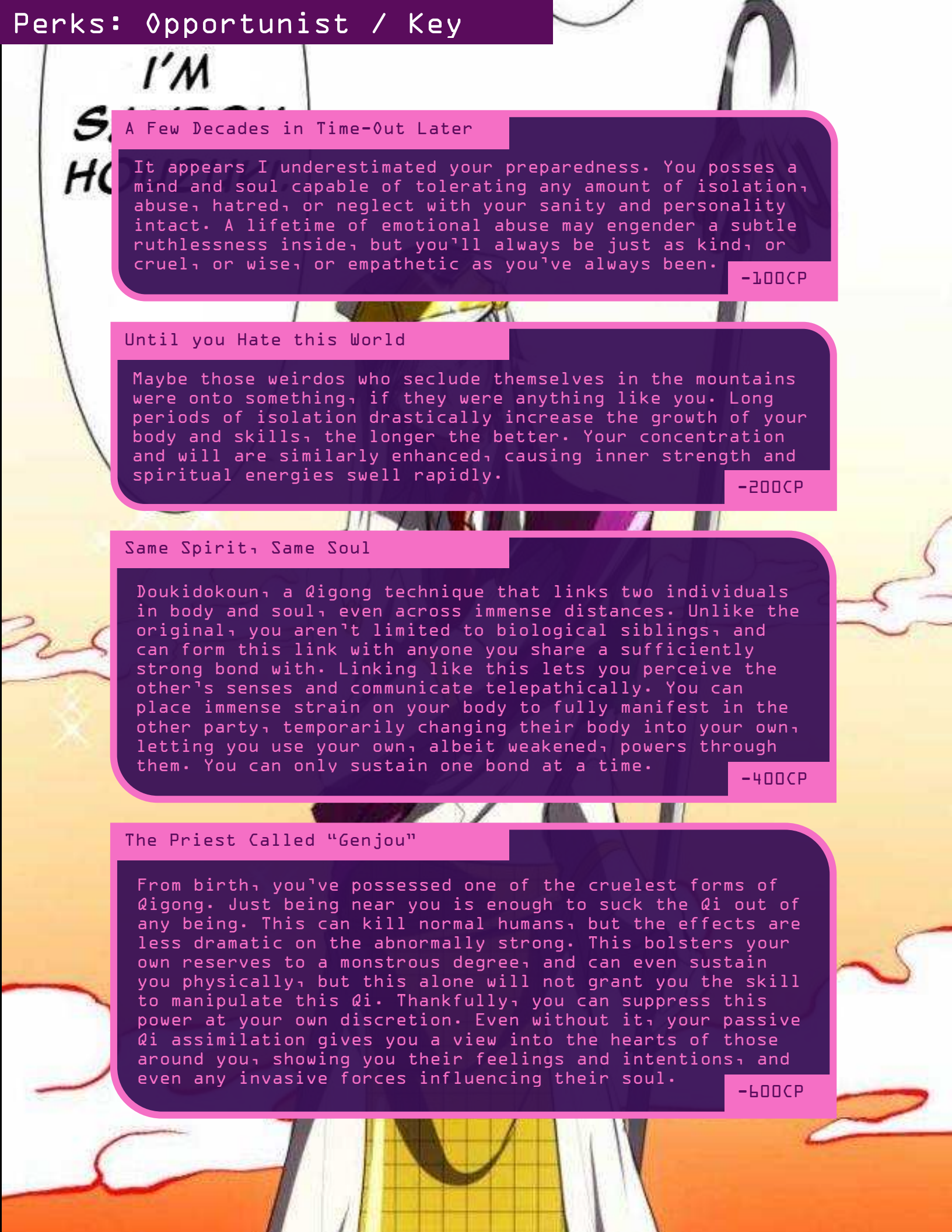
-400CP

The Real Monkey King

From birth, you have been a pinnacle that your family line has never before reached, and if you apply yourself, one that will never be reached again. Your natural expertise in all techniques, talents, and abilities passed down and treasured by your family line, exists in you with unmatched potency and potential. Even without a heritage to surpass, your physical, mental, and spiritual capabilities tend to dwell near the peak of your species, even without training. Be mindful, this will not bring you any closer to emulating unique powers, or abilities you fundamentally lack.

-600CP

Perks: Opportunist / Key



A Few Decades in Time-Out Later

It appears I underestimated your preparedness. You posses a mind and soul capable of tolerating any amount of isolation, abuse, hatred, or neglect with your sanity and personality intact. A lifetime of emotional abuse may engender a subtle ruthlessness inside, but you'll always be just as kind, or cruel, or wise, or empathetic as you've always been.

-100CP

Until you Hate this World

Maybe those weirdos who seclude themselves in the mountains were onto something, if they were anything like you. Long periods of isolation drastically increase the growth of your body and skills, the longer the better. Your concentration and will are similarly enhanced, causing inner strength and spiritual energies swell rapidly.

-200CP

Same Spirit, Same Soul

Doukidokoun, a Qigong technique that links two individuals in body and soul, even across immense distances. Unlike the original, you aren't limited to biological siblings, and can form this link with anyone you share a sufficiently strong bond with. Linking like this lets you perceive the other's senses and communicate telepathically. You can place immense strain on your body to fully manifest in the other party, temporarily changing their body into your own, letting you use your own, albeit weakened, powers through them. You can only sustain one bond at a time.

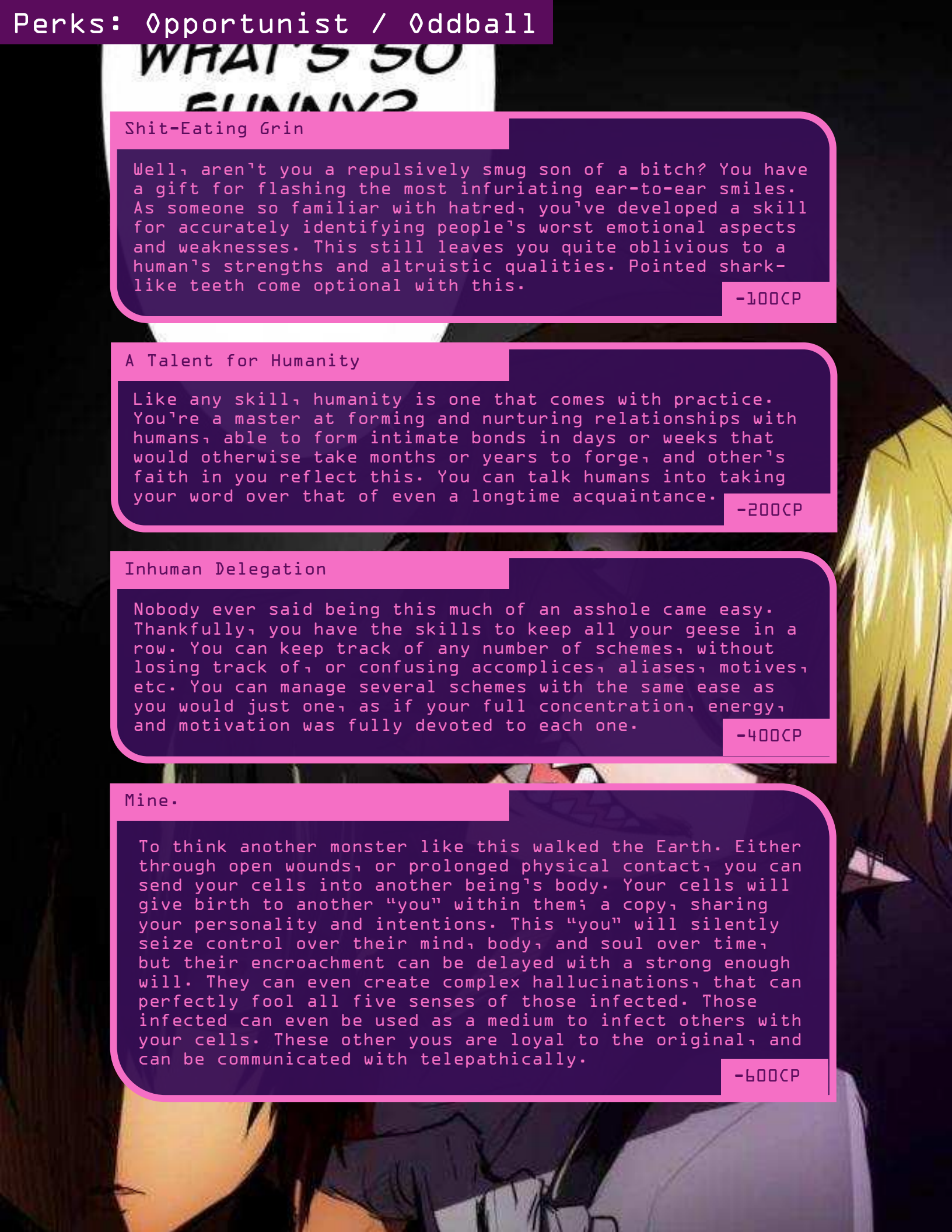
-400CP

The Priest Called "Genjou"

From birth, you've possessed one of the cruelest forms of Qigong. Just being near you is enough to suck the Qi out of any being. This can kill normal humans, but the effects are less dramatic on the abnormally strong. This bolsters your own reserves to a monstrous degree, and can even sustain you physically, but this alone will not grant you the skill to manipulate this Qi. Thankfully, you can suppress this power at your own discretion. Even without it, your passive Qi assimilation gives you a view into the hearts of those around you, showing you their feelings and intentions, and even any invasive forces influencing their soul.

-600CP

Perks: Opportunist / Oddball



Shit-Eating Grin

Well, aren't you a repulsively smug son of a bitch? You have a gift for flashing the most infuriating ear-to-ear smiles. As someone so familiar with hatred, you've developed a skill for accurately identifying people's worst emotional aspects and weaknesses. This still leaves you quite oblivious to a human's strengths and altruistic qualities. Pointed shark-like teeth come optional with this.

-100CP

A Talent for Humanity

Like any skill, humanity is one that comes with practice. You're a master at forming and nurturing relationships with humans, able to form intimate bonds in days or weeks that would otherwise take months or years to forge, and other's faith in you reflect this. You can talk humans into taking your word over that of even a longtime acquaintance.

-200CP

Inhuman Delegation

Nobody ever said being this much of an asshole came easy. Thankfully, you have the skills to keep all your geese in a row. You can keep track of any number of schemes, without losing track of, or confusing accomplices, aliases, motives, etc. You can manage several schemes with the same ease as you would just one, as if your full concentration, energy, and motivation was fully devoted to each one.

-400CP

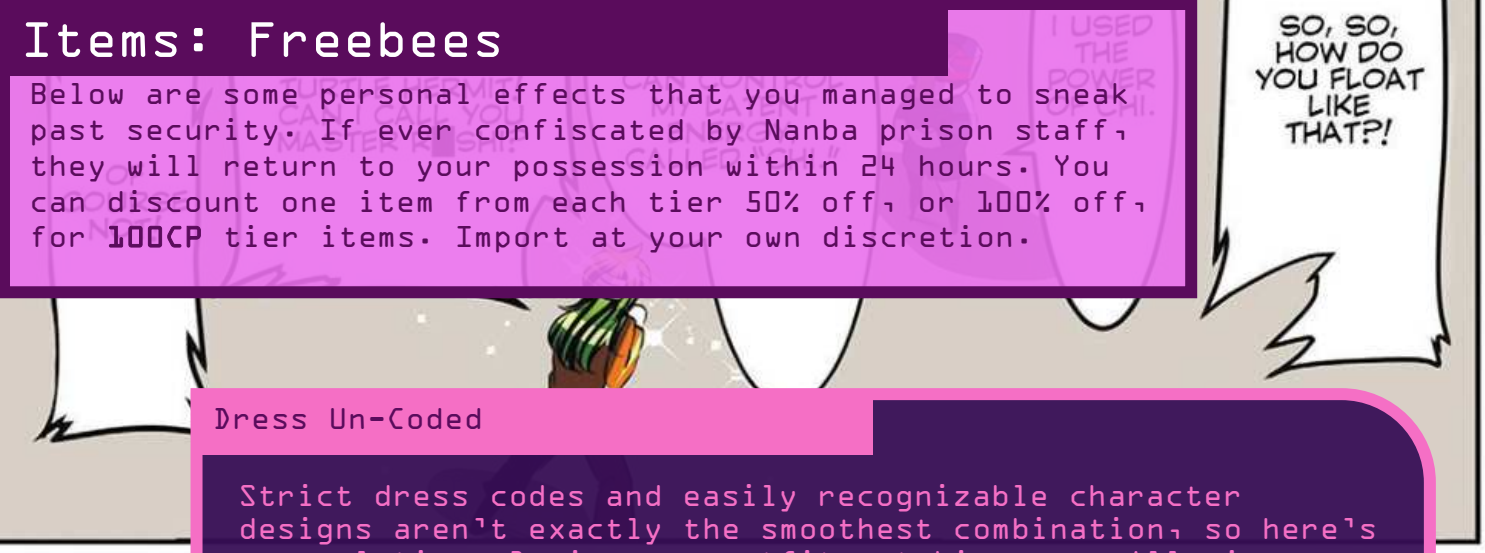
Mine.

To think another monster like this walked the Earth. Either through open wounds, or prolonged physical contact, you can send your cells into another being's body. Your cells will give birth to another "you" within them; a copy, sharing your personality and intentions. This "you" will silently seize control over their mind, body, and soul over time, but their encroachment can be delayed with a strong enough will. They can even create complex hallucinations, that can perfectly fool all five senses of those infected. Those infected can even be used as a medium to infect others with your cells. These other yous are loyal to the original, and can be communicated with telepathically.

-600CP

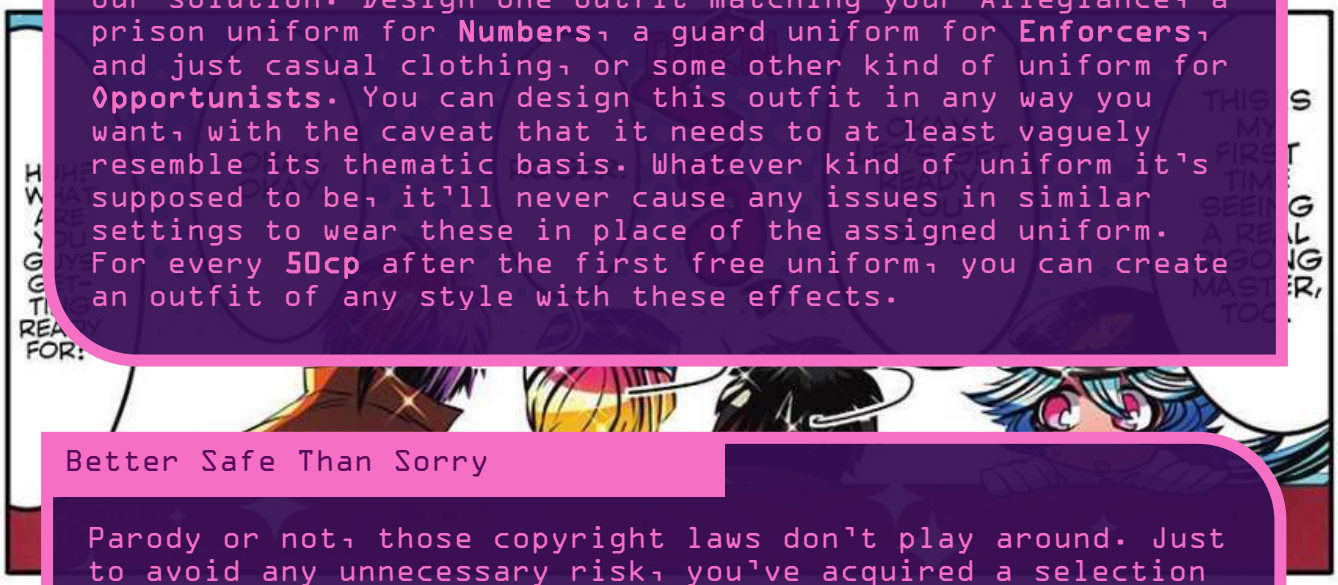
Items: Freebees

Below are some personal effects that you managed to sneak past security. If ever confiscated by Nanba prison staff, they will return to your possession within 24 hours. You can discount one item from each tier 50% off, or 100% off, for **100CP** tier items. Import at your own discretion.



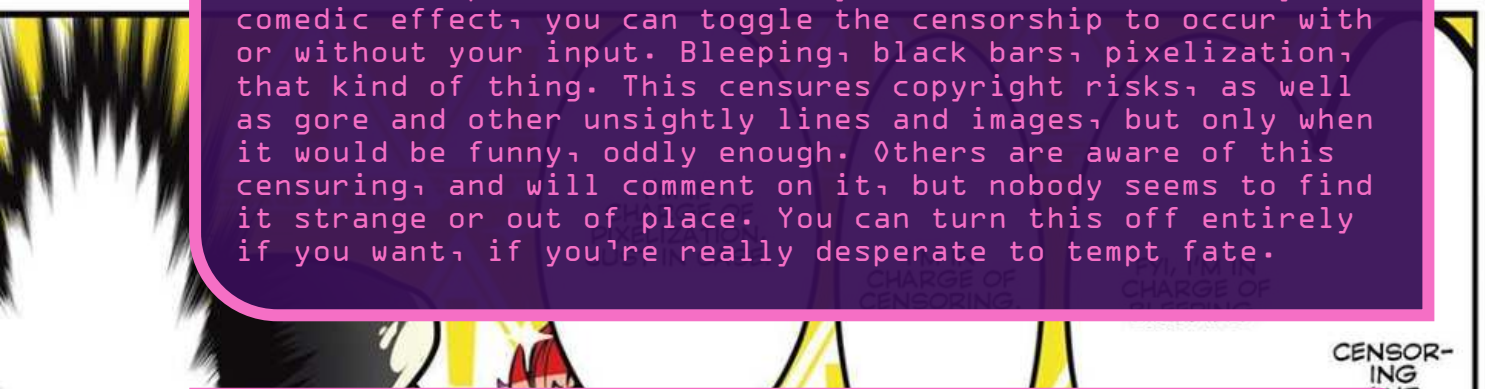
Dress Un-Coded

Strict dress codes and easily recognizable character designs aren't exactly the smoothest combination, so here's our solution. Design one outfit matching your Allegiance, a prison uniform for **Numbers**, a guard uniform for **Enforcers**, and just casual clothing, or some other kind of uniform for **Opportunists**. You can design this outfit in any way you want, with the caveat that it needs to at least vaguely resemble its thematic basis. Whatever kind of uniform it's supposed to be, it'll never cause any issues in similar settings to wear these in place of the assigned uniform. For every **50cp** after the first free uniform, you can create an outfit of any style with these effects.



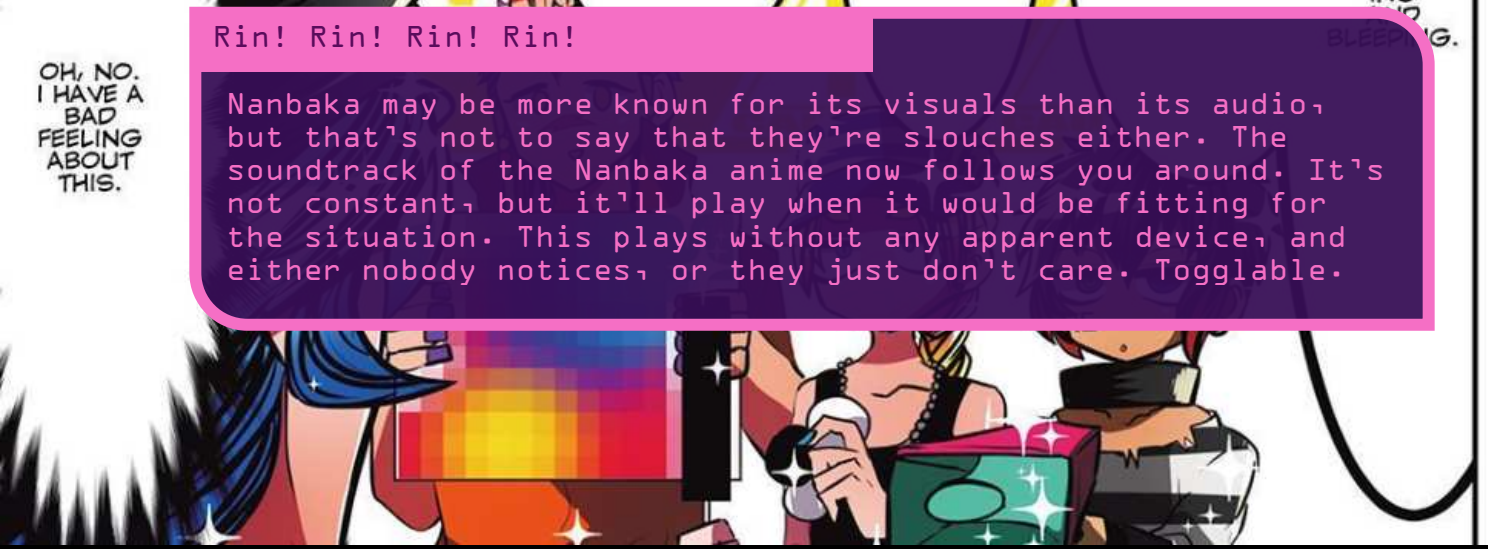
Better Safe Than Sorry

Parody or not, those copyright laws don't play around. Just to avoid any unnecessary risk, you've acquired a selection of censorship tools. Well, I say tools, but that's only for comedic effect, you can toggle the censorship to occur with or without your input. Bleeping, black bars, pixelization, that kind of thing. This censures copyright risks, as well as gore and other unsightly lines and images, but only when it would be funny, oddly enough. Others are aware of this censuring, and will comment on it, but nobody seems to find it strange or out of place. You can turn this off entirely if you want, if you're really desperate to tempt fate.

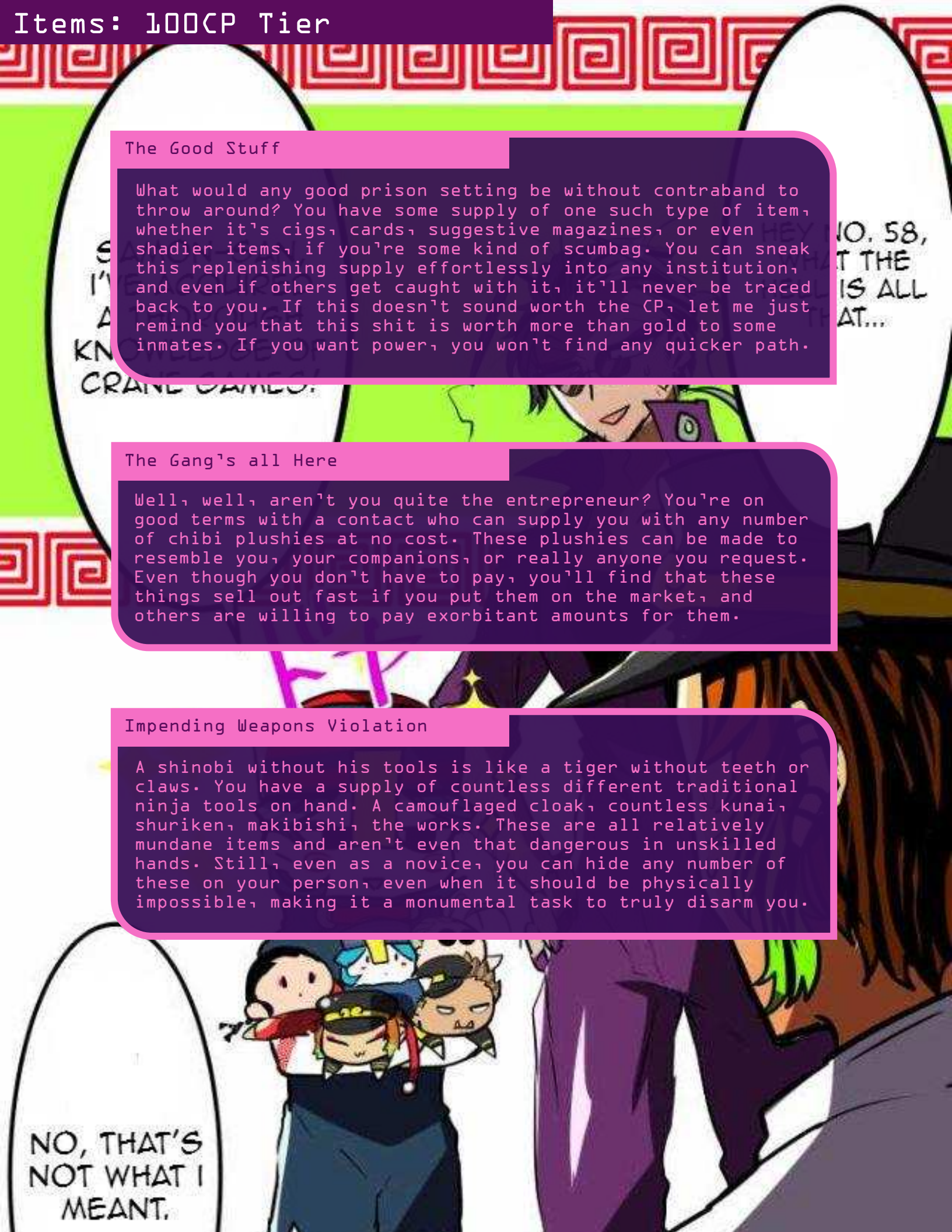


Rin! Rin! Rin! Rin!

Nanbaka may be more known for its visuals than its audio, but that's not to say that they're slouches either. The soundtrack of the Nanbaka anime now follows you around. It's not constant, but it'll play when it would be fitting for the situation. This plays without any apparent device, and either nobody notices, or they just don't care. Togglable.



Items: 100CP Tier



The Good Stuff

What would any good prison setting be without contraband to throw around? You have some supply of one such type of item, whether it's cigs, cards, suggestive magazines, or even shadier items, if you're some kind of scumbag. You can sneak this replenishing supply effortlessly into any institution, and even if others get caught with it, it'll never be traced back to you. If this doesn't sound worth the CP, let me just remind you that this shit is worth more than gold to some inmates. If you want power, you won't find any quicker path.

The Gang's all Here

Well, well, aren't you quite the entrepreneur? You're on good terms with a contact who can supply you with any number of chibi plushies at no cost. These plushies can be made to resemble you, your companions, or really anyone you request. Even though you don't have to pay, you'll find that these things sell out fast if you put them on the market, and others are willing to pay exorbitant amounts for them.

Impending Weapons Violation

A shinobi without his tools is like a tiger without teeth or claws. You have a supply of countless different traditional ninja tools on hand. A camouflaged cloak, countless kunai, shuriken, makibishi, the works. These are all relatively mundane items and aren't even that dangerous in unskilled hands. Still, even as a novice, you can hide any number of these on your person, even when it should be physically impossible, making it a monumental task to truly disarm you.

Items: 200CP Tier

Omni-Prescription Medication

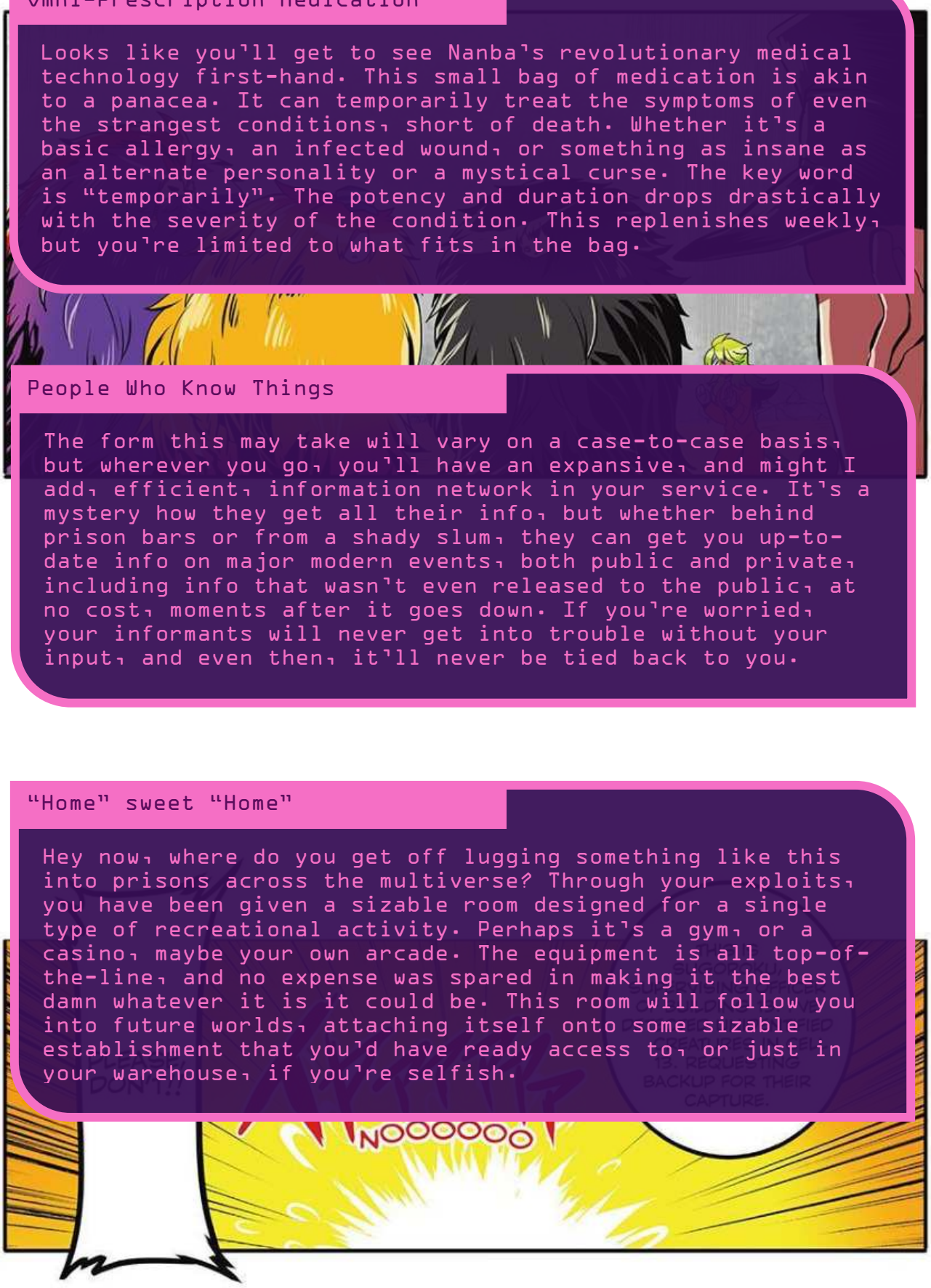
Looks like you'll get to see Nanba's revolutionary medical technology first-hand. This small bag of medication is akin to a panacea. It can temporarily treat the symptoms of even the strangest conditions, short of death. Whether it's a basic allergy, an infected wound, or something as insane as an alternate personality or a mystical curse. The key word is "temporarily". The potency and duration drops drastically with the severity of the condition. This replenishes weekly, but you're limited to what fits in the bag.

People Who Know Things

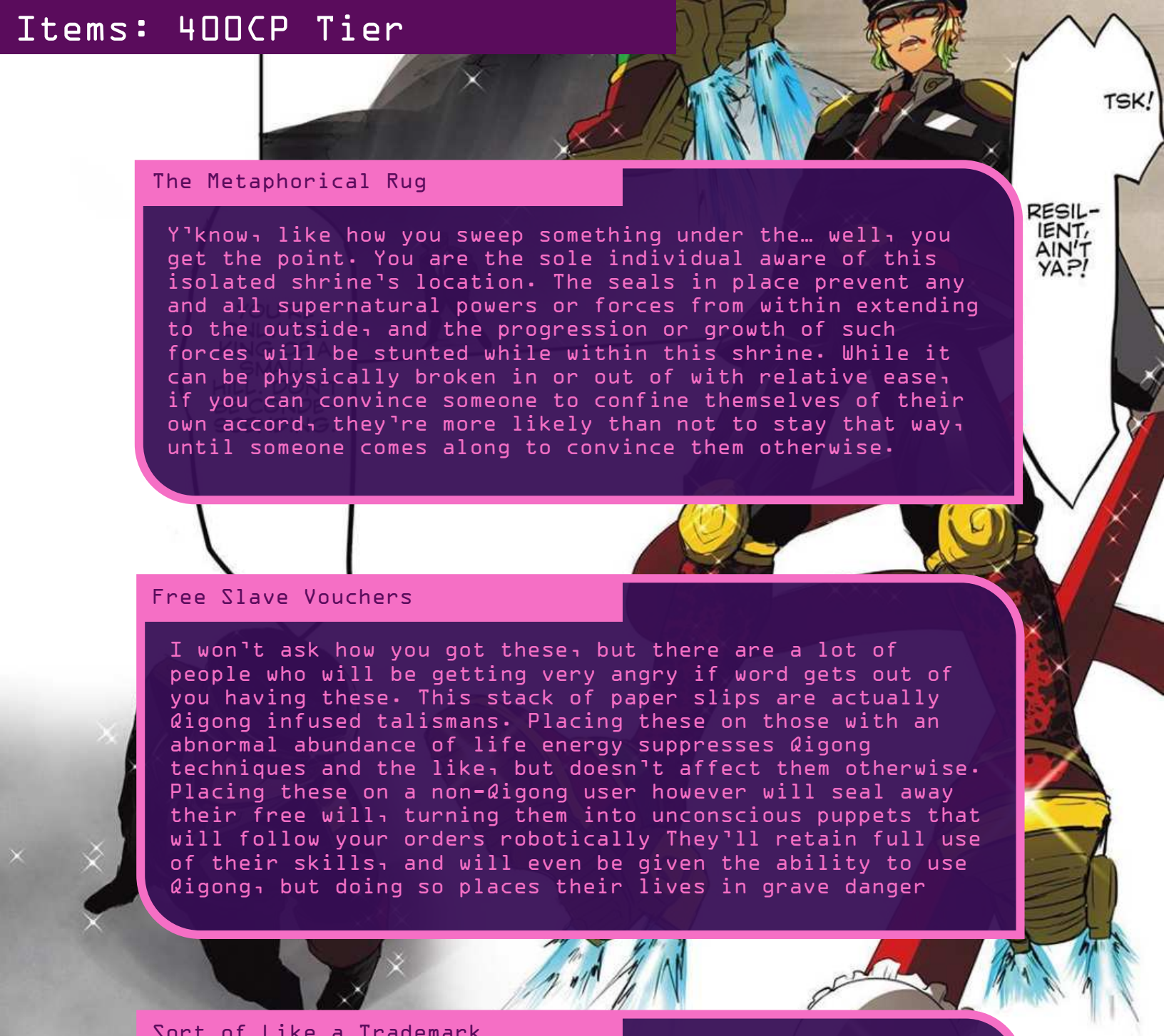
The form this may take will vary on a case-to-case basis, but wherever you go, you'll have an expansive, and might I add, efficient, information network in your service. It's a mystery how they get all their info, but whether behind prison bars or from a shady slum, they can get you up-to-date info on major modern events, both public and private, including info that wasn't even released to the public, at no cost, moments after it goes down. If you're worried, your informants will never get into trouble without your input, and even then, it'll never be tied back to you.

"Home" sweet "Home"

Hey now, where do you get off lugging something like this into prisons across the multiverse? Through your exploits, you have been given a sizable room designed for a single type of recreational activity. Perhaps it's a gym, or a casino, maybe your own arcade. The equipment is all top-of-the-line, and no expense was spared in making it the best damn whatever it is it could be. This room will follow you into future worlds, attaching itself onto some sizable establishment that you'd have ready access to, or just in your warehouse, if you're selfish.



Items: 400CP Tier



The Metaphorical Rug

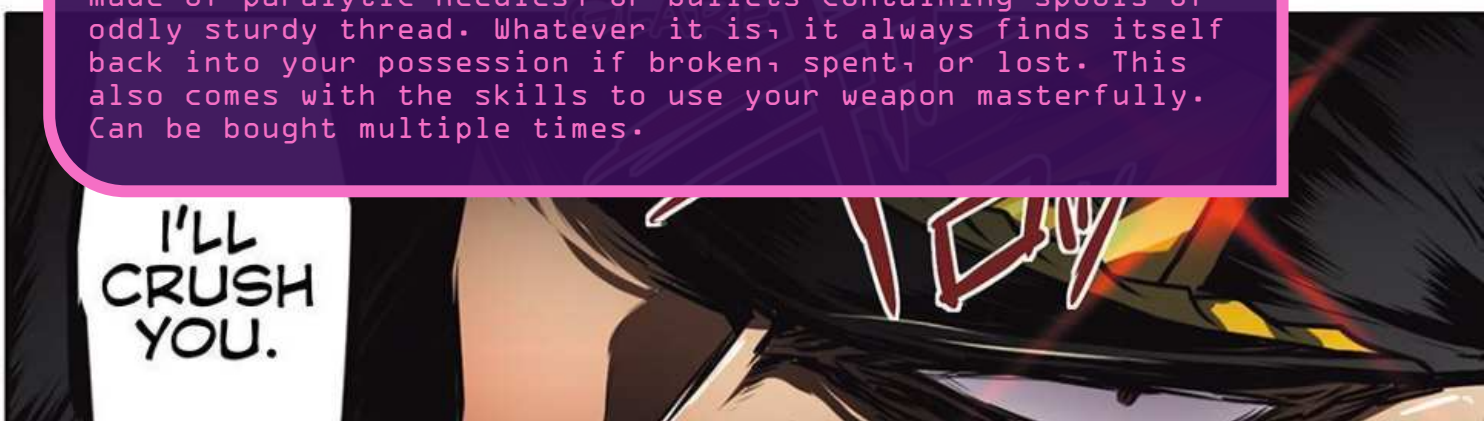
Y'know, like how you sweep something under the… well, you get the point. You are the sole individual aware of this isolated shrine's location. The seals in place prevent any and all supernatural powers or forces from within extending to the outside, and the progression or growth of such forces will be stunted while within this shrine. While it can be physically broken in or out of with relative ease, if you can convince someone to confine themselves of their own accord, they're more likely than not to stay that way, until someone comes along to convince them otherwise.

Free Slave Vouchers

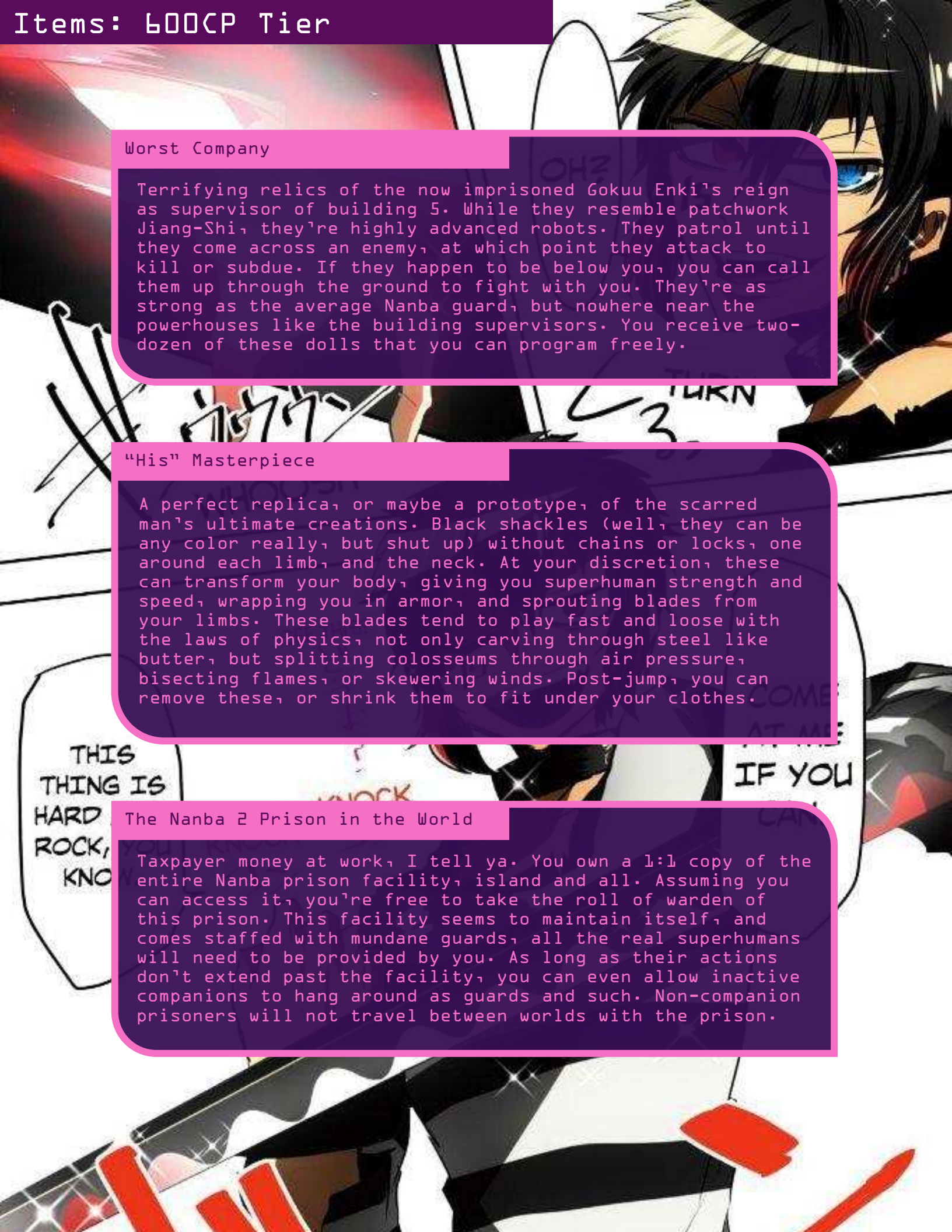
I won't ask how you got these, but there are a lot of people who will be getting very angry if word gets out of you having these. This stack of paper slips are actually Qigong infused talismans. Placing these on those with an abnormal abundance of life energy suppresses Qigong techniques and the like, but doesn't affect them otherwise. Placing these on a non-Qigong user however will seal away their free will, turning them into unconscious puppets that will follow your orders robotically They'll retain full use of their skills, and will even be given the ability to use Qigong, but doing so places their lives in grave danger

Sort of Like a Trademark

In case you were worried about not standing out, you may receive one specially made weapon or piece or armor with potent properties and mechanisms. Think of weapons filled with Qi that can negate attacks, or explode on impact. Possibly something more mechanically impressive, like whips made of paralytic needles, or bullets containing spools of oddly sturdy thread. Whatever it is, it always finds itself back into your possession if broken, spent, or lost. This also comes with the skills to use your weapon masterfully. Can be bought multiple times.



Items: 600CP Tier



Worst Company

Terrifying relics of the now imprisoned Gokuu Enki's reign as supervisor of building 5. While they resemble patchwork Jiang-Shi, they're highly advanced robots. They patrol until they come across an enemy, at which point they attack to kill or subdue. If they happen to be below you, you can call them up through the ground to fight with you. They're as strong as the average Nanba guard, but nowhere near the powerhouses like the building supervisors. You receive two-dozen of these dolls that you can program freely.

"His" Masterpiece

A perfect replica, or maybe a prototype, of the scarred man's ultimate creations. Black shackles (well, they can be any color really, but shut up) without chains or locks, one around each limb, and the neck. At your discretion, these can transform your body, giving you superhuman strength and speed, wrapping you in armor, and sprouting blades from your limbs. These blades tend to play fast and loose with the laws of physics, not only carving through steel like butter, but splitting colosseums through air pressure, bisecting flames, or skewering winds. Post-jump, you can remove these, or shrink them to fit under your clothes.

The Nanba 2 Prison in the World

Taxpayer money at work, I tell ya. You own a 1:1 copy of the entire Nanba prison facility, island and all. Assuming you can access it, you're free to take the roll of warden of this prison. This facility seems to maintain itself, and comes staffed with mundane guards, all the real superhumans will need to be provided by you. As long as their actions don't extend past the facility, you can even allow inactive companions to hang around as guards and such. Non-companion prisoners will not travel between worlds with the prison.

Filling out the Cast - A

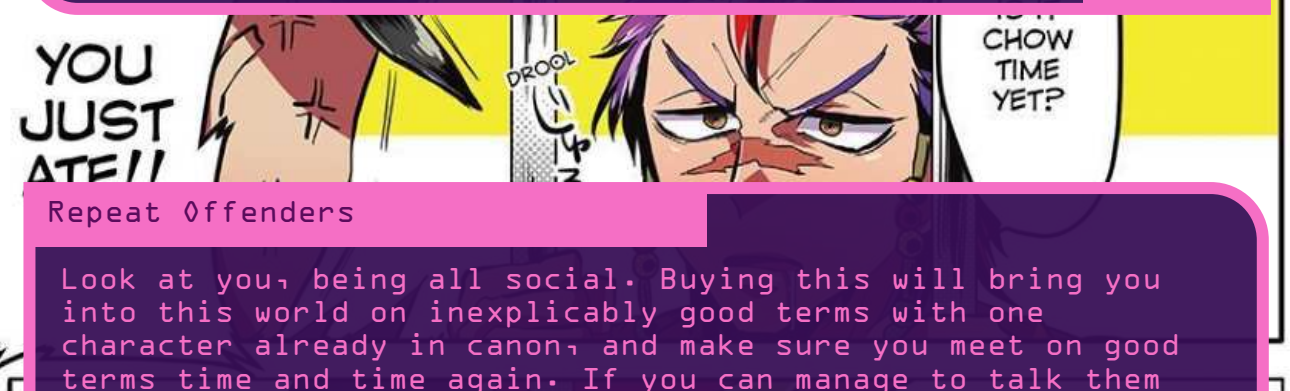
Well, at least you won't be wanting for company. Below are options for taking along old or new allies. Regardless of their circumstances, through happenstance, they'll find themselves caught up in your own misadventures regularly. Every option here can be bought multiple times.



Here Come the Newbies

You know the deal by now. For each **50CP** paid, you get to take one of your tagalongs from past worlds and import them into this one. They receive an Allegiance and Archetype, and all the discounts they imply. Each companion gets 600CP to spend and can take 400CP in **Extended Sentences**.

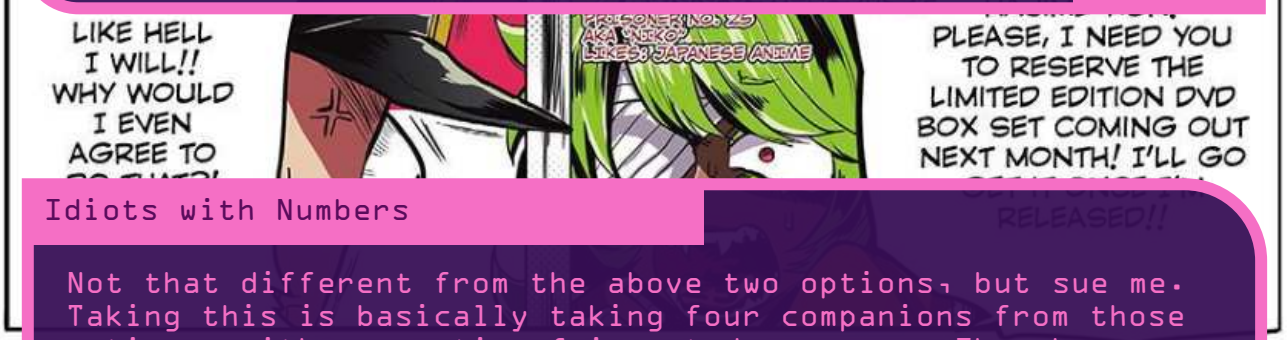
-50CP



Repeat Offenders

Look at you, being all social. Buying this will bring you into this world on inexplicably good terms with one character already in canon, and make sure you meet on good terms time and time again. If you can manage to talk them into joining you, even with full knowledge of what that entails, they can come along with you as companions.

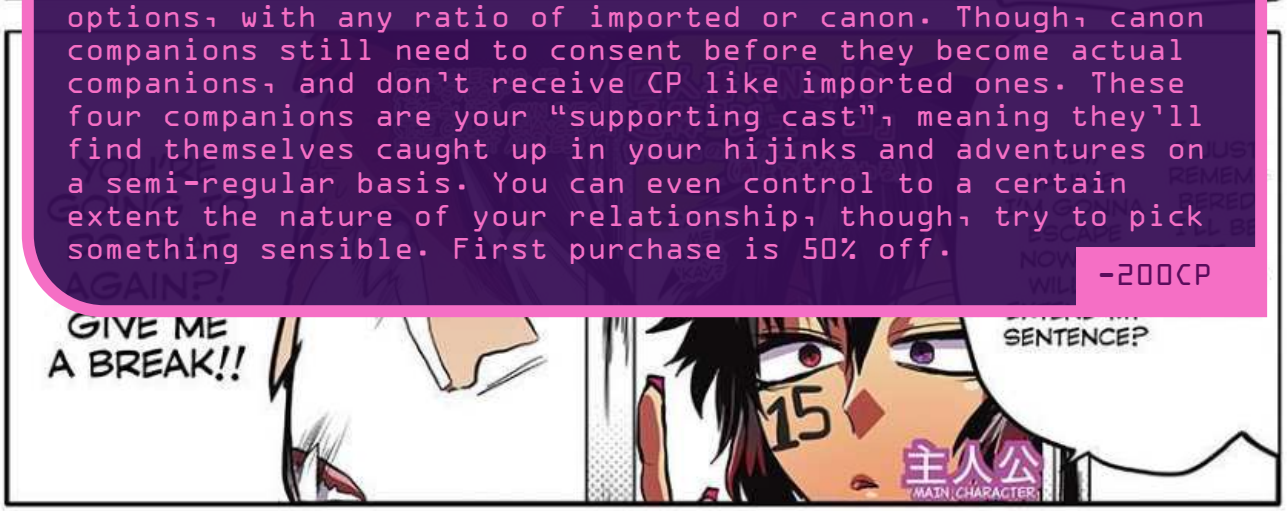
-50CP



Idiots with Numbers

Not that different from the above two options, but sue me. Taking this is basically taking four companions from those options, with any ratio of imported or canon. Though, canon companions still need to consent before they become actual companions, and don't receive CP like imported ones. These four companions are your "supporting cast", meaning they'll find themselves caught up in your hijinks and adventures on a semi-regular basis. You can even control to a certain extent the nature of your relationship, though, try to pick something sensible. First purchase is 50% off.

-200CP

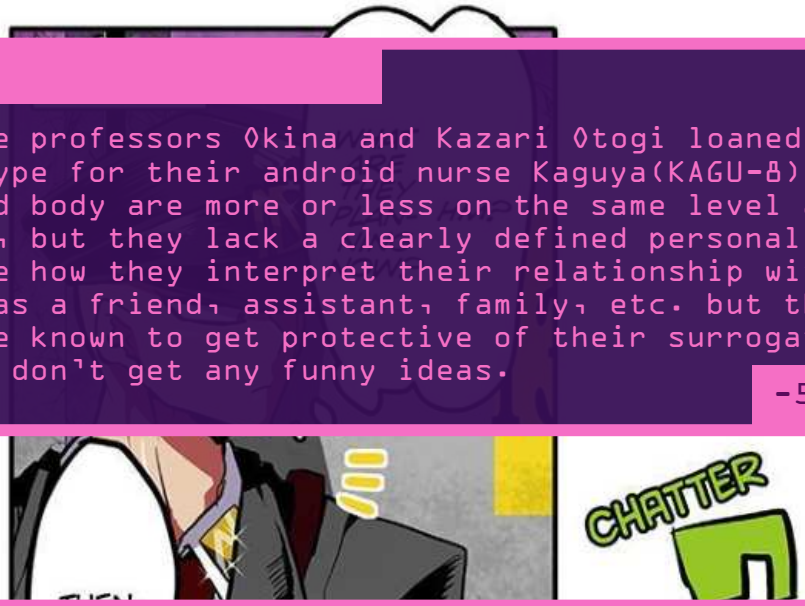


Filling out the Cast - B

KAGU(+/-)8

Looks like the professors Okina and Kazari Otogi loaned you an old prototype for their android nurse Kaguya(KAGU-8). Their mind and body are more or less on the same level as an average human, but they lack a clearly defined personality. You can decide how they interpret their relationship with you, whether as a friend, assistant, family, etc. but the professors are known to get protective of their surrogate daughters, so don't get any funny ideas.

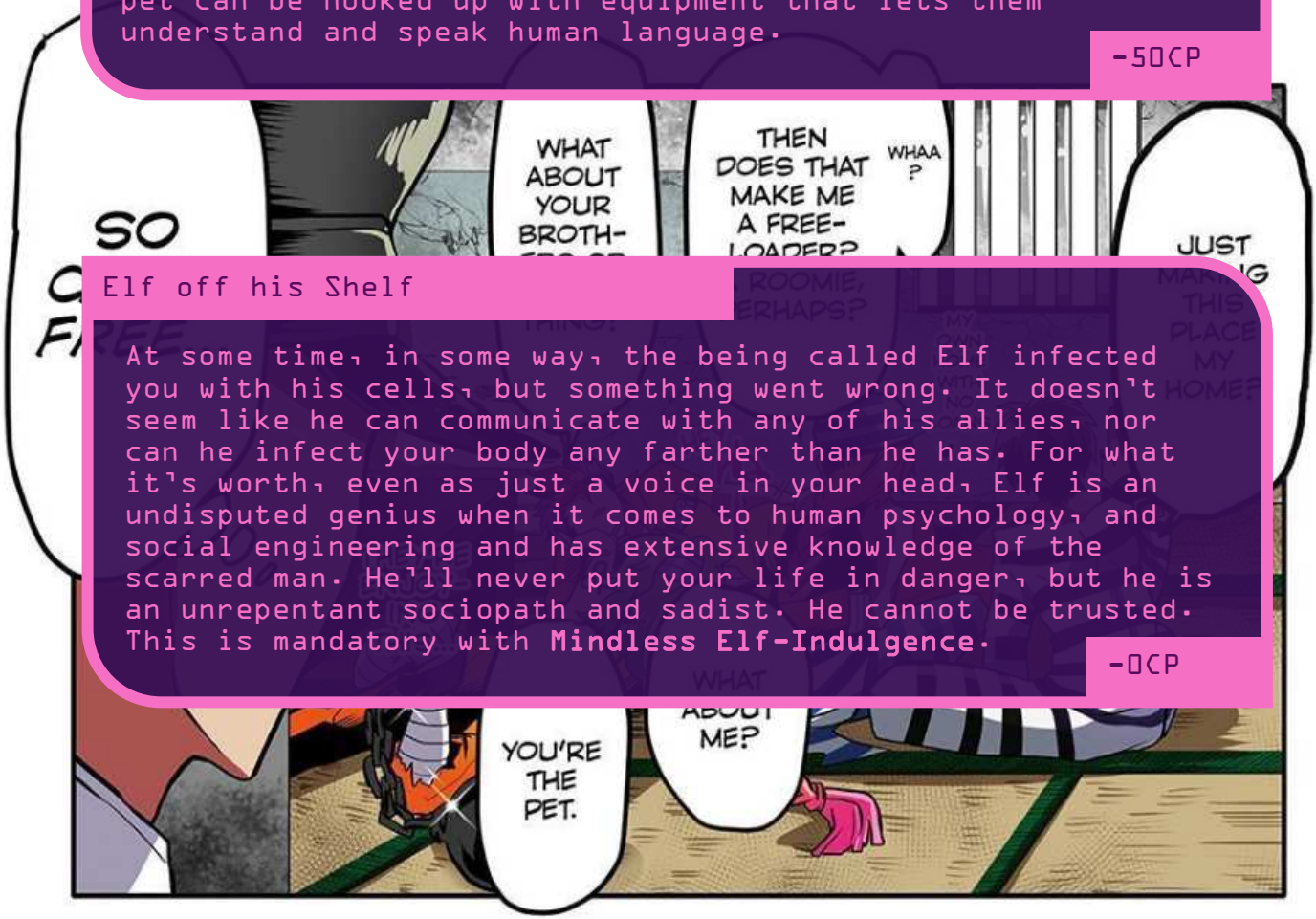
-50CP



Your Betters

It's not technically against the rules to care for a pet in Nanba prison, but I can't say it's the most professional company to keep during work hours. Something relatively harmless, like a cat or dog. They're well trained, or just naturally cooperative, so they'll try help you, and stay our of the way when things get serious. If you pay double, your pet can be hooked up with equipment that lets them understand and speak human language.

-50CP



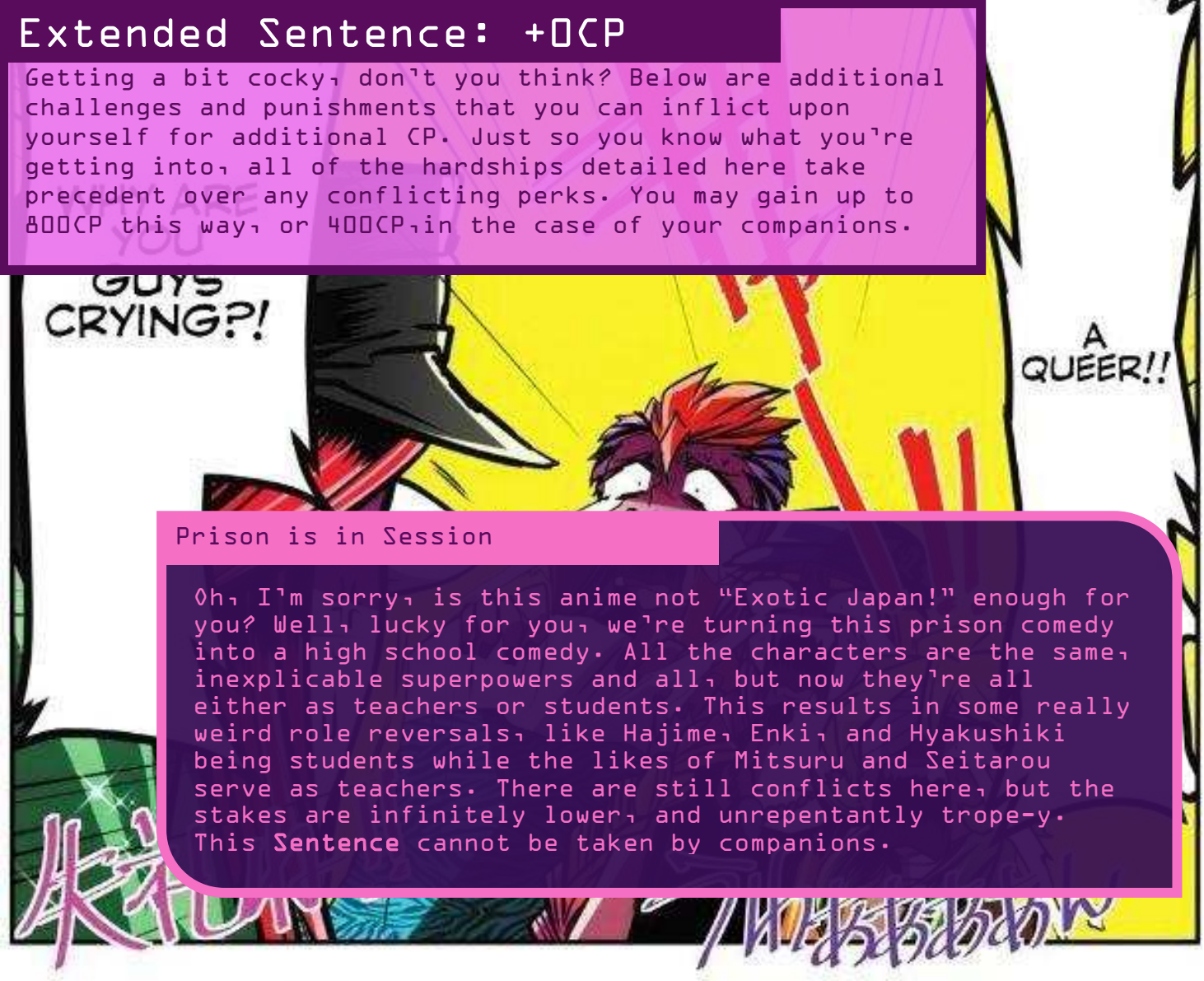
Elf off his Shelf

At some time, in some way, the being called Elf infected you with his cells, but something went wrong. It doesn't seem like he can communicate with any of his allies, nor can he infect your body any farther than he has. For what it's worth, even as just a voice in your head, Elf is an undisputed genius when it comes to human psychology, and social engineering and has extensive knowledge of the scarred man. He'll never put your life in danger, but he is an unrepentant sociopath and sadist. He cannot be trusted. This is mandatory with **Mindless Elf-Indulgence**.

-0CP

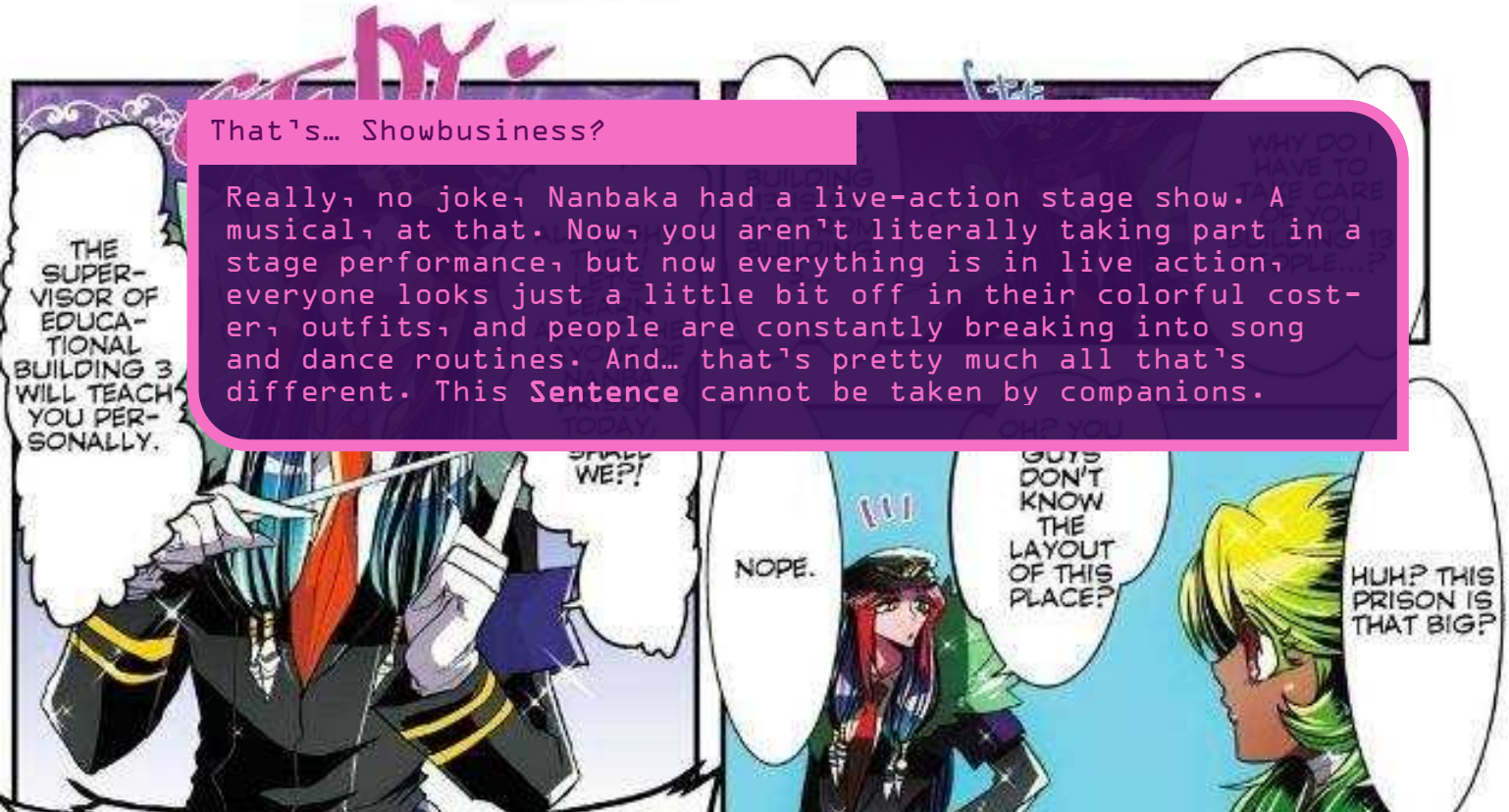
Extended Sentence: +0CP

Getting a bit cocky, don't you think? Below are additional challenges and punishments that you can inflict upon yourself for additional CP. Just so you know what you're getting into, all of the hardships detailed here take precedent over any conflicting perks. You may gain up to 800CP this way, or 400CP, in the case of your companions.



Prison is in Session

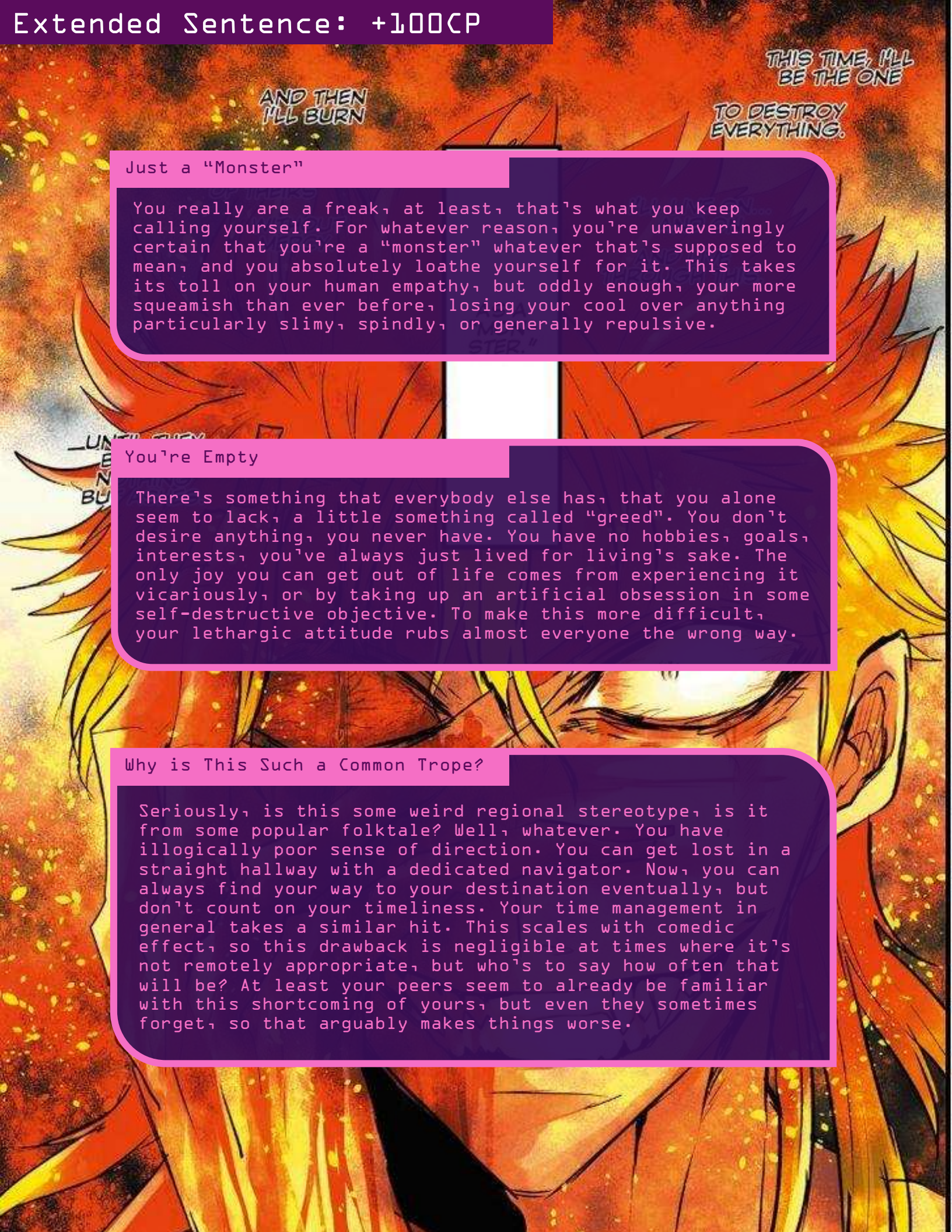
Oh, I'm sorry, is this anime not "Exotic Japan!" enough for you? Well, lucky for you, we're turning this prison comedy into a high school comedy. All the characters are the same, inexplicable superpowers and all, but now they're all either as teachers or students. This results in some really weird role reversals, like Hajime, Enki, and Hyakushiki being students while the likes of Mitsuru and Seitarou serve as teachers. There are still conflicts here, but the stakes are infinitely lower, and unrepentantly trope-y. This **Sentence** cannot be taken by companions.



That's… Showbusiness?

Really, no joke, Nanbaka had a live-action stage show. A musical, at that. Now, you aren't literally taking part in a stage performance, but now everything is in live action, everyone looks just a little bit off in their colorful coster, outfits, and people are constantly breaking into song and dance routines. And… that's pretty much all that's different. This **Sentence** cannot be taken by companions.

Extended Sentence: +100CP



Just a "Monster"

You really are a freak, at least, that's what you keep calling yourself. For whatever reason, you're unwaveringly certain that you're a "monster" whatever that's supposed to mean, and you absolutely loathe yourself for it. This takes its toll on your human empathy, but oddly enough, your more squeamish than ever before, losing your cool over anything particularly slimy, spindly, or generally repulsive.

You're Empty

There's something that everybody else has, that you alone seem to lack, a little something called "greed". You don't desire anything, you never have. You have no hobbies, goals, interests, you've always just lived for living's sake. The only joy you can get out of life comes from experiencing it vicariously, or by taking up an artificial obsession in some self-destructive objective. To make this more difficult, your lethargic attitude rubs almost everyone the wrong way.

Why is This Such a Common Trope?

Seriously, is this some weird regional stereotype, is it from some popular folktale? Well, whatever. You have illogically poor sense of direction. You can get lost in a straight hallway with a dedicated navigator. Now, you can always find your way to your destination eventually, but don't count on your timeliness. Your time management in general takes a similar hit. This scales with comedic effect, so this drawback is negligible at times where it's not remotely appropriate, but who's to say how often that will be? At least your peers seem to already be familiar with this shortcoming of yours, but even they sometimes forget, so that arguably makes things worse.

Extended Sentence: +200CP

Something's Not Here

Why does everything keep getting more and more complicated? What did you do? What have you forgotten? The answer is everything, everything you've done, and everything you were. You have amnesia of everything prior to a certain point in your life here, naturally including everything prior to your entry into this world. To make matters worse, you haven't even noticed that you've forgotten anything. Everything seems so normal, but let's not forget the matter of your companions, and all these strange power's you've suddenly woken up with. Remembering everything isn't impossible, but it won't come easy, or painlessly.

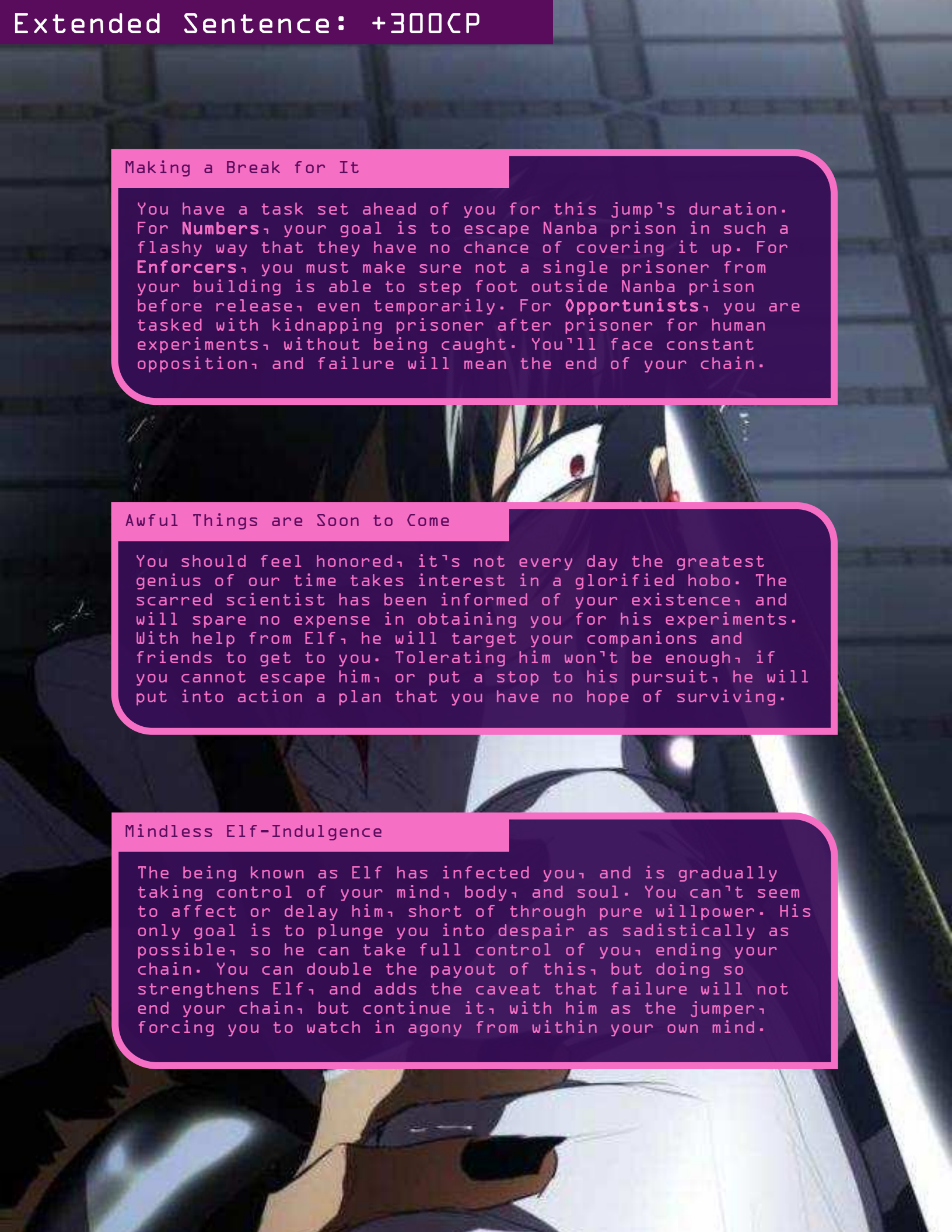
Are you a Genius?

You are… pretty much a complete failure as a human being. With the exception of a single, specific skillset, you are inhumanly unskilled at everything. You can't swim, you have no enthusiasm, you're gloomy, hesitant, you can't study, your handwriting is messy, you're thick-headed, slow on your feet, you have no stamina, you suck at lying, you suck at smiling, etcetera, etcetera, etcetera. Thankfully, I shouldn't need to mention your incompetence extends to any powers and skills brought from outside this jump.

"Murderer" 😊

It's scary how easy it is to turn the world against someone, like it has against you. Through no fault of your own, you have been wrongfully accused of a crime so atrocious the world has come to revile you. If you had any affiliation with Nanba, you've become a point of shame for them, and even if you manage to escape, your face will be known by law enforcement everywhere, even other prisoners loathe your existence. You can prove your innocence, but it's unlikely that people's paranoia will lessen much at all.

Extended Sentence: +300CP



Making a Break for It

You have a task set ahead of you for this jump's duration. For **Numbers**, your goal is to escape Nanba prison in such a flashy way that they have no chance of covering it up. For **Enforcers**, you must make sure not a single prisoner from your building is able to step foot outside Nanba prison before release, even temporarily. For **Opportunists**, you are tasked with kidnapping prisoner after prisoner for human experiments, without being caught. You'll face constant opposition, and failure will mean the end of your chain.

Awful Things are Soon to Come

You should feel honored, it's not every day the greatest genius of our time takes interest in a glorified hobo. The scarred scientist has been informed of your existence, and will spare no expense in obtaining you for his experiments. With help from Elf, he will target your companions and friends to get to you. Tolerating him won't be enough, if you cannot escape him, or put a stop to his pursuit, he will put into action a plan that you have no hope of surviving.

Mindless Elf-Indulgence

The being known as Elf has infected you, and is gradually taking control of your mind, body, and soul. You can't seem to affect or delay him, short of through pure willpower. His only goal is to plunge you into despair as sadistically as possible, so he can take full control of you, ending your chain. You can double the payout of this, but doing so strengthens Elf, and adds the caveat that failure will not end your chain, but continue it, with him as the jumper, forcing you to watch in agony from within your own mind.

Unchained: The Path Ahead

So, you're finally here. Whether by serving your time, fulfilling your duty, or pursuing your own ambitions, your time here is up. You have your whole future ahead of you, but only you can take that first step.



Home Free

So, you've finally decided to put this whole journey behind you. You were a headache, but I say this as one human to another, I might even start to miss you. Head on home, I'm sure you have friends and family of your own to get back to.

Final Destination

Are you some kind of idiot? Who serves their sentence and chooses to stay anyway? Well, whatever, it's none of my business. You've decided to stay put in this world, for the rest of your natural life.

On the run Again

Hah… why am I not surprised? You've never been content wasting away on your ass. You're right back to your old tricks, hightailing it across the multiverse, finding new authority figures to annoy. Don't go regretting it now.

Final Report: Closing Notes

Jump by Gene.

A perk's location in the document doesn't necessarily reflect the character it's associated with, but it should be possible to discount every perk associated with a character through some Archetype and Alignment combination.

Jump will likely require heavy updates as the series progresses.



TO BE CONTINUED