GENERIC YANDERE JUMP

Originally by some pretentious fag going by “Lord_M” and edited by some idiot going by “Magite”.
Special thanks were given to: “Kurou, Amy, Regalus and Nenawisc” for drop-in perk suggestions.
Re-written and formatted by an annoyed anon.

The word ‘Yandere’ originated in anime fandom, and refers to a character who is crazy for someone (literally), often to the point of stalking, total obsession, and/or violence.

This type of character is much older than the modern era, and is not unique to Japanese media. Examples can be found as far back as ancient Mesopotamian mythology, and there are a couple of DSM-5 entries that could fit the definition, so it has a basis in reality as well. Perhaps a bit exagerrated or romanticised, but still!

Anyway, for the next 10 years, you’re going to have to deal with various yandere. To help with that, here’s…

+1000 CP

You’ll probably need it.

SETTING

Roll 1d8 to determine where the yandere finds you, or pay 50 CP to chose.

1. Average Japanese High School

Definitely the most common habitat for yandere. At first glance, nothing seems all that strange for an Earth-like setting between 1990 and 2010. Except that girl over there seems to be hyperventilating. Maybe she's sick? Poor dear. Wait, is that a knife?

2. Supernatural

Although it looks similar to normal Earth, there's something different… Magical girls, monsters, devils, gods, spirits, or vampires, probably. Although it's probably not part of the general public's life, it will be a part of yours. Whether or not you like it.

3. Historical

You appear in a word much similar to the one you know, except in the distant past. Maybe there's a world war going on, togas are in style, or Queen Victoria is still ruling. Just try to avoid becoming another Helen of Troy.

4 Superhero

A world similar to comic-books featureing capes and spandex, superheroes and supervillains, world-ending threats and alter egos. Except, sometimes they get… clingy. Don't expect a restraining order against Ultragirl or Sinistress to be effective.

5 Fantasy

Magic, non-humans, monsters, treasure, and maybe even… love? Life here is full of adventure, and the brave will be rewarded with wonders beyond measure. Having to deal with an obsessed or jealous paramour is not typically one of those wonders...

6. Sci-fi

Laser guns, holograms, robots, A.I, alien planets (and aliens), and much more. A couple pieces of advice: assistant A.I.s can be sort of buggy, and aliens may interpret what you say or do… a little differently than you expect.

7. Canon Setting

Oh, you already had a destination in mind? While here, nothing of note beyond relationships will occur, and any serious threats will be delayed until after you leave.

8: Free Choice

How lucky! Choose any of the above.

BACKGROUNDS

Each backgrounds' discounted selections are 50% off, and associated 100 CP selections are free the first time they're purchased.

You can pay 50 CP to change gender, or become any age in your chosen background's age range.

Drop-In (Free)

You appear in a empty alley with no new memories to bother you, but no new allies or resources other than those you brought with you, or bought with CP. Unless you decide to carry over your age from the previous jump, your new age is 16+1d8.

Senpai ("Target of Affections" drawback for 0 CP)

You might look average, but you have a natural talent for getting others to like you. Unfortunately, you tend to attract one kind of person in particular. You're a student, a businessperson, adventurer, new teacher, or some other occupation that is normal for a person of your age, which is 14+1d8 years old.

Yandere (200 CP "Obsessed" drawback for 0 CP)

You have someone that you love with all of your heart, mind, and soul. You don't understand how you lived without this person in your life, and you won't allow ANYONE to take this person away from you. You're old enough to recognize your love for what it is, at 14+1d8 years old.

Love Interest (200 CP "Obstacle" drawback for 0 CP)

You are simply an average person, who for reasons beyond their control, has attracted the attention of certain people. People who want senpai all to themselves. Now you must struggle to survive, if you want to live past your (14+1d8)th birthday.

Authority Figure (100CP)

With authority comes with certain responsibilities, but part of growing up means learning how to fulfil those expectations society has. As a professional, you're a respectable member of the community. But remember, there is always someone above you, and those who look up to you may become infatuated, instead. As an adult, your age is 20+2d8.

PERKS

Info-Jumper (100 CP, discount: Drop-In)

You have great luck in acquiring information. Go for a walk, and you might end up seeing a teacher accepting bribes, or a student stalking someone. Clean the classroom, and you might discover inappropriate magazines in someone desk, or a weapon hidden in a locker. Just be careful, some people won't be happy if they learn you've discovered their secret.

Crazy Meter (200 CP, discount: Drop-In)

Just by looking at someone you can get a sense of how far from average their mental state is, and what kinds of mental abberations they have. This makes you able to identify serial killers, cultists, yandere, suicidal, and similar people at a glance.

Jumper, Therapist (400 CP, discount: Drop-In)

You have a particular talent in helping people become more healthy, mentally. You could lead a yandere to realize they are being too controlling, or even make someone who doesn't have emotions feel something for the first time.
Your patient needs to at least be willing to converse with you regularly, and it may take up to a year in more extreme cases. Eventually, tthrough your help, even the most twisted people can become stable. If they don't kill you first, of course.

Crazy Friends (600 CP, discount: Drop-in)

That guy at the bus stop who mutters under his breath while fingering a pocket knife thinks you're just a swell guy. An obsessive stalker may ask for your help and counsel in getting senpai. The serial killer that wants to turn people into "art" may ask for your opinion on their latest work. The man that does not have emotions finds happiness in your companionship. As long as you aren't actually attacking them or getting in the way of their objectives, they won't consider you a problem to get rid of, either.

Romantic Interest Detector (100 CP, discount: Senpai)

For some reason, many people have trouble realizing when someone likes them. Thankfully, you are not one of those people. At least, not any more! Just by looking at someone, you can tell if they are romantically interested in you, whether a simple crush, absolute devotion, or anything in between.

Natural Protagonist (200 CP, discount: Senpai)

Gosh darn it, people like you! You just tend to be seen as a friend, or at least a friendly stranger. Why, you could go around asking complete strangers inane questions, and they'd happily tell you all sorts of interesting exposition. You'd better hope your newfound affability doesn't also come with incredible density, because you might be attracting more romantic attention, too.

Jumper the Helpful (400 CP, discount: Senpai)

When you help someone they will remember it, and more importantly, you. They might also treat it as far a more important act than it was. Buy food for someone and they might repay you as if you had saved them from starvation. A single heartfelt conversation, and they might credit you for saving their marriage. This can easily lead to making many new friends and getting into many people's hearts.

Target of Obsession (600 CP, discount: Senpai)

Your friends, and even acquaintences, will take every opportunity to get to know you better. Don't be surprised to find that your close friend has broken into your house to wake you up. They might start coming over every morning to make breakfast for you. Your teacher might visit unannounced to make sure you did your homework, and help you with it if you hadn't. Complete strangers you just said "hi" to on the bus might offer you the rest of their donut, and ask if you want to borrow their paper. This won't create love, or even attraction, but the obsessed are likely to develop those feelings on their own after spending so much time thinking about you, and little else. Can be turned off at will, or else this would be a hell of a drawback.

Love Bond (100 CP, discount: Yandere)

Truly, love connects people. Thanks to the love you have for your senpais, you always know the distance and direction of the people you love, and if they are in what would be considered a dangerous situation.

Sneaky (200 CP, discount: Yandere)

Stalking is just like a date, but with only one person knowing! With this perk, you can have as many dates as you want, any time you want! It becomes second nature to follow your love around without them noticing, visit unnoticed for a romantic surprise or just watch their sleeping face for hours, steal medical records from hospitals, or dispose of that pesky interferer's body without anyone the wiser!

A Good Wife/Husband (400 CP, discount: Yandere)

Sometimes the person you love doesn't like the kind of person that you are. That's fine. All you need to do is just become a different person! You can easily figure out what kind of person you need to be to reach the person you love. You can easily put on the right act to get to their heart, and even over time change who you really are. Just because your senpai deserves better than you, that doesn't mean there's anyone else good enough!

Mad Love (600 CP, discount: Yandere)

When doing something for the person you love, your efforts are more successful. As long as you keep in mind that it's for the one you love, anything you do – cooking, fighting, stalking, or even kidnapping – your luck and abilities are pushed beyond your normal limits. You'll never forget your love, and you have immunity to anything that could erase your memories of them, or mind control attempts that would lead to the target of your affections harmed.

A Popular Person (100 CP, discount: Love Interest)

Well, Jumper, it's seems you are quite popular. People just open up around you, and no matter where you go, as long as you don't act to prevent it, you'll end up getting to know, and getting along with, anyone who is receptive to even the most cursory attempts at friendship.

Proper Relationship (200 CP, discount: Love Interest)

You can make relationships work. When you are in a relationship with someone, you are capable of better understanding and pleasing each other. This helps avoid any misunderstandings that would spoil how either of you view the relationship, and lets you both always know whether the other is happy in the relationship, and what you could do to improve it.

Danger Detector (400 CP, discount: Love Interest)

This world has some dangerous people in it, and not being cautious can lead many to an early grave. At least now when you look at someone you can tell immediately if they plan to hurt or kill you. You also get a sense of how well they could accomplish any violence, letting you know how dangerous they are to you.

Lucky (600 CP, discount: Love Interest)

Luck seems to favor you in many ways, from things like finding money on the ground, deciding to take a scenic route and unknowingly evading a serial killer, to things like an attacker having their vehicle break in a chase or dropping their weapons during an ambush. Be careful to not rely on your good luck, because fortune can't protect you forever from dedicated efforts to sabotage your love life or just your life.

Good At What I Do (100 CP, free: Authority Figure)

You have guarenteed competance at any mundane job you manage to have, and people can easily recognize your skills if they see you at work. If you actually have real skills, this is recognized as well, and people will respect you more.

Natural Leader (200 CP, discount: Authority Figure)

People naturally come to you for advice and generally show you respect. Even the most arrogant of individuals will recognize something in you they can identify with. This won't give you unlimited political power or anything, but you'll always be recognized by your peers and subordinates as somebody worthy of your position.

I am the Rules (400 CP, discount: Authority Figure)

You are inherently aware of all rule or law breaking inside the general area you are in such as a school, workplace, your home, etc. You have a decent sense of how severe the rule-breaking is, and where it's occurring, but not who is breaking the rules or what the specific rule is.

Basis Of Society (600 CP, discount: Authority Figure)

Once a jump you can declare a single rule to be in effect within one property of yours, be it a home, an establishment, or anywhere else you own. All who enter will be unable to break this rule while inside. The rule effects you and your companions, as well. Rules must be universal, singular, and to the point. No ruling for more rules: being forced to obey orders, following rules written somewhere, or anything similarly tricksy will cause the rule to fizzle.

ITEMS

Info-Pad (100 CP, discount: Drop-In)

This small notebook comes in a variety of styles, and automatically updates itself to contain any secrets learned while carrying it. It is always organized, and somehow always has space for more stuff. If stolen or lost, it reappears in a pocket after seven days with all the information written inside still intact.

Hoodie Of Non-Importance (200 CP, discount: Drop-in)

An average-looking hoodie (or any imported clothing with a hood or mask) that makes it harder to distinguish the wearer from a random member of the crowd. As long as the wearer doesn't draw attention to themselves, they'll be left alone, and seen as an average person. If stolen or lost it reappears in the warehouse after seven days, clean and freshly pressed.

The Board (400 CP, discount: Drop-in)

A large blackboard, whiteboard, or corkboard that can be summoned from or returned to the warehouse with a flourish. When you stick photos or write names of people onto its surface, the board will conjure lines and diagrams that detail the relationships between those individuals.

The Phone (100 CP, discount: Senpai)

This averge-looking cellphone (or other imported communications device) always gets a signal and has a full battery. The contacts list contains the phone numbers, e-mail, and home address of all those you consider friends (and the local police), and automatically updates as you make new friends. Not as useful in settings without cell towers, but it can work with far more advanced technology without running into any problems. If stolen, lost, or destroyed, a newer model appears in the warehouse after seven days.

Protection Service (200 CP, discount: Senpai)

This small button, when pressed, summons a group of (no more than eight) bodyguards, who will appear within seconds to protect you with non-lethal force for an hour before being called away. Their strength and equipment for the setting maxes out at Badass Normal, and they can only be called once a month. If stolen or lost, one of the bodyguards will approach you after seven days with a new button.

~~Yandere~~ Love Potion (400 CP, discount: Senpai)

This tasteless, odorless, colorless love potion cannot be detected or duplicated by any method of science or magic. When imbibed, the consumber will fall deeply (and permanently) in love with the first being they see. However, instead of manifesting as normal love, this will also turn them into a yandere. For some reason it works even for beings like robots, ghosts, and other beings that don't normally imbibe food. You only get one, but as long as you're the being they fall in love with, whoever you've fed it to becomes a companion.

Weapons (100 CP, discount: Yandere)

A mundane weapon such as a knife, axe, or pistol. You can always take the selected item out of a unobserved space, like your pockets, sleeve, or from underneath a table, as long as it fits in the space. For an additional 100 CP you can choose military hardware such as a grenade or sniper rifles, or other type of weapon you own.

Stalker Diary (200 CP, discount: Yandere)

In this self-updating diary, you can find all of the day to day actions of the person you love, as if you were following them around and wrote it yourself. Never wonder about their location again! Although, if the target of your affections is capable of avoiding you, and taking active measures to do so, this is is less effective. If stolen or lost, it will appear in your pocket again after seven days.

Trusty Knife (400 CP, discount: Yandere)

A magically indestructible knife (or other implement of hand-to-hand violence), which never loses its keen edge. You can also summon or dismiss it to your hand at any time. Furthermore, when fighting for the person you love, it becomes able to pierce any defense. You can import a melee weapon of your choice to gain these qualities, if you wish.

Bento (100 CP, discount: Love Interest)

This little lunch box that contains cutely prepared food suitable for the palate of the person who opens it. What a perfect and thoughtful gift! Or you could just eat it yourself. A new bento appears on your kitchen counter every morning.

Hidden Camera (200 CP, discount: Love Interest)

It's amazing what they can do with technology, these days. This little camera can be hidden easily, but footage is always crisp, and it always seems to have been pointed in the right direction to get a good shot. Perfect for proving someone tried to kill you. You can access it remotely to turn it on and off, and record, from any web-capable device. If stolen or destroyed, a new one appears in the warehouse after seven days.

Schrodinger's Present (400 CP, discount: Love Interest)

Once a year, a wrapped box with a bow appears in the warehouse. Completely impenetrable to any attempts to discover what is inside without unwrapping and opening the box. Although it can't conain one-of-a-kind items, whoever opens it will always be surprised by the thoughfulness of the gift, because it's what they need or want in their lives, even if they don't realize it.

Money (100 CP, discount: Authority Figure)

You're an adult! That means you have money! You have a checking/savings account with enough funds to allow you to live comfortably for four years. Resets at the beginning of each jump, in a suitable currency.

Hint-Book (200 CP, discount: Authority Figure)

Maybe you need some counsel on how to do your current job better, improve your work life, or get pomoted? This book's contents will still be helpful no matter how good you are, or what the job is. If lost, a new edition appears in the warehouse after seven days.

Jumper Enterprises (400 CP, discount: Authority Figure)

You're not really independent unless you're your own boss. With this, you become the owner of a moderately successful business. Exactly what the business is will be up to you, and it will follow you to other worlds if you wish and will always generate enough income to operate and support a modest living for you unless you actively improve it, or make terrible business decisions.

COMPANIONS

Companions aren't allowed to purchase companion options.

Childhood Friends (100 CP, discount after first)

I'm sure you'd like to have your companions with you during the next ten years. It might help your survival rate. Each purchase allows you to import an existing companion, or create a new one. Each will have a background of your choice, 400 CP to make use of, and may take drawbacks for more.

Crazy Lover (300 CP, free: Senpai)

Well, Jumper, it's seems you acquired someone's heart. Unfortunately. Their gender, appearance, level of obsession, and personality are somewhat up to you, but they are still very much a yandere. As a twist, their love might not be for you, but one of your companions instead. Which means you're in the way, Jumper.
They have the Yandere background, and 600 CP worth of discounted perks and items. They have the 200 CP version of the obsessed drawback for no points, but can get another 400 CP to spend on anything they'd like by taking the more intense version, or other drawbacks.

Senpai (300 CP, free: Yandere and Love Interest)

This person is just your type. Their gender, looks and personality might not match your interests perfectly, but they still rouse an unquenchable fire within your heart… or maybe within the hearts of one or more of your companions. They count as having the Senpai origin, and 600 CP to use as they wish on discounted perks. They can take drawbacks for CP to make other purchases.

DRAWBACKS

You and your companions can each take up to 600 CP in drawbacks. Taking "*The Yandere*" drawback lifts this limitation for the individual taking it. Taking "*The Yandere*" is not recommended.

Dense Motherfucker (+100 CP)

Some people can't read the mood. Others take a while to get a hint. You… you're worse than that. We're talking protagonist-level density, here. A girl could run up to you in tears, and confess her undying love for you, only to respond… "I'm glad we're friends, too!" before cheerfully continuing on your way. Later, when you wake up and she's straddling you, with a knife in her hands, you'll be equally clueless as to how things got to this point.

Key Witness (+100 CP)

You tend to stumble upon situations that would be dangerous for your health – murders, kidnapping, weapon trafficking, burgleries, and other events that end with dead witnesses. You can't buy a donut without seeing a drug deal go down, or a girl with a knife following a couple into an alley. If you're not careful, these accidental peeks into the darker side of the world will have deadly consequences.

Target of Affection (+200 CP)

Something about you seems to attract a certain kind of person. That kind of person is Yanderes of both genders. Some will try to invade your home and kidnap you. Some try to scare or murder your friends and companions so that they don't steal you away from the Yandere. Some may even decide that if they can't have you, nobody else deserves your love, and so it'd be better if you just… Anyway, it keeps happening. You'll attract a new admirer at least once a month.

Rusty Knife (+200 CP)

Weapons you grab tend to just… not work out for you. Whether you're trying to commit love-fueled homicide or protect yourself from a serial murderer, anythign you pick up tends to fall apart, break, jam, slip out of your hands, or end up being too dull to hurt anybody.

Obstacle (+200 CP) (mandatory: Love Interest for 0 CP)

You're in the way. At least, someone considers you threat to their perfect relationship, and they won't rest until you are out of the picture. This person has all the Yandere perks and items. If you kill them, a new one will show up within a year. If you get one arrested, they'll escape.You don't know who they are, when they'll strike, or who they're trying to stop you from ruining their chances with. You can't reason with them. You can't threaten them. All they care about is killing you, and they absolutely will not stop until you are dead.

Obsessed (+200/600 CP) (mandatory: Yandere for 0 CP)

You can either chose a companion to become obsessed with, or allow luck to chose a random person in this world.

FOR 200 CP, you fall in love with this person. You will hesitate at nothing in the pursuit of getting them to love you. Expect your next ten years to be spent doing your best to please them, following them wherever they go, and eyeing others with suspicion about their intentions towards the object of your affection. You also find yourself unable to harm or brainwash your obsession into loving you, or allow the thought of anyone to do these things to them for you. The very idea seems worse than failing you chain. Why, you might even kill yourself if that happened.

FOR 600 CP, you don't simply want to be with them, they become the sole focus of your life, and nothing will matter more than staying with them – regardless of their own desires. Stolen toothbrushes, homework assignments, and stray hairs will find their way to your secret senpai shrine. Bodies will start piling up as you remove the obstacles in your way. Senpai will love you. They will! They just need some time to see how perfect you are for them. Maybe you could invite them over for a few months. They could stay in the basement, safe from others, while you get to know each other… Until they WANT to stay.

Average (+300/400 CP)

This drawback can't be taken by companions created here, or if this is the first jump.

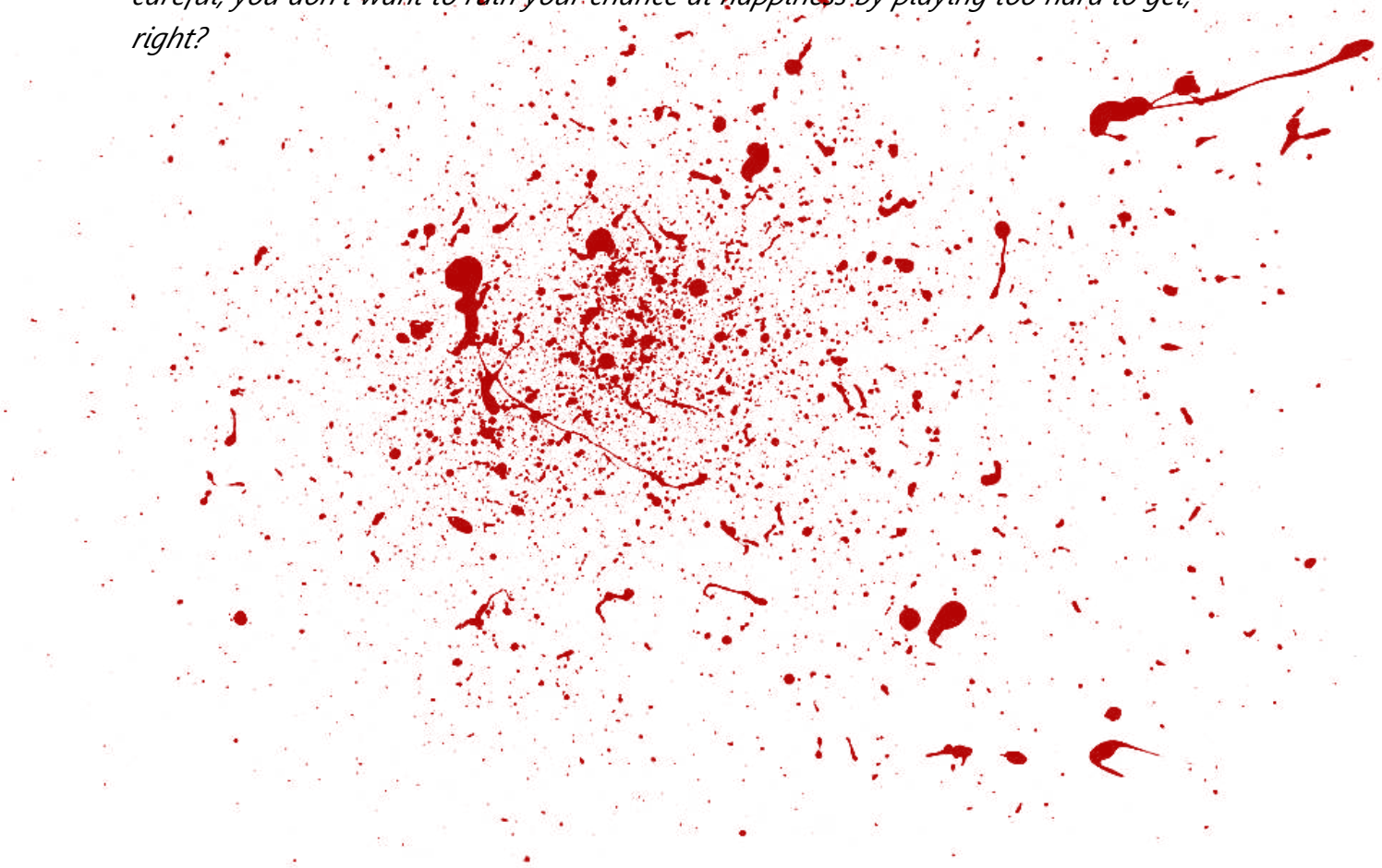
For +300 CP, Jumper loses all powers except those they purchased in this jump, leaving them with BodyMod and Warehouse access.

For another+100 CP they also lose access to the warehouse, and items purchased here, if lost or destroyed, won't be recovered until after the jump ends.

The Yandere (+600 CP)

Are you sure you want this? it's a very bad idea…

Well, if you insist. For the next ten year you're going to have to deal with ⏚☥⏄⏧ ⏃⌘⍿⏁ ⏄⏁ ⏄⏚⅋⌘☿☥☿… *Hm? It's just me, Jump-Chan! I've been watching you for so long, but it wasn't until we visited here that I realized how very important you were to me. I'll be without most of my power for the next ten years, but it will be worth it, because it means I get to be with you! I'm sure if I catch you, you'll agree to end your chain here, and become mine (and only mine) forever! Of course, I won't be totally boring, since I'll have all those neat powers you passed up in previous jumps. Be careful, you don't want to ruin your chance at happiness by playing too hard to get, right?*



CONGRATULATIONS!

You've survived the whole ten years! Now you can have any drawbacks you *wish* removed, and be on your way. But where will you be going?

LOVE-STRUCK

Why would you ever leave? Don't worry, your affairs back home will be taken care of.

HOME IS WHERE THE HEART IS

Retuening to your home universe with more love than you left sounds good.

TO THE NEXT ~~TARGET~~ ADVENTURE

There are still so many things to meet, people to see, places to do.

Notes

"The Yandere" drawback makes her have ALL and perks and items that could be acquired with CP in previous jumps, but weren't.

Changelog

Anon Edit Version: Merged Space and Sci-Fi settings, added Canon Setting, rewrote everything for clarity and grammatical correctness, removed every instance of the word "shall", used more consistent formatting, added fonts for sections and entry titles, changed how the "The Yandere" drawback and several perks and items functioned, added "Dense Motherfucker".