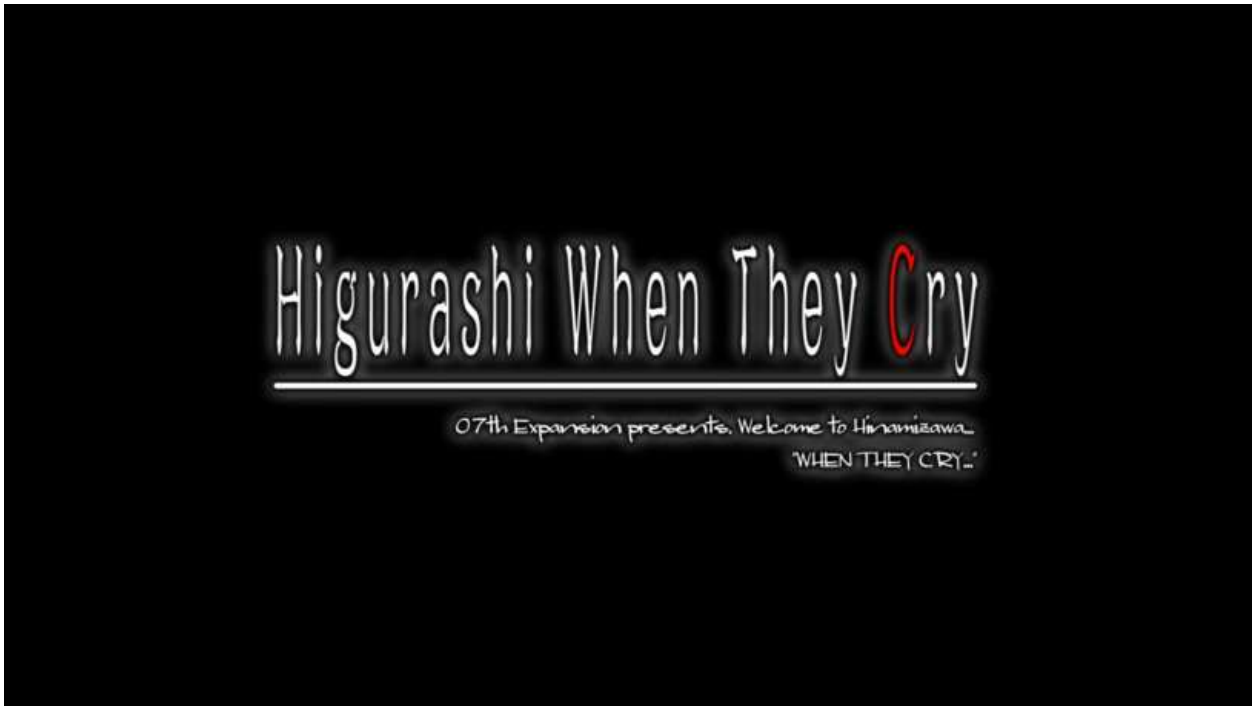


*(**Warning**: When they Cry (Higurashi no Naku Koro ni) is a mystery series by its nature. This Jump WILL spoil important plot points. We strongly recommend watching the anime or playing the visual novel before jumping in. Ultimately, that is your choice. Proceed with caution.)*

The Year is 1978. You're seated in a bus, rolling along a dirt road.

Your destination? The small, picturesque town of Hinamizawa, deep in the Japanese countryside.

The summer sun lazily crawls across the sky as a small collection of houses approaches in the distance. Signs line the road, protests of a dam project by the locals. Murmurs fill the bus. What you can pick up from the other passengers seems to imply they've been getting quite heated as of late, but it's thus far remained peaceful.

The bus slows to a stop and you get the feeling it's your time to get off. You move to the front of the vehicle exchanging pleasantries with the driver before stepping out onto the dirt road. The door closes behind you and the vehicle moves on.

Sitting alone in the bus stop in front of you is a small girl, no older than five, sleeping peacefully without a care in the world. Before you can do anything she blinks away looking at you.

"Mii?"

You're not certain but for the briefest moments you see a series of emotions pass through those innocent eyes. Panic, cold calculation, and then just a sliver of hope. It passes so fast though that before you can really be certain of what you saw she closes her eyes and offers an innocent smile.

“Niipa!” she chirps before jumping to her feet and looking up. “What brings you to the village?” she asks expectantly, eyes wise beyond her years. The distant cries of cicadas hanging on the wind…

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Within the next several monthes, a yearly series of murders will begin. With one person dying and another disappearing.

This is topped by the Great Hinamizawa Disaster in 1983, killing the entire town with a leak of volcanic gasses…

Considering that happens in your fifth year, and you need to survive 10 years to succeed…

Best stay on your toes, Jumper. This is *far* from the only danger you’ll be facing, and one could spring at any moment…

So take **1000cp** to prepare yourself for things to come.
That being said, Higurashi is at heart, a mystery. If you know the true culprits at work and the dangers to come, a Jumper could easily stop all the hardships in the coming years. **Thus Innately all memories of the setting are removed from you for the duration of this Jump. Should you want The Answers you can spend 100cp to keep your memories intact. This will restrict you from participating in any of the scenarios though. It’s your Choice.**

Roles

Tourist (drop in) (Free)
Just a bit of travel and taking in the scenery. The world hasn’t changed you but you’ve also got no new memories to work with. Perhaps you could take the little girl's offer of a tour around town! Maybe you’ll stick around, maybe you’ll travel. It’s up to you.

Age: 10 +2d8

Local (Free)
You smile at the young priestess, how could one not be fond of her! You were only out of town to pick up groceries and supplies for the protestors… It's an important time right now after all! You

have confidence in the leadership of the village to sort this all out and send those ‘Big City’ fools packing!

Age: 10 +2d8

Club Member (100cp)
You get off the bus with your family (who can be imported companions or fankwanked NPCs) who are just moving into this sleepy little town. You are a youth with a passion for games and unique challenges, it will be a couple of years before the idea comes together but you are in the first draft to join. Your afternoons will be filled with games, bonding and excitement, doing much to liven up the slow pace of the rural town! It will also put you close to many important people…

Age : 3 +1d8

‘Tokyo’ (100cp)
You know more than anyone that there's more to this little town than just the scenery. Either as a researcher or a soldier you have been called out to join Unit 34. Your instructions were to meet with Director Irie and see what they need from you… though you have your own masters back at home to keep in mind as well. It’s up to you to decide where your loyalties should lie.

Age: 18 +2d8

You can of course spend 50cp to choose your age, though Club Members need to remain within the 5-12 range to be the right age range come 1983. Gender can be Chosen freely!

Perks

100cp perks are free for the appropriate role, all others are 50% discount.

Tourist

Bird Watching (100cp)
If you ask most, the reason to visit the small town outside of festival season is for the gorgeous scenery. However, the truly astute know there is quite a diverse showing among the avian population. You gain an encyclopedic knowledge of bird species and where you're likely to find them, as well as the skills and the luck to take photos that could headline a nature magazine.

Just Passing Through (100cp)
Tourists come and go every year, most will hardly get a second glance their way. You now have this level of anonymity. As long as you don’t do anything to draw attention to yourself, you can remain on the sidelines and observe. You have a knack for figuring out who is important enough

to draw that attention, though you'll have to avoid them on your own. Thus, this will not protect you from environmental disasters or truly random acts of violence.

Face of a Thug (200cp)
You put a truly menacing aura. Watching someone with a neutral expression will have them sweating in their seat. If you raise your voice and start shouting you'll likely make them wet themselves. You can switch this intimidating aura on and off whenever you'd like, but bear in mind it won't be nearly as effective on anyone who has seen your nicer side.

Black Belt (200cp) (Multi)
Motivations often differ, but you've been dedicated to self defense training for as long as you can remember. Through hard work and dedication, you have reached the equivalent level of Karate's zero-dan blackbelt in one chosen martial art. Subsequent purchases are not discounted.

Syndrome, Smimdrome (400cp)
You're hearty and hale, far more than most! Viruses and parasites are completely eradicated by your immune system! Heck, even if someone were to inject an incredibly fast acting and fatal parasite right into your veins you wouldn't be worse for wear! But really, what are the odds of that?

You Should Leave (400cp)
It is hard to keep on top of everything going on in one's life, especially on the road. Sometimes, when you follow through on something, you'll find that your time would've been better spent elsewhere.. Now you will have a much better grasp on such things. If you ever find yourself dedicating your energies towards the wrong goals, you will receive a helpful, if ominous, warning. A stranger, usually younger, will find you in a quiet moment to let you know where you are truly needed in the near future… you can ignore this advice but you only have yourself to blame for the consequences.

I Will Save You (600cp)
Promises are meant to be kept but are often forgotten.

Not for you. When you make a promise you keep it. Your memory for such things becomes perfect and every action you take in service to keeping that promise is even more effective.

This is doubly true for promises of protection. When acting in the defense of someone you've promised to protect, your physical strength and related skills increase tenfold! A regular man will be able to fight off trained soldiers effortlessly, shrugging off blows and cave in a car with a punch. You always know where your promised person is and can find the quickest route to get to them at any time. You can only protect one person at a time with this level of fervor and can only switch targets once your promise is fulfilled.

Local

Sense of Community(100cp)
You find comfort in belonging to a community. You can quickly ingratiate yourself into groups, and almost immediately understand their expected norms and boundaries. As long as you act within them, locals will warm to you quickly!

Cultural Identity(100cp)
You have a knack for turning local customs and ideals into appealing festivities! Things like terrifying legends can be spun into tourist tr- *attractions* that will garner sightseers yearly! You can even use this skill to divert attention from old wounds, like a somewhat recent violent protest... note that this only works on those who don't do their research.

Your planning and coordination skills also rise accordingly, giving you all the tools you need to run a city-wide festival!

Dam War Veteran (200cp)
No matter how old, any who fought for the safety of their home are hardened. Your willpower and resolve get a massive boost when fighting for something you care about, and can inspire a similar fervor in like minded people. You become well versed in effective protesting… peaceful and violent. Exploitable weaknesses will come as long as you hold firm against your opponent. No matter what, you *will* make sure they cave first1

Teaching at all Levels (200cp)
Himinazawa is a small community, with barely enough children to populate a single classroom, let alone an entire school! You gain the ability to balance many unique ages, learning levels, and attention spans flawlessly! You also have a sixth sense for any students having difficulties in and out of class. Those under your care will learn far more effectively and foster bonds amongst each other that will grow ever stronger.

Oni Blooded (400cp)
The Sonozaki family, who live out in the remote mountains, seem to have a lot of sway all the way out into tokyo. You now have similar access, innately knowing the right people in charge that can get what you want, how to contact them and even the leverage to arrange some kind of deal or exchange for it. This works on governments as well as organized crime. So long as you're willing to work out the deal you won’t be held back by red tape.

The Old Ways (400cp)
It’s not pretty, but it is effective…

You've become an expert in the proper (and improper) uses of all kinds of torture devices, along with the willingness to administer them to even your own flesh and blood! Though effective for punishment and information gathering, you can also use these methods in a group setting with those in power to instantly forgive any sins/crimes of the victim if they follow through. It will not be easy, and definitely not painless, but sometimes it's a necessary evil…

They throw one stone, You Throw two…(600cp)
An old adage from the revolutionary days of Himiniazawa… You now embody this spirit, the ideal of a united force against a common enemy, in an all-inspiring way.

When you come into conflict, every person on your side's competency and willpower increases, and it increases much further based on how outnumbered or outgunned you are. So long as you all work toward the same goal, you will never be without a chance to retaliate. Your opponents won't be able to say the same.

This effect also works in philosophical, emotional, economic, and political conflicts. Such things can be as simple as organizing a sitting protest at a youth center, preventing it from neglecting its duties, and as complex as a small mountain village tossing off the efforts of major governing bodies.

In a defensive combat scenario, your group competency increases tenfold! a single squad of skilled individuals can hold off an army for an entire day!

Club Member

Here to Play(100cp)
You play games with the same intensity that others bring to competitive sports. You know a wide variety of games and adapt to any new ones you haven't heard of quickly. More than that, you adapt to out of the box thinking, using it to gain an advantage in any situation. The Club rules are quite clear after all:

1. Club members must strive for first place with a full-hearted attitude.
2. As a club member, you must do whatever it takes to win (which includes playing unfair sometimes).
3. You must go through with the punishment no matter what.

Keen Eye (100cp)
You've always had a keen eye for details and a memory to match. For example, you can spot and memorize the creases in an old deck of cards or even find a treasure buried in garbage with ease! When you focus, tasks beyond these seem to be small potatoes, too! Hell, with an eye like that you might even make a good detective when you grow up.

Here to Win (200cp)
You may be young, but you're skilled. Either through natural athletic talent, meticulous planning or self defense training you're much more capable than your average teen. Despite disadvantages, you can take down an unarmed adult one on one. You also gain the ability to use improvised items, tools, or metal sporting equipment as viable weaponry. If an attack from you would kill a person, you'll know, and you can hold back enough to avoid that.

Nii Pa (200cp)
Sugary sweet is how most would describe you. You put off an aura of innocence and cuteness that will put most people off guard. You can get away with a bit of mischief and vague warnings without breaking this perception…. Anything more than that, and the image is lost to the witness, though surprise is on your side when you drop the act.

Trapmaster (400cp)
Much like Satoko Hojo, you have a devious mind and quick hands. Using everyday items you can set up all manner of trips to alert, distract, trip up or subdue your opponents. These can either be playful tricks among friends or a solid line of defense against invaders. The more supplies and prep time you have the more effective you are. If you go all out you can whittle an army down to stragglers while you laugh at their efforts from a position of relative safety.

Wizard of Words (400cp)
When you speak, people listen.You're a born leader, with a natural charisma that lends itself well to political matters. This cult of personality lends weight to your words…. Whether you're tearing someone down or building them up they'll be hanging on every word.

You also have a feeling about what people around you want from you in the moment. Whether a young friend needs someone's ear or shoulder, or when you happen to win something rather girly that your tomboyish club leader would never ask for, but does secretly want, deep down, you'll know. This will become more forceful when choosing the wrong answer could end up with bad consequences.

We Will Break this so Called "Fate", Together. (600cp)
People are often quick to give up in the face of insurmountable odds, with excuses that it must just be how it is or that there was nothing that could be done. You tear that down with your bare hands.

The forces of 'fate' or otherworldly powers have no sway on you, and if you work hard enough you can reach believably unattainable goals and destinations! This power to fight only gets stronger with more people working with you, your fate defying aura passing on to anyone working toward the same goal as long as you have been in their presence for at least a few minutes… Soon enough Gods can only sit back and watch you reach your dreams despite their machinations.

“Tokyo”

Skilled Nurse (100cp)
Perhaps this is something not normally in your skill set, or maybe you’re a little overqualified, but you play the role well! You have a solid medical background you can use to treat all kinds of illness and injuries! Patient trust is very important, and to reflect that, you’ve also gained a calming bedside manner!

Faction Fractions (100cp)
“Tokyo”, despite being a council of government officials, is made up of a web of factions and self interest. You're quite skilled at navigating such turbulent waves and get a feel for where anyone you are interacting withs’ loyalties lie. You also have a knack for finding other hidden government factions in future worlds who may want your services.

Mountain Dog (200cp)
You’ve got the skills to join the Yamainu, “Tokyo”’s premiere counter-intelligence unit. This includes tapping communications, keeping tabs on VIPs, and covering up the more overt actions of your superiors. To many it is a thankless job, but someone needs to do it. You also gain proficiency in basic firearms and close quarters combat, just enough to handle any potential civilian threats you may run into.

Honeyed words (200cp)
It’s so easy for you to see what people want to hear. What they NEED to hear. Do no mistake this for the same inspiring and moral boosting speeches of the idealistic backwater folk seen elsewhere. This skill is to get people to do what you want and have them in your debt. This is most effective on those who are at their lowest and have nothing left…

This also sheds light on their weaknesses, giving you more room to… ‘convince’ a person to take your offer.

Bankan (400cp)
You are not a weak little Mountain Dog, You are a Bloodhound, the private military of the Tokyo group. Those who know your name know to be afraid. You are a live combat veteran under the SDF, heavily trained in military tactics and equipment. No matter what world you are in you can get access to good information through knowing who to call in the military.

Oyashiro-sama’s Curse (400cp)
Your ability to create believable stories and bury truths is immaculate. For example, if you spun a local legend about an angry god seeking vengeance to cover up a series of murders, locals would simply accept it! You're so good at making these believable, evocative stories, anyone who didn't know any better would simply add them to their existing legends!

As a bonus, if someone does know better, or tries to learn better, you'll know. You'll have to stop them yourself, if you so choose.

Great Disaster (600cp)
What's a few hundred lives in the middle of nowhere when you get down to it? This is a power that grants destruction, one that only those gifted with Certainty would gather. How much destruction? That depends on how dedicated you are.

To activate this you mark a location. From that spot the area of effect will spread, it will continue to grow until the disaster is triggered. 1 week it will spread to the size of a house, a month the size of a neighborhood, in a year a whole town would be within the area, etc. To maintain this effect you must spend at least a moment every day acknowledging that it will continue. If you waver in your dedication the effect will fizzle out. If you remain dedicated then you can choose to activate this skill a second time once you believe the area is big enough.

Once you activate the ability a second time the area of effect stops increasing and everyone inside that area is **Fated** to die. How it exactly happens will depend on what is in the area that could cause it. For smaller areas maybe the house caught fire due to a wiring short or a gas leak from the pipes under the street. On the larger end maybe a dam breaks flooding the area suddenly, perhaps even an earthquake or tornado. Whatever the case all those who were within the area will be dead by the next morning. Only those with protection from Fate itself will somehow manage to escape.

This disaster can not be traced back to you and will be seen as some unavoidable or tragic accident. Only you will know how dedicated you were to accomplishing your goal. You can only successfully enact this ability Once per jump.

Items

The following applies to this section as a whole:

- You can take two 100cp items for free, and receive discounts on two 200cp and 400cp items.
    - This applies to the entire item section, meaning that a 400cp weapon and a 400cp house would amount to your two discounts.
    - 600cp items are not discounted.

Weapons

Games Club Special (Free for all)
A nice bucket of water guns of all shapes and sizes, enough to set up a water gun fight for a medium sized group. If they sit in the bucket for a day they will all be filled and ready to go next time they are drawn, but you can always manually fill them anytime!

Nata (100cp)
A copy of Rena's Trusty Cleaver. It's a large tool with a prominent billhook at the top, always sharp and never chips. It's great for breaking apart the trash at the local dump, though it has other uses…

Kitchen knife (100cp)
A chef's dream, a professional kitchen knife! It remains sharp no matter what is cut, and never rusts or chips! It can be instantly cleaned and sterilized by wiping the blade off with a cloth. Makes for very efficient cooking!... what? I suppose you could use if for other things.

Trusty Bat (100cp)
A sturdy old metal bat you found in a locker one day, though worn it is amazingly sturdy and easy to swing. It seems to do extra damage when protecting (or avenging) children.

Ceremonial Hoe (100cp)
More of a festival prop than a weapon, with its bells and dangling cloth. But it is sharp and if used on a body will easily spread the organs as it does with the cotton. It is extra effective in the hands of those with divine gifts.

The Shion Special (200cp)
This is a high powered Taser meant to be used in self defense, overclocked in such a way that it can completely knock out anyone it zaps for at least an hour. You get about 3 good shots per charge, and it will take a day to fully recharge if used up. Be careful about using it on anyone elderly or with a heart condition, it may do more than knock them out…

Detective's revolver (200cp)
Guns are hard to come by for honest folk, something about this one won't raise any alarms though. As long as it sits in its holster no one will question your right to carry it with you. Of course, that will change as soon as you draw it…

Personal Items

When They Cry Media (Free)
You have access to the full collection of Visual novels, Anime and Manga that cover the events of Higurashi and its side stories. You can not access this item during the jump unless you bought the Answers.

Teddy Bear (100cp)
A huge teddy bear that would have a prominent place on any child's bed. If you want to be nice and give someone a teddy bear, you can do it once per month. The teddy will only restock if you have it in you to give it away, mind, but if it gets destroyed, you'll get a new one.

Prank or present? (100cp)
This is an ideally wrapped gift box! When given to someone, you can choose for it to be a prank or a present. If it's used as a present, it will generate a small toy the recipient will certainly enjoy! If it's used as a prank, a boxing glove on a spring will clock the recipient as soon as they open it, as slapstick. The box can be reused once a week, and always wraps itself differently to keep people from getting wise to the trick…

Doll (100cp)
An adorable doll from the local toy store. It's much fancier than one would expect from a store out in the middle of nowhere! If it gets dirty or breaks it will repair itself overnight. It makes an excellent present for girls, especially those you think wouldn't normally like it. If you want to be nice, you can give it to someone once a month, and you'll get a new one thereafter!

Bike (200cp)
A reliable bike good for riding on streets and rural dirt roads. It will never break and will always be nearby if you need it.

Director's Collection (200cp)
Like the good Doctor, you have a rather extensive collection of cosplay, maid, and cute outfits for… reasons. They come in several sizes so you can always find the right style and size you're looking for. Ideal for Punishment games or anime conventions.

Games Collection (200cp)
A large collection of Board and Card games which could help wile away the hours... The games are in good condition but many pieces are well worn… worn enough that you could easily memorize the marks and give yourself an advantage.

Transcripts and Acceptance Letters (200cp)
Let's say that you really need a job, or need to get into an accredited university for the purpose of a jump, but your many qualifications as a jumper seem... out of place, in other worlds.

Then these are for you! All of your test scores, degrees, studies, and other such identifiable works in other jumps become linked to advances, people, or colleges in your current jump, allowing you to get a job you already had, are overqualified for, or would otherwise need several years' experience to get back.

This also lets you fudge grades and get into places like St. Lucia's if you otherwise wouldn't be able to... provided you didn't take a related drawback in-jump. Yes, this includes *future* jumps.

Nondescript Van (400cp)
An Unmarked Beige Van™ that seems to blend into the general scenery of wherever it's parked. Unless you do something to attract attention, most people won't give it a second glance. The bulk of the van is filled with audio equipment that can be tied into any existing communication network you control. You can also tap into local phone lines just by parking next to them.

H-173 (400cp)
A single syringe locked away in case. It Carries a single dose of the virus known as Hinamizawa Syndrome, anyone stuck with it will immediately progress to a terminal lvl 5 case. Quickly becoming assaulted with intense paranoia and hallucinations, becoming violent to those around them and will inevitably kill themselves within 48 hours.
The syringe refills once a jump

The Armored Car (400cp)
This car looks like an average late seventies sedan. It drives like an average late seventies sedan. It has an unlimited gas tank, so you can go anywhere if you want to drive there, provided the tires don't pop... but that's not what's special about it.

This car is unbelievably durable. Armor-piercing rounds? not a problem. Rocket launchers? As long as they don't hit the windows, you're completely safe! So long as your opponent doesn't have a method to atomize the car or the area around it, it'll just keep moving.

If it somehow gets damaged, it'll repair itself in time. Something like the windows or mirrors would only take about a week to repair, while the tires or internals would take legitimate replacements, or a month to fix itself. If the car is totally atomized... you'll get a new one in a year.

You can choose to import a vehicle you already own as this item. if it wasn't fiat-backed before, it is now.

God Seal (600cp)

Be careful with this one, Jumper.

When placed on any being considered 'Divine', their powers and form are sealed. they become a standard (for the current setting) human, and lose all of their related god abilities. Extreme? Perhaps, but when gods stop being passive and become a threat to mortals, there needs to be some kind of counterbalance to bring things back in line. This is such an item.

You get one seal per jump, and the seal is permanent… Be warned, this may seal their powers, but it will not seal their pride or guarantee surrender. They may have other allies or tricks up their sleeve outside of their personal powers. If you don't have a plan, you've made a potentially powerful enemy...

Property

Artist's Home (200cp)
A single family home on the outskirts of town, built recently on your family's order. It's a bit more modern than most houses in town (modern for the 70s, mind), and perhaps because of that, it's spacious and furnished exactly as you'd want it. The main draw is the studio on the second floor- it taylors itself to your preferred artistic pursuits, with art supplies that replenish weekly to be used at your discretion. The arts the studio caters to can be changed at the start of each Jump.

Angel Mort (200cp)
Ah, a cosplay cafe safely tucked in the heart of Tokyo city life... what kind of cosplay? Well, that's up to you, *Owner*.

Whether it be because you have a particular character or set of characters you're fond of, you're an honest person looking to get themselves a stable job, or you're a pervert, you recently decided to open up a cosplay cafe!

You've managed to find a few people- an average manager, an alright chef, and a couple of cute waitresses- who believe in this endeavor enough, or are desperate enough for cash (and who will follow you between worlds, so long as they're still working for you), letting you keep the store open for eight hours a day.

If you wish to expand your staff, have more shifts, or simply increase your passive income from the place, that's on you. If you want to hire more and better people and invest time and money in the property, I'm sure you'll have one of the most popular cafes around!

but that's up to you, Jumper. (For the context of the jump, your cafe is across town from the Angel Mort. Trust us, it's for your own safety.)

The Clinic (400cp)
A small medical clinic with enough supplies to service a small village, which replenish every month. Warm, Inviting and self cleaning to make it a sterile environment for any treatment that's needed… oh and well, there is the hidden door to the underground lab, for 'special' treatments and experiments and study. Also comes with a security room stocked with weapons and building surveillance. You know. For safety.

The Sonozaki Residence… 2! (600cp)
The Sonozaki family owns a massive, walled compound high above Hinamizawa… and now, so do you! Every nook and cranny is practically identical to the real thing! Not only do you gain access to the houses, courtyards, and walls of their incredible property, you also gain its darkest secret…

A large underground space for those with secrets to keep and the security to keep it.

The doors are sturdy, enough to resist forceful opening attempts with anything less than a breaching charge. After the initial entrance room, which has a seating and presentation area, it extends into a large cave-like containment area with a dozen cells, a security room stocked with weapons, survival supplies, and security cameras. Hidden toward the back is a 'disposal pit' that doubles as an underground escape route.

For the purpose of the jump, you can either have an identical complex *not* in the mountains, but somewhere in town, or as a warehouse attachment.

The Shrine (600cp)
Maybe you really like Hinamizawa, maybe you just want a shrine for yourself, with a little house in the property, or maybe you just want a divine place to put more stuff.

Hinamizawa's particular shrine, with its many pathways, open air areas for stalls, steps, sheds, graves, hillside overlooks, as well as the actual shrine, are now yours! (For the purpose of the jump, you can choose to have an identical shrine across the river, or simply have it as a warehouse attachment.)

As a bonus, the small attached house Satoko and Rika live in has a fridge that restocks itself weekly (with all manner of things, as it's aiming for a balanced diet) and, so long as the fuse box isn't broken, the house will have useable electricity in all future jumps, even ones where by all rights it shouldn't have access to it!

You have an innate knowledge of when anyone enters the property, and it flares with importance when someone you haven't cleared to enter the storage shed approaches it. Aside from being used to badger potential worshippers, this can help keep your extraneous stuff 'safe'. You can choose to give this power to a shrine maiden, or shrine tender, if you choose to hire one.

You may choose a different patron deity for the shrine post-jump, and may switch it at will at the beginning of every jump. When you import it somewhere, people will treat it as though it's been there for quite a long time, and it may even have followers- take care in your choices, jumper...

Companions

True Bonds Across Time (free)
As a Jumper, the importance and power of friendship across worlds and time is something you know well. Draw on that power, and bring up to 8 companions along with you. They gain a background and the associated 100cp perks. (Their knowledge of the setting is also erased unless you bought 'The Answers')

New Encounters (100cp)
Want to make a connection with someone from Canon? Pay this small fee and Jumpchan will arrange a convenient meeting with the person of your choice. Hit it off and maybe you can convince them to join you in the future. This does not work for those characters who exist outside of the timeline like Hanyuu and Eua, or those empowered. (if you didn't buy 'The Answers', you will meet your chosen companions as a part of your run. You will feel a certain strong attachment to them, and they to you.)

Bodyguard (200cp)
Hired by your family to keep you safe (and out of trouble) is an intimidating man in a black suit. He used to run with some bad company but has gone legit with this job. Stoic and professional he doesn't talk much but he ultimately has your best interests in mind. He has 'Face of a Thug' and 'Black Belt' perks

Amidst a sea of Shards (200cp)
This option is for those canon characters with supernatural Powers. This option exists primarily for Hanyuu and Eua. These horned outsiders have the ability to switch between solid and spirit forms, fly and teleport. They count as Divine Beings for the sake of anything that would matter in the multiverse. Jumpchan limits their ability to mess with the timeline so they are no longer able to make mortals into Loopers after they join you. If you want more obscure options this can also be used to take the minor gods Une or Tamura from the side media, though their influence is equally depowered by Jumpchan. Assume that Jumpchan has sealed them all in Hanyuu's "chibi" form, and they need to go through an arc, or several, to get their powers 'back'.

Games Club Forever (400cp, discount Club Member)
Bonds forged in conflict are stronger than those without. Though much of their time is spent playing games and messing with each other, when push comes to shove there is no group more loyal to one another. With this purchase you get access to the full Games Club roster. The Club

President Mion Sonozaki, her mischievous twin Shion, The somewhat ditzy Rena Ryuga, the promising newcomer Keiichi Meibara, The trapmaster Satoko Hojo, and young priestess Rika Furude. They all take up one companion slot and share perk purchases equally.

Twin (400cp/800cp, Discounted if you take the Swapped Drawback)
When you came into this world something strange happened. Your seemingly unique existence was copied… or, more accurately, reflected. You now have an Identical Twin! They look like you, sound like you, and have enough understanding of how you think that they could fool anyone into thinking that they were you if they wanted to… But they are not a clone. They very much have their own personality and goals, most notably, a mischievous streak… Try not to get too mad at them, jumper.

They have a copy of all the perks you bought in this Jump.

For the more 'well traveled' Jumpers, you can spend an extra 400cp and have them truly match you, copying EVERY perk you've ever taken.

Drawbacks

Colorblind (+100cp)
You have Deuteranopia! For as long as you can remember, things that people call "green" look like a "light yellow" to you, not that it makes much of a difference to you personally… well, aside from the fact that you can no longer directly see green, and this is the seventies, so you will be teased about it… tell me, am I holding up a head of broccoli, or a chunk of cauliflower?

Take it Home (+100cp)
You have a drive that not everyone understands. You like cute things, a lot- enough that, whenever possible, you try to take them home to add to your ever growing collection. Also your definition of 'cute' is a bit warped. You'll often find yourself becoming enamored with all manner of junk- at least, other people call it junk. Though tempting, you won't ever steal anything that belongs to someone else, but if it just happens to be thrown away or left out for anyone…

This drive can also apply to people, and… you know kidnapping is wrong… but in the moment, you may forget that fact….

Bookdumb (+100cp) (Club member Only)
Though Mis Chie tries her best, the education out in the sticks doesn't match her effort. You in particular seem to have an allergic reaction to studying. You can glean enough to coast by on the lower end of the grade pool, but anytime you really need to study it's going to be like pulling teeth. Socially and Physically you're fine but you'll never be a scholar. As a side effect any previous knowledge you held that would be relevant in a school setting is lost to you until the end of the jump.

Swapped (Special)(Twin companion option is discounted)
Some time in the past, while swapping places, something happened. Either through family tradition or due to an accident your twin received a mark on their back that makes a clear Identification that gets officially noted in medical record or family leger. Somehow, before you could really do anything about it, your twin is now considered to be YOU! For the duration of the jump, your twin will be treated as You by the world and even your companions. You are unable to correct them and will be treated like a different person. You can still swap temporarily from time to time, but, if the place where the mark should be is exposed… they will know who the 'real jumper' is…

USODA! (+200cp)
Clear communication is important for a healthy relationship… It's a real shame you come out as clear as mud in most circumstances. Your ability to lie effectively crumbles in the face of any serious discussion, and, ironically, when you're being genuine people have trouble taking you at face value. It doesn't affect silly things like games and casual banter but once things get serious you're going to have a lot of trouble getting your point across without causing some problems.

Under Orders (+200cp) (Tokyo only)
Your superior holds you on a very tight leash. Whether it be Director Irie, Unit 34 or the Council in Tokyo, you can only do things that are within your orders and are incapable of defying any that aren't directly life threatening for you. Hope you're good at looking for loopholes.

Traitor (+200cp)
Either your family had some ties to the dam war or something similarly serious. Either way, the general populace of Hinamizawa will treat you as a non-entity. They will be cold and short with you with only the slightest veneer of politeness. You will need to make connections with individuals to change the narrative but unless something earthshaking happens you will never be considered part of the community and they will always make you well aware of that.

Oyashiro-Sama (+200cp)(Local or Club member only)
The locals of Hinamizawa do worship Oyashiro-sama, to some degree at least. Very few seriously practice anymore though. You, however, are devout. You have heard 'his' voice and felt 'his' wrath in the past. On particularly stressful days, you can hear 'his' footsteps behind you.

It was because you tried to leave one day without his permission… you won't make that mistake again. You are unable to leave the village for more than a weekend excursion before you start to get stressed. You also directly, often physically, lash out at anyone who disrespects Oyashiro-Sama.

Paranoia (+200cp)
You've never been good at handling scary movies or excessive stress, maybe that's why you moved out into the countryside... Well, unfortunately, it hasn't helped. You will be very

susceptible to distrust and paranoia when things get stressful. Your gut and snap decisions on situations are often wrong and will take a lot of effort on your part to give things another look.

Question Arc (+400cp)
Context has a tendency to elude you. When events happen around you, you struggle to find meaningful answers. Clues lie just out of sight, lines of questioning hit dead ends, or you get only the most cryptic of answers. By the time the problem comes directly at you you'll have no warning or a wrong understanding of the situation. I hope you're good at Improvising, because you're always going to get caught off guard.

Child of Man (+400cp)
Due to some outside interference your out of Jump powers no longer work… Your jumpchan said something about not wanting you to 'spoil the game'. You are reduced to your Body mod and whatever perks you bought for this Jump. Keep your wits about you when festival season rolls around…

Level 5 Survivor (+600cp)
You were on the brink of despair and somehow came back. You don't clearly remember what happened, but you seem fine now. You're not. There is no cure for Hinamizawa Syndrome. You require a booster shot once a day to keep you from having a relapse. You are also much more sensitive to stress and fear which can override the treatments if pressed too hard, triggering a relapse.

If you miss a dose you will find within 24 hours you will start to degenerate to dangerous levels, with severe hallucinations and paranoia. More than 48 hours without treatment and you will require an extended hospital stay to get back to normal again. Any longer and you will hit the final stage again and this time you won't recover, ending your chain.

Only the experimental treatments of the Irie clinic can help you. You are given them for free as you are helping with the research but only a week's worth at a time. A proper treatment will come 8 years in, by 1986, after which you will no longer need the daily treatments… but if the clinic were to shut down or something happened to the good doctor before then you may be in trouble.

End

So you made it through the summer of 83 and beyond? Whether you averted a tragedy or just escaped the carnage it's now time to decide what you want to do.

Stay: Maybe amongst this friendly and familiar time you finally found yourself at home? In that case take another 1000cp and treat yourself to one last batch of things before leaving the Chain. You've earned it.

Leave: Or perhaps it's time to leave for the next world, leaving behind this game board for another one more exciting? Just remember the lessons learned and carry them forward to the next challenge.

Home: Maybe this was the final straw? In that case you're welcome to go back to your home world with all that you've gained that far.

Hm? Is there something missing?

Time Loops? Those who live in Loops?

That's some dangerous talk… reaching out from the world to where Witches and Gods play with the lives of Mortals… But if you Insist I suppose we can tap into that as well…

More So than anything else before now, Spoilers ahead…

Scenarios

From here on you will be interacting with the witches who play games with mortals and those who live in loops. Pick your scenario and it will drastically change the rules of jump and the goals you need to achieve success.

- All Scenarios are NOT Compatible with ‘The Answer’, if you bought that you can not do any scenarios.
- You must take the ‘Child of Man’ drawback at no bonus
- Death no longer ends your chain. Each Scenario has a different failure state

Scenario 1(A side): Miracle (any Background But ‘Tokyo’)

This is closest to the original storyline

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Your Jump goes as normal until June of 1983… things seem normal until the Cotton Drifting festival. Things get rather hectic after the night the photographer Tomitake is found dead and the Nurse Takano vanishes without a trace. Tensions high all throughout the village. You decide to go for a stroll one night and find yourself wandering out to the shrine, maybe looking for peace of mind… Instead you find the bloodied corpse of the young shrine maiden Rika Furude. Getting over your shock you rush back to town to tell someone, anyone, what happened.

As you rush back down the dirt paths, you catch a glimpse of someone in the corner of your eye, the rushing air of a silenced pistol… and it all goes back.

Suddenly, you awake in your bed, as if from a horrible nightmare. Everything seems fine though. Collecting yourself, you get out of bed and look at the calendar on your desk before blinking twice. June 1st…

Welcome to Endless June. You now keep your memories through each cycle (save for the direct identity of the Mastermind, something fudges the memories when you interact with them before your death). Whenever you die you will wake up back on June 1st. Whenever it is about to change over to July, you will wake back up on June first. There is only one way to break this cycle and that lies with Rika Furude, However you decide to approach her on the topic ultimately it will be up to the two of you to work together to solve this mystery and save her friends. These loops are tied to Rika’s own willpower and ability to push forward. Should her spirit break the loops will end and so will your chain.

Should you succeed in bringing about the perfect timeline where everyone is okay and Rika survives you will gain Rika and her spiritual partner Hanyuu as Companions.

You also gain the ability to invoke the Magic of ‘Miracles’ once per jump! You may turn up to One month into a loop to give you all the time you need to extract the exact outcome you want from a situation. Each time it loops it will change slightly, altering different factors and character actions. The more complex the situation, the longer it will take. As long as you persevere, and there's a 1% chance of it happening, you will eventually make it to a loop that has the outcome you want. You may have to spend many loops to get there, potentially adding years of extra time to your jump, but time spent in loops does not add toward your ten years in that world. It is self contained.

Scenario 1(B side): Auu Auu

Instead of the bus, you appear in front of the local shrine to Oyashiro-sama. There are a few people milling about but no one seems to pay you any mind. When you call out to them, none of them react. Frustrated, you step up and try to grab the shoulder of a man heading back to town and it goes right through with no resistance.

While you're staring at your hand in disbelief, you can’t help but notice how small and young it looks. It likely isn’t the first time you’ve become a child, but it’s hard to be sure since you don’t show up in any reflections either. It seems you're completely unable to interact with the world.

With some experimenting you find yourself able to phase through walls and hover a few inches above the ground.

You can’t seem to leave the village grounds, for whatever reason, and of course no one seems to be able to see you. Though it all changes when one day, at the shrine, you find a young girl staring at you with wide eyes of wonder… it seems at least one person can see you. This is Rika Furude, daughter of the head priest of the shrine, and your new best friend.

With a new set of horns and intangibility, you have come to replace Hanyuu in her duty to support Rika through the trials to come. Rika is the only person you can directly interact with under normal circumstances, though when someone begins to succumb to the syndrome they will be able to faintly hear you. Unless handled carefully this will likely only further push them to high levels of stress.

You loop along with Rika and due a cracked horn neither of you are able to keep a perfect memory of her death. Much like side A, if Rika’s spirit breaks and she gives up, your chain ends. If you can help solve the issues in Rika’s circle of friends you will be given one chance to make it right, and you will take a physical form to assist her and get the perfect timeline.

Should you succeed, Rika Furude and the formerly absent Hanyuu will join you as companions. You also gain these powers in a toggleable form.

In this form, you will gain a set of curved horns on either side of your head. You gain the power to switch between a solid and intangible form. In your spirit form, you can only be seen or heard by your companions and those with great spiritual senses. Additionally, you gain the ability to fly, teleport, and influence the minds of those with weak wills. This form is considered ‘Divine’ in situations when that would matter.

When taken as a reward from here **or scenario 1A,** Hanyuu also has this power.

Scenario 2: Execute Order 34 (‘Tokyo’ only)

You have been sent into this rural village as support for Agent Takano and her experiments with the Himinazawa syndrome. At least, that's the cover story. “Tokyo” is not a united force, and though they are backing this project many are doing it for different reasons. Some are playing to internal politics, while others are curious if there's something to the seemingly mad ramblings of mind altering organisms. Your Superior, for whatever reason, has decided this ‘syndrome’ is something they want sole custody of. They have sent you to assist in cultivating the research as far as it can go… and then take it all when the time is right without anyone being the wiser.

You arrived in Himinizawa in 1978 as normal. You are in deep cover with no backup, no other Tokyo agents are aware you are from the organization. You need to organically gain the trust of the director Irie to get brought in on the project while keeping your intentions/allegiance hidden from Unit 34 and the village as a whole. By 1983 you will need to be close enough to complete your mission, as that is when the council begins turning on the project and will end all support.

You have to get all the research and samples, dispose of any witnesses (including Takano herself) and escape undetected from the village. There is one complication, Agent Takano has uncanny luck. Almost like she has divine protection to keep her safe, You’ll need to find the right moment to take care of her for sure. If she doesn’t sus you out first. If anyone discovers your mission and reports it to the council your Chain ends.

Should you succeed you’ll be rewarded handsomely, Your superior has made sure you’re set for life, with a new high-end penthouse and your own personal Unit of Mountain Dogs. 24 men that work under your direct order. They count as Followers and should any members die they will be replaced within a week with someone equally skilled.

Additionally, you now have an almost supernatural skill in infiltrating organizations. With just 24 hours of prep and study you can enter an organization at the lowest level with no interference. The rank and file will never question your inclusion and those in charge will always find just enough paperwork to satisfy their initial suspicions of you. It will be up to your own skill and decisions to rise through the ranks from there.

Scenario 3: The Witches Feast

Things take a sudden turn for the strange when the 1983 festival rolls around. Real demons seem to stalk the mountains and people are killed with curses or disappear without a trace before your very eyes. The village is in a panic that Oyashiro-sama has come to punish them for some unknown transgression. In all the panic, the village is destroyed in a great disaster! A mysterious figure looks on with glowing red eyes as a foul misama engulfs the village and kills you.

You wake up in a velvety room with plush furniture and Victorian trappings. Through a window, you can see a barren plane filled with floating crystals. You hear muffled talking further down the hall. Curious, you leave the room you end and follow the sound, finding a large Drawing room rather full of colorful characters. Several girls dressed in large gowned, a few in shinto shrine robes and, wait, Jumpchan?!

“It seems we have another guest, How interesting.”

Several Travelers from outside this reality have come across this Jump and decided to use the pieces already in play to play a game of their own. Unfortunately, they don’t seem keen on stopping their game anytime soon. Your only way to progress is to join the game yourself and beat the witches at their own challenge: to defend the Local entity Hanyuu from these bullying outsiders and prove their murders and magical interfereance is can all be explained without the use of supernatural.

There will be Several Game masters, each one more devious than the last, using the residents of Himinazawa and their own magical Familiars to enact Oyashiro-sama’s judgment. While other outsiders chime in to help or hinder either parties, Jumpchan themself is here to watch the chaos unfold…If you fail to beat all 7 game masters then your chain ends.

Should you win and Prove Hanyuu to be the true oyashiro-sama, the outsiders will take their leave, but give you a token of their regard. You get access to the ‘Meta World Drawing room’ through a door in your Warehouse. This room gives you an outside view of your current location allowing you to see the last 24 hours of your jump. You can’t change events or enact a game like what happened in this jump, but this room is frequented by Travelers… Witches, Local Gods, Planeswalkers and other beings of power who come to watch what's happening in your Jump. Some may have helpful advice while others may just roast you for decisions you made recently.

In addition, you're granted that ability to create your own familiars as an ‘Honorary Witch”. Select two items in your warehouse and give them a humanoid form of your choice, though they must share a theme. They are loyal to you to a fault but are likely to be quite quirky. The pair

now count as companions, and they share one slot. They gain a unique bit of magic related to the kind of familiar they are. A gun may have a magic homing bullet, while a sword may summon a blade of magic that can cut through defenses, feel free to get creative with it.

Scenario 4: I Believed what you Said (This can be taken in addition to Scenario 1A)

This scenario triggers just as the Jump is about to end.

As you can feel the pull to take you to the next world, you feel a greater force grab you and pull you back. You wake up in bed, June 1st 1983. Again. You're not sure what happened to you, but you're trapped in a time loop.

Things seem so different at first, and you can even safely move past the end of June, but as soon as you are killed or try to move on to the next world you end up in a Sea of crystal fragments.

There is a frail looking Horned girl there to meet you. Not Hanyuu, but seemingly from the same race as her. She claims she was sent by Jumpchan to help you as you are under attack from an unknown force. All they were able to do was protect your soul from being taken, thus setting up this new loop. With her help you are able to wake up again in Hinamizawa, June 1st, 1983.

You are now competing against another looper who is trying to keep you from leaving. They have a more powerful being granting them their power so they can remember everything, unlike you, who is unable to remember the moments before your death. Until you unmask the culprit and settle things with them you will be trapped here. If you give in, your chain will end, and you will remain in this world as if you had chosen to do so.

The identity of the other looper is someone close to you, either someone from this world, or one of your own companions, manipulated by another being. You can stop this by either stopping the looper directly, or giving your young guardian the means to stop the being manipulating them. Once you sort out the issue with diplomacy or violence, you are free to move on to the next world, and you're granted an extra boon by a grateful jumpchan.

Firstly, you get this 'Sea of Crystals'! It is attached to your Warehouse, and you can peruse the crystals to see all the possible 'what if' scenarios of your current world. Once per jump you can take one of these crystals and apply it to the jump, effectively entering that time line. There are no take backs so be sure to choose wisely…

Secondly, you gain the Onigari-no-ryuuou, the blade that killed a demon lord according to legend. The sword was shaped like a willow branch with its tip splitting three ways, each point

representing Heaven, Earth, and unity between people. It's a bit of a fragile weapon in practice, It is sharp enough to give someone pause but is an otherwise normal blade… to mortals.

It is truly deadly to Gods, Demons and those who exist outside time. A direct blow will cause a mortal wound but even a glancing hit could permanently weaken their powers. Should it get broken even a shard is enough to carry this power. When in the presence of one of the above beings it can be summoned to your hand from wherever it was.

Notes

Thought up and Majority Written by: u/EternallyLostAuthor
Majority Editing and Co-Written by: u/TornkeS

The Answers
This only counters the inherent missing knowledge of the setting in this jump; it does not grant you any other powers after this world. It is merely the cost of the Mystery.

Amidst a sea of Shards
Information on the other two gods mentioned. (Spoilers for Higurashi Outbreak & Kamikashimashi-hen)
Une is a goddess of disease, her power coming in the creation and spread of diseases. She has a rather dark demeanor when left to her own devices but folds quickly to direct conflict, so she can be kept under control with some discipline. Like the Horned ones she can enter a spiritual form but unlike them her human form hides all her divine features making it easier for her to blend in. If taken, her Disease powers are limited in scope by Jumpchan, allowing infect a couple of people at a time, though from there it can spread on its own.

Tamura, or Tamurahime no Mikoto as she's known more formally, is a minor god that has been practiced in pockets all throughout Japan for centuries. It gives her an innate understanding of events happening around her through her follower's prayers. In return she can empower an individual to act as her Miko, granting them superhuman strength. She is very traditional and strict, quick to condemn and slow to forgive. Instead of curved horns she possesses a pair of small feathered wings on either side of her head, which do remain when in the physical realm.

Changelog:

Outbreak-inspired Scenario dropped. Please don't ask for one!

1.1
- Adjusted the cost of The Answers to a more reasonable level.
- made a more uniform age section in the roles.

- Fixed a discrepancy in Scenario 2