NiwaTori Fighter ver 0.1

By saiman010



Introduction:

Welcome, Jumper—

To a world not too different from our own… except that three years ago, something changed.

Mutant demons began appearing across Japan. Some coexist peacefully with humans, lending their strength and wisdom to those in need. Others, however, are born from humanity's deepest pits of despair—twisted remnants of grief, rage, and trauma. These monsters evolve rapidly, growing more intelligent, more cunning, and far more dangerous. But here's the twist. The defenders of this world… aren't humans.

They're chickens. Yes, in this strange world, the fate of Japan rests in the talons and beaks of its feathered warriors! Among them, one stands apart: a lone rooster named Keiji. A wanderer draped in dust and vengeance, he travels from city to city, slaying mutant demons wherever he finds them. His purpose is singular and burning—to hunt down and destroy the one responsible for his sister's death… the monster known only as "The White Demon."

And now, Jumper, it's your turn.

Take these 1000 CP, steel your feathers—or fists—and see what this bizarre, battle-scarred world has in store for you.

Starting Location:

Lucky for you, there is meaning in choosing a starting location, as everywhere is valid here. Now choose any town that exists Japan. It can be from an actual world or from a fictional setting. It's a free world out there, so choose anywhere you like.

Origins:

You may change your gender for free, and your age will depend on the Origin you choose. Any of these can be taken as Drop-In if you prefer to just appear out of nowhere with no backstory.

Normal Human[+200CP]
You're… well, normal. Just an ordinary human being who happens to exist in this world. Unfortunately, that means you're a bit outclassed here; in eight out of ten situations, you'll probably be the squishiest thing around. Your starting age is 10 + 3d10 years old.

Sapient Animal
You are one of the many , intelligent beasts that exist through this world. You possesses wit and will in equal measure. Depending on your chosen path, you might serve as a loyal guardian of humanity… or something far wilder. Your starting age is 1d4 years old.

Demon
You are a demon, a being birthed from the festering negative emotions of humankind. Most of your kind are chaotic destroyers, cruel and capricious spirits who thrive on fear and suffering. But not all demons are wicked — some, strange as it may sound, choose to protect rather than corrupt. You may walk either path. Your starting age is a few days old.

Perks:

General

Normal Everyday Life [Free / 100 CP]
Despite the rising tide of demons, the world somehow keeps spinning as if nothing's wrong. The economy runs smoothly, people go to work, and cafés stay open — even if there's a slime attack down the street. When a demon is slain, people simply zip up what's left in body bags and move on, no panic, no disruption, just another day on the job. This serene absurdity is free in this world, but bringing such eerie normalcy to future worlds will cost 100 CP.That can be toggled on or off at the start of each world.

Random Explanation [Free]
Ever watched something completely insane happen and thought, "Wait, how did that even work?" Worry not! In this world, you'll always find someone nearby who conveniently offers a pseudo-scientific, half-mystical, or totally nonsense explanation that somehow makes sense in context. Whether they're right or not… well, that's another story.

Comedic Atmosphere [Free / 100 CP]
When the fighting stops and the blood dries, something strange happens — the world just… gets funny. Mishaps, banter, slapstick timing, and dramatic overreactions fill the air like it's a slice-of-life comedy show. It's as if the universe itself insists on keeping things entertaining and mildly ridiculous. You can toggle this effect on or off at the start of each world. Free here, but bringing to future worlds will cost 100 CP.

Sentient Animals [Free / 100 CP]
In this world, animals aren't just beasts they think, and even learn! From sharp-tongued cats to philosophically inclined pigeons, many ordinary creatures possess human-level intelligence and the ability to train in combat or magical arts. Despite this, they remain biologically normal.Free in this world, but bringing this charmingly bizarre ecosystem to future worlds will cost 100 CP.

Normal Human

It’s a Monster Run!! [100 CP]
In a world crawling with demons, survival often depends on your ability to run like hell. You can now sprint up to 3 kilometers in any direction without breaking a sweat or losing stamina. You won’t stumble, trip, or fall no matter how chaotic things get. You can use this ability once every hour.

Friend of Animals [100 CP]
You have an innate knack for understanding and caring for animals — the non-magical kind, anyway. You can soothe the wildest beasts, treat their wounds, and understand their needs with ease. Whether it’s tending to a wounded sparrow or keeping a raccoon from raiding the fridge, you just get them**.**

I Need to Hide [200 CP]
When demons start hunting, you somehow always find the perfect hiding spot — that one cabinet, sewer grate, or stack of boxes no one ever checks. Your instincts guide you to places that drastically reduce the chance of being found by hostile creatures. Even those with supernatural senses struggle to notice you when you’re hunkered down.

WFH [200 CP]
You’ve unlocked the ultimate modern miracle: remote work forever. If it’s possible to do your job from home, you automatically can. If you don’t have one, you’ll always stumble into a comfy work-from-home gig that pays just enough to live peacefully. Internet stable, deadlines kind, snacks infinite.

Damsel in Distress [400 CP]
No matter how bad things get, you’re never truly doomed. Once a week, a passing sentient creature — often an animal will swoop in to save you from danger. In other worlds, your savior will always fit the setting a knight in fantasy, a cyborg in sci-fi, or maybe just a very heroic kid.

Sentient Animal Tools [400 CP]
You possess the rare genius to craft anti-demon tools and equipment perfectly tailored to intelligent animals. Need a combat backpack for a raccoon? A smartphone with paw-friendly touchscreens? A silver-bladed collar that doubles as a weapon? You can make it efficiently, and stylishly. Each creation matches the biology, instincts, and personality of its user, making you a legend among animal inventors.

Immunity to Demonic Abilities [600 CP]
Through sheer will, divine luck, or maybe just stubborn refusal to cooperate with evil magic, you've gained total immunity to any non-damaging ability used by demons. No mind control, fear auras, possession attempts, corruption, illusions, or charm tricks will ever work on you again.

In future worlds, this protection expands to cover any monster born from humanity's darkness.beings like Hollows from Bleach or similar entities.

Elite [600 CP]
Born into a world of power and prestige, you stand as the successor to one of the greatest corporate titan.Trained by the best tutors money can buy, you've mastered the arts of strategy, leadership, and persuasion. Your charisma commands attention; your analytical mind dissects markets and trends with ease. You make data-driven decisions, turn opportunities into profit, and possess a business instinct sharp enough to stay several moves ahead of your competition.

In future worlds, your legacy follows you. You'll always find yourself positioned as a potential heir or rising figure within the elite — whether it's among the Four Great Noble Houses in Bleach or the Celestial Dragons in One Piece.

Sapient Animal

Animal Form [Varies /Only for Sapient Animal]
Upon taking this option, you choose what kind of animal you are any land-dwelling creature that exists in the modern era nothing extinct after the year 2000. Regardless of your choice, your body represents the absolute peak of that species' natural potential: stronger, faster, and more enduring than any mundane counterpart.

You can always understand human speech, though you cannot speak it back directly. Your animal form does not hinder your ability to learn martial or magical arts — your body adapts instinctively, allowing you to channel techniques or spells through motion, instinct, and intent. Even without enhancements, you possess the strength and reflexes needed to battle low-ranked demons effectively.

For Free, your chosen form may range in size from a mouse up to a cat or hen.
For 100 CP, you may take on a form roughly the size of a dog or goat.
For 200 CP, you may become a creature the size of a sheep up to a cow.
For 400 CP, your animal form may reach up to the size of an African elephant.

If your chosen animal is capable of flight or aquatic adaptation, add +100 CP for one trait, or +200 CP if it possesses both.

Cute Animal [100 CP]
No matter what form you take, humans will always find you irresistibly adorable. Whether you're a tiny mouse or a towering elephant, people will treat you like the sweetest creature alive — feeding you, taking care of you, even giving you baths. You're simply too cute to ever be seen as a threat.

Instinct [100 CP]
You fully embrace the instincts and natural habits of your chosen species. Eating bugs as a chicken? Rolling in mud like an elephant? Pecking at crumbs like a pigeon? None of it feels strange or unpleasant — it's simply you. Your mind balances perfectly between human intellect and animal instinct.

Don’t Bother Me [200 CP]
Even if people don’t see you as dangerous, now they won’t see you as a nuisance either. Humans and animals alike will simply ignore you when you wish to be left alone — no one will chase, cage, or harass you. You could walk calmly through a crowded city as a full-grown elephant, and the most you’d get is a few curious glances.

Tool Usage [200 CP]
You’ve learned how to use human tools and objects as if you were one of them. Your body moves with precision and dexterity, able to hold, manipulate, and even craft with surprising ease. You can also read and understand any written human language naturally, in this and all future worlds.

Eternal Youth [400 CP]
You are forever frozen in the youthful or juvenile stage of your species — a symbol of endless vitality. Even if you lack adult traits such as horns, tusks, or manes, your strength, resilience, and power remain equal to or greater than that of a fully grown version of your kind. Time will never dull you, and you will remain vibrant and strong forever.

Goshikidori Family Fighting Style [400 CP]
You are part of an ancient lineage of beasts that has been battling demons since the dawn of history. Passed down through the ages, the Goshikidori Style refines your animal form into a weapon of divine precision. You gain devastating ramming or kicking techniques, a roar capable of tearing through flesh, and an instinctive ability to sense demons by aura or scent. You can also identify their weak points instantly.

In addition, you can develop four to five unique Secret Arts based on your species. For example, a snake may master the Art of Deadly Venom, the Art of a Hundred Bites, or the Art of Vanishing Fang — vanishing from sight to strike from behind. Each species has its own deadly legacy, and now, it’s yours to unleash.

Righteous Egg [600 CP]
Deep within your body lies a rare and sacred organ known as the Righteous Egg, a mysterious inheritance that appears in only one out of every ten members of your bloodline. Through relentless training and discipline, you have learned to awaken and control this power — when activated, the energy of the Righteous Egg flows through your body, enhancing all your abilities by 1.5 times as a baseline. At your current level of mastery, you can safely sustain a fourfold increase in strength, speed, and power before suffering from physical or spiritual backlash. With time, growth, and effort, this limit can rise even further.

However, this is only the beginning. Within the Righteous Egg slumbers the potential for a Second Awakening, which you have already unlocked
. From here, you must choose one of the following awakenings

Awakening of Justice
Your aura ignites into a radiant gold light, embodying virtue and courage. In this form, your abilities are magnified tenfold on top of your current maximum, and your presence inspires hope in allies and terror in evil beings.

Awakening of Ruin
Your power surges beyond mortal comprehension, cloaked in a hellish, crimson-black aura. Your might increases fifteenfold on top of your current maximum,, but with it comes a curse — your mind becomes clouded with wrath and destruction. If you lose control, the darkness will consume your soul entirely, ending your journey in ruin.

The Mark [600 CP]
Etched upon your skin lies a black circular sigil. Bound to it is a second personality, a darker self born from the shadows of your own soul. This entity awakens only when you lose consciousness or fall into peril, seizing control to ensure survival at any cost. Its motives are selfish, its methods ruthless, yet it acts with eerie cooperation — for your death would mean its own.

When this dark persona takes hold, your power surges dramatically, your body and senses sharpened beyond their limits. In addition, you gain mastery over one elemental force of your choosing — fire, ice, lightning, shadow, wind, or earth — able to summon and command it as though it were an extension of your will.



Demon

Demon Biology [Varies / Only for Demon]
As a demon, your existence defies mortal logic — your flesh is mutable, your form a living manifestation of chaos. You can freely alter your body mass at will, shifting anywhere from human size to that of a small building, and only death that destroys both your brain and heart can truly end you. Your body can take any shape your twisted imagination allows, from a deceptively human guise to an eldritch nightmare — perhaps a three-headed eel woman with a ponytail and a school uniform, or something far worse that even reality hesitates to describe.

Your strength is determined by your Threat Level:

Level C [Free]
Stronger than any human, capable of reducing buildings to rubble with ease — the lowest yet still fearsome among demons.

Level B [200 CP]
Power enough to annihilate modern military forces single-handedly, shrugging off their weaponry as little more than noise.

Level A [400 CP]
Your resilience reaches monstrous extremes — even a nuclear strike cannot end you.

Level S [600 CP]
You stand as a calamity among demons. Your sheer power eclipses lesser fiends so completely that even five A-Rank demons attacking in unison could not so much as wound you.

Hunter [100 CP]

You are a natural-born predator — a being whose instincts are honed for one purpose: the hunt. You can track humans with uncanny precision, following their scent, heartbeat, or even the faintest trace of fear they leave behind. No prey escapes your pursuit for long.

Fearful [100 CP]
Your presence alone inspires dread. When weak-willed humans behold your form, terror grips their hearts — they flee without thought, driven by pure instinct to escape the horror before them.

Weapon Tentacles [200 CP]
Your flesh becomes your arsenal. You can morph your limbs or tentacles into virtually any melee weapon you can imagine — blades, clubs, spears, axes — reshaping your body into a living armory of destruction.

Mind Control [200 CP]
You possess the terrifying ability to implant parasitic fragments of yourself into others, bending humans or weaker demons entirely to your will. They remain conscious, forced to witness every act their body performs under your control — a perfect mix of dominance and cruelty.

High-Speed Regeneration [400 CP]
Your regeneration borders on insanity. As long as your heart or brain remain intact, your body will instantly restore itself from even the most catastrophic injuries. Burned, dismembered, or torn apart — you will always return.

Inorganic Incorporation [400 CP]
You can now merge machines and non-organic devices directly into your body, fusing flesh and metal into a single weaponized form. A cannon grafted to your arm? A jet engine in your spine? All possible. You can incorporate up to four mechanical items every 24 hours — turning yourself into a living war engine of nightmares.

Consuming [600 CP]

A dreadful power now festers within you — the ultimate expression of demonic hunger. Through the fanged maw that opens upon your arm, you can devour defeated foes, consuming not only their flesh but their very essence. Their memories, skills, and experience become yours to wield, seamlessly merging into your mind and body. Each meal refines you — their strengths added to your own, their weaknesses discarded like ash. With every feast, you evolve further.

Devils [600 CP]
You have transcended the crude ferocity of demons and ascended into the ranks of the Devils. Your monstrous form condenses into a roughly human-sized shape, allowing you to move among mortals with ease, concealed beneath a flawless human guise whenever you wish. In this elevated state, your power and intelligence surpass those of any demon of equal standing — at minimum, tenfold strength and cunning now flow through your veins. Your former vulnerability is no more; your heart and brain have fused into a single Devil Core, a shifting sphere of power the size of a tennis ball that drifts freely within your body, nearly impossible to target.

If you are not a demon, this evolution still blesses you with the same overwhelming advancement — your abilities, reflexes, and intellect all amplified by ten times their previous limits, granting you the grace and might of a true Devil without the corruption of demonic origin.

Items:

You can import any similar items. Additionally, any items under the same origin will be discounted and any 100 CP discounts are free.

Normal Human

Camera and Laptop [100 CP]
You now possess a waterproof camera and laptop—both powered by infinite energy and capable of storing unlimited data. These trusty devices are perfect for documenting the valiant battles of sentient animals as they defend humanity. Whether for research, proof, or just because it looks really cool, you'll never miss a moment or run out of battery again.

Barn [200 CP]
You've been granted a sturdy, fully equipped barn—a sanctuary for your animal allies. Inside, you'll find endless supplies of food, soft and comfortable bedding, and advanced medical machinery capable of healing any injury or illness. After a hard-fought battle, your companions can rest, recover, and get back on their paws, claws, or hooves in perfect comfort.

Special Anti-Demon Suit [400 CP]
Humans may be fragile compared to demons, but not you! You now possess a high-tech exosuit built specifically for anti-demon combat. Outfitted with reinforced armor, flight capability, missile pods, energy lances, ray cannons, and even chain guns, this suit turns you into a one-person army. While it doesn't make you invincible, it ensures you'll never be the easiest target on the battlefield again.

Corporation [600 CP]
Acquiring the Mercenary Corporation grants you ownership of one of the most powerful and influential private military companies in the modern world. Officially, it operates under the guise of a multinational “security and logistics firm,” but insiders know its true strength lies in its vast network of elite operatives—specialists capable of handling everything from VIP protection and crisis intervention to high-risk extractions and large-scale paramilitary operations. As the CEO and ultimate authority, you decide where this corporation’s might is directed—whether that means suppressing uprisings, neutralizing rogue organizations, or creating anti demon weapon.

The company’s headquarters is a towering skyscraper that dominates the skyline of a major global city, complete with advanced training floors, state-of-the-art simulation chambers, armories, R&D labs, and strategic operation centers. Within its walls, analysts coordinate missions across the globe, while field operatives—ranging from ex-special forces and expert marksmen to cyberwarfare units and covert infiltration teams—stand ready for deployment. You can hire and train personnel, customize their loadouts and skill sets, and deploy them for missions that suit their specialties. The corporation also manages a private contract system, allowing governments, megacorporations, and high-net-worth clients to request your services—for a hefty fee, of course.

Sapient Animal

Training Equipment [100 CP]
You now possess a full set of specialized training equipment perfectly designed to strengthen your unique biology. Whether you're human, demon, or something far stranger, these tools automatically adjust to your physique and power level. Workouts using this equipment are far more effective than any ordinary training gear—every session pushes you closer to peak performance at record speed.

AI Computer [200 CP]
You now have a sleek, high-performance tablet complete with an advanced AI assistant. This AI can instantly translate your thoughts and messages into any human language, making communication effortless wherever you go. Project 3D visuals. It also scours the internet for data, compiling and analyzing information with ease. Equipped with infinite battery life, unlimited storage, and unbreakable Wi-Fi that connects even across worlds, this system ensures you're never out of touch—or out of information.

Demon Capture Equipment [400 CP]
You now possess a specialized arsenal designed for capturing demons alive. This includes a multi-mode rifle with two settings—non-lethal, which fires a powerful paralyzing venom capable of knocking out even high-rank demons for up to three days, and lethal, should you choose to use it. You also have a reinforced electrified baton that delivers millions of volts with each strike, along with high-strength nets and restraint cables capable of binding demons with ease. Whether for study, containment, or negotiation, these tools make you the ultimate hunter of the supernatural.

The Righteous Healer [600 CP]
Normally, when the Righteous Egg is gravely wounded or weakened, all that awaits it is slow decay and eventual death. But not anymore. You now possess a massive grey stone—an ancient relic of divine craftsmanship—that radiates restorative energy. When brought near the Righteous Egg, it can fully heal it within minutes, restoring both body and essence. Beyond that, this miraculous stone can heal any living being, mending shattered organs, regrowing lost limbs, and even repairing damaged brains without erasing a single memory.

Demon

Human Clothes [100 CP]
You now possess a set of enchanted garments that fit you flawlessly, no matter what form or size you take. Whether you swell into a towering monstrosity or shrink into a more human guise, your clothes adjust perfectly—never tearing, never getting dirty, and always remaining pristine.

Eyeball Demons [200 CP]
You now command a swarm of tiny, golf-ball-sized demons—each one nothing more than a single winged eyeball. Despite their unsettling appearance, they are perfect scouts, capable of flying silently through the air and transmitting everything they see directly into your mind. They excel in reconnaissance and stealth, able to hide their presence from even skilled hunters.

Lair [400 CP]
Your lair lies hidden beneath an abandoned building, its mundane exterior concealing a sprawling underworld fortress crafted from pulsating flesh and infernal metal. Within this hellish domain are barracks for your demonic soldiers, containment chambers for captured beings, and laboratories where science and sorcery intertwine. There's even a decadent penthouse—your personal throne room of velvet darkness, featuring a massive bed draped in silken shadows. The lair is completely undetectable by most forms of surveillance, defended by living walls and loyal servants who obey your every command.

Devil Seeds [600 CP]
In your possession rests a collection of high-quality infernal seeds. When implanted into a living host, these seeds take root within their soul, growing and transforming them into powerful demons. Unlike most lesser demonic creations, which rarely evolve beyond their base form, your seeds possess an extraordinary 80% chance of producing true Devils—beings of immense strength and cunning. Every creature born from your seeds is bound by absolute loyalty, recognizing you as their creator and master.

Companions:

My Old Team 50
You may import companions you have brought with you, or create them for 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks:

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:
You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Cry Baby [+100 CP]
You're emotionally fragile: whenever you're scolded, bullied, or publicly humiliated, you break down into tears easily. This gives enemies chances to manipulate you, reduces your combat focus for a short period, and makes social intimidation tactics more effective against you. It's painfully relatable—and strategically inconvenient.

Memory Lost [+200CP]
You awaken in this world with no memory of your past life, your skills, or even your name. The void in your mind is as much a puzzle as it is a vulnerability, leaving you unsure of your alliances, motivations, or personal history.

Innocent [+200CP]
You possess an almost childlike naivety that makes you easy to manipulate or deceive. Despite your best efforts, you often fail to notice hidden agendas, double meanings, or subtle threats, leaving you at the mercy of others' schemes.

Tragic life [+200]:
You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering

them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world

No Sexual Control [+400 CP]
Unfortunately you have a high sex drive and it will be very hard for you to satisfy this desire as anyone that you find attractive will ignore you advancements and also the people that will say yes wil people that you find unattractive.

Animal Intelligence [+400 CP]
Your mind now mirrors that of an ordinary animal. Gone are the higher reasoning skills and complex strategies of a human intellect. While you still retain your instincts, emotions, and learned skills, your thoughts are simpler—focused on survival, comfort, and immediate goals.

No Outside Powers [+400CP]
All powers, abilities, or items from other jumps are locked away for the duration of your time here. You must rely solely on the resources, talents, and perks granted within this world to navigate its challenges. Your previous advantages are completely sealed, forcing you to adapt to this world's limitations and making even simple tasks feel far more difficult.

Your personal demon [+600 CP]:
It seems fate has dealt you a harsh hand, condemning you to a relentless cycle of defeat and suffering at the hands of everybody. No matter how valiantly you

struggle, every attempt to triumph over them ends in bruises, pain, and tears. They thwart your plans, dismantle your schemes, and leave you broken time and again, pushing you to the brink of despair.

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year.By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

Targeted [+600CP]
seems you've caught the attention of the devils of this world. Throughout your entire stay in this jump, they will continuously send squads of demons, and devils to your doorstep, armed with potent equipment and abilitys to counter your abilities.

At the end of the 10-year period, the leader of the devils will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Well I hope you guys enjoyed this jumpchain as currently i could only find until chapter 36 translated to english.
2. Also I know this premise is stupid but surprisingly manly and cool in some scene. So go and read the manga as its worth it.

3. Also next year an anime will be made so yipee.