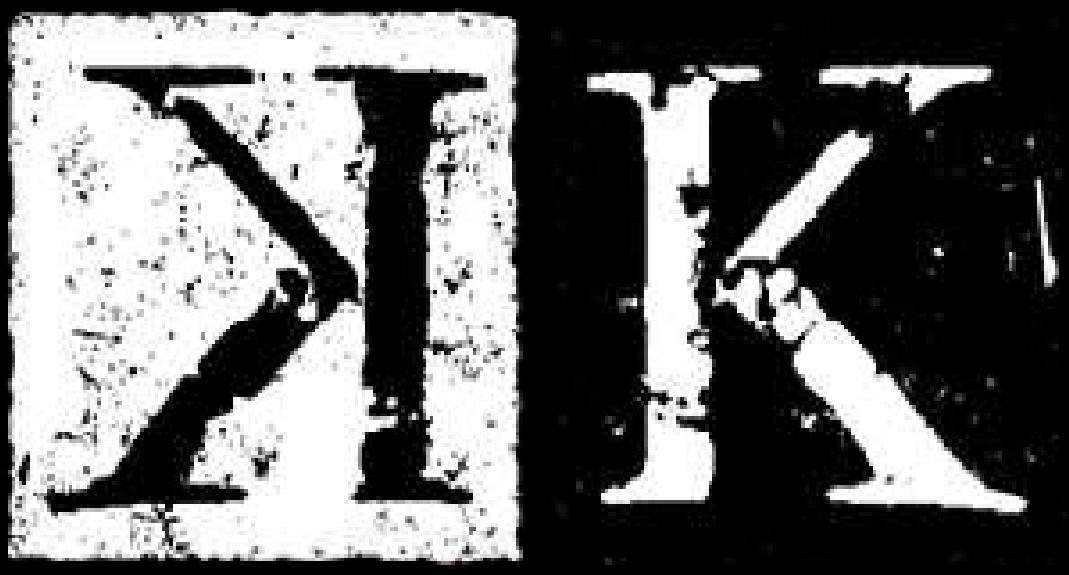


A Jump by Sistercomplexkingpin
Version 1.1

Introduction

This world's history mirrored Earth's until World War II. During the war, Germany uncovered a magical artifact within the walls of St. John's Church in Dresden. This artifact, later named the Dresden Slate, radiated immense power. Hoping to exploit this power to create immortal soldiers, Germany enlisted the expertise of Japanese Onmyouji to aid in its research. The collaboration led to breakthroughs, allowing researchers to unseal the Slate and tap into its energies, granting extraordinary powers to select individuals, becoming known as Extra-Alphas or Kings. However, the Slate's potential was never fully realized. The Allied bombing of Dresden destroyed the research site, killing all the researchers except Adolf K. Weismann, the lead scientist who survived due to the Slate's power, and a Japanese military officer, Daikaku Kokujouji. After the war, Kokujouji took the Dresden Slate back to Japan, recognizing its dangerous, uncontrollable influence.

Using the knowledge gained during the research, he harnessed the Slate's power to restrict its influence to Japan alone. Upon becoming a King, Kokujouji used the Slate's abilities to rebuild post-war Japan, transforming it into the world's most technologically advanced nation, boasting artificial intelligence, robotics, and advanced holographic systems.

In 1999, a catastrophic event reshaped Japan. The Red King, Genji Kagutsu, lost control of his powers, triggering an explosion spanning 100 kilometers. This disaster, known as the Kagutsu Crater Incident, claimed 700,000 lives and altered Japan's geography. The sole survivors were those with supernatural abilities. The event caused a surge in Strains and the emergence of a new King. It also set the stage for profound shifts in the balance of power among the Kings.

The story begins on December 7, 2012, one week before the murder of Tatara Totsuka, a clansman of the Red King. His death, orchestrated by the enigmatic and newly emerged Colorless King, signals the start of a larger conspiracy involving multiple Kings and a hidden agenda years in the making. You will enter this world a week before the death of Tatara Totsuka and remain here for a decade.

Take these +1000 Choice Points into the world of kings.

Origin

Any origins can be taken as Drop-In.
Drop-Ins would receive no additional memories besides being fluent in Japanese.

Unaffiliated Person

You are not bound to any King's authority, nor have you pledged allegiance to any clan. Perhaps you are an ordinary high school student navigating the challenges of daily life, a Strain quietly trying to survive on the fringes of society, or someone whose past is a complete mystery to this world. Regardless of your background, the conflicts among the Kings and their clans do not affect you, and you remain an unnoticed figure in their ongoing struggles. Whether you involve yourself in their struggles or maintain your distance is entirely your decision.

Ordinary Clansman

You are a member of a clan, having gained a fragment of your King's power upon becoming a clansman. Each clan grants unique abilities that reflect the nature of its King, and your background is deeply influenced by the clan you belong to. You can choose to be a clansman of any King, including those of past rulers like the former Red King, Blue King, the missing Gray King, or even the deceased Colorless King. However, the Silver King and the current Colorless King are exceptions, as neither has formed a clan nor accepted clansmen. For details on the clans available and the powers they offer, refer to the notes below.

Chosen King

You are one of the select few chosen by the Dresden Slate, granting you immense power and making you one of the strongest individuals on the planet. As all seven Kings are currently active, you may choose to replace any canon King, inheriting their powers, histories, and relationships. However, this also means taking on their burdens. For example, the Gold King is nearing the end of his lifespan, the Red King is struggling to control his unstable powers that are approaching a critical point, the Green King relies on their power to sustain their life, and the Colorless King's mind is fractured by the overwhelming memories they've absorbed. If you prefer not to replace a current King, you can choose to become a King of a color identical to an existing one. This will, however, attract significant attention, as the existence of two Kings of the same color is unprecedented. See the notes to select the color you wish to embody as a King.

You can choose your age and gender freely for all origins, as long as it's within reason. Except if you chose to replace a King, then their age will be your current age.

Locations

You can start at any location below, or gain +100 CP to roll for your starting location.

1. Ashinaka High School, Tokyo

A prestigious institution situated on a private island near the Tokyo Metropolis. The school includes a dedicated subway station and large dormitories for all students. Access to the island is restricted to either the subway or a bridge connected to the mainland. Both require students to use their smartphones, aka PDAs, as referred to in this setting. Without a PDA, it is impossible to enter or leave the island.

2. Mihashira Tower, Tokyo

The headquarters of Timeless Palace that houses the Dresden Slate. The tower is a striking silver skyscraper with two outer sections resembling rabbit ears. It features a rooftop garden with a connected helicopter pad. The Dresden Slate is integrated into a machine within the tower, allowing the Gold King to regulate and limit its influence.

3. Shizume Town, Tokyo

A city located on the eastern side of Tokyo Metropolis and claimed as HOMRA's territory, home to their headquarters, Bar HOMRA. While there are many gangs within the city, HOMRA ensures order by dealing with the troublemakers. Despite the gang activity, Shizume Town enjoys a remarkably high standard of living.

4. Tsubaki-mon, Tokyo

The headquarters of Scepter 4 serves as both their base of operations and a prison for individuals with supernatural powers who have committed crimes. The prison cells are highly secure, with only a King or an Ex-A Class Strain capable of breaking out. Scepter 4 also uses this location to monitor and gather information, accessing surveillance cameras throughout Tokyo.

5. Jungle's Secret Base, Tokyo

The secret underground bunker serves as the headquarters for the J-ranked members of Jungle and their king. This location is unknown to anyone below the J rank. Inside, there is a Three-Wall Set, resembling a worn yet cozy Japanese apartment, where the core members of Jungle gather. The bunker is connected to several underground networks, making it difficult for outsiders to enter or exit without knowledge of the area.

6. Free Choice

If you roll on this option, you can choose any location as your starting location.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

King's Orchestra (Free)

This perk grants you access to the complete soundtrack of **K-Project**, which you can play mentally. You can choose specific tracks to play or allow the perk to automatically select the most fitting song for any situation. Additionally, you gain a mental interface that lets you browse and access all tracks from this perk and any other soundtrack-related perks, enabling instant song changes with a thought. If you wish, you can make the music audible to others.

Appearance of Kings (-100 CP)

As you notice, most people in this world are strikingly attractive. This perk allows you to join their ranks by elevating your appearance to an 8 out of 10. This perk also stacks with other beauty-related perks, enhancing your looks even if it seems impossible to improve further. Additionally, this perk ensures flawless skin, free from any unwanted moles, sunburns, blemishes, or the risk of developing skin cancer.

Stylish Fighting (-200 CP)

This perk grants you exceptional skill in combat using an item of your choice, whether it is a traditional weapon like a sword, throwable items, firearms, or unconventional tools such as umbrellas, skateboards, or even a lighter. Your fighting style becomes strikingly flashy and stylish, drawing attention with its flair. Despite this emphasis on showmanship, your efficiency and effectiveness in combat remain uncompromised.

Unaffiliated Person

Council President (-100 CP)

This perk makes you an outstanding student council president. Granting you the ability to manage large groups of students with ease and quickly diffuse tense situations. Students are more likely to trust you and follow your leadership willingly. Your efficiency in handling paperwork is also greatly enhanced, allowing you to complete administrative tasks with exceptional speed and accuracy.

Teacher for Hire (-100 CP)

This perk guarantees that you can secure a teaching position at any school, even for a subject that the school does not currently offer, such as German language. Schools will accept you as a teacher without requiring any certifications, qualifications, or prior teaching experience in the subject you choose to teach.

Galaxy Cooking (-200 CP)

Your cooking skills reach a near-supernatural level of mastery. You can prepare a large variety of dishes for up to five people with remarkable speed and efficiency. While cooking, a dazzling visual phenomenon occurs, with a galaxy of stars surrounding you, and each technique you perform seems as spectacular as a supernova. Even when using ordinary ingredients, your dishes are described as a "big bang" of flavor, unparalleled in taste. Additionally, you can infuse emotions into your meals, enhancing their flavor.

Oath Keeper (-200 CP)

You will gain an instinctive awareness of all promises made to you, including whether they have been kept or broken. If someone breaks their promise, you will immediately know, along with the moment it occurred. Your abilities will become slightly stronger when dealing with those who have broken their promises to you. Additionally, you will receive a small boost to your abilities when trying to fulfill a promise to others.

Circle Vision (-400 CP)

This perk lets you create a separate dimension shaped by the deepest desires of yourself and others. It’s a world filled with places you long to visit, locations that no longer exist, or places you cherish. The dimension is stuck in a time loop, endlessly repeating a single day, representing an ideal world free from loss or regret. In this world, the sick become healthy, and deceased loved ones are brought back to life.

The revived people and places are drawn from the desires of those within the dimension, even if their longing is small. The people within the dimension do not realize the day is repeating, nor do they know the revived people are deceased. While inside, everyone remains unaware of the loop, but those with sharp enough senses may notice.

You can trap as many people as you want within this dimension. Time outside stops when you're inside. The major flaw of this dimension is that if the inhabitants can truly let go of their attachments to loved ones, they can leave the dimension at will.

Mythical Science (-400 CP)

This perk grants you a mind capable of understanding and analyzing mythical powers using scientific principles, comparable to Adolf K. Weismann, who harnessed the Dresden Slate's powers in ways that still influence the world decades later. You can comprehend any supernatural abilities or items, breaking them down for others to use and manipulating them to an extraordinary degree.

For example, as a King, you could alter someone's wavelength to match your own, making them temporarily a clansman, force an artifact to grant you power, or quickly determine the source of a time loop just by experiencing it briefly. You can explain any supernatural phenomenon using scientific facts, enabling others to understand and wield those powers.

Extra Alpha Class (-600 CP)

This perk boosts all your abilities and perks to the Ex-A (Extra Alpha Class) level, significantly enhancing their power. For example, an Empath could project every experience they've had onto others, or someone with perception manipulation could control all the senses of their target, even affecting natural disruptions in their environment.

In addition to the increased power, you'll gain a new ability related to your original powers. For instance, an Empath might develop minor clairvoyance, or someone with perception manipulation could gain the ability to alter memories. All your abilities and perks will be amplified to Ex-A level and unlock a new, related power.

Strain (-600 CP / Free for Unaffiliated Person)

Strains are individuals who are "failed" candidates for becoming Kings but are still significantly affected by the Dresden Slate's power. They typically possess a single ability that starts weak and simple. Strains are categorized into three levels based on strength:

Common Class: This group can exhibit basic abilities like growing wings (though they cannot fly), increased strength, or mild night vision.

Beta Class: These are rarer and more powerful Strains, often considered a one-in-a-million occurrence. Their abilities include powerful feats such as the power to shred things from a distance using hand motions, mind control, empathy, or sensory manipulation.

Extra Alpha Class: This is the most powerful Strain category, comparable to Kings. Only two individuals, Anna Kushina and Miyabi Ameno (commonly known as Neko), are known to be in this class. This perk allows you to become an Extra Alpha Class Strain, granting you a single power of choice. The power can either come from canon or be one you design yourself. Alternatively, you can choose to become a Beta Class Strain, reducing the cost of this perk to 400 CP, or a Common Class Strain, reducing the cost to 200 CP.

If you have the Unaffiliated Person Origin, becoming a Beta Class Strain provides an additional +200 CP, while becoming a Common Class Strain grants an additional +400 CP. Regardless of the class you choose, the power you create must not exceed the strength of the examples provided above and must remain within their established limits.

Ordinary Clansman

Cloudy Bartending (-100 CP)

You become an exceptional bartender, gaining excellent communication skills that allow you to guide conversations and know the right things to say in any situation. You gain extensive knowledge of mixology techniques, including all cocktail recipes from the world you're in, which will automatically update whenever you visit a new jump. Additionally, you instinctively know your customers' drink preferences, even if they aren't aware of them.

Heat Fatigue (-100 CP)

You possess an exceptional ability that prevents your body from gaining weight, no matter how many calories you consume. You also have control over your body composition, allowing you to choose whether you want zero fat or to accumulate fat in specific areas, such as the thighs, buttocks, or elsewhere. Additionally, you can lose weight at an incredible rate, going from very obese to lean in just a week, even with little to no effort.

Green Programming (-200 CP)

This perk grants you programming and hacking abilities on par with the Green King. You can hack into the most secure systems, including the Yuishiki System, within a short period. Additionally, you can create highly advanced applications like the Jungle App, capable of implanting spyware on devices to extract personal information and messages without being detected. You can also develop an app that can bypass any digital lock, automatically updating itself to unlock systems, regardless of changes or updates to their security measures.

Vehicle Master (-200 CP)

This perk allows you to drive any vehicle with flawless skill as if you have received expert training and adjustments. Regardless of how bizarre, complex, or technologically advanced the vehicle is, you can operate it perfectly as soon as you take the driver’s seat. Including everything from cars and motorcycles to helicopters, planes, and spaceships, even if you have no prior experience with them.

Climbing the Ranks (-400 CP)

This perk allows you to rapidly climb the ranks within any organization, becoming a core member in less than a month. By completing simple tasks, you will receive constant promotions, advancing until you are an integral part of the organization. Additionally, the leader of the organization may take a positive interest in you, keeping you around even if you're not doing anything useful. You can choose which aspect of this perk is active and turn it on or off at will.

Most Gentle Color (-400 CP)

This perk allows you to calm others in intense anger or distress. By interacting with a person, you can quickly assess their emotional state and identify what is troubling them. Additionally, this perk allows you to help heal deep-seated emotional wounds through conversations, gradually breaking down emotional barriers and earning their trust, ultimately making them feel more at ease and open with you.

Retaining Hue (-600 CP)

With this perk, any blessings or powers you receive become permanent and cannot be taken from you, not even by the entities that granted them or the rules governing their origin. For instance, when a clansman switches allegiance to a new clan, they normally lose the aura of their former clan, which is replaced by the new one. However, you would retain both auras without conflict. Similarly, when a King dies, their clansmen typically lose the benefits of the King's Sanctum, such as protection and power boosts. In your case, you would retain those benefits indefinitely, even while gaining the protection of another King's Sanctum.

Royal Aura (-600 CP/ First Purchase is Free for Ordinary Clansman)

Aura is the primary ability used by Kings and their clansmen, with its color and traits determined by the King who grants it. Members of the Colorless Clan are unique in that, while their auras share the same color, their abilities vary widely from one individual to another.

Typically, aura manifests as a visible energy field around the user, which can be used offensively by projecting beams or waves of energy. It also enhances the user's physical abilities, granting superhuman strength, speed, durability, and reflexes. For example, a user with aura can dodge bullets, part a small lake, or destroy a vehicle with minimal effort.

Aura can also be infused into objects, imbuing them with unique characteristics based on the aura's nature while improving the object's strength and durability. For instance, a wooden skateboard infused with a red aura could ignite on impact, burning enemies, and even deflect bullets.

Additionally, users can shape their aura into various constructs, such as blades, animals, or other forms. Clansmen automatically receive the aura of their chosen clan for free and can later acquire additional auras from other clans, including those of unaffiliated Kings. Refer to the notes for details on each clan's aura abilities. Additional purchases of this perk are discounted, reducing the cost to 150 CP for Ordinary Clansmen after the first purchase.

Chosen King

Image Connection (-100 CP)

If someone creates an illusion or holographic image of you, you can connect to it and take complete control. Once you do, the creator cannot reclaim or dispel the illusion unless their energy becomes depleted. When you are in control of the illusion, you can see, hear, and speak through it. While you can't use physical powers or items through the illusion, all non-physical supernatural abilities will work as if you were physically present.

Kingly Charisma (-100 CP)

You possess a natural charisma that draws people to you. Your presence alone brings comfort to those around you, creating a sense of familiarity and safety as if you were home to them. Regardless of how unconventional or reserved you may be, as long as you are not actively malicious toward them, you can quickly build strong bonds and earn their loyalty. However, this loyalty is not absolute; your actions and choices will still influence whether people remain by your side or choose to leave or betray you.

Blue Intuition (-200 CP)

Like the Blue King, you possess an extraordinary intuition, enabling you to understand almost anything through observation. Through a simple conversation, you can discern a person's general personality, gauge their capabilities, and identify the role they are best suited for based on their behavior. On the battlefield, your instincts guide you to make optimal decisions, helping you avoid unnecessary casualties and warning you of actions that could lead to defeat.

Will of a King (-200 CP)

This perk ensures you are immune to any attempts to control or possess your mind or body. No power or entity, regardless of its abilities, can succeed in taking over your consciousness or physical form. Furthermore, if a being attempts to possess you, you can choose to trap them within your mind or body, where they will remain imprisoned and unable to escape unless you decide to release them.

Stabilizing Touch (-400 CP)

This perk allows you to stabilize the powers you and others have through physical touch, making dangerous or hard-to-control abilities safe to use and easier to control. By stabilizing these powers, you can prevent side effects or harmful consequences that would normally occur from using them. However, if you stop maintaining semi-regular physical contact with someone

whose powers you have stabilized, their abilities will become uncontrollable again if they push beyond the safe threshold.

Revolutionary Planner (-400 CP)

This perk makes you a mastermind at crafting intricate plans and schemes. You can design strategies that unfold over the years, remaining hidden from others until your goals reach fruition. Your plans are so subtle that, unless you reveal yourself, no one will be able to detect or piece together your intentions. Even the Blue King, known for his ability to see through anything, will be outsmarted by you. Like a figure concealed in a jungle, your true role as the mastermind remains unnoticed until you step into the spotlight.

Beast of Power (-600 CP)

This perk enhances your abilities as a King, elevating your strength far above that of your peers and turning you into a "beast." Your aura becomes vastly more powerful, allowing you to unleash attacks on a grand scale, such as firing beams larger than skyscrapers, creating wings of aura to fly, and striking a person through multiple buildings. You can further amplify your power by transforming into a being made entirely of aura, rendering physical attacks ineffective against you. In this form, your aura and physical abilities reach new heights, enabling you to break the sound barrier with your speed and create explosions akin to missile blasts with your aura. However, maintaining this transformation consumes your stamina.

Crowned by the Slate (-600 CP / Free for Chosen King)

This perk grants you the full array of abilities associated with being a King, including their aura, sanctum, and the Sword of Damocles. Kings are the originators of auras, their power far surpassing that of their clansmen. Their aura provides immense boosts to physical capabilities, the volume of aura they can generate, and the overall strength of their powers. For instance, a King's aura allows them to shatter illusions, block bullets and sword strikes with their bare hands without harm, withstand explosions with minimal damage, and destroy large buildings using aura alone. A King can effortlessly defeat hundreds of clansmen in battle alone.

The sanctum is a unique ability possessed by every King, functioning both passively and actively. In its passive state, the sanctum protects the King from projectiles, provides resistance to physical attacks, and shields them from supernatural powers such as other auras. It also greatly amplifies the power of their clansmen's aura, allowing a clansman under the sanctum's influence to overpower another clansman of equal strength who is not protected by a sanctum.

When activated, the sanctum creates a large barrier in the color of the King's aura. This barrier provides enhanced protection for the King and their clansmen, shielding them from projectiles, explosions, and supernatural powers such as Strain abilities or another King's aura. The sanctum also reflects projectiles, infusing them with aura before redirecting them toward

enemies. The King can deactivate their sanctum's effects at will, and if two sanctums meet, they will clash against each other.

The Sword of Damocles is a gigantic sword that hovers high in the sky above the King. It symbolizes the King's power and manifests when the King unleashes a significant amount of their strength. The sword is a concentration of intangible energy and cannot be harmed or affect the King directly. If a King loses control of their power, the Sword of Damocles begins to crack. If this instability continues, the sword will fall and cause a catastrophic explosion comparable to a nuclear blast, destroying the King and everything around them.

As a King, you can grant others a portion of your power, turning them into clansmen. You can choose how these individuals access their powers, whether freely, through an object, or even via a phone app. Temporary clansmen can also be created, and you can determine how much power they receive while retaining the ability to revoke it at any time. You may also mark your clansmen with an emblem or tattoo of your design, which can appear anywhere on their bodies, including their pupils.

With this perk, you gain complete control over your powers as a King, ensuring that a Damocles Down never occurs against your will. For instance, when a King kills another King, their Weismann Level typically spikes, initiating a countdown that leads to their Sword of Damocles falling. This issue does not affect you; you can kill any number of Kings without experiencing these side effects. Additionally, you can intentionally trigger a Damocles Down once per year without harm. However, initiating another within this cooldown period would result in your death, making it a final resort or sacrificial action.

You can design your Sword of Damocles to resemble the aesthetic of another King or create a unique design. The sword's appearance must match the color of your aura and feature a large gem at the center of its guard. Your powers as a King are not dependent on the Dresden Slate, meaning you will retain your powers even if the Slate is destroyed. The specific abilities and characteristics of the powers of this perk are determined by the aura color you choose. See the notes for detailed descriptions of each color's powers.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
All origins gain a bonus of +300 CP to spend in the Items section, except for companions.
These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Uniform Collection (Free)

This perk grants you a magical closet containing all the outfits worn by characters from the K-Project series, including those featured in promotional materials. Every piece of clothing is designed to be comfortable regardless of the weather and will automatically repair and clean itself once returned to the closet.

You can add any clothing you own to the closet, allowing it to clean and repair those items. The closet has an almost limitless capacity, ensuring you never run out of storage space for clothes. Furthermore, the closet requires no maintenance and repairs itself after a day.

Infinite Red Bean Paste (-100 CP)

This item is a large box that contains an endless supply of red bean paste. The paste never spoils, is incredibly nourishing, and can sustain a person indefinitely as their only source of food. While it is delicious, eating the paste every day would quickly lead to flavor fatigue for most people. However, it would make an ideal gift for a certain lieutenant of Scepter 4, who would be delighted to receive it.

Yuishiki System (-200 CP)

The Yuishiki System is a highly advanced surveillance network that can only be activated by Scepter 4 with a Level Royal Blue request, the highest level of investigative disclosure in Japan, authorized by the Prime Minister. It is capable of intercepting all communications, video feeds, and digital information from every device in Japan without detection.

Now, you possess a personal copy of this system. Your version allows you to hijack every digital device within a nation of your choice, giving you complete access to its communications and data. You can switch the targeted nation once per year. Unlike the original system, your copy is impervious to hacking or manipulation from external sources.

Guardian Mirror (-400 CP)

A small golden handheld mirror with remarkable powers. This mirror can either protect an object of your choice or be a tool for personal growth and reflection. When someone other than you approaches the mirror, it creates a guardian in the form of a giant monster that possesses the skills and abilities of that person. This guardian is invincible and can only be defeated when the individual confronts and accepts their true self, overcoming their deepest fears and doubts. You can also use the mirror on yourself to summon a monster that wields your powers. If this monster is used for self-discovery, it remains unkillable. However, if you deploy it to attack others, it will lose its immortality and can be defeated through conventional means.

Jumper Slate (-600 CP)

The Dresden Slate is a mystical artifact that grants supernatural powers to humans and other living beings, gifted by the incarnation of humanity's collective wishes. Its physical form is symbolic, representing the contract between this incarnation and humanity rather than being integral to its powers. Now, you gain a contract similar to the Dresden Slate. By default, this contract resembles the Dresden Slate in appearance, but you can choose any inorganic form, such as a sword since its shape does not influence its abilities.

This contract allows you to grant supernatural powers to others. You can create up to seven Kings and an unlimited number of Strains. Most Strains you create will fall into the Common or Beta Class, but you can produce an Ex-A Class Strain once per year. Unlike the Dresden Slate, your contract cannot indiscriminately grant all humans the power of Kings, even if you unleash its full power. You maintain complete control over who receives these powers and can revoke them at will.

You can also draw power directly from your contract, significantly amplifying your strength. If you are already a King, this enhancement allows you to rival and potentially defeat several other Kings simultaneously. However, this contract cannot grant you the powers of a King, Strain, or aura like the Dresden Slate can. You can control the scope of the contract's influence, restricting it to a select group, a specific region, or even spreading its effects globally.

Unlike the Dresden Slate, your contract is solely under your control, as no one else can manipulate it. Your contract is also indestructible and remains functional across different worlds or dimensions. For further details about the powers this artifact can grant, refer to the **Strain**, **Royal Aura**, and **Crowned by Slate** perks, as well as the notes.

Unaffiliated Person

Cleaning Robots (-100 CP)

A group of small robots capable of cleaning an entire school the size of an island in just a few hours. These robots can map out the fastest and most efficient cleaning routes, ensuring every area is cleaned thoroughly. They require no batteries, need no maintenance, and automatically repair themselves overnight. While their cleaning abilities are top-notch, they are not equipped for combat. As a fun quirk, the robots enjoy speaking in the manner of samurais.

Colorful Marbles (-200 CP)

A set of five crystal marbles in a color of your choosing. These marbles can serve as mediums for your abilities, and you can channel your powers through them. Additionally, the marbles can function as radios, creating a psychic link to communicate with others who possess one. People without sight or those with visual impairments can use the marbles to see the world clearly, perceiving it as those with normal vision would. These marbles are extremely durable and difficult to break. Additionally, you can create more marbles using supernatural energy or your blood.

Island High School (-400 CP)

You now own a small island with a school occupying 70% of its area. The school's appearance is similar to Ashinaka High School, though you can change it as you see fit. The school has a large dormitory capable of housing all students, with spacious accommodations. You also receive minimal staff to maintain the school, including several qualified teachers who cover common subjects taught in Japan, such as home economics, geography, Japanese, swimming, social studies, and more. The school is fully equipped with the necessary facilities and cutting-edge technology, including advanced machinery, programs, and holograms to aid in teaching. This school has unlimited utilities, and its equipment requires no maintenance as it automatically repairs itself overnight.

Slate Research Data (-600 CP)

You receive compiled research data on the Dresden Slate, created by Daikaku Kokujouji, Klaudia & Adolf K. Weismann. This data provides extensive information on the Slate, including how it functions, its limits, the characteristics of its power, and how to manipulate it safely. With this knowledge, a regular person can learn to control the Slate, such as making themselves a King if they have the potential, activating the Slate’s power to affect the entire world, enhancing Kings and Strains, and connecting to the Slate. Additionally, whenever you enter a new jump, you will receive similar research data on a specific object from that setting of your choice, which may allow you to create a copy of it or control it using this knowledge.

Ordinary Clansman

Colorless Voice Recorder (-100 CP)

You have a handheld voice recorder similar to the one owned by Kuroh Yatogami. This recorder has unlimited storage, allowing it to record years of conversations without running out of space. The recordings are crystal clear, making it sound as if the person recorded is speaking right next to you. You can transfer the recordings from the device to any other electronic device you own. The recorder is indestructible and requires no maintenance.

Fiery Cigarette & Lighter (-200 CP)

You receive a lighter of your design that never runs out of fuel, along with a pack of limitless cigarettes. Smoking these cigarettes causes no harm to your body, and the scent of the cigarettes is pleasant, resembling the fragrance of flower incense or candles. The primary function of these items is to serve as spell catalysts, allowing you to use the lighter and cigarette as wands to cast magic. Additionally, you can channel your abilities through these items, turning them into deadly weapons. The lighter is indestructible and requires no maintenance.

Bar JUMPER (-400 CP)

You receive a building with a design similar to bar HOMRA, though you can customize its appearance as you see fit. The bar is fully stocked with every type of alcohol available in the current setting and includes all the equipment found in a high-end modern bar, such as air conditioning and heating. The bar also has a second floor with multiple rooms, providing living space for several people. It has unlimited utilities, and the alcohol is restocked automatically after use. Characters from the canon, especially those experiencing doubts or worries, will be drawn to the bar. The atmosphere within helps people feel at ease, relaxing and calming everyone inside.

Sword of Reason (-600 CP)

You receive a katana with abilities akin to the previous Colorless King's weapon, Kotowari. This sword can kill Kings by bypassing their aura and sanctum protections, even temporarily overcoming the Silver King's Immutability. Its powers extend to other entities, ignoring all defenses and durability completely. The sword can also kill immortal beings or those who can only be killed under specific conditions, fully negating their immortality. While it can put down immortals, their revival abilities will still function, but you can just kill them again. The sword itself is unbreakable, never dulls, and requires no maintenance.

Chosen King

Oil-Paper Umbrella (-100 CP)

You receive a red oil-paper umbrella, which you can customize to any design you choose. The umbrella is infused with the Silver King's Immutability, rendering it indestructible. As a result, it can be used as a blunt weapon, capable of deflecting sword strikes and bullets effortlessly. When opened, the umbrella functions as a parachute, guaranteeing a safe landing regardless of the weight attached to the umbrella.

Revolver of Grey (-200 CP)

A silver Colt 1851 Navy Revolver, Second Model, adorned with intricate engravings. This revolver has unlimited ammunition and does not require reloading. The bullets it fires are far more powerful than standard firearms of its caliber, with an impact comparable to a tank shell. You can infuse the gun with your powers, enhancing the bullets' strength further and imbuing them with the unique traits of your abilities. The revolver is maintenance-free and produces no recoil when fired.

Himmelreich (-400 CP)

A zeppelin modeled after the one personally crafted by Adolf K. Weismann, with an exterior resembling a white whale. Unlike traditional zeppelins, this airship is vastly superior, capable of carrying significantly more weight, flying at high speeds, and operating smoothly in almost any weather condition. Its performance rivals that of modern airplanes and may even surpass them.

The interior is incredibly spacious and furnished luxuriously, featuring a fully equipped kitchen, a functional bathroom, and comfortable living spaces. The Zeppelin has unlimited utilities akin to a modern household, including water, electricity, and gas. Additionally, it includes an observation deck with floors made of screens linked to local surveillance systems, providing a panoramic view of your surroundings. The airship never requires fuel or maintenance and automatically repairs itself within a day if damaged.

Legal Affairs Bureau (-600 CP)

You receive a large, multifunctional building that resembles Scepter 4's headquarters, though you can customize its design to your liking. This building includes various facilities to support a supernatural law enforcement agency. Inside, it has offices for administrative and operational tasks, a high-tech information department for surveillance and intelligence gathering, and a dedicated training area for swordsmanship and combat practice.

The building also includes a secure prison with collapsible walls to prevent breakouts, a file room for storing important documents and evidence, and dormitories with private bathrooms and showers for the staff. Additionally, it features a stable for housing horses, a cafeteria, a lounge area for relaxation, and a private office for you as the agency's leader.

For equipment, the armory is stocked with high-quality swords, mostly sabers, which come with locking sheaths to prevent unauthorized use. The garage contains various armored vehicles and helicopters. The building has unlimited utilities such as water, electricity, and gas, and everything inside, including vehicles and equipment, requires no maintenance. All damage or wear is repaired automatically within a day.

As the building's owner, you are appointed head of the country's supernatural affairs department. This position gives you the rank of captain and authority over other police bureaus in the nation. If a similar department already exists, you can either replace it or establish a new, government-approved division to operate alongside it.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items. **This option can be purchased multiple times.**

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Animal Strain (-50 CP)

An animal that's a Common Class Strain that has decided to become your companion. While their Strain ability is relatively minor, the animal possesses exceptional physical prowess. They can easily outrun a car and hold their own in a fight against a clansman. Additionally, the animal possesses the ability to serve as a medium, allowing you to see through its eyes and communicate with others over long distances. Fully loyal to you, the animal can understand and carry out even complex commands with precision. You can customize their species, gender, and appearance, choosing from a parrot, a horse, or any other normal creature you desire.

Doll-Like Princess (-100 CP)

A small girl with a cute, doll-like appearance, white hair, and eye color of your choice. She is an Ex-A class Strain with high-level Empathy, capable of projecting her experiences to others and repeatedly reliving them under stress. She also possesses mind-reading and clairvoyant abilities, which she can use through marbles she creates from her blood. Having been rescued from a research facility by you, she carries the trauma of her past. However, she is very affectionate towards you, seeing you as her emotional support and feeling safest when you're near. Despite her young age, she has a mature, conscientious personality and would eagerly accompany you on a journey across multiple worlds.

A Cat? (-100 CP)

A beautiful girl with heterochromia, her appearance is of your choosing. She is an Ex-A class Strain with the ability to manipulate others' perceptions. She often uses this power to create cat-like illusions or make others perceive her as a cat. Her abilities have limitations. She cannot manipulate those whose emotions she cannot read or understand.

She can also manipulate memories, creating false memories, deleting or concealing them, and even recovering lost or sealed memories. Her personality is carefree, strong-willed, and playful, taking pride in using her powers to help others and fight enemies. However, she harbors a deep fear of abandonment. When you first entered the jump, you encountered her, and because of her powers, you saw her as an ordinary cat and played with her. As the only person not to chase her away, she grew a strong affection for you and would follow you on your journey without hesitation.

Drawbacks

K: Additional Stories (+0 CP)

This drawback allows you to begin your journey at any point before December 7, 2012, allowing you to witness or influence significant events that occurred before the main story's timeline. You could start when Reisi Munakata became the Blue King, during the founding of HOMRA, or even at the onset of the Kagutsu Crater Incident. The earliest you can begin is in 1945, during the joint research of the Dresden Slate. Regardless of when you choose to start, you will remain in this world until the day you would normally finish this jump.

Release Command (+100 CP)

This drawback will make you lose the element of surprise in combat. Before using any weapon, item, or object to attack, you must loudly announce a phrase that signals your intention to enter combat, such as "Jumper, Ready" or "Jumper, Draw." The announcement must be clear enough for your enemies to hear before you can initiate the battle.

Special Color Blindness (+100 CP)

Like a certain princess of the Red Clan, you suffer from a visual impairment that reduces the world around you to shades of black, white, and gray. You can choose one color that will retain its natural hue in your vision. While this condition does not affect your ability to function, it diminishes the vibrancy of life, leaving your world devoid of its full spectrum of color.

Fanservice Overload (+100 CP)

This drawback causes you to frequently end up in situations that create unintentional "fanservice" moments. In battles, your clothes are often damaged more than your body, leaving you in revealing or compromising positions. Additionally, you may encounter circumstances where wearing revealing outfits becomes unavoidable, either as a disguise or because the situation demands it. While these events never escalate beyond an X rating, they often result in suggestive or soft-core scenarios. However, most instances lean toward the less explicit side, ensuring they remain relatively tame.

Silver Amnesia (+200 CP)

You have lost all memories of yourself, including how to use your powers, items, or even the fact that you took this drawback. You genuinely believe this is the world you were born in, with no recollection of your true origins or abilities. The only way to regain your memories is by surviving a lethal attack or waiting until your time in this jump ends.

Framed Criminal (+200 CP)

Before you entered this jump, someone used your identity to commit a serious crime that has caught the attention of an active clan of your choice. The evidence against you is damning, including recordings of your appearance and voice at the crime scene. Though the perpetrator has abandoned your stolen identity and cannot use it again, the burden of proving your innocence falls entirely on you. Until you do, the wronged clan will relentlessly pursue you. Depending on the clan's nature and disposition, they may seek to capture or kill you outright.

Zero Privacy (+200 CP)

Your electronic devices and technological items are now vulnerable to hacking by individuals from this setting. Even the most advanced security systems, such as a highly secure firewall, cannot prevent the Yuishiki System or the Jungle App from taking control of your devices. While not everyone can bypass or disable your technology, skilled individuals like the Green King or Saruhiko Fushimi can easily do so.

Red Temper (+400 CP)

This drawback curses you with a volatile temper and an overwhelming urge to unleash destruction. You become easily angered, and once enraged, calming down without assistance is nearly impossible. The more you use your powers in combat, the stronger your desire to annihilate everything in sight grows. Eventually, this escalating wrath will push you into a berserk state, where you lose control and indiscriminately destroy everything around you, including allies and loved ones.

Bounded by the Slate (+400 CP)

Your perks are now tied to the Dresden Slate. If the Slate is destroyed, you will lose all your perks for the duration of the jump. The Slate is a highly sought-after object, and protecting it will be challenging, as many people have plans for it. To ensure the Slate's safety, you must either thwart the Green King's plans or persuade the other Kings to leave it intact.

Heart Limiter (+600 CP)

This drawback makes your survival depend entirely on your supernatural energy pool, similar to the Green King. If your energy runs out, you will die almost instantly. Additionally, any perks providing unlimited energy will be disabled while this drawback is in effect. If you lack a supernatural energy pool, your survival will rely on your stamina. If you collapse from exhaustion, rather than being knocked out, you will perish instead.

Freeing the Beast (+600 CP)

Your supernatural abilities have become limited. While you can still use them effectively, they are much weaker than before. However, if you let your powers rampage and lose control, their strength will gradually return to normal. This uncontrolled power may cause harm to those around you or result in unintended damage to yourself or your environment.

The Story has concluded

What is your choice?

A Day Awaits

You'll be moving on from this place, to the next world that awaits you.

End of the Kings

You decided to permanently stay behind in this world, this will be your home for now on.

Return of Kings

You'll return to your original world, taking everything you've gained back with you.

Notes

About Each King's Powers

Silver King: The Silver King embodies Immutability, rendering them impervious to external influence. Instead of regenerating, they restore themselves completely, leaving no visible wounds despite feeling pain. They cannot be dismembered, disfigured, or altered against their will, as any attempt to change their body, mind, or soul fails. They are immortal and immune to death, aging, illness, and natural causes. They do not require sustenance, air, or produce waste, and poisons do not affect them. Their mind and soul are as unchanging as their body, remaining in perfect condition. Even if their body, mind, and soul are completely obliterated, they will still come back to life. Additionally, They can manipulate gravity, altering the density of objects or levitating themselves and others. If you choose the Silver King's power through **Crowned by the Slate**, your clansmen will stop aging once they join your clan.

Gold King: The Gold King symbolizes Fate, wielding the ability to perceive its threads through their aura. They possess limitless potential, learning new skills and knowledge at extraordinary speed. They can draw out a person's latent abilities, helping them reach their full potential effortlessly. They create aura projectiles resembling celestial bodies, which are launched at hypersonic speeds and can be reformed instantly for subsequent attacks. Their aura can transform their surroundings into a cosmic domain filled with moving stars and galaxies.

Red King: The Red King symbolizes Violence, channeling an aura that burns with flame-like intensity. Their aura incinerates inorganic materials and can burn even those immune to fire. Their aura allows them to generate and manipulate intense heat, capable of melting any object, including inflammable ones, and producing flames even in oxygen-free environments. The intensity of the Red King's aura passively melts the ground they stand on unless restrained. Their aura is the most physically destructive, exerting immense pressure that can crush opponents with sheer force.

Blue King: The Blue King embodies Order, with an aura that can repair and reconstruct physical objects, such as restoring a broken bridge or fixing a damaged plane engine mid-flight. Their aura enhances their speed to the extent that even other kings struggle to react. Their aura can freeze objects and destroy matter, including phenomena like lightning. The Blue King's aura can form protective barriers that can levitate objects, strong enough to withstand a Red King's attacks and be used as platforms for aerial movement. Their sanctum weakens or overrides weaker supernatural powers and calms those experiencing stress or anxiety.

Green King: The Green King represents Revolution, using their aura to manipulate physics. For instance, they can phase through solid objects, traverse vertical surfaces, slide on any surface, and temporarily transform their body into lightning. Their aura has the characteristic of electricity capable of generating green lightning, enabling them to fire bolts of electricity and control electrical currents.

Gray King: The Gray King symbolizes Defense, producing a smoke-like mist with their aura that renders themselves and their allies undetectable. They can adjust the mist's coverage from a small room to an entire city. Their sanctum provides an unparalleled defense, allowing them to withstand catastrophic forces like a Damocles Down or a nuclear explosion. The Gray King can also use their mist to enhance the speed and power of projectiles, creating explosive impacts proportional to the amount of mist used.

Colorless King: The Colorless King represents Chaos, with powers that differ widely between Kings. The previous Colorless King possessed clairvoyance, seeing multiple detailed future outcomes. The current Colorless King wields the power of consumption, allowing them to possess others, even Kings, by consuming their minds and gaining their memories, abilities, knowledge, and skills. However, this power only works if the victim's eyes are open. If you choose the Colorless King's power through **Crowned by the Slate**, you can design a unique ability within the limits of the other Kings' powers. However, it cannot surpass the strength of the Gold or Silver King. All Colorless Kings possess a translucent, clear-black aura.

List of Clans

Timeless Palace: The clan of the Second King, the Gold King Daikaku Kokujouji. Timeless Palace is the most influential clan in Japan, wielding significant power over the nation's economy, politics, and military. The Gold King is considered the true authority of Japan, wielding more power than the Prime Minister. Most members of the Gold Clan are ordinary civilians found in government agencies and major corporations nationwide. The Gold King's elite guards, known as the "Rabbits," are specialized combat units endowed with supernatural abilities beyond their aura.

HOMRA: The clan of the Third King, the Red King Mikoto Suoh. HOMRA functions as a vigilante group protecting Shizume Town. They focus on preventing gang violence and handling issues caused by Strains, though they operate more like a gang themselves. The Red King is notably lax with his clansmen, who usually spend their time at the headquarters rather than patrolling. Despite this, HOMRA ensures that civilian life in Shizume Town remains unaffected by criminal activities.

Rengokusha: The clan of the previous Red King, Genji Kagutsu. Rengokusha was a notorious mafia syndicate infamous for its merciless destruction and frequent clashes with authorities. The majority of its members perished during the Kagutsu Crater Incident, an event for which the clan was directly responsible.

Scepter 4: The clan of the Fourth King, the Blue King Reisi Munakata. Scepter 4 operates as a police-based organization officially sanctioned by the Japanese government. It oversees a registry of "special foreigners," a term for individuals with supernatural abilities. Scepter 4 clansmen are required to wear uniforms while on duty and carry GPS devices for monitoring. The clansmen can only activate their aura when their swords are unlocked. The organization also manages conflicts involving "special foreigners" across the nation. Members of the previous Blue King were given sinecure positions. However, some rejected these roles and turned into extremist vigilantes.

Jungle: The clan of the Fifth King, the Green King Nagare Hisui, Jungle operates through a PDA app that organizes its members into six ranks: J.U.N.G.L.E. E is the lowest rank, and J is the highest. Members gain points by completing missions assigned by the King to climb the ranks. Failure to complete a mission below the U rank results in losing all points and powers. Most Jungle clansmen are temporary members, as those ranked below N require the app to access their limited aura powers. Only J-ranked members possess the full powers of a Green Clansman, interact regularly with the King, and are privy to Jungle's true goals. Jungle maintains an informal and anonymous structure, with its members virtually untraceable.

Cathedral: The clan of the Sixth King, the Gray King Seigo Ootori. Cathedral was once the second most influential clan in Japan. Known for its pacifist ideals, it still engaged in battle when necessary. All Cathedral members perished during the Kagutsu Crater Incident. The Gray King went missing after the event, and while presumed dead, his body was never found.

Colourless Clan: The clan of the Seventh King, the previous Colorless King Ichigen Miwa, the Colourless Clan was a rural swordsmanship school dedicated to promoting peace. The King personally taught his clansmen swordsmanship and mentored them in discovering their life paths. Acting as a conciliator, the Colorless King mediated disputes between other Kings at the request of the Gold King.

About Each Clansman's Powers

Silver Clansman: Silver Clansmen possess an aura that allows them to manipulate gravity. This power enhances their physical capabilities, enabling them to strengthen the force behind their attacks and increase their speed. They can also levitate and scale vertical surfaces, such as running up buildings.

Gold Clansman: The aura of a Gold Clansman amplifies their natural talents to their peak potential. Even those with no discernible talents can experience significant enhancements, becoming notably stronger under the influence of their aura.

Red Clansman: Red Clansmen wield an aura imbued with the essence of flames, granting them the ability to manipulate heat and fire. They can generate flames even in environments where combustion would normally be impossible.

Blue Clansman: Blue Clansmen's aura enhances their speed, allowing them to deliver rapid consecutive strikes. They can also create protective barriers, which not only shield them but can also make objects within the barrier float at will.

Green Clansman: The aura of Green Clansmen carries the qualities of electricity, enabling them to infuse objects or areas with electrical energy. They can also defy the conventional laws of physics, phasing through solid objects and traversing vertical surfaces. Additionally, they can use their aura to create helmets that shield their head and throat.

Gray Clansman: Gray Clansmen can generate a smoke-like mist with their aura, reducing their presence and enhancing their durability while within the mist. They can also strengthen projectiles slightly by infusing them with the mist.

Colorless Clansman: The aura of Colorless Clansmen varies uniquely between individuals. For example, Kuroh Yatogami, a notable Colorless Clansman, can create a gel-like aura hand capable of grasping physical and non-physical objects. This aura hand can "grab" and manipulate the properties of matter within its reach, distorting and reshaping it. If you become a Colorless Clansman, you can design your own aura-based ability, choosing either Kuroh's powers or something original. However, your power cannot exceed the strength of a King's abilities or surpass what is achievable by Ex-A-class Strains.

About Weismann Level

A scale used by people in the jump to quantify the intensity of an individual's supernatural power. A higher Weismann Level indicates greater power output. For Kings, reaching a critical Weismann Level signals a loss of control over their abilities. If this threshold is exceeded, the Sword of Damocles destabilizes, shatters, and falls, triggering a Damocles Down, resulting in the King's death and potentially catastrophic destruction in the surrounding area.

About the 120 Protocol

The **120 Protocol** is an agreement among the Kings to maintain boundaries and avoid conflicts within each other's territories. According to this agreement, neither a King nor their clansmen are allowed to use their abilities in another King's territory without obtaining explicit permission from that King. This protocol, proposed by the Gold King, has been respected by all active clans except the Green Clan. The Green King is the only known King to reject the agreement, refusing to adhere to its terms.

Changelog

Version 1.0

- Jump had been created.

Version 1.1

- Adjusted the **Strain** perk for more balance.
- Adjusted the **Royal Aura** perk for more balance.