# デート・ア・ライブ
# DATE A LIVE

Welcome Jumper! To an earth vaguely resembling the one you know. You see, thirty years ago a great 'spacequake' appeared, wiping out most of Eurasia. Since then, smaller spacequakes has been appearing in various locations, at seemingly random intervals of time. The truth, however is that these incidents were actually caused by <Spirits> whose origin is a mystery, even to themselves.

You arrive some hours before Shido Itsuka, a normal highschool student with strange abilities, gets involved into a Spacequake and meets the <Spirit> codenamed <Princess>, starting the story and the plans of various parties in the shadow.

Here, this world can be kind of dangerous:

**+1000cp**



**Age & Gender:** 15+1d6 for your age, if you're a spirit this is just your apparent age. You retain the gender of your previous jump. Feel free to change both of these for 100cp.

# Origins

**Drop-In:**

An apparently normal person, with no new memories to either help or hinder you in your journey. Strangely similar to the Spirits, as a dimensional traveler, there's going to be a strange chain of events in the foreseeable future and you could be at the very center of it.

**Anti-Spirit Team:**

The AST is a dedicated anti-Spirit organization, a secret branch of the Japan Ground Self-Defense Force, that seeks to suppress and eliminate Spirit incursions by means of killing them as they appear. It is worth noting that almost all of your colleagues are female teenagers, however unlikely that may sound for a branch of a nation's military.

**Ratatoskr:**

You're a member of the opposite faction to AST, being tasked with the objective of 'capturing' Spirits instead of destroying them, by using the power of Itsuka Shido. A secret group known to a selected few, even most of AST is unaware of it. Because of this, the manpower is a just a small amount of selected "specialists".

**Spirit (300cp):**

You are a spirit, an extraordinary and seemingly supernatural being from a dimension separate to this one. Each individual spirit is unique in disposition, abilities and awareness about what they are and the world they've entered. Spirits are an unnatural, or rather an artificial existence, brought about by the machinations of the first Spirit, Mio Takamiya, in a bid to grant power comparable to her own in one Shido Itsuka. All spirits possess some power fueled by their mana, be control over an element like wind or more esoteric things like manipulate time.

# Perks

100 CP Perks are free for the pertinent origin, higher value perks are at a 50% discount

## Drop-In:

**100 - Roses and Violets**

Unlike a certain male main character, you aren't as dense as the Mana that ended up creating Mio, the first Spirit. You're a dab hand at reading others, at understanding how they feel and why they're feeling how they do. This insight grants the rather obvious advantages that being empathetic usually offers, like being able to manage relationship disputes and finding fair compromises that leaves no one dissatisfied.

**100 – Silver Tongued**

It's not only about talking the talk, Jumper, is about getting the other party to listen to you. Unless you want to be seen as an idiot talking to the air or a wall, of course. Thankfully, you do possess something to help you around that, a way with words that prevent your opinion from being casually dismissed by others. Maybe because they sense the emotion behind them, but what you say can resonate deep within others.

**200 – Ordinary As Strawberry**

There are times in which showing your true power can be advantageous, and there are other times where is better to simply keep a low profile. This will help you lots with the second, basically, as long as you want to be hidden, you will be. People won't be able to sense you as more than a baseline, common human. Even if you go around using powers, those who saw you will only have a fuzzy memory and won't be able to know it was you, even cameras and such are affected, only showing static where you should be.

**200 – Monsterbait**

It must be your otherworldly nature, or maybe those quirks of you, so ordinary in hindsight. For whatever reason, you result being very attractive to strange and powerful beings. Works in relation to those you want to attract, so it won't help you much with that cute, otherwise normal girl of the class, but try it on a spirit or such and even the most self-centered of them will take attention of you.

**400 – Love Is In The Air**

Sometimes it takes some time for love to bloom, just like tending a flower and waiting to see it flourish, multiple encounters, understanding and such are needed. Not so much with you, though. The time and efforts needed to have someone fall head over heels for you, is dramatically reduced. Small talk has the same effects of various dates, and actual encounters count as if you have interacted for a year. Truly the mark of a casanova. Who knows, maybe a single date could be all you need.

**400 - Mending Blaze:**

We can't have you dying before you fulfil your role here. That would be bad for a lot of people, you know? Much like certain Itsuka Shido, you possess a strange regeneration power in the form of flames. These will activate instantly and heal your greater wounds. As long as the wounds in question didn't ended your life already, you will be able to come back whole. Though it may take some time depending of the damage in case and you will be out of it until it finishes healing.

**600 – Jumper Crystals:**

The power that allowed the First Spirit to create the subsequent ones, or rather, a more refined version of the same process. By gathering enough mana and concentrating over a particular power or ability you possess, a small crystal can be made. These crystals can be given to others to allow them use the power you copied in there. While these won't convert the user into a mad monster (like the original ones), the process is still unfinished, and could alter the user a little (as partial memory loss) if their mind isn't strong enough. You can perfect the process, though it would take some time and research.

**600 - With A Kiss:**

Spirits aren't all innately malicious, their intentions aren't necessarily malevolent, their desires aren't all that malignant. Most are just normal girls who've been burdened with powers that render them unfathomably dangerous to their surroundings and those in said areas. They're not without hope, however. Like the would be protagonist of this world, you are capable of stealing or sealing the powers of others with a kiss or similar intimate gesture. Unlike Shido, you don't need the consent of the subject to take their abilities from them. So long as they're weaker than you, either at base or in the now, you can strip them of their extraordinary abilities as easily as if they had given them to you, freely, of their own volition. This can be used in beings of higher power than you, as long as they agree to do so, and hold powerful positive feelings towards you.

**Anti-Spirit Team:**

**100 - Soldier's Pride:**
You're, at the core, a soldier tasked with defense of humanity from the Spirit's treat. Even if most of your battles against them will be using your CR-Unit, there is no such thing as being too prepared for the upcoming struggles against the Spirits. The basics of close quarters combat and main assault formations have been drilled in your head, as well as basic maintenance for both normal weapons and CR-Units.

**100 – Single Minded Fool:**
They say motivation is a strong factor to decide victory, and you got a hell of a motivations for almost everything you do. Your willpower is increased tens of times over, and with it, the time you need to get results in a particular subject. Trying to get better grades at school could make you the valedictorian of the year in a couple of weeks, or trying to kill a particular spirit would make you adapt to their combat style and flaws after just some encounters.

**200 - Valkyrie Maiden:**
The CR-Units (Combat Realizer Units) a type of combat suit developed by DEM Industries and the best response humanity has against the Spirit's power. While all members of SAT can use the units for combat and make basic repairs, you have gone further down the line, being knowledge enough to make major tweaking to your suit for upgrades, grating it a better output, at the cost of some other spec. As well as being able to use it to the maximum of its battle potential.

**200 - World's Strongest Wizard:**
Much like Ellen Mira Mathers, you're at the top of the human fighters, not only your proficiency with your CR-Unit is enough to defeat a normal spirit with ease, even during high-stress situations. Even without your CR-Unit, you are powerful enough, being close to what people refer as 'peak human'. Just remember that is far from enough to take care of the more powerful spirits just by yourself.

**400 – JGSDF Support**
The AST is technically a division within the Japan Ground Self-Defense Force and as such possess a degree of legitimacy, at least when it comes to the terror threats that spirits represent, that Ratatoskr does not. Should your victory over a Spirit come at the cost of some property damage or other collateral, so long as it was indeed a victory you're unlikely to be reprimanded. This allowance from the repercussions of your actions doesn't just come from the Japanese government, but from any organization you come to be a part of or otherwise represent. This doesn't spare you from the ire of those you're not affiliated with, but so long as you're advancing or defending the goals of those allies you will go unpunished for all but the most heinous crimes.

**400 – Sorority Schooling**

It is the duty of the experienced to educate those that are lacking, to provide direction to the meandering and, here at least, to teach cute girls to fly mecha. Most of the pilots in the AST, even their current Vanguard and ace pilot, were taught by their older superiors in the organization. The girls are essentially apprenticed by already qualified pilots until they too qualify to fight for the AST. You're already quite practiced when it comes to getting new pilots up to scratch and have developed a highly refined one-on-one teaching style. So long as you're teaching a single individual, or rotating members of a small group, you can pass on a full comprehension of your lessons in a fraction of the time it would usually take them to develop. With you, additions to the AST could come to truly understand how to use squad tactics and their intuition in battle before they ever face off against a single Spirit.

**600 – Neo Engineer:**

For better or worse, your talents are more important at the back of the battle rather than in the frontlines. You're an engineer of either AST or directly of DEM Industries. Developing and upgrading CR-Units and weapons is your trade and life, even the most complex and dangerous of suits or weapons are something easy to do. But, perhaps your true talent is the skill of uniting mana and technology with extreme freedom, making breakthrough after breakthrough as long as you have the resources. Who knows, maybe with enough data you could create an artificial spirit.

**600 - Ars Nova:**

Invincible Spirits? Untouchable Opponents? Unbeatable forces? What a joke. Humanity has faced a lot of enemies stronger than us and still came out at top in the end. You're the pinnacle of this, a champion, hero and paragon for the rest of humanity. For you possess the capacity of defeat the undefeatable, to overpower and destroy the Spirits that are putting the world at risk. Even other forces of similar strength, who present themselves as immortal will perish in the face of your blade. As long you have the raw power to do it, of course.

## Ratatoskr:

**100 - Hidden Agent:**
Secrecy is the name of the game and you are a world champion at it. Working in a place like this means that you need to live a double-life just like most secret spies in movies. You got some time in this business and with that comes the experience to pull this off with ease. While you are an expert at covering your trails and making alibies, don't expect anything magical or impossible from this.

**100 – Funny Army:**
Well, aren't you a curious bunny? Most people tend to have quirks that they hide, sometimes because it would be detrimental to their workplace or simply because others wouldn't tolerate such behaviors. Luckily for you, people don't seem to mind your antics, be in school or work. As long as you can pull your weight when it matters, they will still take you seriously and won't get mad for those ecchi pictures you were looking at during lunch.

**200 - Commander's Presence:**
Let's be honest here, a company of a single person can't prosper, no matter how talented that individual may be. You need people, capable people to be able to reach your goals. Strangely enough you do have the charisma needed to draw others to your cause, being able to recruit military officers or experts into a shady organization with strange goals with almost incredible means. More than just that, every of your employees is extremely capable in some way, even if isn't completely related to your immediate goals.

**200 – Double Shift:**
Sure, having to deal with family, school, friends, a taboo crush that is as dense as a neutron star and having to command a secret organization to deal with a secret treat to the world is a tad difficult, but you can manage it in stride. Increased stamina and concentration that lets you multitask like there is no tomorrow. Managing the statistics of your new floating base, having your workers properly doing their job, preparing for the next round of exams and making food for your family comes as easy as eating cake.

**400 - Incest is Wincest:**
So some of these relationships might be a little… taboo. Outside of the Overton window of acceptable love, if you will. She might be your sister or a walking Weapon of Mass Destruction, someone the public might object to. Whatever happened to the old adage of "none of my business", anyway? So long as your affiliation with another only really affects the two of you, you'll find that third parties don't object to what the two of you get up to in the privacy of your flying aircraft carrier. Feel free to accept your sister's feelings should she have such things, for no law of this society shall stand up to your love!

**400 – Can't Tread On Me:**

Really, if you want to get something done in life, don't rely on the government. Between the snail paced bureaucracy and the legal oversight, one could really struggle to get their shady, clandestine organization off the ground. Fortunately, we have the market, and many private investors who are very willing to turn their wealth to… a good cause. Your businesses and companies, really any group you head that requires financial and logistical support, tends to attract would-be shareowners and philanthropists from numerous places with minimal effort on your part. Even if their returns aren't great, so long as they're not being bankrupted you won't hear a word of complaint or see a diminishment of support.

**600 - Shrouded in Secrets**

Ratatoskr is not the JGSDF's response to the Spiritual incursion, they could be considered a vigilante body if it wasn't for their pacifistic approach to removing the threat. They do not appear to answer to anyone, nor do they have permission to have their agents seduce the Spirits. Yet their organization remains large and powerful, with numerous facilities and brilliant minds contributing to it. Like their founder, you happen to be a master of forming conspiratorial bodies and hidden networks, of slipping under the radar of the official and legitimate and of acquiring the best assets possible for your 'side.' So long as you have a goal that others would also want to see achieved, you could easily set up a nation spanning web of operatives to accomplish said aim.

**600 - Soul Mates:**

When it comes to matters of love, from a fledgling courtship to the more ecchi pursuits, you stand in a league of your own, looked upon with adoration by those in literal possession of the hearts you have stolen. The impromptu date that you have to improvise will become one of their most cherished memories, your gifts will be so well chosen and presented that you'll leave them speechless and your impassioned proposals would halt the rampages of even the most distraught Spirits.

## Spirit:

**100 - Ethereal Beauty:**
Much like all your sisters, you are in possession of a truly exceptional appearance. A perfect skin, a hairstyle that doesn't bulge to the weather, even a gracious posture. Whether you possess a figure most lascivious or a cute, diminutive appearance that inspires others to protect you; you're easily one of the most appealing individuals on this island nation, along with the other spirits.

**100 – Eye of the Beholder:**
It seems like the powers that were gifted to you came with a couple of extras in it. One being the ability of changing the appearance of some parts of yourself. You could, for example, have a clock-like design in one of your eyes if you possess powers governing over time. Mind you, however, most of this changes are merely cosmetic, and they have to be linked to your powers or personality in some way.

**200 - Mitigating Losses:**
There are situations in which one can lose their powers, circumstances that leave you less than you otherwise should be. With this perk, you can lessen the price that these state of affairs will force upon you. Should you have a gift stolen, spend it in some final exhausting technique or otherwise have your nature sealed; you will hold onto a faint echo of what once you had. Although greatly diminished, powers you lose can still be accessed for a much smaller effect than they did at their peak. A memento of grander times, if you will. Never forget that the spark left after a fire can again be cultivated into a roaring inferno.

**200 - Young Mold:**
Spirits are a curious thing, they were originally human (most of them, anyway). But for most of them, that doesn't really show, possessing various quirks and personalities that clash with the common sense of people. Adapting to modern society in those cases can be a most difficult challenge, but is nothing particularly difficult for you. Your ability to mend into different societies, even when their values and morals are completely alien to you, is something quite scary.

**400 - Parasitic Combatant:**
Alas, when one is faced with an opponent of comparable strength, battles can turn into slogs of attrition, stamina depletes and the two fighters are left exhausted upon the field, unable to strike at one another. In answer to such opponents, you've developed an unfair and utterly uncompromising technique to ensure that you will always have the energy to make that killing stroke. With each strike that hits your opponent's body, you can drain their energies as their vital fluids drain from their body. Be it Spirit-mana, Ki or something far more esoteric; if the two of you share it your foe will share theirs with you.

**400 – Supernatural Disaster:**
The spacequakes are normally born from the entrance of a spirit into the earth. Being mostly a side consequence of the mana generated when they appear. Some spirits can't control the effect of their presence, while others have mastered completely. You are in the latter category, being able to control the amount of mana when you appear to prevent a spacequake to form or simply gathering mana to create spacequakes at will. Truly a good option for stealth… or an extra weapon in case things go south.

**600 – The Law Within:**
The powers of the spirits weren't originally theirs, but merely a fraction gifted by the first spirit, power that was merely borrowed and still bound to its original owner. Not anymore, not for you at least. You have learned to internalize the powers you wield, making them completely yours. Because of this, no one can seal or steal your powers unless you will so, and the first spirit has lost any kind of control over your Crystal, even if you don't really need it anymore to use its abilities.

**600 - Spiritual Development:**
Spirits aren't some 'one trick ponies', for most have half a dozen powers or more under their dresses. Much like these girls, you can develop techniques that are thematically appropriate for any of your own abilities. Should you be able to strike your foes with bolts of Lightning, this perk may lead to you learning how to manipulate electricity in surrounding equipment, alter the weather above you or bind an adversary in streaming coils of apparent static. There is no cap to how much you can grow with this, as long as you put effort and are creative enough.

# Items

## General

**50- School Uniform**
A plain school uniform in your size, for some reason it's never gets tainted or wrinkled. It's incredible durable and yet comfortable, if destroyed another one will appear in your warehouse.

**50 – Pocket Money**
Well, I can't have you starving to death in this place. You know, money is still useful. So this option is a small allowance that you will receive monthly in your local currency, around $2000 or the closest equivalent. Don't spent it all in one place.

## Drop In

**100- Dating Simulator**
A tad cheap perhaps, but this is really something a Jumper shouldn't be without in such a world. When wearing these contacts and interacting with someone you need to make some romantic headway with, these specs will provide a digital overlay and provide you with three possible 'lines' or amorous acts that you may wish to attempt in order to win their affections. Worm your way into the new girl's heart with a demand to see her panties and telling the school idol that you like smell her gym clothes is likely to get you a date or two.

**200 – Gift Box**
One large box, more comparable to a treasure chest than anything. Everytime you think in someone and open it, the box will have a gift for you to give them. Doing so will greatly increase their affection towards you. Keep in mind, the box can't generate anything supernatural or too expensive, in which case it will simply generate a note with the item you should gift.

**400 – Housing**
Just as the name tells you. This is a small house in the suburbs of a city. Comfy and nice, it got plenty of space and rooms for guests or housemates. It follows you through jumps and appears nearby of your initial location. If destroyed or damaged too much a special group of workers will appear to remake it.

**600 – Jumper Ex Machina**
A powerful, multinational company specialized in whatever you want them to be. While not at the level of DEM, they are still a powerful and well connected force. It will generate some income for you, since you are the owner, but don't expect them to generate truly greats amounts of money just by leaving them without direction. You can change the pursuits of the company once every ten years.

## Spirit

**100 – Identification:**
Provided by yours truly, a set of the paperwork necessary to prove your identity, as well as some copies with different backgrounds in case you do need to move from your identity. While these are forged, no one will be able to discern them from the real thing.

**200- Astral Dress (Free for Spirit)**
The Astral Dress, or the Spiritual Raiment of God's Authority, is the stylistically fluid armor of the Spirits. At your discretion these raiments can change shape, tone, style or any other aspect of their appearance to whatever degree you dictate. The only real limit is that they must continue to look like something that could be called clothing or armor. Extraordinarily durable too, these outfits can hold up favorably against the assault of an AST squad armed with CR-Units. Should you possess another suit of armor that you wish to import into this purchase, feel free to do so.

**400- Angel (weapon) (Free Spirit)**
The physical shape of the Spirit's 'angel', actually it's more of a weapon that lets them use their power more easily or boost some specs in battle or otherwise. They take a shape that suits most the personality of the spirit and their powers. You can, at will, hide it in a small pocked dimension or summon it to make use of its power.

**600-Qlipha Crystal:**
A crystal created by the first spirit, containing some of her power. When tied to a human it grants it the power of a Spirit, but also overpower the user from their sanity, transforming them into a monster. They can be cleansed and tamed in various ways to transform them into "Sephyra Crystals", but finding those methods is entirely up to you. You will get a new one at the start of every jump.

**800-Sephyra Crystal (One Free/Mandatory Spirit):**
The source of your powers as a spirit, the Sephyra crystal is a 'cleansed' Qlipha one, without the whole 'rendering the user into a mad monster'. Different from the other ones, this can't be taken from you unless you wish for it and possess certain degree of independence from the first spirit, that let you use its power even against her wishes.

## AST

**100 - <No Pain>**
A laser blade designed and produced by DEM, it can, in theory, damage the spirits, but few can say that they have done so. It looks like a simple hilt, and can be deployed at any moment. If broken or lost, you will find another in your warehouse latter.

**200 - Basic CR-Units**

The bread and butter of the combatants in AST and DEM. CR-Units are… well, they look like a very fit one-piece swimsuit, but they possess an energy shield that protects the user when active, as well as a variety of deployable weapons and extra armor. The first purchase gives you the 'basic' model, used by the grunts around. You can buy this again to get a personalized version, with upgraded stats and more versatility and firepower, and even once again to obtain one suit on pair with the most powerful around.

**400 - Repair Center**

Recreated from one of the old production centers of DEM, this place has been reused to become a private repair center for your CR-Units and the rest of your technology. It's completely automatized and the repair time for what you left in there varies according to the level of the tech, a basic CR-Unit would take around a day to completely repair, for example.

**600 - Goetia**

The giant, floating ship of DEM, created to aid the 'Wizards', it's controlled by a user with a special CR-Unit and various A.I. in the ship. Armed with several cannons, capable of deploying the most advanced energy shields around and pretty much self-repairing. Wherever the one you have is the same as DEM owns or a perfect copy is up to you.

## Ratatskr

**100 – Contacts**

Not really a item per se. You have a, let's say "friend" in the upper scales of society, here and in every jump you visit. they will help you out from time to time, be with maintaining your actions a secret or gifting you with some things they think it could be useful to you. Don't try to ask much from them.

**200 – Special Organization Employees**

A large group of completely normal people trying to make a buck. Loyal enough, they don't possess any powers or skills, but are well coordinated and will help you if you ever need to do something like organizing an impromptu festival or just gather rumors and info from the streets.

**400 – Jumper High School**

Just as the name implies, you are now the proud owner of a Japanese high school. With total reign over the courses it teaches, the staff it hires and whatever rules you want to implement on your students. It will follow you through jumps and appear near your initial location. Staff and students will be recruited automatically, but you can take over the process if you desire.

**600- Fraxinus**

An airship that belongs to Ratatoskr, it maintains an altitude of 15 kilometers above the city, with the ability to <<Cloak>> from view and <<Avoid>> any other fliers through the use of its Realizer. You have been gifted with a perfect copy of the Fraxinus, this floating, invisible operation base for Ratatoskr. As well armed as the original. If destroyed or lost it will reappear the next day, completely unscratched. Don't worry about maintenance or fuel, unless you tweak it too much.

## Companions

**Import/Create (100/400)**

Sometimes an adventure is more enjoyable with your friends around. This option lets you import or create a companion for 100cp, or have the whole roast of eight of them for 400cp. They gain 600cp to spent in purchases here, but can increase the number by taking drawbacks.

**Canon Companion (100)**

Oh, so you took fancy of a character from this world? I suppose is to be expected. For 100cp you can have them as companions, as long as they agree and are alive by the end of the jump. I will make sure that there are plenty of opportunities for you to get in their good side.

# Scenario

## Those Who Hunt Spirits

It is true that the Spirits represent a significant threat to Japan and have to be dealt with, but it is equally true that these Spirits are simply young women caught in unfortunate circumstances beyond their control. Depending on your origin, you'll be put on one of two paths for this scenario.

Drop-Ins will discover that they do have a tenuous tie to this world, having somehow earned the love of Mio Takamiya and accompanying Shido Itsuka as a rival subject in her plot and affections. As to how you've done this after having just come into the world, I'll leave to you. Should you lack the perk 'With A Kiss', you will be granted a far more limited version that will allow you to take the powers of Spirits in this Jump much like Shido himself can. He is your competition; one you must outperform to win this scenario. Should he finish the Jump with more of the Spirits powers sealed inside him, you shall lose this scenario and any powers you had acquired during it.

Members of Ratatoskr do not gain the sealing ability granted by Mio, but must bring about a similar, non-violent resolution to the Spirit incursion with a slight… handicap. The would be protagonist of this world has lost his mojo, his harem aura, his narrative bending 'charisma' and now, should you wish to have the Spirits sealed, must be delicately guided in the near impossibility of building and preserving his harem. Should assisting the dense brick that is Shido Itsuka not appeal to you, you could try and earn the affection of the Spirits yourself. Be warned however, that the Japanese Ground Self-Defense Force will be reluctant to leave the walking WMDs alone and must be kept ignorant of the fact that dangerous and emotionally volatile Spirits will be living as civilians while still 'armed'.

Pilots for the AST will be assigned the unpleasant duty that is killing these Spirits, Spirits that will not go down quietly. When you're ordered to engage them, the girls will automatically enter their Inverse Forms and target you. In this form, their powers take on a darker form and they'll become a lot less restrained in their efforts to save themselves and kill you. Their powers are varied and you will be targeted with everything from long range laser attacks and time manipulation, from building sized familiars to hypnotic mind control. At least you'll have the support of the Japanese government and military in this endeavor of yours.

Unlike those who chose to become Spirits themselves. Like the AST pilots, to complete this scenario you must kill your siblings. They aren't absolutely hostile in this case, but until you end their lives yours will remain chained to this world. Your interference into the plans of Mio Takamiya will be definitely be noted and as you kill more of the other Spirits she will become increasingly determined to stop your efforts. This is a being that Nia Honjou, a Spirit whose power allows her to write new facts as a reality of the world, admits she couldn't

possibly defeat on her own. The question of whether or not you can will likely be determined soon, won't it?

**1-Tobiichi Origami**
**Codename:** Devil Angel
**Angel:** Metatron (Angel of Extinction)
**Weapon:** Crown
Origami is a top student in her school in terms of academics and sports. She is regarded as very beautiful and is quite famous as the school idol. She isn't too expressive, but she does hold a near obsessive attraction to Shido as of the time of your arrival, to the point where she will sniff his gym clothes. Should she be transformed into a Spirit by Phantom or Mio, she will gain a long range type of power, attacking her enemies from great distances with lasers of shining light. The golden wings that accompany her angel also grant her the power of flight, greatly enhancing the efficacy of her long range fighting style.

**2-Nia Houjou**
**Codename:** Sister
**Angel:** Rasiel (Tome of Revelation)
**Weapon:** Book
In a similar state to the tenth spirit, Nia started her time as a spirit without memories nor path, creating spacequakes everytime she appeared in earth. Yet, because of her power, she was quick to re-enter in society. Her power allows her to search and find everything that happened or is happening in earth, with the only downside of time and that she can't know the emotions or feelings involved, only facts. Because of this, she because aware of the dark side of humanity, even so, she wanted to be part of society. She became a famous manga artist, but some years ago, she was captured by DEM. She's still imprisoned by the time you start the jump, in an island owned by DEM in some part of the Pacific Ocean.

**3-Tokisaki Kurumi:**
**Codename:** Nightmare
**Angel:** Zafkiel (Emperor of Time)
**Weapon:** Clock, Flintlock Pistol, Musket
She appears to be an elegant beauty of great composure. Her right eye is red-tinted while her left eye appears as a golden, inorganic clock face. Mana, of the AST, has reported that Kurumi Tokisaki is the most dangerous Spirit ever known, having killed over 10,000 people, before the time of your arrival. Her guns, and the twelve 'bullets' she uses in combat, give her the ability to manipulate the subjective time of places, peoples and objects. She is primarily a close range combatant, though with her control over time she is certainly one of the most difficult to face fighters out of all the Spirits. Her primary power is over Shadows, which allow her the draw copies of herself with the exact same memories and powers that she has.

**4-Yoshino:**
**Codename:** Hermit

**Angel:** Zadkiel (Freezing Puppet)
**Weapon:** Puppet
A kind but meek and shy little girl that somehow became a spirit. She actually possesses an alter ego, it appears as a second personality in the form of ventriloquism with her puppet, called Yoshinon, apparently it was born from her loneliness and stress for being persecuted by AST. This little spirit can freely manipulate the surrounding water in its three states, though she mostly uses it defensibly.

**5-Itsuka Kotori:**
**Codename:** Efreet
**Angel:** Camael
**Weapon:** Halberd
The adoptive little sister of Itsuka Shido, she has been harboring a crush for him since a while ago. Five years ago, she and Shido were caught in an accident, after which she would become a spirit after meeting the First Spirit. She's the commander of Ratatoskr, and shows a complete different personality when in work, than in school and with her brother. Her powers over fire also gives her a regeneration factor, while she hasn't use it in the last five years, the pure firepower she can call its nothing to scoff at.

**6-Hoshimiya Mukuro**
**Codename:** Zodiac
**Angel:** Michael (Seal-Removing Lord)
**Weapon:** Key
Mukuro is a beautiful young girl with a voluptuous figure, golden eyes and flowing blonde locks that reach down to her knees even when braided. At this moment she exists in the greater cosmos, living in isolation, away from Earth. This may change in the future due to the corporate interests of DEM Interests. Her core powers are two fold, both made manifest through her Angel's Key. She can both seal the functions of a target by "locking" it with her key and open up holes in space time by "unlocking" the world around her. This latter ability is the more straightforward of the two and has been shown to open up wormholes to far off places and redirect attacks away from her.

**7-Natsumi**
**Codename:** Witch
**Angel:** Haniel (Witch of Forgery)
**Weapon:** Broom
A little girl with some self-worth problems, becoming easily jealous of others with traits that she deems attractive and that she doesn't possess. In the end, she's just a child that wants to be liked and feel appreciated for who she is. Natsumi has the power of transformation and shape-shifting, being able to turn anything into anything else within a range of 1 kilometer, including herself. If she loses concentration or becomes unconscious, all that had been transformed will return to their original state. The transformed objects or subjects, including herself if she transforms, will be a near-perfect imitation of whatever they were transformed into, to the point that she can actually transform her angel into copies of others, that possess a weakened version of the original powers.

**8-Yamai Sisters (Kaguya/Yuzuru)**
**Codename:** Berserk, The Children of Typhoon
**Angel:** Raphael (Hurrican Knight)
**Weapon:** Bow and Arrow, when combined. A Lance and a Pendulum respectively, for Kaguya and Yuzuru when separate
Yuzuru is best described as robotic in character, often vocalizing the purpose of the sentence before speaking it. Her twin, Kaguya is considered childish and fanatical and often earns the derision the former heaps upon her. Despite the sneering attitude, both girls perfectly match up evenly with one another in terms of power and skill. Both have the power to control the wind, guiding it as a gentle breeze or whipping up typhoons that could move small islands. The two were originally a single Spirit, one that has had her personality and being completely divided in the 'birth' of the two of these girls.

**9-Miku Izayoi**
**Codename:** Diva
**Angel:** Gabriel (Army-Breaking Songstress)
**Weapon:** Organ
A rare instance in which the spirit can recollect her full memory of when human. Miku debuted as an idol under an alias at the young age of 15, but her career would be cut short after an incident in which refused to sleep with a producer, after that the company and her fans would turn their backs to her. After becoming a Spirit, she went back to sing, but this time using her powers in those who listened to her.
Hating of men, though she doesn't treat girls that much better. Her angel takes the form of an organ, and she can use it to cause various effects in her listeners, from increasing physical strength or relaxing them, but perhaps the most outstanding is the mind control she can inspire in the listeners. Only spirits and those close enough to one are immune to her powers. Caution is suggested when dealing with her.

**10-<Unnamed 10th spirit>**
**Codename:** Princess
**Angel:** Sandalphon (Throne of Annihilation)
**Weapon:** Broadsword
The tenth Spirit, codenamed <Princess>. A lonely girl with no recollection of her past, not even her own name. She's also the unwitting creator of various spacequakes, since she lacks finesse at controlling her powers. Her [Angel] is Sandalphon, a broadsword and its scabbard that takes the form of a throne.
Being someone specialized in close ranged combat and boasting superior mana capacity even among spirits, defeating her would require vast amounts of firepower, but maybe the path of befriending is more viable, as long as one can pass through the barrier of her lonely heart.

**Reward:**

**Drop-In:**
For successfully seducing, befriending or otherwise securing the positive disposition of all the Spirits and surviving the myriad of complications such a diverse range of personalities was sure to bring, the girls have seen fit to reward you with their Companionship. All of those you've won the hearts from have decided to accompany you, beyond this world if needs be, and stand by your side to assist with any threat you may face.

**Ratatoskr:**
A pacific solution, to a threat that could have doomed humanity as a whole. The First Spirit is, first of, very impressed with the results. Even if the endgame seems far from her desired result, she has come to terms that she can always try it again later. As for your reward, she deems correct to grant you, who could archive such an ending, a whole new 10 Sephyra Crystals; they're somewhat of a black slate, so whenever these get to develop the same powers as the ones you know or create completely different ones, is something that only time will tell.

**AST:**
With the effort you put into ending the Spiritual menace that threatened Japan and the wider world, you will be regarded as a hero. This idoldom, this celebrity status, will make yours a household face. It may have been a grim duty, but that makes it all the more laudable considering your apparent age and background. This hero worship, this regard you possess as the boy or girl who ended the Spirit incursion can be quite easily be reacquired in future worlds. You will find that your contributions to these future worlds will be wholly and widely appreciated, opening up doorways to much influence and admiration.

**Spirit:**
With the defeat of the first Spirit, and likely your sisters, you usurp the existence of the Spirits in this world. Your mana reserves and resistance to magic skyrocket with this concentrated essence, so much so that you quite reasonably face all ten Spirits once more.

## Drawbacks

**+0 Rinne Install**

You remember those games and spin-offs of the series, never addressed in the main canon? Well, turns out that they do exist here. Have fun with that.

**+0 Date A Dude**

The not obligatory, but still highly recommended, Gender Bender drawback. All the Spirits are now vibrant Bishie boys and Itsuka Shido is the plain, boring girl who aims to secure all of the interests. Her little brother is a spirit too and her dad wants to be with her too, and the school idol has grown a good two feet. All in all, the setting is objectively much improved.

**+0 If You Say So**

…As it turns out, there were some, let's say troubles. You're now Shido Itsuka. While you now have the space of the protagonist, you don't gain any of his powers, skills or memories. So good luck at resolving the plot with only what you gained here and from your previous worlds.

**+100 Loveless:**

Ah, the curse of the Harem genre. When the Main Characters of the world are dating multiple individuals on your preferred sex, your chances of finding even one to share your life with fall dramatically. You are one of the unfortunates who will not be finding love in the next ten years of your stay. Indeed, any current relationship will also be disbanded for the duration of the Jump, for what reason I leave at your discretion.

**+100 Uncontrolled Mana:**

The fuel for the powers of Spirits, and perhaps many of your other ones Jumper, Mana is a vital resource for many in this world. You struggle to hold onto the reserves that you hold, expending several times as much as you should when you use your powers. This drawback applies to any 'supernatural' energies you have at your disposal, dramatically reducing their efficiency and slowing your recovery immensely.

**+100 Barred Entry**

When a coming Spacequake is detected, civilians are typically evacuated to bunkers to wait out the disaster. Unfortunately for you, you will be barred from such centers of safety for the duration of your stay here. Even the Warehouse will refuse your entry preceding the blast. I hope you're durable Jumper or know how to build you own shelter, because these disasters, unlike the bunkers, are undiscriminating when they happen.

**+200 AST Target**

It appears that the AST, and similar foreign forces, consider you to be a threat on the level of a Spirit and will, should they know where you are, send elite dedicated squads to hunt you down and kill you. They're unconcerned with collateral damages, so don't expect the walls of a school or a hospital to stop them from targeting you with truly extreme prejudice. It'll be a restless ten years, Jumper, I do hope you survive it all.

**+200 Spirited Girl**

You've attracted the attention of a very attractive girl, albeit one who isn't all too interested in you for the reasons one might hope. Unlike Kurumi Tokisaki, this one isn't feeling all too indecisive and very much wants to devour you. Her powers will be designed to be as difficult for you to counter as possible. Her feelings on the matter can be changed however, should you prove to be delicious in an entirely different way.

**+200 Ratatoskr**

… and to complete the trichotomy, Ratatoskr has also determined that you're a potential threat to Japan. They hope to allay hostile actions on your part, by having Shido seduce you. There's a good chance you're not attracted to men, or awkward would-be Harem builders, but that matters little to Ratatoskr. They've got their best operative on the case and are determined to get the two of you to go on dates and fall in love. His healing abilities have gone through the atmosphere too, so no matter how Tsun you are, he'll do his best to tame your wild heart.

**+300 Powerlessness**

The ever-present fear for the omniversal Magpie of powers that is the Jumper, this drawback strips you of your access to the Warehouse and any perks you've previously acquired. You will be left with your Body-Mod choices and your purchases here, to face a world of Spirits of unparalleled might and romantic dodecahedrons that'd leave… like eleven other people without love.

**+300 Spirited Here**

It appears all the Spirit girls are after you, for some reason. It's really hard to tell, it might vary from one to the next. I can tell you with a certainty that each either fancies you… or wants you dead. It's a complete coin toss for each one, but they'll all be a little difficult to read in their pursuits. Basically every girl now acts like the Best Girl (read: Kurumi Tokisaki) when it comes to their interactions with you. Have... fun, perhaps not the right word, with all these Schrödinger's spirits walking around.

**+400 Inverted**

The "inversion state", something that was originally exclusive to the spirits during moments of extreme emotional pressure, is now affecting you. Just like the original had them reversing to a 'darker' personality and taking out their restrainers by giving them access to the Qilpha Crystal they originally had. The same way, during the times this state affects your being, your personality will be reversed and you will lose any restrain with your abilities.

**+600 The Jumper That Wasn't**

Hah… How this came to be? Your previous powers, perks, skills and abilities has been extracted from you and separated into 10 different Jumper Crystals and given to ten random people (that may or may not be teenage girls). You have to recuperate those powers, only using what you gained from this jump, or your chain is over.

# Final Choice

**Stay Here**
It's not a bad place to retire from all the madness that is jumping around the multiverse. Feel free to stay, your affairs at home are taken care of and your powers, companions and items until now are kept with you.

**Go Home**
Home is where the heart is, or so they say. All these travels and adventures has wear you off, and is now time to go back to your roots. You keep your powers, items and companions, as a gift from me. Thanks for the good times until now.

**Keep Going**
Ufufufu… so you will keep entertaining old little me for a while more? How kind of you. There are still many places to visit, adventures to be lived and romance to bloom. Let's get started into the next world.

**Notes**

-About CR-Units: think of Infinite Stratos for a reference of how they look and function. It's almost a rip-off from there.

-The Law Within: The effect lets you internalize powers that comes from an external source and make them yours. You can do the same with powers from items, as long as they have a connection with your soul, just like the spirits with the crystals.

-Any crystal brought from here has one of the canon abilities shown or something along the lines (so you could have a copy of Yoshino's powers or something as strong)

-If you are a spirit you can choose if being a 11$^{th}$ with a new set of abilities (that must be in the same level of the canon spirit powers) or choose a canon spirit and replace her or share the place.

-Companions made from the scenario share a single companion slot.

-Made by Ricrod and FUanon.