s-CRY-ed Jumpchain v. 0.4

Welcome to the Lost Ground, a wasteland where hot-blooded young men and women with supernatural powers fight to remain true to themselves. That's right, welcome to the world of:



That's right, you're in the world of the anime s-CRY-ed. Don't know much about it? Here's the back facts: Ever since a huge upheaval twenty-two years ago that tore Kanegawa prefecture off of the mainland of Japan, around two percent of all children born in the resulting island (known as “the Muraji Special Economic District” or more colloquially known as “the Lost Ground”) have the power to access energy from an alternate energy dimension called the “Other Side” to deconstruct nearby matter and recompose it into manifestations known as Alter. Each Alter's form and abilities varydepending on the person using it, but most are dangerous in nature and thus the government of the civilized areas of the lost ground (such as it is) relies on its specialized Alter and non-Alter using police forces, HOLY and HOLD, to keep the peace from uncivilised “native Alter users.” While nominally under the power of the mainland government, until the last story arc of the series the real power in these areas rests in the hands of HOLY, the Alter-using branch of the police force. The “civilized areas” of the lost ground only comprise a minor percentage of the land areas, however, with the rest at more of a post-apocalyptic society level. Things are slowly getting better though, with the civilized area slowly spreading outwards and the people of the uncivilized areas banding together in large farming communities... but for now, the place is mostly a post-apocalyptic wasteland filled with chaos. What's more, the basis for the “civilized government” of the lost ground is heavily unstable, and relies on massive propping up from the behind-the-scenes movers and shakers from the mainland to continue functioning.
It is in this chaos that Kazuma and Ryuuho, a native Alter user and an elite HOLY agent, are about to meet and set into motion a chain of events that will upset the whole house of cards.

This is about to be a crazy ride, so take these **1000 CP** to help you along.

Have fun. And remember, you're here to entertain me, so don't be boring.

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BACKGROUNDS:

First off, choose a background (free of charge) for your life here in the Lost Grounds. So... who do you want to be?

Drop In
None. Nothing. Nada. You have no history here, as you literally appear out of thin air near the wall to the city as the episode starts. On the upside, you won't have to worry about any extra memories or about previous obligations coming

back to you. On the downside, however, you don't qualify for any discounts or freebies. Any companions you purchase that come with previous history, you instead befriend quickly at the beginning of your jump instead. Keep your previous age.

Civilian
You were born in a small farming town on the edge of the Lost Ground, one which is now sadly deserted as everyone left for more fertile land. Thanks to your childhood you are decently well versed in farming and construction, though you may have trouble initially finding a good job as people expect you to be an uneducated hick from the boonies. You awaken at the edge of the farm where Kanami and Kazuma often work. For your age, roll 1d8 + 17.

Scientist
You spent most of your life in the mainland, growing up and studying at the finest schools and hobnobbing with the creme de la creme of high society. You are in the process of moving back to your birthplace in the Lost Grounds, hoping that the change in scenery will help you with your research. Your education has left you very knowledgeable in all manner of subjects, though your relatively sheltered upbringing has left you slightly naive to the harshness of real life. You awaken on an airplane sitting next to Mimori Kiryu as you are both returning to the Lost Ground. For your age, roll 3d8 + 12

Soldier
Since you were young, you have always admired the heroic officers of the HOLD and HOLY police forces. After you grew up, it was an easy choice for you to attempt to enter the force yourself. Having gone through basic training, you are now a member of HOLY, awarded all the perks and respect your situation deserves. The people of the civilized areas will revere you, and there are very few perks your situation does not afford you. On the other hand, however, Native Alters will hate you on sight, as the main job of HOLY is capturing them before they can cause mass chaos. Should you for some reason decide not to have Alter power, you are instead a member of HOLD, HOLY's non-powered squad adjacent. Whichever one you fall into, you wake up in the barracks of the HOLD/HOLY Police Force Headquarters. For your age, roll 1d8 + 17.

Native Alter
As a child, you knew you were different. Your Alter power helped you stand out, and you really stood out. Over your life you've made a name for yourself as a powerful and reliable Native Alter, and you're turned it to your benefit. Whether you are a small time gang leader, an elite mercenary, or just a wandering badass, you're making your way in life your way and living it large. However on the other hand, you automatically attract the antipathy and hate of HOLY, who see you as a threat and will naturally try to take you in every time they see you. If you take this origin, you MUST take the *Alter Power* perk. You wake up in your house in one of the less-civilized areas of the the Lost Ground. For your age, roll 1d8 +15.

You naturally keep your previous gender. Of course should you be unhappy with this state of affairs, you may pay 50 CP to change your gender and/or choose your age within the rollable range of your origin.
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PERKS:

The bread and butter of most jumps, take some skills, attributes, upgrades and training to help you in your time along here.

Alter Power (Must be taken if you chose the *Native Alter* origin.) Cost: Free or Gain: 300 CP if you do not take this perk.

C'mon, admit it, you're here for that sweet, sweet Alter power, aren't you? Well since I'm so nice and everything, you can have it for free. No CP required. You can thank me later... or right now, if you really want to. Go ahead and craft yourself an Alter, following the guidelines down in the Alter section below. Oh, and if your age is over twenty-two you may (if you wish) choose to lower it back to twenty-two. Alters not your thing? Well I think it's a bad choice, but I guess I can give you a few extra CP for doing the jump hard mode.

Second Form (Requires *Alter Power* perk. You may take this perk for free, but if you do you must take the *Refined Alter* drawback for no CP as well.) Cost: 350 CP
Taking this perk allows you to unlock your Alter's second form, increasing its power and/or effectiveness. You may switch between the two forms at will. See the Alter section down below.

Full-Body Harmonization (Requires *Second Form* Perk) Cost: 500 CP
Taking this perk puts you in the ultimate top tier of Alter users, as only three other people have been known to have reached this level of power. This allows you to unlock your Alter's final, most powerful form. As before you may switch your Alter to this form at will, though to this form some limitations apply. See the Alter section down below.

Survivability Cost: 50 CP
The Lost Ground is a dangerous, lawless place, filled with gang-bangers and an all-too-willing-to-use-excessive-force paramilitary police force. Even the local farmers won't hesitate to throw you a beating, if they feel you really deserve it. Just to make sure you don't get slaughtered this perk gives you a small physical durability boost, just about equal to what you see in characters from the anime series itself. It's not a lot, but at least you won't be reduced into a fine paste the first time you get punched by an eight-ton robot Alter.

Sweet Kid Cost: 100 CP (Free for Civilian)
Somehow, you're always just well liked. While other people may come across as obnoxious or awkward, you are naturally just so gosh darn charismatic. While this won't stop anyone with a legitimate reason to dislike you from doing so, the average person you run across in the street will naturally feel good towards you. As long as you don't act like a total creeper or good-for-nothing layabout, you will always have the good will of those around you. Your first impression will always be a good one. (Again, assuming you don't do anything overt to make it a bad one.) Also, if you're young or small people around you will feel much more protective and caring towards you.

Gotta Job for You Cost: 200 CP (Discount Civilian)
Need some money? No problem. Somehow, you always know who to talk to and where to go to find work enough to get the money you need. While it might not be clean work, easy work, or even legal work, you'll always find a job that is a decent way of making the money you need that is within your skill range. Also, not only are you good at finding the work, but you're also good at finding just the right person to do the work too. Got an Alter user gang leader coming into the city? You know just the Alter user to chase him back out again. And to top it off, not only are you good at finding work for yourself, you can also find work that fits the skills and abilities of just about anyone- friends, neighbors, that crazy beggar down on the street corner- you can find the right job for just about anyone. Admittedly, sometimes the best work is just doing odd jobs on the local farm, but at least it pays right?

Communities Stick Together Cost: 400 CP (Discount Civilian)
Somehow, even in the direst of situations, people just sometimes come together to work for the good of all. For you, this is almost always a foregone conclusion. In any situation, no matter how desperate, you can rally those around you to come together and work as a team. Whether starting a farm in the shadow of a despotic government or building a village after a huge natural disaster, around you people just seem to come together to do what needs to be done. And as time passes, you'll find that these people you've been working with are no longer strangers, but are now your friends... no, even closer than that. Somehow, you've together become family.

I Was Dreaming Cost: 600 CP (Discount Civilian)
Now before you say anything, yes, I know this is technically based off of an Alter power... but... shut up. With this you gain clairvoyant dreams, as in “every time you sleep you can see seer-like visions of things in the past, present, and future.” These dreams are tuned around people you are close to, and will at first automatically focus solely on those you care deeply for. They also pass at the actual rate of time: for every minute that you dream, one minute passes in the real world. Furthermore, these dreams start out fuzzy and disorienting, and you will have trouble remembering and deciphering them. With lots of time (say about eight years or so) and practice, though, you will eventually gain control of them, and even will be able to put yourself into mini-trance-like daydreams that you can use to gain precog-like knowledge during your waking hours. By the time the jump is over, this ability's power will have reached its peak,

allowing you to dream to see up to a decade into the past or a week into the future, and to focus on anything or anyone in the world you are in.

Degrees **Cost: 100 CP (Up to two free for Scientist)**
You are incredibly intelligent, and have put that intelligence to good use. Pick one mundane subject OR Alter Power. You now have a degree in that field from a top-rated university, as well as the knowledge you would need to have obtained that degree through study. You may take this perk as many times as you wish, though only take as many degrees as you would have had time to have achieved if you had obtained your first degree at fifteen and achieved one every two-and-a-half years. (For example: if you were twenty years old you could only have three degrees, one at 15, one at 17 and a half, and one at 19.) These degrees follow you from jump to jump, switching to degrees from similarly prestigious universities native to the jump.

Insight **Cost: 200 CP (Discount Scientist)**
You are very good at figuring out people and their motivations. While you may have one or two blind spots due to your own emotional state, like a childhood friend or your current crush, for the most part you can also clearly see through most attempts at subterfuge or deception. And even if you DO manage to get fooled, you are supernaturally good picking up clues that allow you to figure out the deception.

The Power of Learning **Cost: 400 CP (Discount Scientist)**
No matter what you have or haven't learned, the one thing you have learned is how to learn. What for others might take years to learn, you get in months. What might take another weeks of study, you can learn in a weekend of hitting the books. And like the third language you learn being easier than the second, the more you learn, the more your capacity for learning grows… eventually, your capacity for learning will be "on glance", and only be hindered by how long it takes you to take a look and comprehend what you are seeing.

A Doctorate is Almost as Good as a Doctor **Cost: 600 CP (Discount Scientist)**
Your knowledge is vast, but even the greatest of experts sometimes stumble into situations where their knowledge is worthless. For you, this simply isn't true. You have now become an expert at applying your knowledge in unconventional ways to cover for any shortcomings in your education. Are you an architect that desperately needs to write an opera? You can use your eye for aesthetics and engineering knowledge as a substitute for musical talent to compose a decent song. Need to apply your degree in electrical engineering to help you in triage surgery? No problem, you suddenly see that the cardiovascular system isn't THAT different from a great big circuit after all, just with a few bits you don't quite get. In practice, this allows you to apply any knowledge you have in one mundane discipline at much reduced effectiveness to any other mundane discipline. I.E. this would allow you to use your complete mastery of art theory to become somewhat skilled at biology or physics, but not at xenobiology or magic. Also, as an added bonus, you instantly become "pretty good" at medicine and all the various skills a real doctor would generally have. Plus, you gain a shiny new (forged) M.D. as well.

Respect **Cost: 100 CP (Free for Soldier)**
What's a guy gotta do to get a little of it around here, huh? In this case, not much. Due to your lofty position as a member of HOLD/HOLY, (or just by being that freakin' awesome) people know to respect you. But for you, it goes even further. You naturally generate an aura of respectability. No matter where you go or what you do, people naturally find you much more respectable. So what if you're a sixteen year old kid telling a bunch of government agents off... you're obviously someone who'd know these things. This does have limits though... while this will greatly build on any facets someone can find respectable about you, and make them seem much greater than they really are, if there is nothing there that they can respect about you don't expect this to do much.

Military Training **Cost: 200 CP (Discount Soldier)**
Congratulations, you've made it all the way through HOLD and HOLY's basic and advanced training regimens. (Or at least an equivalently difficult program.) Now, not only do you have an extreme level of physical fitness but you also have some of the best training available: you know how to handle and fire all manner of guns correctly, how to handle yourself in close quarters combat, how to keep your head in a tough situation, how to lead soldiers in a fight, how to keep civilians away from said fight, and even how size up an opponent with but a sidelong glance.

Unparalleled Clearance Level **Cost: 400 CP (Discount Soldier)**
In the intelligence industry it's all about who has the need to know... and it seems you really need to know. In this and all subsequent jumps you find that whatever group or organization you are a part of will naturally and instinctively include you in the highest levels of security clearance they have. While this won't allow you to just walk into an enemy base and have them give you all of their top-secret research and the like, it easily allows you to walk into a base owned by those on your own side and do so. No matter what your actual position in the company, military or organization, you'll always be afforded the highest security clearance possible.

Special Forces **Cost: 600 CP (Discount Soldier)**
You're actually something special, and it shows. Due to your standout progress in your training, you have been given even more special training and access to special weapons. Not only are you now top tier at tactics and hand-to-hand combat, but you were also a part of a top-secret experimental squad in the military trained to take down super-powered enemies such as this universe's Alter users. In a straight, one-on-one battle with a low-ranked (say 2-3x as dangerous as a person with peak human capabilities) superhuman or similarly powered adversary, you can come out on top four times out of five with only human-level capabilities and this training. Should you have your own superpowers, this also increases your effective force by an equivalent amount. If you yourself are three times as powerful as what is considered “peak human”, then you should be able to take on a superhuman or other adversary ranging into the 6-9x peak human danger range. Also, this perk gives you one free purchase of the *Anti-Alter Weaponry* item.

Remember My Name **Cost: 100 CP (Free for Native Alter)**
The one thing that follows everyone around is their reputation, and you are incredibly good at establishing one. No matter where you go or who you meet, it is dreadfully easy to spread your reputation. Now you no longer need to be known as “that stranger there”... chances are, people have already heard of you.

An Actual Tough Guy **Cost: 200 CP (Discount Native Alter)**
You've seen more than your fair share of street brawls, and it shows. While you may not be any stronger or tougher than you would otherwise be, you are definitely much better at dealing with pain and injury than an average person. After all, wusses don't last long in a real fight, now do they? Also, as a bonus, you seem to be inordinately good at fighting dirty. Street fights ain't got no rules, after all.

Drastic My Soul **Cost: 400 CP (Discount Native Alter)**
As time goes on, people change. As a jumper, this is more true for you than most. But there are time when the change goes too far. With this perk, that should no longer be nearly as big a worry for you. What this does is focuses down what is essentially YOU and makes sure that never goes away. No matter how many bad experiences you go through, no matter how much crap life throws at you, no matter now much you change over the course of your chain, you will always be able to look from beginning to end of you chain and say, “yes, that is me.” What's more, this also protects you from total outside mental influence; while you can still be confused, befuddled or even mentally dominated, no mental ability can effect you enough to change who you are at your core. This perk doesn't keep you from changing or growing, it just whenever you change into a new you, it still is at the core a new *you*.

Reckless Fire **Cost: 600 CP (Discount Native Alter)**
Your willpower is unbreakable. Like an unquenchable fire, your willpower is enough to burn the world. No matter how much people may try to make you doubt yourself or turn away from your chosen path they WILL FAIL, for your willpower is infinite. Once you set your mind firmly upon a goal, no power in this world (save for you changing your mind of your own accord) could force you to give up. Note, this won't insure that you will always come out on top or that you won't collide with others of incredible willpower. This just ensures that your will can't be broken at all or that in any contest of wills, you will never come in second best.

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ALLIES:

Don't want to do this by yourself? That's fine, here's your chance to bring your friends:

Import Companions **Cost: Free**
Who wants to go it alone… especially in a wreck like the Lost Ground? Bring as many companions with you as you want; they won't get any backgrounds or points to spend, but at least you won't have to go it alone.

Enhanced Companions **Cost: 200 CP per companion OR 800 CP for all.**
But maybe you want some of those sweet perks or powers for your friends as well? Never fear, we have you covered here. For the low, low price of 200 CP per companion or 800 CP for all of them, you can give every person imported with the above option a free background of your choice and 400 CP of their own to spend on perks. (And only perks, not items or other allies. Discounts and freebies apply for these purchases. Your companions CAN trade CP for AP, should they wish to.)

Or maybe you'd rather pick up a new friend here. In that case, take a look at these fine options:

A Great Friend **Cost: 100 CP**
In you time here, you will make a good friend. They might not be the strongest person around, but they'll always be there to lend a hand and give you some sensible advice or moral support. They'll even try to help you fight if you really want them to... but they're really bad at it, so I'd advise against that. They start with the Civilian or Scientist background and 200 CP to spend on perks/items. (Discounts and freebies do apply.) They may not choose Alter Power. When you leave, you may have them come with you as a companion.

Partner in Crime **Cost: 200 CP**
You really know how to choose your friends well. During the jump you will strike up a strong friendship with a little-known Native Alter from a small farming community. They will not only be there to help you like the above option does, but they're actually pretty good at fighting too. They start with the Native Alter background and 300 CP to spend on perks/items. (Again, discounts and freebies do apply.) They may not choose Second Alter. And as above, when you leave you may have them come with you as a companion.

A wild animal with an Alter? **Cost: 100 CP (Cannot be taken with the *Wrath of Nature* drawback.)**
It seems that humans aren't the only ones who can manifest Alters. While here, you meet a small animal (the size of a large house cat or smaller) that has its own Alter. Somehow, it takes a shine to you and the two of you end up becoming friends... well as much as a wild animal and a human are capable of. It starts with no background and an Alter power (but not the perk Alter Power) with only 300 Alter Points to spend on its Alter upgrades, though its Alter may lose power when away from the Alter forest for too long. After a continuous year of being away from the Alter Forest, it loses its alter power completely... though gaining sentience would stop this from happening, should that *somehow* occur. When you leave, you may take it with you. Or, if you prefer, you may import one animal companion you already have to this position, giving it said Alter and 300 points of upgrades.

Canon Alter User **Cost: 300 CP (Free if gaining Unkei from the *A Story for the Ages* drawback.)**
Choose one Alter user out of Canon... you now share a solid friendship with them. Keep working at it, and it may even evolve something more. Plus, if you can convince them to come with you, you may now take them with you as a companion in future jumps. assuming both of you survive to the end of the ten years. Yes, this can be anyone from Kanami to Straight Cougar, Scherise to Kazuma. Note, some may be unwilling to leave without someone else; Scherise for example, unless she somehow manages to get over her obsession with Ryuho, won't leave without him. Also, you cannot pick Kyoji Mujo.

Canon Non-Alter-Using Ally/Allies **Cost: 200 CP**
I would say something similar to the above option, but let's face it, you're here for either of two options: either you want Kimishima or Mimori as a companion. So here's the deal. If you can keep Kimishima alive until the end of the jump, something that's unlikely to happen if you don't help out, you can take him on as a companion. Same deal for Mimori Kiryu, except that you also have to help her get over her massive crush on Ryuho, as without doing so she'd never agree to leave. Also, choose one of them to start the jump with a strong friendship with... giving you an in with them, if you

will. As a bonus, if you can manage to save both, you can (if you choose) take both of them with you as companions. Two for the price of one, not bad eh?

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ALTER POWER:

Now we all know why you're really here: Alter power! Ever since the upheaval twenty-two years ago, around two percent of all children born in the lost ground have the power to use Alter... and it's just your luck that that includes you.

Alright, time to pick your Alter. Since you're so lucky, I'll give you a choice between Hammer, Big Magnum or Delay Octopus...

I'm kidding, I'm kidding. Gods, the look on your face. No, go ahead and design your brand new Alter. Unless you want to take one of the canon Alters, which case ignore any of the below and choose any Alter in the show except for Absorption, Radical Good Speed, Zetsuei or Shell Bullet. Just good luck explaining why your Alter looks so similar to someone else's.

From the basic Alter Power perk, gain 800 Alter Points to design your Alter. If you took the Second Form perk, have an extra 600 Alter Points to correspondingly enhance its second form. If you took the Full-Body Harmonization perk, gain another 500 Alter Points to spend on extra upgrades to your Alter's final form. You may also exchange Choice Points for Alter Points at a ratio of two CP for one AP, which can be spent on whichever form you like.

With that said, let's begin. First off, you need to choose your Type of Alter:

Controlled Alters are the default type of Alter. These usually take the form of machines, animals, monsters, weapons, shapes and/or any combination of these. They must be mentally controlled by the user, and are usually large (about the size of a car or minivan) and slow. Of course, on the other hand, some of them can be as small as a single tennis ball as well, trading size and durability for speed and dexterity. As a rule for the baseline, the biggest and strongest of these is only able to do about as much damage as a wrecking ball, and even the smallest and fastest can barely make it past 50 mph. This type is generally about four times as durable as an equivalent amount of steel. Gain one purchase of *Large Alter* or *Transforming Shape* for free.
Cost: 0 AP

Harmonization Alters are Alters that form around or on their user's body. They mainly take the form or some piece of armor, clothing or jewelry, and basically move as extensions of the user's body. Whichever part of the body the Alter is connected to gains small buff that makes that part of the body twice as strong and durable as it would otherwise be. This also means that any Alter abilities that increase durability, strength or speed are also applied to the user at a lesser level, about half strength. As a rule for the baseline, the strongest of these can punch holes in a two inch-thick wall of concrete, and the fastest can only move about one-and-a-half times as fast as the person wearing it. The durability of this type is about two-and-a-half times that of an equivalent amount of steel. Gain one purchase of *Strong Alter* or *Three Shots* for free.
Cost: 100 AP

Independent Alters are Alters that can move and react on their own, who generally follow the whims or desires or their user. Their bodies are generally smaller than the Controlled type, with the average being human-sized or slightly bigger. They are generally as fast or faster than an average human and can move and act independently, though their user can send them directions with nary a thought. As a rule for the baseline, these are about the same level of strength as a harmonization-type Alter and are roughly twice as fast. These are generally found at about thrice the durability of steel. Gain one purchase of *Fast Alter* or *Disguise Form* for free.
Cost: 100 AP

Now that you've chosen your type of Alter, design it how you wish... within reason. On the whole, your Alter cannot stand out more than any of those shown in the actual series and cannot have more than one mundane special trick/ability/weapon... for

example a built-in futuristic (within fifty years of the future of your own reality's) military-grade heavy weapon or extendable tentacles or the ability to spew a sticky, inky liquid or the ability to cause localized ground tremors... you know, something simple like that.

Now that you're done with your Alter's baseline, how about spending some of those Alter points I gave you to upgrade your Alter even further, making it something that'll really stand out.

Alter Upgrades: (Unless otherwise stated, you may purchase a choice multiple times.)

Large Alter Cost: 100 AP (May not be taken more than five times)
Your Alter is significantly larger and more durable than others of its type. A controlled Alter would go from the size of a car up to the size of a two-story building. An independent Alter would go from the size of a person to the size of a horse. Harmonization Alters would get larger and bulkier... i.e. shoulders like the Metroid varia suit with arms sized up to go along with them. Multiply the durability of the Alter by three. Each additional purchase of this increases the size of your Alter by as much again, but the durability boost only increases the durability again by one more magnitude again. (So two purchases only gives you a durability increase of x4, and three purchases results in x5.)

Transforming Shape Cost: 100 AP
Your Alter is able to change its shape. Maybe it was a large Tyrannosaurus, but now it's a motorcycle. Or maybe it was a mechanical eagle, but now it's a massive sword. Whichever way you have it go, your Alter can change its form to cover its weakness or increase its utility. If your Alter is a harmonization type, this would change the area of your body it is harmonizing with; perhaps your boots turn into a breastplate or your hairpin becomes a pair of gauntlets. Each purchase of this gives your Alter one more shape it can transform into. Also, the purchases only apply to the form you've bought them for, so if you have the Second Form perk you'll have to buy the transformations for them separately. This does not apply to the Full-Body Harmonization form.

Strong Alter Cost: 100 AP (May not be taken more than five times.)
Your Alter is significantly stronger and hits harder than others of its type. The exact strength of which depends on your type of Alter, but in general each purchase of this makes your Alter about twice as strong. Also, each purchase of this increases the base durability of your Alter to the exact level it needs to withstand its own strength.

Three Shots (Harmonization only) Cost: 100 AP (Only one purchase allowed.)
Your Alter comes with three fins attached to it, which aside from looking cool have a secondary purpose. With but a mental command, you can break one of the fins to release a huge amount of power which you can either use as rocket propulsion or release as a blast of pure energy. The propulsion will only about increase your speed about twice what you can normally move, and will not exceed what your body can physically handle. The blast will only hit about thrice as hard as one of your Alter's standard attacks.

Fast Alter Cost: 100 AP (May not be taken more than five times.)
Your Alter is significantly faster and more agile than others of its type. The exact speed of which depends on your type of Alter, but in general each purchase of this doubles the speed of your Alter. It also doubles the reflexes, mobility, dexterity and all that other good stuff, making your Alter not only faster in straight speed but also able to react to things faster as well. Also, each purchase of this increases the durability of your Alter to the exact level it needs to be to withstand its own speed.

Durable Alter Cost: 50 AP (May not be taken more than six times.)
Take your Alter's durability and double it. Yep, that's it.

Disguise Form (Controlled and Independent only) Cost: 100 AP
Your Alter may be an expression of your will on energy from another dimension, but they’re pretty conspicuous and sometimes you want to be able to lay low while using your power, right? Well now you can: your Alter can change its appearance to appear to be a real person, animal or item of similar size and shape. Your robot dog will look just like an actual dog, and your human-like Alter will be somewhat indistinguishable from an actual human. This only works if your

Alter is pretty close in size or shape to an actual animal, human or item... if your Alter is a twenty-story robo-snake, this perk does nothing as twenty-story snakes don't exist in this world. Also, as a bonus, you can update this disguise in whatever future jumps you find yourself in; in a fantasy world you may choose to disguise it as magical creatures that exist there, while in a sci-fi world you'd instead find disguises replicating that setting's aliens or robotics. Also, this only applies to the form you take it in, so if you take the Second Form perk and want to disguise both forms, you'll have to buy this again. You may redesign these disguises at the beginning of every jump. You may also buy this multiple times for the same form, gaining another disguise form for each purchase.

My Master (Independent only) **Cost: 500 AP** **(Only one purchase allowed.)**
While independent Alters are not totally controlled by you, at the same time they normally don't have much in the way of personality. They'll act on their own in accordance with your desires, but aside from that won't be able to hold much of a conversation with you... assuming that they're even capable of communicating with you at all. With this, you won't have to worry about that. In addition to giving your Alter everything it needs to communicate with you, you may also create a personality for your Alter as well. Perhaps you want your fire-bending monster to be an utterly devoted girlfriend or you want your car to be a nerdy bookworm or perhaps you want your little yellow beetle robot to be a sassy black sidekick. With this upgrade the sky's the limit in designing its personality. Although I will warn you: taking this upgrade with *Multiple Bodies* will make multiple people with the exact same personality... they'll be separate people, but their starting baseline will be the exact same personality, so be careful to choose one you won't mind dealing multiple times over.

Boost **Cost: 100 AP** **(May not be taken more than six times.)**
In a truly desperate situation, you can pull out just a little more power. Your Alter now has one emergency "boost" which, when activated, doubles the capabilities of your Alter for ten minutes. After it is used, the boost takes about one month to recharge, so it is best kept until emergencies. Each additional purchase of this you gain one extra charge, up to a maximum of seven. (Also, assuming you have multiple charges, activating them at the same time DOES cause them to stack: activating two makes your Alter x4 as powerful, while activating three brings you to x8)

Flight **Cost: 100 AP**
Your Alter can now fly. It starts with a flight time of thirty minutes, and requires about ten minutes to "cool down" between each time you use it. Each purchase of this upgrade doubles the amount of time it can fly through this power. And of course, if you have a harmonization-type Alter, that means you yourself can fly while using it.

Extra Trick/Ability/Weapon **Cost: 100 AP**
You know how I said you could only have ONE special trick, ability or weapon? Go ahead and take another one.

Powerful Trick/Ability/Weapon **Cost: 200 AP**
Choose one of you special tricks/abilities/weapons, (or your only one, if you didn't buy extra ones,) and triple its power for each purchase of this power. Congrats, you're now a heavy hitter.

Secret Tricks/Abilities/Weapons **Cost: 200 AP** **(Only one purchase allowed.)**
Normally your Alter's tricks/abilities/weapons are pretty obvious at a single glance at your Alter. Not anymore, because now your Alter has hidden said tricks, (either inside its body or disguising them as something else,) only bringing them out when it needs to use them. Have fun surprising those you come across.

Multiple Bodies **Cost: 200 AP**
Your Alter is not made into one single large body, but rather a series of smaller ones. This increases their utility as each body can move independently of each other, and be used to perform multiple tasks at once. As a general rule, the smaller the Alter is the more bodies you can create; a car sized Alter could only make two bodies (including the original) while a human sized one could make three or four and tennis ball sized ones can make anywhere from eight up to 10. Each additional purchase of this gives you that number of extra bodies again - eight tennis balls goes up to fifteen tennis balls, while two cars only goes up to three. Note, this only applies to the form you buy this for: if you choose this for your base Alter and also get the Second Form perk, then only your base Alter will have multiple bodies and you'll have to buy it again if your want your second form to have them.

Multi-Type (Requires *Multiple Bodies* OR the *Second Form* perk) Cost: 100 AP (May only be taken twice.)
Your Alter is more than one of the types listed above. Maybe you want a fighting robot AND combat armor? Maybe you want a completely controllable machine with a small sentient turret that can think and act for itself? Whatever the case, this is the choice for you. If you buy this with Multiple Bodies, then you may choose what type each body is. If you buy this with your second form perk, then you may change the type of Alter your second form is. If you have both, you may do one or the other. Should you wish to do both, you must buy this twice.

Body Control Cost: 400 AP
This perk is dependent on type. If you have an independent or controlled Alter and you have that Alter touching a person or animal, you can temporarily control that person's (or animal's) body. Their mind will be put in a dream-like state while you do so, and your Alter will have complete control over that person's body: it can puppet their body, cause their cells to multiply marginally faster to promote healing, or just cause their cells to slowly die off to deal damage to their insides. This effect will last half-an-hour on a regular person, with weak-minded people and animals lasting much longer and strong-willed people able to throw off the effect in mere seconds. If you have a harmonization type Alter, your Alter allows you to harmonize with your target, giving you the same effects as above but with increased speed and duration at the cost of damage to your own body: you can take over a person for hours, cause fatal injuries to heal in mere seconds, or stick your hand in someone's chest and have their cells just necrotize before your eyes. But you must be careful, as the more you push this ability the more damage it will do to your own body; healing a broken leg may only cause a small bruise or an ulcer to you, but bringing someone back from the brink of death is easily enough to cause your body to consume itself internally and kill you. Each purchase of this doubles the speed and duration of the puppeting/healing/necrotizing and decreases the damage you do to yourself by half if you harmonize with someone; after about four purchases, you effectively don't need to worry about the damage you do to yourself no matter how much you heal a single person... you should well be able to heal about four critically injured people before it start to become a threat to you.

Strange Vanity (Harmonization Only) Cost: 100 AP (Only one purchase allowed.)
Choose one part of your body you do not normally have control over, such as your hair or fingernails. You now can rapidly reshape them and move/control them just as easily as your arms or legs. You can transform your fingernails into foot-long, razor-sharp knives or use your hair as a grasping tool... or just use it to keep giving yourself ever-increasingly elaborate hairstyles. You know, whatever floats your boat. While the transformative process is very versatile, it does have its limits: you cannot cause it to grow more than twenty-times its actual size. Also, as a bonus, when using this power your chosen body part is considered part of your Alter, gaining all of the benefits your Alter is given, such as increased strength or durability.

Elemental Transmutation Cost: 400 AP (May not be taken more than four times.)
Your Alter can transform any non-living, solid matter it touches into one of the four classical elements (earth, air, fire and water) or some facsimile thereof. You could turn a motorbike into a puddle of water, transform a metal door into a rectangle of packed dirt or cause a large rock to dissolve into air. When you buy this, choose whether you would like your alter to go with the actual classical elements or if you would like "some facsimile thereof"... i.e. would you like to be able to turn the motorbike into a puddle of water, or would you like to turn the motorbike into a liquid puddle of "all the things that the motorbike is actually made of"? Each purchase of this allows you make this choice again for each element, up to a maximum of four. (And as a word to the wise, I'd advise against choosing the "facsimile thereof" of fire... fire that's not fire but instead some sort of metal or something is some pretty trippy stuff, you know.)

Elemental Control Cost: 200 AP
Your Alter has limited telekinetic control over one of the four classical elements. (Earth, air, fire and water.) In a radius of two hundred feet, it can telekinetically exert as much force as you are capable of physically exerting on the chosen element simply by thinking about it. It's control of this is nigh absolute, and overwrites any other control being exerted on the element you've chosen. Each purchase of this either allows you to choose an additional element OR allows you to double your range and force upon that element. If your Alter is a harmonization-type, its power extends to you.

Illusions Cost: 300 AP (Only one purchase allowed.)

Sometimes you don't want to fight a direct fight, and prefer to use misdirection. That's where this comes in. With this upgrade, your Alter can project "Illusions" (i.e. vivid visual, tactile and auditory hallucinations) directly into the mind of your target. This works better on weaker-willed opponents, as the stronger a person's will is, the more likely they are to realize that it is just an illusion and to throw off the effect... though even a strong willed person will be affected by it for at least minutes. Also, as a side note, this is considered (in the whole scheme of all the jumps) to be an extra-dimensional energy attack. It works by shooting energy through the Other Side to excite electrons in the brain to cause the illusions. That means that dimensional energy shielding or brain-regulating mods will protect against this, but psychic resistance or magic illusion immunity won't do jack squat.

Fate Scripting **Cost: 800 AP (Only one purchase allowed.)**
Your Alter allows you to manipulate fate. By writing or typing up a script and then feeding it into your Alter, you can cause people to act out the scripts you write... to a certain extent. The more "in character" the script is, the more likely it is to effect the targets. A perfectly "in character" script will be hard for someone to break with anything but the greatest willpower, while a script that has a person acting completely differently to how they normally would would lose power over that person in seconds. And when a script loses power over one of the "characters", it loses power over all of the others. Also, your scripts lose power if you ever sleep, fall unconscious or die.

Permanence (Cannot be bought with *Fate Scripting*) **Cost: 200 AP (Only one purchase allowed.)**
Normally, your Alter disappears a short while after you fall asleep/unconscious, when dismiss it, if it takes enough damage or if you die. This is because Alters are mostly made with energy from the dimension known as the Other Side, and thus are more in tuned with that dimension. With this upgrade on the other hand, your Alter is now permanently created when you summon it. Now whenever you summon your Alter, it stays until it is completely destroyed or you summon it again. Be warned though, that this comes with a drawback: since this is done by tuning your Alter to this dimension, your Alter is much more difficult to summon. It now takes about fifteen minutes to summon, and after you summon it you cannot summon it again for another twenty-four hours. This does not apply to the Full-Body Harmonization form.

Technopathy **Cost: 300 AP (Only one purchase allowed.)**
Your Alter is able to hijack into any technological device more complicated than a calculator. This allows complete control over the connected device, and if that device is networked with other devices then it also allows limited control over those as well. If your Alter is an independent type then your Alter will have said control, otherwise it will present you with some sort of console or some such to allow you to input commands... assuming it doesn't just stream it all directly into your brain. I mean, it really depends on the type of Alter you have.

Density Manipulation **Cost: 200 AP (May not be taken more than three times.)**
You can manipulate the density of your Alter up to a magnitude of five both ways, making up to five times as dense or reducing its density down to one fifth. While this doesn't seem as useful as some of the other upgrades, this does have its own advantages. Increasing the density increases the durability and weight of an object, making it highly defensive. Decreasing the density, on the other hand, makes it light and airy, allowing for great mobility and speed. I dunno, I figure you'll figure out some use for this if you really want to. Each purchase doubles the effective density you can increase or decrease to. (Two purchases gives you 10x and 1/10, while three gives you 20x and 1/20.)

Teleportation **Cost: 100 AP**
Your Alter can now teleport to anywhere within line of sight. Optionally, your Alter can also take any person or object it is touching with it, assuming said person or object is no bigger than twice the size of the Alter. If you have a harmonization-type Alter, this limit instead applies to the size of your body. Also "line of sight" is relatively subjective, as a photograph or video is enough to teleport with, assuming the landscape still looks relatively similar to how it did in said photo/video. The teleportation takes about eight seconds, with each purchase halving the time it takes to teleport.

Mirror Mirror (Cannot be bought with any other Alter upgrade) **Cost: All of your AP (Only one purchase allowed. (Duh.))**
Your Alter starts extremely weak, but eventually gains immense power. Your Alter is able to transform into a copy of any Alter that you have personally seen, though initially only at half power. Also, this copy can only be used for ten minutes

at a time before it need to cool down for three hours. Every year you are in this jump, your body naturally draws on the Other Side to increase the power by 10 percent and your time limit is increased by an additional eleven minutes. For those of you not keeping track, that means that your Alter maxes out at 150 percent power of normal for two hours, though the cool down of three hours still remains. Also, to copy a Second Form or Full-Body Harmonization version of an Alter you must have the corresponding perks.

The Power of the Other Side (*Full-Body Harmonization* perk only) Cost: Free (Only one purchase allowed. Required if you bought the *Full-Body Harmonization* perk.)
Your Alter has reached the third stage of evolution and unlocked its true power. Regardless of the type of Alter you have, when you change it to this form it becomes a harmonization-type Alter manifesting as a full-body set of armor/clothing... thus the name Full-Body Harmonization. Your Full-Body Harmonization gives you a huge boost to all your physical stats. Your own personal strength, speed, durability and endurance are all increased by four times human (for a reasonably fit adult human, that is) standard, even over the other boosts it gives to your Alter. You gain a boost to your senses and perception, enough to easily deal with the increases. It also increases the effectiveness of all upgrades you have purchased for your Alter, though only a small amount. Also, any tricks/abilities/weapons of your Alter are all made three times as strong/fast/forceful/powerful. You also gain a powerful battle aura that sustains your physical body from things like hunger, thirst, or the need to breathe and sleep... even to the point of surviving in outer space or other dimensions for extended periods of time. No protection for your mind though, so make sure you don't stay somewhere so alien that it breaks your psyche. Also, due to the extreme amount of extra-dimensional energy being pumped through your body making it extremely taxing to use this, the form can only last up two hours (at most) in our dimension before it finally gives out. After leaving the form, the extra-dimensional energy buildup in your body keeps you from being able to access it for another twelve hours. Should you use this in the Other Side or any similar dimension of pure energy, these limits go away as it draws on the native energies of those dimensions to power the transformation instead.

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ITEMS:

Now, assuming you have any points left, is suppose you want some toys to play with? Don't worry, I've got you covered.

Trademark Clothes Cost: 50 CP
You probably have a signature look that you always like to wear, so have twelve copies of the same outfit, designed to your specifications. These change size with you as you grow and resize to fit any body/alt-form you change to, but otherwise provide no benefits other than a regular set of clothes.

Stack o' Cash Cost: 50 CP
Cash money. Everyone likes that right? Each purchase gives you 750K Yen.

Worker's Gift Pack Cost: 100 CP (Free for Civilian)
One thing you need to know about living out in the Lost Ground is that food is scarce everywhere except in the big city, and what food there is is at a premium price as well. Luckily for you, community farms are the IN thing right now. Have this gift of tools, farming implements and other such necessities, sure to practically insure your hiring at a local farm anywhere in the Lost Ground. Includes a rake, a hoe, a shovel, a hammer and a set of nails, two screwdrivers, a large heavy wrench, fifty feet of strong rope, six sets of sturdy work clothes, a cloth bandanna, a set of work gloves and a rugged pair of work boots.

Nostalgic Memento Cost: 100 CP (Free for Scientist)
A small crystalline arrowhead-shaped sculpture, this memento reminds you of happier times. Whenever you feel stressed or angry or worried or sad, one look at this reminder of happier days will make you feel much, much better. Plus, it has sharp edges and could probably be used as a makeshift knife in a pinch.

HOLY Uniform Cost: 100 CP (Free for Soldier)

The ultimate symbol of power in the Lost Ground, the HOLY uniform tells everyone that you are a member of the most prestigious para-military police force in the world: the HOLD police force's Alter-user division, HOLY. This uniform is perfectly tailored for you and is made from the finest materials, guaranteed to never rip, tear or split for a full decade. Woven inside are several new military-grade defensive meta-materials, allowing it to act as body armor as well. It also seems to be supernaturally good at repelling dirt and debris, allowing even the most rough and tumble Alter-user to step out of a warzone looking fabulous. What, you say you AREN'T a member of the prestigious unit HOLY? Well, I suppose if you ever wanted to infiltrate or impersonate them this would make a pretty decent disguise, then. Should this uniform ever actually become damaged or destroyed, you will find a perfect replica one in your warehouse the following day.

Book of Contacts **Cost: 100 CP (Free for Native Alter)**
Whether it's rolling up for an Alter brawl or planning insurrection against HOLY, sometimes it just pays to be able to know who to call. This little yellow book includes the names, addresses and phone numbers (should they have them) of a large number of Alter-users, soldiers, and reasonably skilled individuals in a variety of different areas and skillsets. What's more, not only does it include this information, but it also has a strange tendency, some may say supernatural even, to open to the number of the person who is just perfect for whatever you need most at the time. This also updates in future jumps to contain the contact info of a large number of that jump's soldiers, skilled individuals and superhumans. Note, this just gives you their contact information. It's still up to you to convince them to help you.

Bounty of the Earth **Cost: 200 CP (Discount Civilian)**
As was stated above, food is relatively scarce in most of the Lost Ground. Luckily for you, somewhere along the line you have made friends with a group of farmers, who take it upon themselves to make sure you do not starve. Every week, the farmers will show up with multiple baskets full of fresh fruits and vegetables, enough for one person to eat heartily for a week, or for three to four people to eat sparingly for the same amount of time. After the end of this jump the farmers no longer appear, though you still receive shipments of the same amount of fruits and vegetables, which magically appear in your warehouse should you have somewhere to store them.

Encyclopedia Exhaustiva **Cost: 200 CP (Discount Scientist)**
As the famous saying goes, Knowledge is Power. With this set of 912 reference books, you'll never be caught out on not knowing about the locale ever again. This EXHAUSTIVE set of encyclopedias contains (almost) everything you could want to know about history, geography, applied science, literature, fine art, social science, psychology and philosophy of the world. Also, as a special bonus for buyers from the Jumpchain, this set of encyclopedias updates itself every jump to either exhaustively cover the planet you are on or generally cover the entire galaxy, the choice of which must be made preceding the jump. *Limit one per customer, no substitutions, exchanges or refunds.

Secret Jetpack **Cost: 200 CP (Discount Soldier)**
Fresh out of military testing, this backpack-like device unfolds into a small jetpack with two kite-shaped wings. Containing enough fuel for two hours of flight, it is the perfect thing for making an escape or just messing about in the clouds. It's fuel regenerates when not in use, taking but a measly hour to go from empty back to full. (Note: This only applies when in your possession. The fuel does not regenerate if you lend it to a friend or anything.) It also comes with a replacement guarantee... should it ever be lost, stolen or destroyed, another will appear in your warehouse the next morning.

Box of Contraband **Cost: 200 CP (Discount Native Alter)**
A good majority of Alter-users run with gangs, and have connections with people who pass... let's just say not very legal goods. Of course, these sort of connections can also benefit you as well. Every month, you have your choice of illegal objects delivered directly to your in-jump home or warehouse, whichever you prefer. Illicit drugs, military-grade weapons... heck, you can even get bootleg DVDs, trafficked antiques or illegally smuggled fruits, if that's your thing. The only limit is that they must be things that exist in your original reality, they cannot exceed a street value of $250K per month, and the shipment must fit within a 2'x2'x4' shipping box. In this jump these will be physically shipped to you, but in each subsequent jump they will just magically appear on the first day of every month.

A Durable Ride **Cost: 400 CP (Discount Civilian and Native Alter)**

When you need to get from point A to point B, there's nothing better than... okay, there's actually about a million things better, but you're getting a dune buggy. Luckily for you, this one has quite a few bonuses. It has an unlimited amount of fuel, and can run forever* without needing maintenance. What's more, it is stupidly sturdy... as in, needs the force of an exploding dwarf star to bend the frame. Never worry about your car getting destroyed by regular things like bombs or crashes ever again. *Not actually guaranteed to run maintenance free forever. We recommend maintenance every 1.2 Billion years or every 7.5 light years, whichever comes first. (Note: If you take this with the *Curse of Kunihiko Kimishima* drawback, the car will be held in escrow and you will get it AFTER you finish the jump.)

Dars Serum & Masks Cost: 400 CP (Discount Scientist)
Scientist on the mainland really know how to break an Alter-user down in their quest to refine Alter power. Those who are found to be "weak" or "unfit" during this process are mentally savaged and placed in the Dars Unit of HOLY. Dars members have their sense of individuality stripped away and are inordinately susceptible to commands and orders given to them by others. They also have their Alters changed into identical disembodied, floating hands. And while this normally takes a large amount of torture and brainwashing, you're getting a serum that can replicate the end results without the morally abhorrent processes. (Though the moral abhorrence of the end result still remains.) With this you gain a set of six vials of the "Dars serum," which replaces any Alter-user's Alter with the traditional "Dars hand" or gives that same Alter to any non-Alter-using person who is injected with it. It also degrades the injectee's sense of self and makes them psychologically programmed to follow your orders. This works on all but the most exceptionally strong-willed people. You can remove this mental effect by watering down the solution (with a separate solution, which is also provided) in which case they will gain the designated Alter power only. Should you inject an Alter user with the watered down version, they will instead gain the "Dars hand" as a second Alter that they can use separately from their regular Alter. As a bonus, you also gain a set of six Dars face masks to go along with the people you've injected. The vials restock at the beginning of every jump, though if for some reason you want more of the masks you're out of luck… you get six and that's it.

HOLY Transport Vehicle Cost: 400 CP (Discount Soldier)
One part boxcar-like motor vehicle, one part mobile command center and one part heavily armored tank, the HOLY transport vehicle is everything you could want in a forward command... base... vehicle... thing. Includes a full forward command center with full satellite access and ECM suite, a set of bunks for your soldiers that want to have a quick siesta, as many storage lockers as you could shake a stick at, and good half-dozen doors and other access points for quick entry and exit in whichever situation you might find yourself in. Hunt down those dirty Native Alters in style.

Anti-Alter Weaponry Cost: 500 (First free for *Special Forces* perk)
Straight out of testing from the mainland, these directed energy weapons are the JSDF's response to the incredible power of Alters. These weapons pack quite a powerful punch... at least eight times as much as the equivalent modern military equivalent. What's more, the damage they do irradiates the wounds with extra-dimensional energy, majorly suppressing all regeneration and healing abilities. They run on an experimental energy cell that lasts 500 shots and slowly recharges over time (about 5 hours from empty to full) or quickly (in about 1/2 hour) when fed a connection of 220v DC electricity. They come in assault rifle, sniper rifle, submachine gun and pistol models.

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DRAWBACKS:

What, Jumper? You want to take challenges to make sure you're providing me with the best entertainment you can? Aww... that's so sweet. Tell you what, for each challenge you take, I'll give you some Choice Points. But, just to keep things from getting too out of hand, I'll be limiting how many you can take. You can only take two of each of the different price tiers of options. That means only two 100 CP drawbacks, two 300 CP drawbacks, and two 600 CP drawbacks. Yeah, that does mean that in total you can have 2000 points worth of drawbacks. You're welcome.

Flesh and Blood and Really Awkward Art Style Gain: 0 CP
Don't like the anime? That's fine. If you wish, you can jump into the world of the much worse s-CRY-ed manga instead. This drawback does not count against your drawback limit.

It's thick, it's hard, and it's coming to get you! Gain: 100 CP
Wow... you cannot stop it with the sexual innuendos. While other people might use them occasionally, about every third sentence out of your mouth is some sort or dick joke or lewd doublespeak. While this won't really affect your ability to get your point across, expect to come across as a raging pervert. Also, don't expect to have many friends who acknowledge you in public: all that innuendo is bad for your reputation, after all.

ALTERnative Names Gain: 100 CP
Kazuma, Kazuya, Mimori, Minori... what's the difference, am I right? You now have a massive verbal tick where you constantly screw up everyone's name by at least one syllable... and unlike Straight Cougar, this isn't on purpose. Rather, it's a truly psychological problem; you literally CAN'T say a person's name correctly. Just try to say a person's real name and somewhere between your brain and mouth it'll get messed up and come out wrong. Expect a lot of strange looks as even simple names like Tom or Ami come out weird.

Radical Good Speed-talking Gain: 100 CP
You can NOT shut up when you're scared. Or angry. Or sad. Or happy. Or indifferent. In fact, do you even have time to breathe? Seems that anytime you open your mouth, words start spilling out and don't stop. What's worse, the part of your brain that regulates your vocal cords seems to have forgotten what punctuation is, as your super long monologues always come across as one giant run on sentence... spoken at least twice the normal speed you talk at. Needless to say, expect a lot of people to tell you to shut up.

Land-Locked Gain: 100 CP
The Lost Grounds is mostly a shit-hole, and everyone knows it. Excepting one small civilized area, the majority of the area is trashed, with a tech level somewhere between “abandoned housing development” and “post-apocalyptic wasteland”. Unluckily for you, you're now bound here: for your entire 10 years, you may not leave the Lost Ground. Should you try, or be forced to, you will gradually weaken over time and will die within one year. For each week of weakening you experience, it takes about three weeks of recovery to get your strength back. Also, this “weaken and die thing” also applies to your warehouse too, not technically locking you away from it but keeping you from just screwing off in your hidey hole for the entire jump. Not gonna give you that many points for this, as the civilized zones aren't actually all *that* bad, if a bit pricey to live in, and keeping from being forcefully deported isn't actually hard unless you really do something to seriously piss off the Mainland.

Kyoji Mujo, Bastard Gain: 100 CP
Uh oh... somehow in your first year of the jump you've attracted the attentions of Kyoji Mujo, a huge asshole and a relatively powerful Alter user from the mainland. His Alter, Absorption, allows him to steal energy from and use the powers of other people's alters. He also is a massively power hungry prick, so expect him to dog your steps every step of the way. While he is not out to kill you, he will do everything in his power to foil anything you do. He also will not rest until he has absorbed all of your Alter power. What's worse, he has a huge number of connections to people in power, both in the Lost Ground and on the mainland, so he has what might as well be limitless resources to pursue his goal of annoying you in any way possible. Also, he now has an incredible amount of plot armor... for the first nine-and-a-half years of this jump, you cannot kill him nor hurt him bad enough that he cannot recover and come back to dog your steps again. It is only in the last six months of the jump that he loses his plot armor and is fair game for you to kill and/or maim. Also, should you try to trap or imprison him, he will escape within six months. Luckily for you, though, he won't notice you until you have completed your first year of the jump, so you have time to prepare for him. Also to your advantage, he starts with the amount of power he had before canon, so if you preempt his co-opting the power of the Crystal, he becomes much, much less of a threat. What's more, while he will be quite bothersome, he will not be an actual threat to your life.

Curse of Kunihiko Kimishima Gain: 300 CP
Yeah, you're addicted to getting high-end vehicles. Whether cars or bikes, boats or airplanes, you always have to get the nicest one you can afford. This manifests as a habitual urge to buy the nicest of vehicles, even when you don't need them. Of course, this curse is pretty insidious too, giving you another reason for always buying new vehicles: because your old ones are trashed at the drop of a hat. Drive your friend to a fight with HOLD? A tank somehow gets flipped and dropped

on your bike. Go to meet the pretty girl? Her Alter power liquefies your new vehicle. An Alter fight breaks out nearby? Your classic car is deconstructed to create an Alter. In short, you have an expensive taste in vehicles and horrific luck in making sure that those vehicles aren't destroyed in a consistent, yet oddly humorous, manner.

Maxwell On The Cliff (Cannot take if you did not take the *Alter Power* perk) Gain: 300 CP or Gain: 1000 AP
Your Alter power is nice, but had one MAJOR drawback: you need to be in truly desperate straights for it to have access to its power. If you are confident in a fight, your Alter only has access to 1% of its full power and cannot access any but its most basic of forms. If you find yourself in serious trouble during said fight, your Alter can pull forth a full 20% of its true power, though it is still limited to first form. But only after you've retreated as far as you can and have your back to a cliff can you truly realize your Alter's power... in other words, only when you truly fear for your life in a battle can your Alter utilize a full 100% of its power and utilize any advanced forms, should it have any. Should you take this disadvantage for AP instead of CP, it will not count towards your drawback limit, but it will also not fall off at the end of the Jump... instead becoming a feature of your Alter, and follow you throughout the rest of the jumpchain.

Excess Generosity Gain: 300 CP
You are generous to a fault... much too generous. Needless to say, you're going to be very, very poor for the duration of this jump, as any money you find yourself getting beyond what is strictly necessary to survive is immediately donated to those less fortunate than you. Even when you're dead broke, you find yourself donating whatever money you can find to some poor kid who's trying to provide for his sick father and invalid mother. Also, don't think any infinite money exploit is going to get around this, as you'll just give give it all away just as fast as you can... and giving away that much money is going to devaluate the value of money down to practically nothing. Hope you have a good friend/roommate/significant other/dependent who is good enough to save for a rainy day, as if left up to you you'd be nearly starving to death while helping everyone else make sure they had plenty to eat.

Refined Alter (Cannot take if you did not take the *Alter Power* perk) Gain: 300 CP
Sometime in the past, you were sent to the mainland to have your Alter "refined." By that, I mean that they tortured you and performed inhumane experiments to try to forcefully evolve your Alter. Whether or not it worked, your life expectancy has been cut by a ridiculous amount. Should you live an average, boring life, not using any unnatural powers, you will live a grand total of twelve years, though the last four of those will be wracked with weakness and health problems. Naturally, this overrides any lifespan-/health-boosting and immortality perks you had before. Also, each time you use a supernatural power, whether Alter power or any outside jump supernatural powers, your life expectancy goes down by two weeks. So you'll have to miser your power uses, and live very carefully. .

OCP Shutdown (Cannot take if this is one of your first two jumps) Gain: 300 CP
Really, when you think about it, Jumpers are quick to become way too powerful for most low-end settings. Out of Context Problems indeed. I mean, an ever-expanding repertoire of perks, skills, bonuses and powers do add up after a while. Eventually it gets a little boring, so try this on for size: for the rest of the jump, all those nifty perks, skills, abilities and things that you bought in previous jumps are disabled. That's right, you're limited to your baseline Bodymod and nothing else. Let's see how you pull this off, Jumper. Maybe it'll be a little more interesting, huh?

Kyoji Mujo, Super Bastard (Requires the *Kyoji Mujo, Bastard* drawback) Gain: 300 CP
As in the previous *Kyoji Mujo* drawback, except that now his goals include eventually killing you in a suitably dramatic fashion some time during your last year here. He also starts with every bit of power he ever accumulated in the anime, and as a bonus he randomly gains two of your out-of-jump perks. However, to make things a little more fair, his plot armor is degraded and now only works for the first four years of the jump.

A Story for the Ages Gain: 600 CP
Unkei has taken an interest in you, and not in a good way. Using his Alter, Mad Sprict, he has written a story called "The Tragedy of the Jumper" wherein you repeatedly face a strange, world ending Native Alter enemy who is surprisingly your equal in every way and after nine years of fighting end up giving your life to kill him and save the world. This story, unlike the regular work of his ALTER, is much more powerful and is nigh permanent in spite of whether or not he is conscious, or even alive. Your only chance is to convince him to change his story, something which offends his ego and thus is going to be pretty hard to do. Should you fail, you will certainly die, so work hard and try to help create a story

that Unkei would be proud to write. Oh, and better not let Unkei die until you get him to fix the story, as that would be... bad. Still, should you succeed in helping Unkei create the better story, you may gain him as a companion for free. (Though you really don't have to take him if you don't want to.) If you do, his Alter's power returns to its canon levels.

Wrath of the Other Side (Cannot take with the *A wild animal with an Alter?* companion.) Gain: 600 CP
Somehow, you resonate wrongly with the energies of the Other Side. This manifests itself as a natural dislike by anyone or anything that can use Alter. Since human brains are more developed, this only means that human Alter users naturally distrust you at first glance, something you can overcome with time and effort. But for animal Alter users, whose brains are much less developed and thus more susceptible to the flow of the Other Side, it manifests as an innate, unstoppable hatred of you and anything you do. Any animal able to use Alter will attack you on sight, and won't stop until either you are dead, or it is. Also, Alter-using animals will leave randomly leave the Alter forest and head straight towards you... expect about two to three attacks a month. Also, should they not be able to kill you within eight years, on the first day of your eighth year in-jump the entire Alter Forest will empty out as EVERY remaining animal able to use Alter will head out to attack you in a giant wave of Alter and animal fury. However, should you survive this, the lack of Alter-using animals will mean you don't have to worry about this problem for the rest of your time here.

Kyoji Mujo, God-King of Bastards (Requires the *Kyoji Mujo, Super Bastard* drawback) Gain: 600 CP
As the previous *Kyoji Mujo* drawback, except that he loses all of his plot armor but randomly gains ten of your perks (or all of them, if you have less than ten) and a relatively-accurate psychological profile on you and any companions you have, which he uses to attempt to predict what you will do. Also, he no longer cares about ruining your plans or draining you of Alter power... now, his only goal is to kill you as quickly as possible or enable something or someone else to do it for him. Oh, and that year head start you had on him? It's now reduced down to just six months, after which he will eschew all subtlety and attack you at full power. Good luck, because you're going to need it.

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Endgame:
So you've managed to finish your jump without dying or being so boring that I just couldn't stand it anymore and booted you. First off, all your Drawbacks end. Second, if you have a self-aware Alter you can choose to remove it as an Alter power and turn it into a companion; if you do, it keeps its own form, but gains a human alt-form, just to make things easier on everyone involved. Now you have a choice. Let's be honest, since this isn't an end jump we all know how this goes. But just for the sake of completion:

Keep going – the obvious choice, this allows you to continue on your chain and go to your new jump.
Stay here – Really? Well, I mean, it *is* your life. If you want to stay here, you're welcome to it. Have fun, I guess.
Go home – Well you know how this is. If you died in-jump, this is your only choice. With this your chain ends and you return to your home literally the second after you left to start on your jump chain. As a consolation prize, keep everything you've bought so far... actually, have a refresher copy of your original, pre-jump life's memories, as a special bonus from me. But yeah, your chain is over.

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Notes:

For the knowledge gained from an Alter Power *Degree*, it basically boils down to this: since you've spent so much time studying the hows and whys of the energy from the Other Side, you now have a decent knowledge of Alters and what they're capable of. Should you come across any random Alter, you will within moments figure out its capabilities and secrets. Also, should you know how to create or modify directed energy weapons, you can figure out how to modify them to pull energy from the Other Side and run on that instead of whatever power source they do have. This not only gives them essentially limitless ammunition, but also allows them to direct much more power, tripling their effective strength. This can eventually be reverse engineered into any other sort of dimensional energy-shunt technology… though it will take a ridiculously massive amount of engineering knowledge and AT LEAST two decades of research to even begin to get a firm grasp of the underlying truths of the Other Side and how to draw infinite energy from it.

The Kyoji Mujo drawbacks replace each other, they **do not stack**. If you take all three, you'll only be facing Kyoji Mujo, God-King of Bastards by himself, not alongside Kyoji Mujo, Bastard and Kyoji Mujo, Super Bastard. Even I wouldn't be enough of a dick to subject you to more than one of the prick, after all.

Should you have Alter power and be over the age of 22, you can have one of two things happen: either you can change your age to 22 OR you can be considered a precursor of the upheaval, a sort of “Patient Zero” or “Herald of the Upheaval” as it were.

I think it’s needless to say, but if you do not take the Alter Power perk, you do not get an Alter. Even if you have spare CP and can afford to convert them into AP, you cannot do anything with said AP unless you have an Alter… which you don’t get if you did not purchase the perk. And since the perk is free… do I even need to say more?

If you are less than seventeen years old, you may not get the second free degree from the scientist origin… the perk’s requirements, in this one specific case, supersede the freebie from the origin… you still get the one free degree, but until your in-jump self gets to 17.5 years in age, you can't get any extra degrees from the perk, even if it would be free from the origin.

The OCP shutdown drawback only shuts down the perks themselves, not the things that resulted from the perks. You would lose your enhanced learning from an out-of-jump learning perk, but if you used that perk to previously learn calculus, you wouldn't magically unlearn said calculus.

I know there are some places where I've been vague in my wording. Just Fanwank it whichever way you like. This is all for fun, after all.

This jump brought to you by the idiot who brought you the Madahorn Jump.