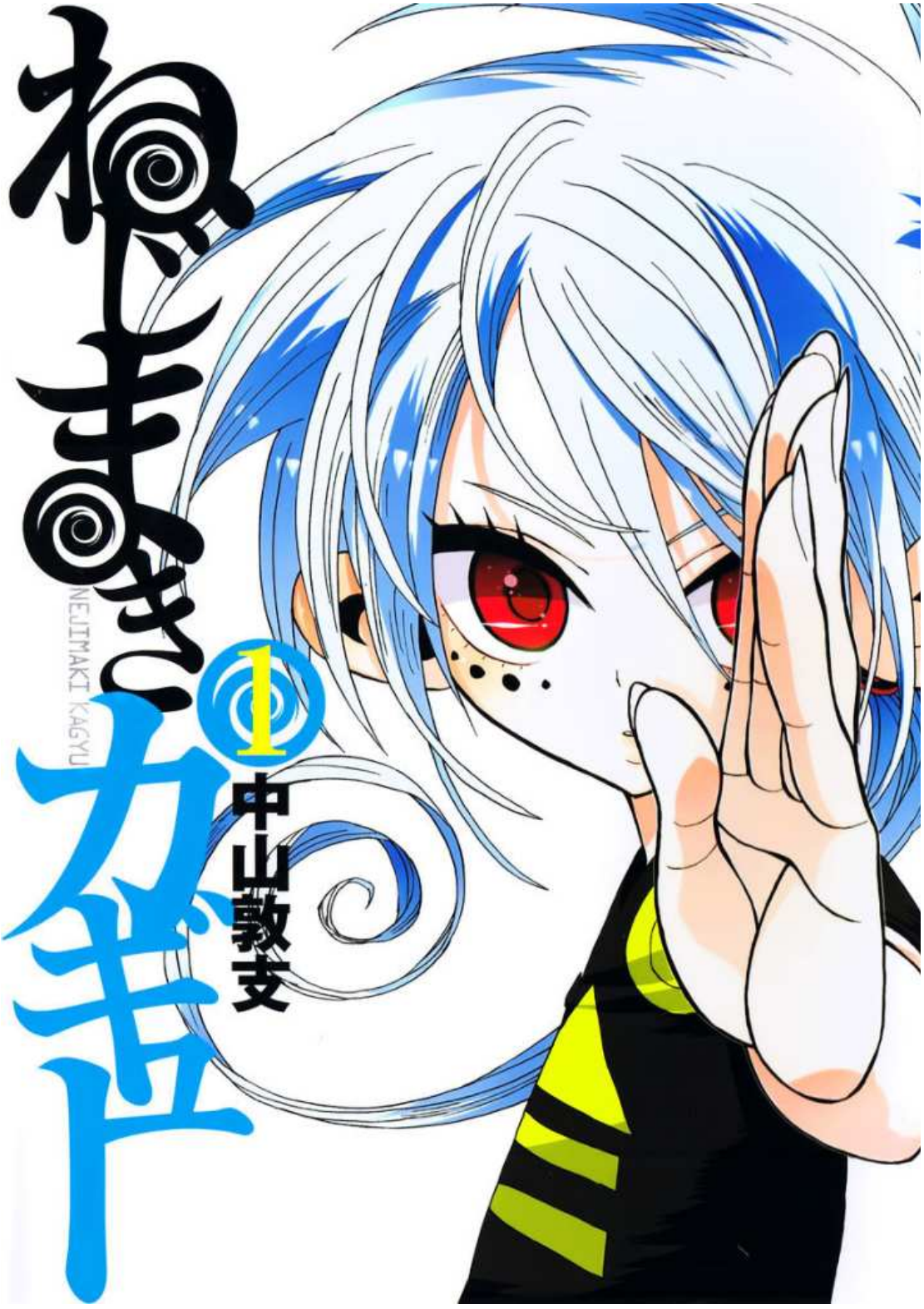


Nejimaki Kagyu

Jump by dragonjek

Version 0.5

Hanaha Sakuragi High School. One of the foremost schools in Japan, its massive campus is roughly the size of the Tokyo Dome, covering more than 100,000 m^2. This school has over 10,000 students and hundreds of teachers, and is the school at which one of our deuteragonists, Negizawa Kamo, teaches.

And for a man who earnestly believes that the role of a teacher is to be family to their students, and to protect them, there is no worse place in the world that he could have chosen to work.

Sakuragi's fundamental principle is the idea of "charaizm". The ideal espoused by the Board Chairman Nichie Rihito, it states that a person's individuality is a rough and unpolished gem, and it is only through strong personalities clashing against each other and battling for supremacy that they can be polished into something beautiful. The sole value of a person is determined by the strength of their individuality.

"*Each and every one of you students has the right to do whatever you wish. You can run in the halls if you want. Or steal things from others. Even beat up others. I acknowledge your idiosyncrasies.* […] *Only those with strong characters will be allowed to make the rules*."

So it is that the Morals Committee keeps order in the school by virtue of overwhelming strength, violently crushing all infractions without restriction or mercy. Attempts have been made to oppose them or at least curb their cruelties… but any such attempt is resolved via the Board Chairman's "death matches", where each person pits their personality against that of the other. It is a battle, not to defeat the opponent (although you do that too), but to destroy the other person's "personality", to prove your character and way of life superior to theirs.

And as Rihito says, those who lose are worthless trash, and they're… punished accordingly.

Are you aware of the Japanese concept of "kudoku"? Ancient Japanese sorcerers would put many poisonous insects into a jar, and let them kill one another, with the last surviving bug having the most deadly and concentrated poison. That's all

this school is to the Board Chairman, a grand social experiment of a man who doesn't experience emotion and seeks to find the strongest "individuality".

Into this school comes the other half of the deuteragonists, the pure-hearted and talented martial artist Kagyū Jyūbee, who in her childhood promised to protect Kamo once he became a teacher, in gratitude for him saving her from bullies. Oh, and she's super in love with him, but also his student. So that causes some problems, especially since he's not nearly as keen on a student/teacher relationship as she is.

Her arrival is like a match thrown into the powder keg that is Sakuragi High, and soon enough old bitternesses and loves and insecurities and hatreds will come to the fore. Here's **1000 Charaizm Points** to prepare you for when the shit hits the fan.

Location

You may pick your location for free, or earn **+100 CP** by rolling 1d8 to determine where you end up. You arrive a day before the start of the manga.

1 – Hanaha Sakuragi High School, Entrance:
The entrance to the giant school. Fortunately, school hasn't started yet, so if you're a student you still have time to get to class.

2 – Hanaha Sakuragi High School, Student Council Tower:
The central offices of the Student Council, this fearsome tower looms a full 444 meters taller than the Tokyo Tower. At the top is the private rooms of the Student Council, within which no normal people are allowed.

3 – Shrine:
A shrine run by a certain old man. It's where Jyūbee will be staying now that she's come back to Japan. It has a secret training ground for wielders of the Spiral Fist hidden underneath the area.

4 – Nejimaki Training Grounds:

A mountain in China that is the ancient home of the Kagyū family, and where they return to be trained in the ways of Nejimaki-ken, mastering the martial art of the spiral.

5 – Beach:
The local beach, it's a clean and well-kept place. A certain thuggish girl works at a restaurant here part-time to help pay for her beloved motorbike.

6 – Nichie Villa:
A mansion located on a remote island. The villa itself is protected by 5 mentally-augmented assassins, and that's without getting into the hundreds of islanders—men, women, and children--who would all eagerly kill anyone who visited the island.

7 – Sanatorium for the Elderly:
Where Nichie Rihito's father fled, hoping to spend the rest of his days without ever encountering is son again. Considering that Rihito arranged the death of his own mother to figure out if she loved him or not, can you really blame the guy?

8 – Free Choice:
Aren't you lucky? Pick any location to start for free.

Origins

Here is where you'll establish your history in this world. Any origin may be taken as a drop-in, and your sex/gender may be chosen freely. Regardless of your origin, you are associated with Hanaha Sakuragi, either as a student, faculty member, assistant to the Board Chairman, or what have you, as may be most appropriate.

Sensei:
So, why'd you become a teacher? Did you want to influence the youth of tomorrow? Want to investigate the mysteries behind the school without looking like you're snooping? Or were you, like Kamo-sensei, someone who was inspired by a teacher in your youth? Regardless, you have what it takes to teach a large class of high schoolers. You're 22+1d8 years old.

Transfer Student:

You're newly transferred to Sakuragi High, from… somewhere. You don't get this whole "charaizm" thing yet, but since everyone has the potential for good in them, it can't be all bad, can it? So, why'd you come to the school? Was it for the top-class education? Because someone you know went here? Or are you here to protect someone? You're between 16 and 18 years old.

Sakuragi Schoolgirl:
Well, maybe you're not a schoolgirl, but considering that this manga has maybe 3 named male characters, you probably are. You might be an ordinary student, you might be the class president, or you might even be a local idol. It doesn't really matter—what does matter is that you've managed to survive this long in a school that rules by survival of the fittest, and you're good at either avoiding trouble, or coming out on top. You're between 16 and 18 years old.

Morals Committee:
You're part of the Morals Committee, serving under Inuzuka Shino, the Chairman of the Committee. Sure, sometimes you have to get a bit brutal, but without someone to enforce order in this school, the very principles it operates by will result in it consuming itself in an orgy of chaos. You're between 16 and 18 years old.

Student Council:
The organization made by students, run by students, and that exists for the students, it is the kind, helpful, and supportive side of the student government, especially when compared to the harsh punishments enacted by the Morals Committee. Or at least, that's the appearance Nichie Elisa pushes for as she struggles to usurp the school from her father's grasp, no matter the costs. Your fellow Student Council Members—with one exception—are devotedly loyal to her, and if you want to survive you've had to at least pretend to be, as well. You're 17 or 18 years old.

Board Chairman's Agent:
The Board Chairman is a powerful man. A rich man. A charismatic man. An emotionless man. A psychopath of the highest order, not merely lacking empathy but entirely lacking emotions, he is a man who seeks to understand how other people work—especially love—by generating social (and sometimes physical) experiments such as Sakuragi High, getting married, having a child, or killing his

own mother. Now… did you come to serve the Chairman of your own accord? Is he holding something over you? Or were you one of the people he recruited and "modified" to suit his purposes? You're either 10+1d8 or 20+3d8 years old.

Perks

Perks are all discounted for their origin. Discounts are 50% off, except for 100 CP perks, which are instead free.

General Perks

Funky Physics (Free this jump, -200 CP to keep):
Physics in this jump is… a little wonky. People can talk to each other clearly underwater. Humans can punch holes in solid stone walls. People—not even fighters, but completely ordinary people—can survive what should be fatal injuries, and even taking a blade to the jugular only put Andou in the hospital for a bit. Overcoming mental trauma can temporarily make you taller as you surpass the psychological barriers that kept you from growing up.

For the duration of this jump, you will follow the oft-bizarre physics and biology of this world. The part you'll probably be most interested in is that it is impossible for a person to kill you without lethal intent on their part. No matter how badly a someone injures you, as long as they didn't mean for you to die, you won't. Even if your skull was clearly crushed inwards by that blow you took to your face. You'll even heal into perfect shape in just a few days, not a scar left. Unless you want to have a scar, for one reason or another.

Now, if someone's actually trying to kill you, *that* would be fatal. And if they're trying to maim you, you'll still heal with a scar.

This effect also works in the opposite direction; if you're not trying to kill someone, nothing you do to them will be fatal.

Always Explained (-200 CP):
For one reason or another, the details behind what someone's technique is and how it works will always wind up being explained to you. Perhaps the person you're fighting will monologue, or perhaps a bystander will deduce how a move

works and shout it out loud for you to hear. Regardless, even the most bizarre or obscure of moves will be something that you'll understand in time, even if you aren't the one to figure it out yourself.

Beast Tongue (-200 CP):
You are able to communicate with animals. You aren't precisely speaking to them, but you can determine their intentions and desires, and communicate your own to them clearly and concisely. By defeating an animal, you can prove your superiority to it, and from that point onwards it will obey your will.

The Right of Strong Character (-500 CP):
In Sakuragi, having a strong character is everything; if you can overwhelm others, you can do anything. From now on, as long as you have a strong enough personality, and that personality is backed up by actual power, then you may freely flout the laws and rules of others without worrying about the consequences.

Furthermore, should you establish your own set of rules, people of weaker personality than you will be much more strongly inclined to obey them.

Sensei Perks

Know Your Students(-100 CP):
One of the most important things for a teacher to do is to understand the students they teach. You excel at noticing small details about others—their good sides, their bad sides, their hobbies, their patterns—and deducing their true nature from these, even seeing past the walls they may erect around their heart.

"Even a stone is valuable" (-200 CP):
To a teacher, the individuality of each student should be a precious thing, to be nurtured and grown, not used as a tool to enhance the character of a small, precocious few. You are able to look at someone and see their potential—see who they could become and the heights they could grow to, if only you were to step in and guide them. You know how best to teach to appeal to the individual needs of any given student, and can easily adjust your teaching style to accommodate the different learning methods that may work best for your student.

Furthermore, the care you give to your students is given back to them in turn; the more you nurture the growth of your students, the more favorably they will think of you.

And if someone genuinely can't be helped—if they were an emotionless monster who genuinely thought nothing of human life—then you would realize that nothing you do could make them into a better person.

"A teacher who would die for his students" (-400 CP):
Being a teacher is a sacred responsibility to care for the next generation and teach them how to be upstanding adults. As a part of this duty, it is up to a teacher to place everything on the line for the sake of their students when the time comes. As long as you believe in something, your willpower is absolute and unshakeable. You have the determination to stand up even when your muscles are useless from having used 100% of your physical power, the courage to destroy your own reputation to ensure the wellbeing of your students, and the strength of will to hurl yourself over a cliff after a falling child in hopes of cushioning the fall so that they might survive. You might not be a warrior, but even someone who can't fight can still express their willpower and character.

Love Is in the Air (-600 CP):
Like Kamo-sensei, people fall in love with you extraordinarily easily. However, yours is not nearly as… extreme, as what happens with him. You won't need to worry about thugs kidnapping you to rape you, or would-be lovers trying to murder-suicide you if you won't be theirs, or entire crowds of women causing a riot trying to get to you.

Well, unless you want it that way.

By default, however, this effect simply inspires the formation of crushes, gives you excellent first impressions, and makes others more aware of your good points. The more interested you are in someone else, the more powerful this effect is, as your affection is mirrored in their heart. This perk makes it much easier for love to form, but won't outright force it.

More importantly, however, is that neither version of the perk will have any effect on people that you yourself are not attracted to. So if you have no interest in

dating a student, this won't help them fall in love with you. Kamo-sensei would probably have appreciated having that.

Transfer Student Perks

Spiral Craters (-100 CP):
Certain attacks in this world can leave special patterns in the damage left behind. Jyūbee's strikes leave spiral marks in craters, while Gagari's leave zig-zags. Now you too can leave a signature mark behind whenever you punch something really hard. The design has to be fairly simple, but you could, if you wanted to, cause smiley faces to appear whenever you punch craters into things.

A Battle Against Yourself (-200 CP):
What's the point in having a rival in love? No such thing exists. Earning someone's love isn't a conflict with other people, but a battle against yourself, to grow into someone worth loving. By improving and refining yourself, you become more alluring, more appealing to those you are already attracted to. Furthermore, other people who are in love with the same person won't do anything to sabotage your chances with them, so long as you return the favor.

Character Development Induced Via Cranial Trauma (-400 CP):
People who've fought with Jyūbee tend to start acting like better human beings, which is a change you can now induce in other people. When you engaged in combat with other people, they will start to realize what they've done wrong with their life. Someone who shut off her emotions to avoid having everything enjoyed destroyed by an emotional abusive father would realize that her coping mechanism was unhealthy. A person who was raised by a psychotically neglectful father would realize that living to be validated by the praise of other people is no way to live their life. They will no doubt initially reject these revelations, but as the fight progresses, they will become more apparent. The person who comes out the other side of the fight will almost certainly be a wiser and better person than the one who entered it.

You can have a less effective form of this come into play through conversation, as long as there's enough violence involved in the conversation.

The Power of Love (-600 CP):

The mind has more control over the body than most people think. For instance, if you love someone enough, and they do anything to express affection towards you (even in a non-romantic sense), it will not only heal your wounds and refresh your stamina, but also make your body cleaner. This effect is powerful enough to heal almost any wound, as long as you are still alive, and can break through mind control and illusions.

You can also benefit from a lesser version of this effect by looking at pictures of someone you love.

Sakuragi Schoolgirl Perks

Negative Campaign (-100 CP):
You know how to get under people's skin. Lies, half-truths, or even open honesty—whatever it takes to ruin someone's emotional balance, you can figure it out. People's flaws and insecurities are like an open book to you, and although you might not understand what they are in detail, you definitely know how to attack them.

Anti-Teamwork (-200 CP):
So, you know that thing called teamwork? Well, sometimes you need to work with this titanic bitch you can't stand, and that whole teamwork thing needs to get smashed in the face. But just because you finally decided to duke it out with your nominal ally, doesn't mean your enemy has stopped attacking.

Well, you won't have to worry about that, because any infighting on the part of any group that you're a part of will somehow not decrease your fighting ability whatsoever. Attempts to sabotage your own side will somehow interfere with the attacks of the enemies, and attacks made against an "ally" will have to block an assault from your enemy. Your infighting is just as effective a tool in combat as actual teamwork would have been.

Supremely Skilled (-400 CP):
Pick a skill, such as drawing, singing, cosmetics, or cooking. Your ability in this one talent is unreal, reaching a height of skill that moves anyone who witnesses it. You're able to create portraits that perfectly capture not only the emotions of the individual depicted, but the feel of their presence. Your voice can is great enough to win you a job as an idol, and you could move the hearts of nations with your

song. Your food is to die for, the best anyone whose eaten it has ever tasted, your cosmetics can create actual illusions through refracted light, and people could easily become addicted to your cooking if you let them have it too frequently.

Run, Melos! (-600 CP):
The world of fiction is a wonderful escape from reality… but sometimes, reality can be great enough of its own accord that you don't need to escape from it. When falsity and reality are equally valid, whose to say that belief in a lie can't become the truth?

When you read a fictional story, you can select a character in the story, and your attributes will be enhanced according to the greatest feats of that character. For instance, if you read "*Run, Melos!*" and selected Melos for your chosen character, you would gain a great boost in your speed.

Note that the power of this increase is dependent upon you, not upon the specific strengths depicted by your chosen character. Reading a Superman novel won't give you Superman-level strength, but instead the same increase you'd get from reading a novel about a champion weightlifter.

You don't need to read an entire book to activate it; just reading a short excerpt from a larger work is enough, as long as you've read the full thing before.

Morals Committee Perks

Fear Will Keep Them in Line (-100 CP):
You know how to be scary. You can be a very intimidating person when you set you mind to it. The destructive and violent actions you take compound upon each other for purposes of building up your reputation. Crush the ever-loving shit out of enough troublemakers, and you would build up a sufficiently terrifying name for yourself that no one would dare to break the rules where you could hear about it.

"I'm very good at peeping on people" (-200 CP):
You have a bizarre form of luck when it comes to keeping hidden. Patrols have gaps in them you can sneak through, observers just don't happen to look that way, someone moving past your hiding position doesn't think to look behind the bush… but if you rely on luck alone, you're doomed to fail. Fortunately, you're

quite skilled at the actual act of sneaking around, spying on people, and generally staying hidden and quiet.

My Lady's Loyal Servant (-400 CP):
When Shino was hospitalized by the Student Council, Olufe went… a little crazy. But in her madness, she became even stronger than she could have hoped to become otherwise. When someone you love is heavily injured, you also go a little mad. You can function in polite society and keep up the façade of normality, but inside of you a beast is slavering for revenge. When given an opportunity to exact revenge upon the ones who hurt your beloved, you can let this beast loose, giving you a large increase to your speed, strength, and pain resistance, but losing your reason in the process.

The most control you have over yourself is to keep yourself from outright murdering the recipient of your rage.

Third Decision: Yae Zakura (-600 CP):
You've achieved mastery over the third of Inuzuka Shino's special techniques, one relying upon intelligence above all other traits. You are ludicrously smart—and more than that, you're *observant*. You can easily piece together answers from disparate clues, and through simple observation can easily see through bluffs and lies.

But most importantly, this intelligence and observational skill can be applied to combat. By carefully watching a target, you can take in their eye movements, their habits, their muscle respiration, their pauses to breath—take in every bit of information about them over the course of a few short minutes. And once you have that information, you are able to build a perfect counter to whatever martial techniques they use, having deconstructed their entire fighting style and made a perfectly-designed method for opposing it from your deep understanding of their technique.

You are incapable of predicting the insane, the genuinely random, or when an action is too ludicrous for you to seriously consider.

Student Council Perks

Everybody's Hero (-100 CP):

After her awful upbringing, the strongest motivator for Nichie Elisa was to receive praise and support from others. To achieve this, she resolved to be a “hero” of the people, and makes a great show of being the one to carry out the will of the common student. Now your renown will blossom much like hers did; the positive acts you perform compound upon each in terms of how they affect your reputation, allowing you to quickly become famous and admired for the acts you perform, as long as they appear good to other people.

Safe Toxins (-200 CP):
Ramu Pirika would never harm a dog—so when she applied cobra venom to the teeth and claws of her dogs, you know she did it safely. Somehow. And now you can too! As long as you have a supply of poison on hand, you can apply toxins to the natural weaponry of animals of all sorts with zero risk of the animal poisoning itself.

Teamwork Makes the Dream Work (-400 CP):
You excel at working with others. After only a short time with another person, you’ll be able to move in perfect synchronicity with them, and carry out complex maneuvers with them without either of you needing to tell the other what to do. This also makes combination attacks more effective.

Hypno Voice (-600 CP):
Through stress and tribulations in your childhood, your vocal chords have mutated, allowing your voice to vibrate across a wide range of frequencies, including those that allow you to bypass the conscious mind and directly influence the subconscious. This allows you to give people commands, and they will subconsciously obey you—it will take effort to resist your orders, more than most people are capable of mustering. This doesn’t work on complex orders, but something simple like “be silent” or “kneel” functions quite well.

For another **200 CP**, then you are also able to produce illusions in someone’s head by singing. You can’t control the specific illusion their brain conjures up, but you can specify what type of dream their mind conjures by the sound of your song. A sad song will result in a tragic, heartbreaking illusion, while a happy one will let someone delude themselves into thinking themselves in a joyous alternate history. These illusions are similar to dreams in that time doesn’t seem to matter; from a dreamer’s perspective, it could seem like years pass, only for them to wake

up and realize they've only been under the illusion for a few moments. And like a dream, this disparate passing of time doesn't affect their mentality, although a sufficiently traumatic dream could cripple their will to fight.

Board Chairman's Agent Perks

Cataloguing the Student Body (-100 CP):
Nichie Rihito possesses a phenomenal memory and mind, capable of keeping track of all the names of the 10,000+ students studying at Sakuragi, as well as all of their hobbies, interests, club activities, and personal histories. Your memory, if anything, is even more prodigious, as you possess a limitless capacity for storing information, as well as the ability to instantly retrieve any piece of knowledge you know.

As a mercy, you also have the ability to selectively "sequester" your own memories, letting you hide memories from yourselves so that you're aware that the memories exist, but are not burdened with actually remembering, say, your own birth. Unless you actually want to remember it, in which case the memories are there for the examining, but not something you are forced to live with.

Sadomasochism (-200 CP):
Like the Board Chairman's secretary Alice, you have a peculiar mental and physical makeup where you experience pleasure when you feel pain. You, however, have conscious control over this, and are able to determine whether pain and pleasure will be felt as themselves, mixed together, or switched around, and can determine the degree to which this comes into effect.

Technological Prowess (-400 CP):
You possess a great aptitude for technology, particularly robotics. You would easily be able to design, program, and build a combat robot equivalent to Mumu, which was capable of fusing with other technology to keep functionality despite damage it suffered. If you had the right voice samples to work with you could even make a robot such as Anne Frak, which was capable of reproducing Elisa's Hypno Voice.

Eye of the Heart (-600 CP):
You are able to "enter" someone's heart, and commune directly with that person's emotions… or you could start killing emotions, destroying that person's capacity

to feel the slain emotion(s) entirely. You may bring other people with you in your journey into the heart, if you so desire.

For another **200 CP**, you won't need to enter someone's heart to understand them—you can see directly into who they are by sight alone. But you see more than just their emotions—their secrets, their history, their relationships… you can see it all in them through the medium of their heart.

Combat Techniques

The people of this world exhibit a wide variety of combat methods that go well beyond what the people of a more standard Earth would consider to be "physically possible". Here, you will have the opportunity to purchase special martial talents. While you may be capable of training to the point that you can use these abilities in this world without purchasing them, to retain this power in future jumps you will have to purchase them here.

You possess **+1000 Technique Points** with which to fill out your repertoire. You may convert CP into TP at a rate of 1:2. You may optionally give up access to the entire Combat Techniques section in order to gain **+300 CP**.

Martial Artist (Free):
For free, you may gain a degree of proficiency in any martial art of your choice that would be considered "masterful" by the standards of your Earth. This can be any form of fighting you care to think of, even if it doesn't make much sense—such as flinging razor-edged bookmarks or attacking with hair.

Unbridled Power (-100 TP):
You are stronger than your size and musculature would suggest. To begin with, this enables you to leave craters on the street wider than your body is tall, but eventually you may be able to strike with such force as to send your opponent crashing through trees half a kilometer away… and perhaps you could even grow from there?

Unleashed Speed (-100 TP):

Your speed and reflexes defy belief. To start with, you can run fast enough to overcome a speeding motorcycle, but with time your sheer speed and reaction time may become great enough to cut a hail of bullets out of the air, or kiss the tip of a thrown weapon with enough time to move your head out of the way… and you might grow even faster than that.

Unconquered Body (-100 TP):
In this world, people can survive ludicrous injuries. But surviving an injury, and being able to keep fighting after an injury, are two very different things. To begin with, although being hit in the head with a spiked baseball bat will split your skin, it won't cause any appreciable damage. Eventually, you might grow to the point where you could stand up and simply walk off the effects of a blow such as that delivered through an advanced **Unbridled Power**.

Transfer of Force (-100 TP):
You can fine control over what your attacks harm, and what they leave alone. For instance, you could twist a person around so harshly and so quickly that all their clothing is torn to shreds from the rotations, without actually harming the person wearing them. On the other end of things, you could strike someone wearing a suit of armor and damage them inside of it without so much as denting the armor.

Hidden Weapons (-100 TP):
For many martial artists, the tools they have on their person are just as important as their body. You are capable of hiding weapons and similar objects—and not just small ones, either, and they don't have to make sense where they fit. You could hide an entire sword inside of a normal-sized book, bring a massive razor-edged boomerang-thing with you to a fight without it being visible on your person, or hide dozens upon dozens of blades on your body without risk of discovery.

Pressure Blow (-100 TP):
[Requires **Unbridled Power**]
When you attack, your blows have such force behind them that they create a blast of air pressure that can blow away entire groups of other people, or be used to cushion a fall.

Extended Edge (-100 TP):

You can focus your martial intent and will for destruction into your blows, extending the reach of whatever you use to attack, be it your arm or a weapon. With this, a tiny razor could leave massive gashes that cover a wall.

Defense Spirit Cultivation (-200 TP):
[Requires **Unconquered Body**]
You have learned to control your meridian points, and in so doing you are able to strengthen your defense, allowing you to withstand blows that would have otherwise cut you in half. Furthermore, it allows you to resist attacks that specifically target your pressure points, rendering such techniques useless.

Limb Flexibility (-300 TP):
Perhaps due to a mutation of birth, or perhaps due to experimentation, but you are capable of "loosening" your limbs. When you do this they extend out to twice their normal length, and your arm bones behave more like a snake's spine than anything else. Your limbs can bend in strange directions and you can take advantage of whip-like lashing motions.

Second Decision: Shiratsuyu (-300 TP):
You have a technique that allows you to specifically target the moxibustion points, also known as the points of life and death. Blood and vigor in the body have certain paths they go through; by targeting these paths, you can shake the spine and nervous system, making movement painful—but with enough targeted, moving becomes impossible, as the nervous system simply can't send the correct messages to your limbs.

Of note is that the points of life and death are located above the meridian points, and so can be targeted even for someone who has mastered **Defense Spirit Cultivation**.

First Decision: Murasame (-300 TP):
[Requires **Unleashed Speed**]
You have learned a form of attack that allows you to fight from a distance, making an attack so fast that it sends a razor-edged vacuum to travel through the air. However, after using it there is a brief time that you are left open and can be counterattacked; achieving further mastery of this technique will allow you to overcome this drawback.

Instant Movement (-300 TP):
[Requires **Unleashed Speed**]
You are capable of sudden bursts of movement so fast that they seem like teleportation. This level of speed cannot be maintained, but in terms of short-term mobility it is absolutely useful. Additionally, so long as you haven't used it too recently, when you are attacked you can instantly use this burst of movement to escape, leaving behind a single article of clothing.

Zig-Zag Fist (-300 TP):
[Requires **Unbridled Power**, **Unleashed Speed**, and **Unconquered Body**]
Something of a rival to the **Spiral Fist**, this martial art focuses on sharp and sudden changes of direction, both in their body movements and in their attacks, and is able to do so without a lose of force. Not only does this make their attacks difficult to predict or block, but by inserting a zig-zag of energy into the center of the Spiral Fist user's spin, they're able to destroy the energy they're putting behind their blow, reducing the mighty power of their attack to almost nothing.

Unfortunately, a sufficiently advanced Spiral Fist user is able to tighten their spin to the point that there's no room for outside energies, which negate the advantage Zig-Zag Fist users have over their spiral counterparts.

Orion's Belt (-400 TP):
You have reached such a height of technique that you are able to make multiple attacks at the same time—not at speeds such as they seem to blur into one, but genuinely making multiple attacks at once. You start off only able to make two attacks at once, but with training you will be able to surpass this.

Absolute Prediction (-400 TP):
[Requires the advanced version of **Eye of the Heart**]
You have further refined your vision into the hearts of others, and can now see the movements they will make before they make them. Their heart reveals all their secrets to you, including the details of their techniques, and every move they make is foreshadowed by the intent behind it. It would take a truly superior martial artist to take you down if you have this sort of advantage.

Spiral Fist (-500 TP):

[Requires **Unbridled Power**, **Unleashed Speed**, and **Unconquered Body**]
You've learned Nejimaki-ken, the Spiral Fist, where you harness the power of rotations to increase the force of your blows. The power of rotation is the very power of the universe itself, and you can wield a small portion of this might for your own purposes, such that spinning faster than a bullet is among the least of feats you can accomplish. And don't think you need to leave yourself open by spinning around every time you attack; you can also use "internal rotations", channeling this rotary force despite your body continuing to face straight towards your opponent. Additionally, you can "coil" this energy inside you just beneath your skin, making your body harder and more damage-resistant, although this is something you need a moment of preparation to accomplish.

Be warned that this potent martial art isn't without drawbacks. Until you achieve a higher degree of mastery, the sheer power of your blows can't be contained and will reduce any clothing you wear to shreds when you use it. Additionally, the spinning of this fighting style puts an incredible amount of stress on your semicircular canals, and eventually you will become so dizzy that you can neither see nor think straight.

Autohypnosis (-500 TP):
[Requires **Hypno Voice**]
You have learned how to turn your hypnotic voice onto yourself, allowing you to give yourself commands that you then follow. Using this method, you are able to break past the human limitation of using only 20% of their muscular power to use the full 100%. Although this is heavily damaging to your body, it allows you to achieve superhuman strength even by the standards of this world.

But despite the name of this technique, it isn't limited to hypnotizing you. You can also use this to unleash the limiter on other people.

Placebo Effect (-500 TP):
[Requires **Hypno Voice**]
The Placebo Effect comes into play when the body will carry out the act of healing even when no real medicine has been given. However, the inverse of this is also possible, with the mind causing damage to the body despite not being injured by an outside force. Using your astounding vocal chords, you are able to make sound effects that the mind will believe is real, which will then use the body to MAKE it

real. For instance, if you were to give a “snap” sound effect when you hit someone, their mind would hear it and think that their bone broke; from this belief, their bone would then break. If you shouted out “POW” with a blow, their mind would think that you hit them extra hard, and so they would fly further and with more force than you actually put into the blow.

Items

You may spend more CP to purchase the following items. You receive 1 item discount for the 50, 100, 200, 400, and 600 CP price tiers; discounted 50 CP items are instead free. If any item is lost or destroyed, it will be returned in good condition to your Warehouse within a week; selling an item does not count as “losing” it. If you already have an item similar to one of these, you may import it into this new form, with it gaining the item listed here as an alt-form and possessing both its original and new abilities.

Simple Weapons (-50 CP):
You receive a weapon of your choice. This weapon is indestructible, but otherwise there’s nothing particularly special about it; it could be a sword, a spiked bat, a tonfa, a bow, or what have you.

You may purchase this item multiple times.

Contacts (-50 CP):
His is a set of contacts. If your eyes are bad, they will automatically shift to be the precise prescription you need. But most importantly, when you wear these you get about 20% cuter.

Resignation Letter (-50 CP):
If you give this letter to your place of employment, you will always be released without a fuss. They won’t try to convince you to stay, your evil boss won’t try to kill you for leaving, other people won’t try to get you to stay in the job… no matter what it is, or who you’re employed with, you will be let go without a struggle, and they will also freely provide recommendations to wherever else you might seek employment.

Sarashi of Concealment (-100 CP):

This strip of cloth can hide the size of anything it's wrapped around. So if you have big breasts that get in the way of fighting and wear this, they will completely disappear, making you smooth-chested. It can also transform into a fundoshi, in case men want to hide their privates. It won't stop the hidden parts from being injured if they're struck, however.

Nice Bike (-100 CP):
An awesome motorcycle capable of reaching maximum speed in only two seconds, and that never runs out of fuel. The fuel's clean, too—no carbon emissions whatsoever. This bike is indestructible, and can't be incorporated into the body of another machine—so you don't have to worry about a Mumu absorbing it.

Parachute (-100 CP):
Whenever you need (or want) a parachute, there will always be one conveniently located nearby. Does not help if you're already falling, but if you're inside something else which is falling, you will still be able to find one.

"Stun" Tonfas (-200 CP):
You gain a pair of tonfas. By pressing a button on them, you can electrify them with 300,000,000 volts, which is about the same as being it by a full-fledged lightning bolt.

Alternatively, you can reduce the charge to 300,000 volts, and use the extra space in the tonfa to store grappling hooks inside it. These grappling hooks can reach up to 30 feet away, and will wrap securely around any object you want them to, forming a solid hold. The cables can retract near-instantly, pull you out of a dangerous situation or pulling a capture enemy towards you.

Endless Blades (-200 CP):
Select a small weapon, such as knives, shuriken, or razor-edged metal bookmarks. You gain a seemingly endless supply of them. Whenever you reach into someplace and want one, there one is. You can pull them out of books, out of pockets, out from behind your back, out of your sleeves, out of a fold in your clothing, out of your hair—anywhere. In case you don't want to devalue the knife economy, you can "hide" them again after being used, just by putting them in a suitably out-of-sight location, which makes them disappear.

You may purchase this item multiple times.

Instant Traps (-200 CP):
This box has all the supplies to need to make simple traps quickly, taking only a few seconds to set up a bear trap, a snare, or even a pit trap.

Guns (-400 CP):
This is a large supply of weaponry, enough to outfit an entire village. This includes shotguns, assault rifles, sniper rifles, submachines guns, pistols—the works. Each gun comes with a supply of bullets that refills each night. You also have a similarly-refilling supply of "birdlime bullets", rounds filled with an extremely sticky substance that can capture all but the strongest individuals in a single hit. These rounds are non-lethal.

Boundless Chains (-400 CP):
From your person, you will be able to produce chains. You can pull out one chain, or two chains, or as many as you can grab, and the length of the chain is entirely up to you, with the chain growing longer or shorter depending on your desires. Even if you aren't visibly carrying anything, you will still be able to produce these chains. You may optionally make the chains spiked; regardless of whether you do or not, these chains are indestructible. You have an unnatural degree of control over this chain, and are able to wrap it around someone with ease.

You may optionally "share" a chain with someone; they'll be able to pull the other end of the chain from their pocket (or someplace suitably hidden), allowing the two of you to perform combo attacks.

Mumu Models (-400 CP):
A small robot designed for combat and to pretend to be human. It's… less than effective at the latter option, being incapable of speech and with very clear antenna ears. However, when it comes to fighting it is quite proficient, not only programmed with a number of martial arts, but with greatly enhanced strength beyond what a human could achieve… without a lot of training with **Unbridled Power**, at least. When destroyed, its component parts will seek out nearby machinery and use it to reconstitute a new body. It is capable of sending its sensory recordings to a device of your choosing.

You receive four of this unit. If you choose to make them into a companion, you can do so to an entire set of four at once, and doing so will make them sapient and give them sophont-level intellect, as well as the power of speech.

You may purchase this item multiple times.

Aquatic Adjustments (-400 CP):
You have been surgically modified to enable you to function better underwater. Not only are you immune to pressure, but you are able to breath underwater, and while beneath the waves both your strength and your speed increase twice over, making you a juggernaut of underwater combat.

Jacket of Bombs (-600 CP):
This jacket's pockets hold a seemingly infinite supply of bombs (note that bombs inside the jacket cannot explode, so don't worry about creating an infinitely-large explosion). These bombs can come in various varieties, such as sticky bombs, grenades, C4, etc. You also receive a smartphone that has a special program designed to interact with these bombs, allowing you to set conditions under which they will explode, set them on a timer, or trigger them to explode from a distance; only grenades are capable of exploding without using this smartphone.

Additionally, the jacket itself is coated in a perpetually-refilling coat of black powder. Any sufficient force directed at you will cause an explosion; explosions from this jacket do not hurt you, however.

Death Match Invitation (-600 CP):
A black letter like one of the Board Chairman's invitations to his Death Matches. If you deliver it to someone and specify a location and date, then as long as they're still alive they will appear in this location and date to fight you, as long as you genuinely intend on fighting them and not making it into some sort of ambush or attempt to pull them away from something important they should be doing.

This "death match" is not actually to the death—or at least, it doesn't have to be. Instead, both you and your opponent will be betting your "individuality" on this match—your beliefs, your goals, your motivations, everything you are. The winner

of the match has the ability to change all of these to suit their intentions, but only once.

You only receive one Death Match Invitation each decade (or each jump, whichever comes first).

Anne Frak Model (-600 CP):
This is the newest generation of robot, indistinguishable from a normal human, that was created after the Mumu series turned out to be less than optimal at non-combat tasks. Not only is the Anne Frak good at socialization, but it also possesses sufficient vocal records to replicate the **Hypno Voice** perk. This robot isn't quite sapient, but can act out the part of being sapient well enough to fool even people who spend a lot of time around it. It also can also emit vocal shockwaves powerful enough to fling people backwards and deal serious damage to them. It is programmed in a variety of combat tactics, has all the Mumu model's features at an improved capacity, and has the interpersonal skills to disguise itself as a student and win over its entire classroom. If you wish, you may import the Anne Frak as a companion, which will grant it full sapience and sophont-level intellect.

You may purchase this item multiple times.

Training Hall (-600 CP):
This is a large underground room, which you may either import into a cavern in the setting, or keep as an attachment to your Warehouse. While in this room, any and all attempts at training or self-improvement that you do will work 10 times as fast as normal.

More than this, the Training Hall is also haunted. In whatever you're trying to learn, there is a ghost there that is extremely well educated in that field, and they will always have something that they're able to teach you about it, or guidance that will help you improve. You are incapable of interacting with these ghosts apart from learning from them, and they have no independent existence of their own.

Companions

Strong Personalities (-50 CP):
You may either import a pre-existing companion into this world, or create a brand new companion from scratch. If you want more, then for **300 CP** you can import/create an entire set of 8 companions. All companions from this option have an origin of your choice (although regardless of what origin you pick, their ultimate allegiance lies with you), as well as 600 CP and 800 TP to spend on perks and items.

Recruit From Canon (Free):
If there are any people in this world that you want to bring with you as a companion, you only need to convince them to join you on your jumpchain for them to become a full-fledged companion for you once your stay in this jump is complete.

Zig-Zag Pacifist (-50 CP):
This user of the Zig-Zag Fist is a pacifist. Considering that graduating to a "full-fledged" wielder of the martial art requires you to kill your parent, this was a bit of a problem, so they ran away from home. They aren't opposed to fighting as long as it's restricted to sparring, but very much dislike hurting other people.

Hot for Teacher (-50 CP):
This is a teacher at Sakuragi. They manage Home Economics, and are a bit of a gossip, always loving to hear about how their students' lives are going outside of school… and unfortunately eager to share that information with other people, so everyone can know how great their students are. Occasionally the student comes through who thinks that their strength allows them to boss others around in their classroom, but they quickly put a stop to such ideas with brute force; they aren't the quickest, but their raw power is something to envy.

Aimless Kid (-50 CP):
They're someone who sort of floats through life without purpose. They have no real hobbies, aren't involved in clubs, don't know martial arts, and truth be told don't do much with themselves at home, either. They have a vague interest in knitting, but never do anything with it apart from daydream about the great things they might make one day, if they ever got around to it. However, when

other people are in danger they find themselves spurred to act, and while they have no power of their own they'll still do their best to put an end to confrontation, or help take care of someone if they're too late to stop anything.

Backup Clone (-100 CP):
This person is a clone of you, and although they don't possess all your perks and abilities, they do have all your *biological* perks and abilities. The reason for this? They were created to be a source of organs or limbs for you in case you were ever injured. They have come to peace with their destiny, which is probably helped by the fact that companions respawn after death. They will gain an alt-form with each new jump that is identical to you in appearance, save for a difference in hair color and the letters "BU" tattooed on their neck.

You may purchase this companion more than once, which causes each backup to be tattooed with "BU-[#]" instead.

Drawbacks

If you need more points, you can make your stay in this world more difficult in order to get more. There is no limit on how many drawbacks you can take.

Trapped (+100 CP):
You are incapable of transferring to a new school, or quitting your job at Hanaha Sakuragi High School. No matter what you do, you will stay here until you graduate from this school (or for 3 years, for a Sensei). Hope you can put up with charaizm for that long.

How Horrifying (+100 CP):
People keep making the most horrendous expressions at you. When someone gets angry, or displays any malevolent intent, their face twists in an unwholesome and unnatural manner to provide an expression that would be more appropriate in the nightmares of a horror author.

I'm Late! (+100 CP):
You can never be on time. You'll always be at least a little bit late, or else you'll arrive at least an hour early. There's no in-between.

Let Me Explain (+100 CP):
For some reason, you always explain the details of how your techniques work to the people you're fighting. This won't ever interrupt the flow of combat, and no one will consider it weird… but it is going to be damn inconvenient to never have any secrets to your fighting style.

Battle Wounds (+100 CP):
For some reason, you are utterly incapable of having a fight without getting injured. Sometimes you'll forget to dodge and get hurt that way; other times, your opponent is just that good. But no matter how easy or hard it is for you to win, you will always end up getting hurt in a fight.

Bullying is Bad (+100 CP):
People you care for will frequently be bullied. If you try to interfere, you will be beaten up. But at least they'll stop bullying them to focus on you instead.

Imbecile (+200 CP):
Your education level matches that of a first grader, and your actual intelligence leaves quite a bit to be desired, too. You can improve your knowledge with time, but your smarts will always be below the average. In short, you're a lot like Jyūbee. Despite your miserable education level, you are somehow still in high school (or teaching high school).

Melos and Selinuntius (+200 CP):
At some point in time, someone you care deeply about will be held hostage. You will volunteer to take their place. They, and other people who care about you, will be your only hope of escape, as unless you are rescued by an outside force, you will be killed after 3 days.

Misjudging Strength (+200 CP):
Oh, you can keep your power perfectly in check in a fight. And when you touch other people, you know how to control yourself. But inanimate objects, outside of combat? It's like all your self-control disappears, and you can't use an object without doing it full-power, full-force. You'll destroy phones, break ovens, and slam refrigerators shut so hard the doors fall off… that that's just to start with.

Losers Don't Matter (+200 CP):

If you are ever defeated in combat, then the affections of anyone and everyone who loves you will transfer entirely to the person who beat you. This effect is undone once the jump is over.

Trauma (+200 CP):
You have had a horrible, abusive childhood. Perhaps your parent destroyed everything you showed affection for. Perhaps your father is emotionless, and raised you as a social experiment… and you discovered that your "sisters" were actually clones made to provide spare body parts for you. Maybe you spent time as a slave when you were younger. The details don't really matter—what does matter is that the memories still plague you, and the trauma from it isn't going to fade away on its own or via perks. You can overcome this trauma… but that doesn't mean what happened to you will ever fade from memory.

Psychogenic Growth Impediment (+200 CP):
Due to certain events when you were a child, your mind doesn't believe you have completed your childhood, and therefore you have not grown up. You have the body of a six-year-old, and the physique of one too (although you can still train that, to a degree). Unlike Shino, even overcoming whatever mental issues kept you from growing up will not allow you to age.

The Cruelty of Love (+300 CP):
People of your preferred sex(es) tend to fall in love with you after only a short interaction. But not the people you want; instead, they're all dangerously insane, many of them being yanderes. People will try to kidnap and rape you, while others will try to kill you and then themselves because they can't bear that someone else might love you instead. They'll never take no for an answer, and any abilities you may have that could give them a healthy mindset will fail to function. You'll probably have to run from crowds of adoring psychopaths on a weekly, if not daily, basis. Agreeing to be with any of them just makes things worse.

"The weak are meat and the strong eat" (+300 CP):
You adhere to a similar principle as the Board Chairman. You believe that only those who succeed matter; when other people fail, you will disavow them entirely or abuse them for your own purposes. If you knew them personally, you might even try to kill them to ensure that they don't corrupt other people with their miserable existence.

OBEY THE RULES (+300 CP):
If you break any rule or law that applies to you, then you will be assaulted shortly afterwards. In school, it could be the Moral Committee. Outside of school, it might be absurdly talented martial artist cops. Regardless, the fight you have afterwards will never be easy to deal with.

Weak Body (+300 CP):
As it turns out, you have a bad constitution. Your body is sickly, and you have a chronic illness that causes you to frequently cough up blood. You aren't very strong, and can't withstand injuries well. You DO have medication you can take that will alleviate these symptoms and allow you to act normally… but they only last for a short time, and taking a lot of pills in succession can make your symptoms even worse.

The Day the Devil Was Born (+300 CP):
You have no emotions. At all. You are incapable of feeling anything, and only have motivations that have biological impetus, such as the drive to survive. You have no sense of morality, either—the only thing preventing you from committing an evil act if it's more convenient is the possibility of discovery. If you thought you could get away with it, you would lead your own mother to her death to determine if she actually loved you or not.

Swimo's Curse (+300 CP):
When out of the water, you get fat and droopy. You are sluggish, have a hard time exerting force, and are also ugly. The only time you can function at your full potential is while you are underwater, which also makes you thin, perky, and more beautiful.

Ending

Congratulations on lasting the whole jump. Guess it's time for you to choose now.

Keep Jumping
Go Home
Stay Here