

***Game of Familia: Kozoku Senki* jump**
v1
by PerfectlyNormalShard

Welcome jumper, to a world of swords and sorcery! Well, not really, for a fantasy world, there is a relative lack of dragons (save for two, even if the definition is unusual). High schooler Sasae Hatsushima has been summoned to this dark fantasy world to defeat an undead army. That shouldn't be hard when he has the help of his hyper-competent stepmom and her two younger daughters, a high school karate champion and a girl genius! But to gain the powers needed for their quest, a great and painful price must be paid... And who better pay it than Sasae, who seems utterly ordinary compared to his brilliant stepfamily?

Take **1000 Choice Points** to fund your adventures.

Starting Location

Choose your Starting Location. Or gain +100 CP by rolling 1D6

Northern Planah Stronghold
The stronghold is on the border of Saifan country and is often attacked by Dead Mell. But as the war against the Dead Mells is not official, the stronghold is supplied by investors. This is where the ritual will be held to summon the otherworlder

The capital city of the Saifan kingdom
The city of wealth and humans is ruled by a paranoid old man and an arrogant and ambitious queen. The least of the 4 major powers.

The capital city of Dagba
Dagba is the land of warriors, where strength triumphs overall, protected by a barrier that negates all magic being performed, due to the geodes deep underground. It is currently on the brink of civil war as the many children of the king compete for the throne.

The magical city of Laikunel
This city is home to all magical research on the continent, where the elfins(it just elves by another name) dwell, a land of discovery by day and debauchery at night, here experiments upon the dead mells are plenty but the acknowledgment of its existence denied.

The holy city of Hilmzeld
The capital of the Beastfolks' country (they're just Beastmen, no matter the name), this city is considered sacred because it is the birthplace of all dragons.

Free Pick.
You are free to choose anywhere, even beyond these options, so long as it is a recognized place within the manga

Age and Gender

You need to roll your age using 20 **+ 1d8**.
By default, your gender is whatever you were previously but feel free to change it.

Origins *all can be taken as drop-ins*

Otherworlder
Summoned to this world by a white mage and a lost spell, you appear near your chosen location, whether the summoner died or not depends on you, however, they can't transport you back

Native
You were born (or reincarnated) into this world, and while the otherworlders are the ones with the most attention, you are not without unique advantages.

Dead mell[200CP]
Magical creation of the undead king, you are known for impressive resistance to magical energy and powerful regenerative factors

Race

Human [Free]
You are a boring vanilla human, four limbs, two eyes.

Major race [100 CP]
Be it elfins, Lizazs, Demis, or something else, beyond a few aesthetic choices like ears or scale, the races generally only have minor benefits, a slight increase in strength or endurance, or an increase in lifespan, nothing to write home about.

Perks

Origins get their 100CP perks for free and the rest are discounted 50%.

General [Undiscounted]

Beautification [Free]

This is an Echii manga, you are either an ugly bastard or a bombshell, I think you can see where this is going, you are rated 8-9/10 at least.

Domination factor [100 CP]

Instead of having a simple equivalent contract where you sacrifice something to use a spirit's magic, you can over time dominate a contract spirit soul, destroying or subsuming(depending on your wish) it, having this and buying a contract means that instead of contracting a spirit, what you have is an extension of yourself, with looser restrictions, letting your spirit's power rise to up to two levels of powers above its ranks, such that rank 3 can fight equally the spirit king, but it exhaust them faster, unfortunately for balance, it won't be the actual spirit(s), just a perfect copy, expect confusion if two fire spirit kings fought each other.

Spirit contract [+200 CP/0/200/400/600 CP]

You signed an equivalent contract with a spirit, and chose one of the three elements, earth, fire, and water. Don't worry, the price has been waved by Jump-chan bullying.
-for a bonus of 200 CP you can't contract spirits at all, meaning magic of all kinds is barred from you.
-for free, you signed a contract with a spirit of level 5 or four.
-for 200 CP, you signed a contract with a higher-level spirit, rank three or two.
-for 400 CP, you signed a unique contract with a spirit king.
-for 600 CP, you signed a contract that was done only twice in history, you signed a contract with all three spirit kings.
Paying 100CP above the given price (except 400CP) means you signed a contract with three spirits of each element and paying 500CP means you contracted only two spirit kings. They accompany you in future jumps, a copy will be left behind to balance things out.

Otherworlder

The power of Righteousness [100 CP]

You possess the charisma and commanding skill of an upcoming great CEO, you strategize and efficiently use your underling like a master general, for now your skills are rough, but with time? You could guarantee your place among the most famous leaders in history

The power of Strength [200 CP]

You have a gifted body, not only can it punch harder than your muscles should allow and take more punishment than you could normally, combined with a spirit that held steadfast to your belief, making you practically immune to torture or(mundane) seduction, the well of willpower you have mean that when things are down, your will add to your strength, practically doubling your stats for a while, however, this can be exhausting, so be careful.

The Power of Intellect [400 CP]

You were born a genius with an inquisitive mind, connecting dots with a high IQ, you also can divine a person's true nature by looking at their face and are innovative enough to create never-before-seeing artifacts and inventions, decode centuries of research and learn language in a week.

The power of Loyalty [600 CP]

The quintessential skill of a scum, your parent taught you two important things, the will to do anything to survive, and how to "pleasure" a woman. In more clear terms, first, you are adept at out-of-the-box strategy and especially insidious plans, the second is the ability to dominate a woman sexually, you can attract any woman, married, frigid, gay, man-hatting...irrelevant, you can hook them and after a night of passion, you can bend, break and mold them however you wish, even little pets if you're into that, the effect is permanent, there is no cure after their addicted, and it's such a permanent mark, that even after evidence of you being scum by a treasured family member, your still irreplaceable in her heart even years latter against someone with the same skill. The only way to survive is either not being a woman, or incapable of feelings (even anger or fear or happiness or hunger)

Native

Game of Familia [100 CP]

Deep within the culture of the northern fort of Planah, you have adopted the system of Famila, an elite swordsman with a boost in speed and agility, a shield guardian with a strong and sturdy defense and strong earth magic, a black mage with more destructive fire magic and a larger mana pool, and a white mage that can boost allies more effectively and better water magic, normally people can only choose one, but you can at any point switch between classes and their benefits.

Bloody children [200 CP]

Much like the children of the king of Daba, your blood boils for war, beyond granting you a boost of strength and courage, you are adept at fighting and possess the budding instinct of a warlord, soon capable of rioting even the most pacifist of your troops.

Might of a sword saint [400 CP]

Much like that elfin that can't perform magic, you have honed your natural skills to an absurd level, achieving the power of might(kei), much like the sword saint, you gain a supernatural sense of your surroundings, capable of reading the flow of battle and predict an opponent next move, second, you can sharpen your will and life force to make strikes that bypass defenses and strike the spirit as well, it also allows for a greater boost of strength without using any mana.

Holy dragon heart [600 CP]

You have been reincarnated, jumper, those like you died in horrible circumstances, but maybe that is not the case for you, you have been reborn as a dragon of Hilmzeld, possessing the most powerful body in the world(growing even stronger with time(until your body reach an absurd cosmic peak), with the senses and agility to match), a magical resistance so big only the combined power of the three spirit king could even hurt you, and durability to take a nuke to the face without problem, you regenerate fast, living as long as your heart and brain survive. All thanks to your dragon heart, normally, having such power means you have a short life span, but since you paid in CP, that's no longer a problem, additionally, while other dragons burn their life force to boost their power or accelerate their growth, you can use mana or stamina to substitute. Using your heart allows you to create a gate to another world once per jump or a Century, time stopping in the meantime for you. Can optionally spawn in Hilmzeld for free. Either way, you are recognized as a divine(holy) dragon instantly there.

Dead mell

arsenal [100 CP]

The flesh of Dead Mell is remarkable, both by its regenerative capacity and malleability, but also the ability to function without fuel and carry the personal grudge of dead beings. You are especially adept at Dead Mell flesh crafting, creating a hundred perfectly coordinated hands, or reinforcing your limbs by stacking muscle fibers for a massive strength boost

Mirakaba [200 CP]

You're a curious case, much like the first example of a female dead mell, you possess the ability to store massive (near unlimited, think planetary level) amounts of mana or energy, as well as absorb the mana of others (sexual intercourse makes it much, much faster).

The strongest undead [400 CP]

Among the four elites of the undead king, one of them stands above them all, considered to have the strongest ability of all, you can channel blows that strike at the soul, as well as confer an increase in power the more you kill up to a point where the return diminishes, then you can unleash a devastating blow that can kill even an immortal or shatter the continent.

Undead king [600 CP]

The most precious thing one can sacrifice to the spirits in Titania is one's death, barring themselves from Isis, the realm where souls are refreshed, normally such a sacrifice would make you lose your sense of fear, pain, and humanity, thankfully since you paid in CP(which is arguably more precious, you don't suffer from such side effect, in short, you can't die, only attack that will instantly annihilate the soul could hurt or kill you, not only that, your magic has gained a more undead quality, turning corpse and/or mana into loyal dead mells only you could control, they will share any resistance you have, such as a magic resistance of a dragon, only attack that absorbs or destroy magic works, when not in control, they will follow what instinct do you let them, alternatively, you can create magic parasites that will eventually turn the host into pseudo-dead mells.

Items [Undiscounted]

Each origin gains 200 CP on this section alone.

Game of Famila: **The Manga [Free](cannot be taken with no context until after your stay)**

The complete manga series, along with a version telling your story afterward.

Coins [100 CP]

A pouch of gold coins, can be purchased multiple times, paying for 400CP makes you a very wealthy merchant.

Mithril weapon [100 CP]

A unique sword made of an interesting alloy of steel and mithril, a material with the property of absorbing the magic of things it hit. alternatively, you can make a sacred staff, that absorbs ambient mana very well made of sacred wood (no, it's not actually sacred, merely hold the grudge of the dead at the dead mells.)

Magical lotion [200 CP]

Huh…. this a magically enhanced lotion, that bypasses resistance or immunity to pleasure, perfect if you wish to bend the mind of the most frigid and emotionless of bitches.

Dead mell research [200 CP]

A modest shelf containing 600 years of research about spirits, contracts, magic, and dead mells, who knows what you can do with it, perhaps replicate the feats of Ode Seeker?

Cave by the waterfall [400 CP]

A curious location this one is, by pointing at a cave behind a waterfall, you can superpose it with this cave in particular, mostly empty save a few pieces of survival equipment like a mattress and a fishing rode, there is a person in there, soulless by nature, this unique automaton who look depending upon your wish has one ability only, it can either possess one of your skill or ability you possess but possess a greater mastery of it, or possess a rare if not unique skill the world you are upon and teaches it to you, they can only possess one such skill every jump, or every Century, whichever is sooner.

Mithril Barrier [400 CP]

Below a designated spot you chose is a MASSIVE deposit of Mithril, the sheer amount causes the surroundings to absorb mana so well it causes it to be completely magic-free. much like the kingdom of Daba.

Kingdom [600] (discount Holy Dragon heart)
One of the four major powers in Titania, which one is up to you, but how they treat you depends on the kingdom in question, beyond that you have a legitimate right to rule, and your citizen will never rebel against you.

Tower of Geniuses [400 CP]
The Tower of geniuses was created by combining the power and knowledge of almost all the mages in the kingdom of Laikunel over centuries of work, first, it measures one's magic power, needing three spirit kings to allow passage to the 98th of its 100th floor, each floor has a menagerie of monsters, each more powerful than the one below, at the 100th floor is an additional mental attack designed to attack your emotional weak points, at the top is a rare random treasure(once every 10 years), there as well just for you as well as a beautiful elfin girl like the queen of Laikunel, only you can bypass the trials, but you need to face them to gain the treasure, and only can you sleep with the girl, she is also a powerful mage with a spirit of the third rank to help with researches, there some research tools and installations up there too.

Companions

Companions can purchase more companions.

Companion Import [200]
import a single companion into any origin and race for 200cp each, they get 600 cp each, to a maximum of four.

Canon Companion [100]
So you want to take any other existing character from this world. Well then, this option is for you.

Happy Family [100](free for otherworlder)
This is your adopted family, the three are all very close to each other and specially attached to you, whether that feeling is platonic or not is up to your actions, beyond that they each possess one of the three first perks of the otherworlder perk line, and they all take up one companion slot.

Dark Family [200] (discount undeath king)
A four-man squad of your personal tastes, fanatically loyal, they are all dead mells, and each possesses a perk of the dead mell perk line, with the undead king possessing one, having a lesser version that only allows the control of dead mells you possess (with permission) and the ability to create parasites. They all take one companion slot.

Scenarios

Scenario [a game of family]

By taking this option, you will take the place of the MC at the time he meets his family, your mission is to get rid of your dad, without causing him to turn into the undead king, and make sure the ending is better than the one in canon.

Reward

Take 1000CP and either the dark or happy family for free, if you have them already, gain an additional 200CP.

Drawbacks

Extended Stay [+100 CP]
For each purchase of this, your time here is extended to 10 years. It can be purchased multiple times as much as your lifespan allows.

unlucky [+100 CP]
Events will conspire and there will always be something you must do to avoid the ruin of a nation.

Bloody children [+100 CP]
You have been selected as a prime prize for the children of the King of Daba, prepare your ass If they catch you.

naive [+200]
You are quite gullible, even as a certified genius, you are innocent of the Malice within people.

Cold Bastar [+200]
You are as much a threat to your allies as your enemies, try not to treat them too much like disposable pawns.

For the throne [+200]
You somehow enraged a king and expect yourself to be banned from their kingdom. and captured or killed if found trespassing.

Hunted [+400]
Someone put a massive bounty on your head, also, your scent is quite attractive to dead mells.

weak [+400]
You have heart problems; this will affect your stamina and strength.

Trust issues [+400]
You have trust issues, it is especially hard to open yourself to people, even your family

Undead wrath [+600]
Somewhere, somehow, the undead king found news of your existence, he believes that all his wishes could be realized by personally extracting your heart, prepare to face the four elites before the king arrived personally on the battlefield. If he doesn't exist, a similar being awaits you, like a new dragon.

No context [+600]
You forgot the plot, didn't you?

Lockdown [+600]
You have no **Out-of-context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation