ASSASSINATION CLASSROOM



Earth is in jeopardy after 70% of the Moon is destroyed leaving it in the shape of crescent. A few days after, a tentacled creature appears and takes responsibility and claims that at the end of the year he will do the same with the Earth but offers mankind a deal he is allowed to teach Class 3-E of Kunugigaoka Junior High School and they are allowed to assassinate him and the one that does gain 10 billion yen. Of course, like all manga it is never this simple but that is up to you to find out. You start out the day Korosensei begins his first day teaching.

Gain 1000 CP.

Location

You start out in any location of your choice free of charge.

Origins

You can choose to be a Drop-In regardless of the origin picked.

Student: By taking this, you can choose to be a student of Class 3-E if you want.

Reaper: By taking this, you can choose to be a teacher of Class 3-E alongside Karasuma and Professor Bitch.

Professional: You can choose to be a professional assassin.

General Perks

A Class Body (100 CP): Now, if you are going to be an assassin, you are going to have to have the physicality for it. I mean no offence or anything, but you can't really kill anyone if you are out of breath in a matter of minutes. So I'm going to give this to you a full-blown body re-sculpt so you possess an Olympian level body in all aspects ranging from strength, speed, durability etc. Comes with a free body change to your choice.



Assassination Classroom (100 CP): While this may seem unorthodox, the concept of the assassination classroom is not without merit by allowing students to try to kill their teachers, they can let go of their anger, get them closer to their classmates and target alike and more importantly it kept class interesting and made them want to go. For those jumpers

who wish to one day teach (probably no one but who knows) this perk allows you to now and in the future utilise this method with no one ever having a problem with it not your boss, the parents, the students no one and this means no one.

Eagle Eyes (300 CP): Assassination comes in many forms hand to hand, melee weapon and finally mastery of arms. You took the last one to heart and dedicated countless hours to practise your craft, and it shows in your skill with whatever gun you have in your hand. To put it simply, barring someone being faster than a speeding bullet, you don't miss when you shoot your bullets hit their mark regardless of distance and wind current after all you have already taken that into account.

Soldier (300 CP): To be an assassin is to be more than just a shadow, it is to be a human weapon capable of taking more lives with just your body than with your tools. Whether as a result of natural talent, hard work or specialised training, you have become a master of martial combat able to rival even the famed Reaper himself in hand to hand combat. When I say that you are one of the worlds deadliest people, I mean it now. The martial art that you are skilled at is your choice. More can be purchased for simply **50 CP**, and all of them will be at the same level as your first one.

Anti-Matter (600/800 CP): I am truly sorry he did this to you, but somehow you were captured and experimented on by Yanagisawa and are now the product of his Antimatter research. This research has changed your entire physiology, turning you into something no longer human. However, you survived and escaped from his grasp. What you do now is up to you. Also, one last thing, what you look like is up to you and you can produce tentacles from your body at any time instead of having them out all the time.

As a product of your newfound physiology, you have gained certain remarkable abilities. Starting from the top, you can now change your skin colour, which has been rendered invulnerable to all things barring others who have been experimented on and a certain material which is effective only to antimatter creatures. Also, once a month you can shed your skin which can act as a protective membrane either for yourself or others e.g. this can defend you from grenades, rockets, etc. However, by doing this you are temporarily weakened. You also possess regenerative abilities however this weakens your stamina the more you regenerate. Also, lead melts inside you. You can also digest anything apart from the anti-you weapons, your teeth can crush any material in this verse.

Next are the tentacles, the tentacles which you produce can shape-shift in a way into different shapes and can elongate to an unknown length. The next few miscellaneous abilities and perks are that you are now immune to all substances that would kill a normal human. You can produce mucus from anywhere across your body that can make water turn to gel and is thick enough to stop bullets. You also possess an absolute defence form which renders you completely invulnerable even to that anti-you material I mean not even a

nuclear warhead could kill you while in this form, though I doubt that could kill you before. However, as a side effect of this form you are compressed into a small baseball like sphere and while in this form you cannot move until 24 hours have passed whereby you can return to your normal form.

These final few abilities are what I would call the major ones. Superhuman senses and superhuman speed. Starting with the senses these have all been enhanced allowing you to e.g. detect minute changes in heat, light, sound and smell, hear distances no humans can ever reach, identify a person and object just by their smell e.g. smelling a bomb through layers of pudding just by the metallic scent and eyes so powerful that you can keep track of objects travelling thousands of miles per hour with no problem and actions faster than a literal eye blink.

Finally, there's superhuman speed allowing you to travel at a maximum of Mach 20 and before you ask you can also somehow fly. Your reflexes have also been enhanced to keep up with your speed and for those who have watched this know what you can do, Korosensei can literally dodge multiple machine guns firing at him all at once. One advantage of this speed is the ability to create dozens of copies via after-imagery to put this into perspective each of your clones can at the same time perform dozens of different tasks at the same time and again for those who have watched/read this know this is OP.

If that isn't enough for you then for an additional **200 CP**, you can gain a few upgrades one is a speed upgrade now letting you reach Mach 40, your tentacles strength has also been enhanced letting you demolish a 30-story building in seconds. You have also gained a liquefaction ability letting you morph into mercury like slime however you won't be able to use your tentacles while in this form.

A last warning your tentacles possess a certain level of strength however by reducing tentacle number you can increase their strength and speed. You can also somehow fire an energy laser.

Now, barring Anti-You weapons the only other weakness you possess is water, upon contact you will absorb it and swell up, the mucus you produce will protect you from that to a certain extent but it will dry up with time. Also, one contact with your mucus water acts as an exfoliate.







Student

Anime Looks (100 CP): Pretty self-explanatory really you can change your looks into whatever you desire, e.g. red hair and eyes without anyone now and in future thinking what you look like is weird.

Alpha (200 CP): Assassination is all well and good but sometimes an assassin needs a bit of guidance and that's where a leader comes in, a leader is one who directs and controls their subordinates letting them know what they need to improve on, guiding them to the best position possible for an assassination attempt and preventing them from running amok. You are one such leader, able to take the reins of any team and bring them to heel, able to get even the most dangerous of people together and make them work in one cohesive unit. How you do this is up to you whether it is fear, respect or love regardless, they will never disobey you and never lose faith in you.

Noting (200 CP): Much like a certain androgynous boy you are gifted in the art of note taking or to more specific, you are gifted in the art of observing your targets and noting their weaknesses. As if by magic, the longer you observe and document someone, the more and more weaknesses seem to present themselves to you in time you could know more about your target than even they know themselves. Of course, this isn't limited to just weaknesses but also strengths with time and research you can make lists of a person's strengths as well.

A few last things, one this documenting isn't just physical weaknesses it takes into account everything e.g. a weakness with a certain class or subject or you could observe and learn your targets joints are not flexible, etc. The second thing is, the observation time before you know everything about them depends on the jumper. If the jumper decides to do research on the target, they will naturally learn more about them and their weaknesses will come to light.

It's All In The Mind (400 CP): Say what you will of Class E but when it comes to planning methods of death and destruction, they can be called geniuses. These kids successfully planned and almost perfectly executed the assassination of one of the strongest beings on Earth, with him having to enter his absolute defence in order to survive the attempt. This plan was so advanced that they got closer than the entire Japanese government could think of. Much like them, plans and stratagems of bringing death and destruction come to you as if by second nature, your mind filling with all the possible fallback options your target can think of, solutions to every possible problem cramming into your head, the advantages and disadvantages of your chosen location, etc. It would take a true superhuman to escape from your plans, and even then it wouldn't be easy.

Prodigy (400 CP): Self-explanatory really but then why would I be explaining it with this perk you have become something akin to a genius but not quite so, what you now have is potential. The ability to learn has been bestowed upon you but with a far greater rate than ever seen you could go from bottom of every class to gaining first place in every subject is less than a month, give you a year and you could master half a decade's worth of assassination. Regardless of what it is, you can learn it better and faster with the only limitation of your learning being your body.

Bloodlust (600 CP): Everyone has certain advantages when it comes to skills some are better at baseball, others chemistry, biology, physical education etc regardless of the subject everyone is better than others at something and you are better at assassination. As a result of your inborn talent, you possess an immense amount of hidden bloodlust within you. When your bloodlust is released or directed at a being a certain image appears in the mind of your target/s immobilizing them and preventing any form of counterattack and chance of fighting back even the most decorated assassins and professionals are affected by the sheer force of your bloodlust. However, if your bloodlust grows beyond your control, you can become reckless or dangerous to both yourself and those around you. What form your bloodlust takes is of your choice.





Reaper

Reaper (100 CP): The Second Reaper while utterly crazy was not without skill, his most prevalent one being the ability to transform into a shroud of darkness blocking any attempt to perceive his form with the last and only thing of him that victims saw was an approaching shadow. While he projected and relied on his bloodlust to achieve such a state, you did this with only practise and hard work achieving the state of a shadow as easily as breathing. Even in the eyes of master assassins, you are nothing but darkness.



Something About Her/Him (200 CP): I was watching and I still don't know how he did it, I mean somehow Korosensei was able to get 2 assassins who were hired by the Japanese Government to kill him to like him and become friends. He could even get the Chairman of the academy almost back to how he used to be with just a few conversations, I mean, I know there is such a thing as charisma but come on, really. Well, you too can have it if you want for just 200 CP.

Strategy (200 CP): In the life of a killer staying alive requires more than just skill and training it requires staying one step ahead of the law and other assassins and the ability to out-think them both. Thankfully for you, you already do this after all you wouldn't have survived until now if you couldn't but you took it one step further and instead of staying one step ahead you decided to stay 200 steps instead. By taking this course, you can now outplay professional assassins as if they were children, making them dance to your tune without them even knowing there was music. So long as they are within your grasp, every action they take, every decision they make you have already taken into account long before they even thought of it. How this works well, fanwank.

Second Parent (400 CP): Regardless of people's opinions of Korosensei one thing that cannot be denied is that he is an amazing teacher, not only was he able to single-handedly teach every subject to his students letting them go from the bottom of the barrel all the way

to the top 50 within a year. He was more importantly able to help his students work past any and all hang-ups, motivate any and all lazy-bums to aspire far above themselves and earn the love of his students to the point where his life was worth far more than 10 billion.

Like him, you too are such a teacher going far above other so-called educators and actually place the well-being of your students above your own. You can make anything look fun, teach any subject completely in weeks that would take other lesser teachers months if not a year for their students to get. But that is not what makes this 400 what does is: your ability to inspire your students to reach their dreams, boost their confidence, turn delinquent losers into people others will aspire to become. You won't be well known, but who knows your student may be. (Also, if somehow you know your students weaknesses and strengths, you can tailor each homework, test etc to each student tailor made to each of their weaknesses).



Wave Reading (400 CP): Every being possesses a wavelength that only you can see, this wave is their breathing, their line of sight, facial expression, body language, etc. By looking into a wavelength, you learned to find gaps and openings within that being's consciousness. The time period when they let down their guard. As you went deeper and deeper into the life of a killer you eventually evolved the technique further unlocking the 'peak in consciousness' the state of mind when a target is incredibly susceptible to outside stimulus by acting within that time you learned you could both stun even the most cold-hearted assassin's giving you clear entry to attack, get into close distance, and approach even the most paranoid of professionals with ease, who knows what this will one day become.

Genius (600 CP): One thing people seem to forget about Korosensei is that he is a genius even before his incident, he possessed a genius level intellect and after that he attained an intellect that could quite literally not be measured. Much like him, you too possess an intellect that allows you to understand and learn complex knowledge in a matter of a minute and process information thousands of times greater than even the topmost human genius. With your intellect you can change the face of science in days that others would take

decades if not longer e,g, in less than a day you could modify an A.I with 985 different modifications as well as grant it absolute autonomy and sentience and if you already were a prodigy than this speed and intellect would be greater and if somehow you become like Korosensei than who really knows what you will become.





Professional

Seductive (100 CP): The basic 10/10 good looks perk.



Multilingual (200 CP): To be a true assassin, one must blend into their environments, walk among the population akin to an invisible blade to never be seen or heard. One such requirement to do so however is to know the language of those people as how can you walk unseen among them if you stick out like a sore thumb. With this perk, you have mastered all languages in the world that are used today, including both reading, writing and speaking. However, languages long dead are beyond your knowledge after all why would they interest you.

I Robot (200 CP): In the life of a killer, emotions are nothing more than crutches holding someone back from achieving their true potential. It is emotions that cause guilt, pain and sadness emotions that an assassin can do without. Taking this to heart and going beyond you found a way to turn off your emotions turning you into something akin to a machine you possess no bias, no emotions, nothing with this you are finally a true blue stone-cold killer.

In The Shadows (400 CP): Some killings are more complex than others while it would be nice to just shoot your target dead with a sniper rifle some deaths require more intricate methods and for that, they require information and surveillance. You seem to be a master of the latter able to spy on even the most infamous and paranoid people as easily as you would do with a child (please don't spy on children), somehow whenever you make an effort to blend in your targets nor their help seem to spot you. With time and practise, you could stalk even Korosensei himself without him seeing you.

The Reaper (400 CP): It was only after he killed a thousand targets that he was dubbed The Reaper it was said that if God did not come for them, then The Reaper would. This

reputation was based on his actions, the number of people he killed and the fact that to date no one had a clue as to what he looked like. Much like him/them, you too possess such a reputation created through a lifetime of dealing death and destruction to others and remaining as if a myth unseen and known only through your actions. This reputation is yours to mold as you see fit what you are known by and the legend surrounding you is up to you but regardless, you will find your legend and reputation grows as you perform more and more deeds whether good or bad and in time you could be known the world over and the mere thought of your name could frighten world leaders and terrify even the most sadistic sociopaths (and they don't feel emotion).



Thespian (600 CP): There comes times when an assassin must go undercover in order to reach their target, they must assimilate themselves into a whole new crowd, act in a whole new way in other words they must become a whole new person. You are an exceptional example of this, able to metaphorically become another person flawlessly changing your accent, language, mannerisms, everything that about you, you can change to the point that if you could change your appearance not even your other mother could recognise you even after an hour long conversation.





Items

Discount on 1 item for each tier. (One 100 CP item is free but you also get a discount on another as well)

Teaching Qualifications (100 CP): Basically, this lets you teach legally without problems now and in future jumps.

Giant Pudding (100 CP): A gigantic pudding meticulously created by some of the best assassins in the world to kill one of the strongest beings in the world. This pudding is enormous and incredibly delicious with each layer possessing a different flavour. Now, you can choose for it to be split into smaller sections or making it just one big one.



30 Billion Yen (100 CP): Pretty self-explanatory. Regenerates start of every jump. Is 276,867,720.00 in dollars.



Weapons (100 CP): As it says on the tin. With this purchase, you can gain access to one firearm of your choice. Regardless of the weapon, this possesses unlimited bullets and does not stall. If broken, it returns to you undamaged in 24-hours.





Upgraded Weapons (100 CP): With this purchase, a weapon of your choice is upgraded to also injure and potentially kill antimatter creatures. Can be imported into.

Anti-Sensei Material (300 CP): A rubber like material effective to only antimatter creatures, making them harmless to other organisms. Upon contact with this material, the cellular tissue of an antimatter organism will disintegrate. You gain a never ending supply of this material either changed into whatever form/s you want e.g. clothing, cage, bullets, knives etc or you can just have it as a material and you can change it yourself.



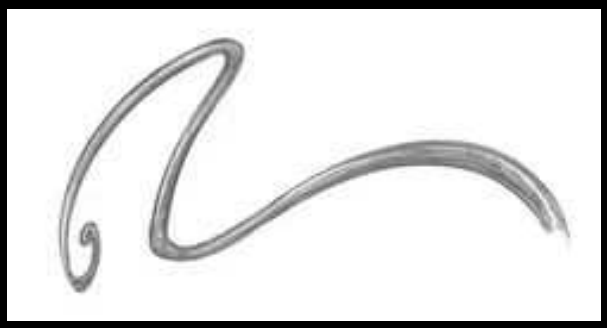
Yanagisawa's Research (300 CP): Here it is, a full book filled to the brim with all of Yanagisawa's research on everything from how to create antimatter tentacles to everything else. Everything that Yanagisawa knows now, so do you.

Class E (300 CP): The former cram school of Gakuho Asano before it became the dwelling of Class 3-E. This is a small wooden building, with only one classroom and a small faculty lounge. This building is surrounded one kilometre on each side with a forest. Unlike the canon building yours is equipped with state-of-the-art air-conditioning, is leak free and is in perfect quality. Post-Jump, this appears in whatever location you desire and if you want it to, it will be surrounded by forest as it is here.





Antimatter Tentacles (600 CP): The by-product of Yanagisawa's research to produce antimatter within an organic organism. Once implanted into a being one of two developments can occur one is to turn those implanted into a tentacle creature much like Korosensei and The Reaper. The second outcome is when a tentacle seed is implanted and bonds to the neurons in the body and a large number of tentacles will sprout from the place of injection increasing the users' physical abilities, but they will be weaker than the first outcome.





However, normally both outcomes would come with drawbacks but as you paying CP for this, you will have little to no drawbacks whatsoever the only ones being that the tentacles will absorb water and the tentacles will be susceptible to anti-sensei material.

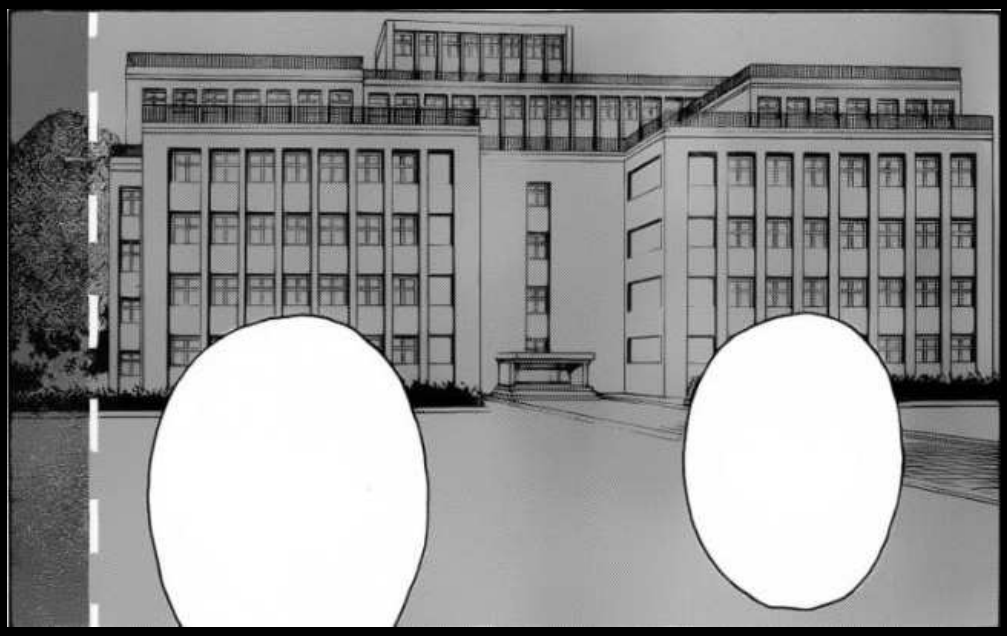
However, the drawbacks of explosion with becoming a full tentacle creature are at no risk of explosion and with the second way of bonding to the neurons the user will not be in physical pain, their energy will not be absorbed and their mentality will not be affected.

Also, according to those who were implanted the tentacles ask them what they wish to be or act and the tentacles will act accordingly.

Kunugigaoka High School (600 CP): A prestigious private school owned entirely by you Jumper as chairman/woman. The school is a gigantic building similar in appearance and structure as a small college campus containing four stories, a gym, a baseball field, a track field and a swimming pool. Enough to teach both junior high and high school.

The exact curriculum and how it works is up to you but you can make it the same as the canon one either way, the school will be filled with exceptional teachers for all the subjects with their exact personalities being up to you (they will be more like A.I's than up to you). As for the classes, you can choose for a E-class to be created as a form of outcasts to motivate the other classes.

If purchased with Class 3-E, the building can be placed within a kilometre of the main campus (the surrounding forest can still be included).



Spear Of Heaven (600 CP): An anti anti-matter being satellite weapon that when activated can shoot a beam of light specifically designed to vaporize antimatter beings.

Companion

Canon Companion (100 CP): Can take any companion you desire barring Korosensei. Includes dead characters as well.

Class Creation (100 CP): For 100 CP, you can choose to either import or create a companion of your choice, either way, they gain access to 1000 CP, and access to a perk line of your choice discounts apply. No discount to items.

Drawbacks

Professor Bitc* (+100 CP): Your name has now been turned into a derogatory word until the end of this jump or 10 years. No matter what you say or do, you will never be called anything else besides that name. I mean, you could save the world and you would still be known by that word.

Androgynous (+100 CP): You are now incredibly more androgynous than you were before, with people confusing you for the opposite gender regularly.

Nagisa (+200 CP): No matter who you are, you have to feel sorry for Nagisa i mean his mothers a total bit**, controlling him and being both verbally and physically abusive to her own son believing that because she looked after him like a parent should he therefore owed her. As a result of her parenting, Nagisa grew up with absolutely no confidence viewing even his life as useless and worth nothing like him, you too now possess absolute no confidence in yourself believing yourself to be worth nothing, useless in everything and not willing to stand up for yourself regardless of reason and/or person. Goes after 10 years or until jump ends, whichever is first.

You Perv (+200 CP): I would say self-explanatory, but then I wouldn't have to explain it. You are an absolute pervert in every way, shape and form. You have no self-control when it comes to peeping on your preferred gender, taking pictures of them from the bushes, reading erotic magazines with no shame and even running toward them nude.

Lazy-Ass (+200 CP): As it says, you are now an incredibly lazy person. You don't like to study, teach, exercise, etc whatsoever.

Side-Effects (+300 CP): One of the lesser known side-effects of bonding tentacles to neurons was the excruciating pain that followed if a proper regime wasn't followed. Whether as a result of that or another reason all together for the remainder of this jump (or 10 years) you will be subjected to immense torturous agony 24/7 365. Nothing you can do will stop this agony, no medication, no tech. I hope you have willpower jumper you are going to need it.

Power-Loss (+300 CP): The classic power loss perk that strips you of any and all power and perk that you gained from outside this jump.

Life Link (+600 CP): From now until his canon death your life is linked to Korosensei now normally, this would be fine but Korosensei has lost his indestructibility making him as

vulnerable as a normal human so until his canon death you must save him as if he dies until that time so do you.

Yanagisawa (+600 CP): Shiro himself is now after you somehow he got wind of your omniversal origins and is more than wetting himself at the thought of dissecting your body. He will do whatever he needs to do to get to you including tentacling himself just to get to you. Congrats, the quintessential mad-scientist is now after you.

Korosensei (+600 CP): Congrats, Korosensei AKA The Reaper himself is after you with the intent to kill. He no longer cares about the kids or his own survival he will not stop until you are dead and buried permanently. No matter where you go, no matter what you do he will not stop, he possesses the majority of the abilities with the Antimatter perk (barring the increased speed, strength & liquid ability) good luck you are fighting against the strongest being on Earth as it is now. BTW, the kids mean nothing to him now.

Bye Bye Moon (+800 CP): While many believe it to be true, the actual cause of the moon's destruction was a rat, or more precisely a rat injected with antimatter. You see, one drawback of becoming an antimatter being was that there was a high risk of an explosion occurring, taking with it a large section of the Earth. Now, you too have been burdened with such a fate and unless you stop it, you will explode in 10 years time and take the Earth with you. Unless you stop it, you die and the Jump ends.
(+300 CP): For an additional 300 CP, your time has been shortened to 1 year, congrats and good luck.