Final Girl (Manga) Jump

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Our story begins with an overworked Japanese salaryman dying in front of a theater airing an old slasher flick called ‘18th day sacrifice’ and ends up waking up in the body of the slut (promiscuous dumb blonde) archetype in the movie. Even though she's originally supposed to be the first one to be killed by the slasher, she ends up escaping the slasher and killing him in the end with the help of the final girl (the virgin archetype). And then ends up in a different movie because she didn't die according to the plot.

You are going to spend 10 years in this world that runs on movie tropes. If you do end up killing the slasher, you might end up in a romance movie or an action thriller or a comedy, depending on your choices in the jump and the slasher movie. Whatever happens, I'm sure it's going to be an eventful ten or more years.

Take these 1000 Cinema Points (CP) and be the final girl or guy.

Any origin can be taken as a drop in. Age is 18 or above for all origins. If you want, you could change your sex for free.

Every origin gets a discount on each of their perks, with the general perk being undiscounted. Discounted 100 CP perks are free.

General perk:

- ***Movie time (400 CP):*** In the manga, the main character entered the movie world accidentally but this perk lets you enter movies as any character you want at any time. You could also enter as yourself but you aren't a part of the cast, this comes with benefits and downsides both. You aren't bound to the plot but people might ignore you or dislike you because you don't fit the story.

  Any appearance you take in the movie can become an altform outside the movie. If the altform is of a superpowered character (anyone with powers beyond those theoretically possible for a normal human counts as superpowered for this perk, so magic, psionics, super powers all count as superpowered) you'd get a small ability based on the genre conventions or the abilities of the altform. For example you'd get the ability to heal a bit faster in sunlight based on Superman if you became Superman or float a few inches above the ground. These abilities can be improved but they need a few decades of work and effort to be worthwhile. You could also gain abilities based on genre conventions so

you might gain Superman's ability to maintain a secret identity just by wearing glasses and slouching.

The amount of super powered altforms you can take in this way can't exceed 10 per jump. You can take items from the movie but they shouldn't be too overpowered, an enchanted sword is ok but Excalibur isn't ok and the item should be carryable by you.

Once every ten jumps you can take an overpowered item and use it once. The item can only be used in the jump you take it out in and its effects should be limited to the setting and you can't take that item out until you get your spark. The characters you bring out from a movie can be made as companions, but their powers are nerfed heavily until they're street level, they can slowly regain their powers but it might take a few jumps and some heroic last stands, even then, truly omnipotent characters could only reach the level to affect the solar system.

Skills you gain as a character are fiat backed and any 1 item you make inside a movie can be fiat backed once per movie. If you die in a jump, this perk revives you once per jump by pulling you into a random movie. You can exit after that movie is completed. If you die inside a movie, you'll be dropped out and can't access that movie for a month. Time passes at half the rate inside the movie world (half day outside is one day inside).

Drop in/ Slut archetype:

You appear in the cabin wearing skimpy clothes and on a bed.

- ***Blonde bombshell(100 CP):*** You're the stereotypical sexy cheerleader or a similar popular kid in your university. One of the most beautiful girls in your town, you turn heads wherever you go. Also, all your clothes have a tendency to emphasize your best features and situations conspire to show off your sex appeal.

- ***Cheerleading Salaryman (100 CP):*** No one said that cheerleading is easy, you spent hours everyday practicing your routines again and again, so you know how to work long hours without problems and are an expert at doing monotonous things without getting bored.

- ***Experienced (200 CP):*** Just like Summer you too might have had more than 30 lovers. Now you're something of an expert on how to seduce people. Due to this, people do small favors (helping you with homework, writing your assignments for you, etc) to you regularly, hoping that you'd give them a chance or be in your good graces.

- ***Listen to me (200 CP):*** You're really intimidating when you put your mind to it. And your voice deepens into a growl on demand. Anyone who sees you like this would listen to you and follow your orders.

- ***Genre savvy(400 CP):*** In this movie world, knowledge of a trope is the difference between life and death. You know the common tropes of all kinds of films and you even know if and when they're going to be subverted.

  This perk manifests in the form of a virtual screen only you can see (kind of like a gamer system if you're familiar with the fics or manhwa). The screen shows the name of a person and some important information about their life, that lets you figure out their archetype (the trope their character most likely resembles or falls under).

- ***Archetype Controller(600 CP):*** In this world of movies, most characters fall under a certain archetype. Archetype refers to the most basic character type in a story the given person resembles. Usually you can find out the archetypes by using the genre savvy perk but by buying this perk you can give character archetypes to people (even those who aren't part of a world like this that runs on movie tropes) and make them act like characters in a story. By giving someone a damsel in distress archetype, they'd become helpless and easy to capture. You start out by granting archetypes to a maximum of 12 people at once and can increase this number slowly over time, until eventually granting archetypes to everyone in the world. You can change your archetype too at any time. You learn skills related to your archetype incredibly quickly (5 times the rate a normal person learns). Anyone granted an archetype learns skills at twice the rate of a normal person.

Final girl(Virgin Archetype):

You appear in your room in the cabin, wearing plain looking clothes.

- ***Too adorable(100 CP):*** Even though your looks are sort of average. You have an adorable aura that radiates vulnerableness and makes people want to protect you.

- ***Virgin Mary(100 CP):*** As a side effect of your purity, you have a peculiar ability to change clothes instantly even when you're being chased by a serial killer hellbent on killing you.

- ***Nice guy/gal(200 CP):*** You're a really nice person, just a chat with you would let anyone know that you care about and empathize with everyone and would try to help them out in any way you could. This means you've made quite a few friends over the years, friends who'd be ready to put their lives on the line to save you.

- ***Decidedly average(200 CP):*** Lucy is average in every way that counts, average intelligence, looks, etc; and there's nothing too noticeable about her. Similarly from now on, you're about average in every new thing you try, without adding other perks or training boosters.

- ***Loving family(400 CP):*** Most final girls are from good and loving households, thereby giving them a happy childhood and a good personality that's free from psychological problems.

  From now on, in every jump you'd have a loving family that love and help you to the best of their abilities. Their status, power and race depends on your origin in the jump. If you don't want to make up new characters for your family each jump, you could always designate some of your companions to take that family slot or choose a family to insert yourself as a member of. If you prefer dropping in, then these guys might be your family from a previous jump of your choice or you could always toggle this perk off, if you don't want emotional baggage.

- ***This universe loves you(600 CP):*** This universe really does love you. Normally, the universe wouldn't involve itself with your life, happy to leave you to your own devices, but if your life is in danger, your plot armor goes through the roof. You escape accidents and attacks on you miraculously. Your plot armor keeps saving you until you can fight back against your attacker or fighting back is the only way for you to survive. Usually it means all your friends or those who could save you are dead or incapacitated.

  Don't worry too much about being just a normal girl but when the going gets tough and the situation demands it, you'd rise to the call and find a hidden wellspring of courage and determination and your enemies would make silly mistakes or ignore the threat you represent until you stab a knife right through their heart.

Nerd (Scholar Archetype):

You wake up in your room, wearing comfortable clothes and your glasses.

- ***Nerdy cute(100 CP):*** People might dismiss you as a nerd, but there's a cutie hidden behind those tired eyes and baggy clothes. You're pretty cute if you take good care of yourself. But even with all your disinterest towards fashion, you have your dedicated fans in the science club and the local comic store. Your glasses seem to be enhancing your cuteness and have a strange habit of glinting if you make an astute observation.

- ***Not that puzzling(100 CP):*** Years of studying and solving puzzles made you an expert at solving them really quickly and accurately. You were also the spelling bee

champ of your city. This perk also gives you a good idea on how to make puzzles that puzzle people nearly as smart as you.

- ***Makeshift tools and weapons(200 CP):*** You have a knack for making tools and weapons using whatever is available to you. These things may not be robust but they get the job done. Most of the time, you find things that can be used to make a tool or weapon, within a short distance from you.

- ***Hollywood nerd(200 CP):*** Intellectuals like you have been bullied all your life in school but even your bullies would agree that you're a genius. Pick three scientific fields, you're an unrivaled genius in them and can learn skills related to those fields in a tenth of the time it usually takes to someone of your intellect. And you can invent or make new discoveries in those fields in a quarter of the time it usually takes for a team of researchers, all by yourself.

- ***Long term planner(400 CP):*** When you were a kid, you had trouble understanding people, but you made the connection that people are just puzzles with a few more pieces and some crazy rules. Like any other puzzle, you tried to solve this and succeeded. You know how to make people do what you want, but your plans need some information about targets, any plans that take more than a week to succeed have a high chance of succeeding and the chance of success goes up with the time it takes for your plan to succeed, any plan that takes a year would almost always succeed. If you make a plan that takes a decade or so for you to see results, it will end up succeeding everytime.

- ***The Science Hero (600 CP):*** You're the smartest guy in the world. You've perfect memory and the ability to learn new fields of knowledge in a short duration and know how you can combine all your knowledge in different fields of science and magic to make something that's truly mind-blowing.

  As long as you use science as a means of progress and use its gifts to uplift the world and save people from those who mean them harm, you could do the impossible, like building an iron man suit in a cave using a box full of scrap or creating a new species of plants in your garage.

Prankster (The fool Archetype):

You wake up in a room in the cabin, wearing your favorite clothes. You can see a bag filled with clothes for different occasions and various prank items near your bed.

- ***Boyish good looks(100 CP):*** You've that boyish charm, a pleasant smile, carefully groomed beard or hair and a pretty face. You might not be too beautiful but you know how to show off your best features.

- ***This feels like a good time for a joke (100 CP):*** You always know what joke to say or prank to play during a given situation. No more joking about the dead guy during a funeral or talking about your buddy's lovelife during his wedding. And you always seem to have a few pranking items in your bag, not too many, just enough to prank someone at a moment's notice.

- ***Friend of all(200 CP):*** Why do two people at the bottom of the social totem pole and two people at the top of the totem pole go to the cabin together? Because you were their friend. You have a remarkable ability to make friends with anyone. They might like you or tolerate you but all of them know that it's good to have you around.

- ***Disguise master(200 CP):*** You're a master at disguising yourself as someone else. Only those who are intimately familiar with the person you're disguised as could find something wrong and even that is really rare, unless you mess up somehow.

- ***I know a guy(400 CP):*** You're good at this networking thing, wonderful even. You know a guy who knows a guy who's friends with the president, even. This networking skills means that you'd be a shoo-in for political roles or business roles. Heck, you could be an idol manager for all you care.

  Or you could use your relations to get insider information or get favors when you mess up. The more favors you ask, the more favors you need to do to them as payment. But you can ask for at least one favor each from the biggest movers and shakers in each jump and they'd help you out, within limits.

- ***The Guile hero(600 CP):*** You're the joker and the irreverent prankster but what you're also is a hero. Harken to the days of the trickster hero, heroes who use their wit, social skills, sharp tongue and even sharper mind to win. You could play circles around the evil darklords with your lies, traps and plots. As long as you stay true to yourself and don't betray those you love, you can do the impossible and win with just a word.

Jock (The Athlete archetype):

You wake up in your room, just opposite to the cheerleader's. You seem to be wearing jeans and a t-shirt.

- ***Dashing good looks(100 CP):*** Tall, broad shouldered and well muscled, you look as if you're an Adonis who just came out of a painting. All your clothes seem to show off your fit body in any situation you're in.

- ***All American Athlete(100 CP):*** People love knights and heroes. In this modern era, sportsmen take that spot. As a student athlete in America, you could say you're well on

your way to be one of the most popular people in the nation. Pick any sport, you're the best player in your city and with the bare minimum of effort, you'd be scouted by a top team or even participate and win the Olympics.

- ***Work hard and play harder(200 CP):*** People think being a sportsman means you don't need to worry about your education but sports have their own stress and problems. Thankfully, you know all the best spots if you want to party and get the good stuff (booze and drugs). As an added benefit, no amount of drugs or booze would have an adverse effect on you or stay in your system the next day or when people want to test you for alcohol or drug content.

- ***Some are more equal than others(200 CP):*** Results are important but in your case results matter more. As long as you play well and bring trophies to your college, people don't mind any small crimes or mischief you do (bullying, skipping classes, etc). This perk helps you out in the future too, the bigger the results you bring, the more you can get away with. Save the world and people won't mind you killing for fun, once in a while.

- ***Master and student(400 CP):*** Rather than being talented in one sport, you're talented in all forms of physical activities (sports, combat, shooting, etc). You learn physical skills in a tenth of the time and teach ten times as fast as normal. If your students don't have supernatural energies or physique required for a sport or martial art, you could create low powered variants that run on life force, until you can find a way to give them those energies.

- ***The Action Hero(600 CP):*** America was built on the backs of chads like you. You're straight out of an 80s movie, as long as you act in a heroic way, you could kill damn near everything. Your strength, speed, toughness, determination increases as long as you're fighting to save people.If you don't run away from a problem and face it head on, you could have Infinite ammo, dodge point blank shots, have enchanted weapons falling in your hands, etc, etc;

Slasher:

You appear in the abandoned garage near the cabin. You're wearing your mask and have your trusty machete in your hands. The cabin seems to have new residents now, a bunch of dumb college kids. Have fun with them.

- ***Slasher's looks(100 CP):*** You look like you're straight out of a slasher flick, maybe because you're from a slasher flick. You're stronger and taller than the average person, maybe 6 and a half feet tall and built like a brick house, you could play an authentic Jack Reacher with your physique. Even with your physique you don't make much noise and can hide for hours waiting for a chance.

- ***Slasher's Aura(100 CP):*** You give off a menacing aura that scares quite a few people out of their mind. Someone with a modicum of common sense and determination could resist this aura but you know who to target for easy kills.

- ***Slasher's taboos(200 CP):*** Invoke five things as taboo and you'd know if anyone's doing at least one of them in your surroundings in a range of half a kilometer. Once you get close to their location, you can teleport near them. This teleportation only works once per person and has a maximum range of 25 feet. The teleportation also has a cooldown of 20 minutes per use. You can change what counts as taboo once every month.

- ***Slasher's relentlessness (200 CP):*** People think slasher's have one track mind but you could adapt to your enemy's powers or unique skills and plan around them. Whatever powers your enemy has, you could push through them and kill them, as long as they don't kill you in a single shot. The adaptation isn't that strong, if you're facing some supernatural power, you need to face them more than thrice to find a counter or adapt to it.

- ***Slasher's Identity (400 CP):*** People try to find the person behind the slasher in most movies but unfortunately for them, once per jump you could retroactively name yourself as someone else and you'd become that person. Because sometimes, the final girl is the slasher.

- ***Slasher's Legend(600 CP):*** You're the man, the myth, the legend. Your actions have scared enough people that you've become something more than human. You're a story now, a story that came to life. You can heal yourself in minutes and can gain abilities based on your legend, the stranger and scarier the legend, the scarier your powers would be. And don't get too big of a head, because at the end of the day, monsters like you are meant to be killed by heroes and if you're too arrogant and reckless, a hero might rise to end you. But death is not the end for you now, if you die, you'll respawn after some time, you'll take 1 to 10 years to reappear based on your notoriety.

Items:

You get 4 discounts to spend on items, each discounted item costs half the price.

- ***Find yourself in X movie?(100 CP):*** A website that gives you 10 common tropes in a movie type and how to plan for them.

- ***The mysterious van(100 CP):*** This van can seat 6 people comfortably and doesn't need fuel.

- ***Booze and drugs(100 CP):*** An endless amount of drinks and drugs of various types. Useful if you want to have a party.

- ***Game night(100 CP):*** Spending time in a cabin in the middle of the woods is boring. So, take this game bag. This bag comes with a bunch of card games, tabletop RPGs and a few consoles. In the future, if you end up having a computer or a television, you'd get the latest playstation or equivalent.

- ***Tickets (100 CP):*** Tickets to a concert or a game. Based on the game or event happening in your city, you get enough tickets for six people every week.

- ***Cash money (100 CP):*** Enough money for a middle class family to comfortably live all their life. If you spend it all, you get the same amount the next month. The money you get depends on the time period and location you live in.

- ***Wardrobe (100 CP):*** You'd probably be traveling a lot in your time here. This wardrobe has enough clothes for every occasion and is small enough to carry in a car. Any clothes or accessories you place inside this wardrobe become fiat backed.

- ***Disguises and Fake IDs(200 CP):*** Wigs, clothes and all kinds of items necessary for you to disguise yourself as someone else. Comes with two dozen fake IDs and passports that hold up to scrutiny.

- ***Cabin in the woods(200 CP):*** A cabin near a Lake. Somehow has enough rooms to house all your companions. This cabin is a favorite spot for friendly ghosts who would help you out occasionally.

- ***Garage lab(200 CP):*** The birthplace of many inventions, this garage functions as your laboratory. Equipped with the best equipment you could afford, this lab also seems to have blueprints for an underground floor that hasn't been created yet.

- ***Contacts(200 CP):*** Has the phone numbers of all the people you consider important in your city. This book updates with your travels in and outside the jump. Anyone you call would listen to what you have to say, but they might not help you unless your offer interests them.

- ***Guns and Knives(200 CP):*** Enough guns and bladed weapons for a zombie apocalypse. You always seem to have one more gun or a knife even when you remove everything in this case.

Companions:

Take anyone you like with you as long as they agree to come with you on the chain.

Insert as many companions or followers as you like.

Drawbacks:

- ***Supplement mode(+0 CP):*** You can supplement this jump to other slasher flicks.

- ***Gauntlet mode(+0 CP):*** You don't get any CP at the start of this jump and can only pick drawbacks to gain points. If you successfully complete the gauntlet, you get 1600 CP to spend on the doc and can leave the jump immediately after the movie ends. If you stay for 10 years, you can pick 3 perks you bought to be added to your body mod, if you stayed more than 10 years, you get to add more perks you bought to your body mod at a rate of 1 per 10 years.

- ***Time extender(+100 CP):*** Extend your stay by 10 more years. Can be taken multiple times.

- ***Jumper's here too(+100 CP):*** People ignore you all the time, probably because you didn't die to the slasher in your first scene.

- ***Jumper loves this(+100 CP):*** You have the annoying habit of speaking in third person. Expect people to mock you constantly.

- ***Miss fanservice(+100 CP):*** Your clothes can't stay on your body for some reason. Expect to stay half naked or less for your stay here.

- ***Watch out for sharp items(+200 CP):*** Sharp items are everywhere around you and you might get hurt if you don't stay alert.

- ***Giga Chad bully(+200 CP):*** You're the stereotypical jock, loud and dumb and muscular. You get your jollies by shoving people into toilets, giving them wedgies, etc; By taking this drawback you'd be forced to attend college or high school regularly.

- ***Queen bee(+200 CP):*** You're the head cheerleader or whatever stereotypical position social butterflies like you occupy. Your hobbies include keeping up with the latest fashion, dating the football kids, bullying the people low on the totem pole, etc; By taking this drawback you'd be forced to attend college or high school regularly.

- ***Coitus Interruptus(+200 CP):*** You can't have sex for these 10 years. Even if you try and have it, you lose consciousness and wake up in the bed the next morning because this movie is for all age groups. And you end up in situations like this once a month at least and your lovers would end up angry with you.

- ***Final Girls 2(+300 CP):*** Normally the girls escaped at the end and became the cast of an idol drama romance movie but now, you're stuck in the horror genre for the entirety of your stay here. Everywhere you go, there's a slasher, ghost or monster killing people.

- ***Bimbo(+300 CP):*** You're dumb and constantly thinking about sex, fashion and gossip. If you have 'jumper loves this' too, you get 100 points more. At least you'd be a fan favorite.

- ***Nerdy glasses(+300 CP):*** You need glasses to see now and you're a stereotypical nerd. You also have braces, messy or greasy hair in pigtails, acne, etc. You might not know the meaning of personal hygiene and have a stutter or a lisp. People keep mocking you or bullying you. And your parents make sure you attend school daily. You might have a few friends but they too are really low on the Hollywood highschool totem pole.

- ***Stick to the role(+300 CP):*** You can't act beyond your archetype or role in the movie. Trying to do so is impossible.

- ***Never ending death flags(+300 CP):*** You keep triggering death flags and be really stressed because of it, even if the situation might not devolve into your death or disgrace, you'll be afraid and plan for the worst and don't trust anyone.

- ***Trope trigger(+400 CP):*** You've a habit of doing or saying things that trigger a trope. The tropes are always bad for you and you make it worse by doing the things that are absolutely never recommended. Examples include pretending to be the serial killer in a horror movie, talking about your dreams while having sex in a slasher movie, etc

- ***Jason jumper(+600 CP):*** He wants to kill you and travel as the jumper in your place. He's as powerful as you.

Your stay here is over.

Do you choose to stay or move on or go home?

Notes:

The story - An unnamed salaryman ends up in a stock slasher flick after dying in front of a movie theater. He wakes up in the body of Summer, the dumb blonde destined to die first in the movie. He ends up surviving because of being disoriented and refusing sex with summer's boyfriend.

Once the slasher escapes after a failed attempt on her life, Summer teams up with the final girl Lucy and they search the cabin for the slasher. They end up taking a bath together because the MC knows that taking a bath on her own would cause the slasher to appear. But Lucy talks about her dreams and the slasher appears and tries to kill them.

Both of them run from the bath, Lucy somehow dresses herself while on the run but Summer can't do it because she's a normal person. They end up running outside but the weather has turned freakish, the van's on fire and the boys in the cabin are useless.

Summer and Lucy end up in the garage and Lucy shoves the slasher at the last minute into a pointy log and kills him.

The both of them run out of the forest and hitchhike a ride on a car. Titles appear and Summer snoozes off, thinking everything's over. The car driver is a dude who works in the music industry and offers them a chance after listening to them talking about Lucy's singing career. Soon, new titles appear and narrate how these two ladies are entering an industry filled with love, drama and music.

Link to the TV Tropes page:

https://tvtropes.org/pmwiki/pmwiki.php/Manga/FinalGirl2019