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SOUNAN DESUKA?

(Version 1.0)

After a school trip ends in disaster, Homare Onishima, Shion Kujou, Asuka Suzumori, and Mutsu Amatani find themselves stranded on a deserted island. While Shion, Asuka, and Mutsu are frightened and desperate, Homare remains strangely calm. Fortunately for the group, this isn't the first time she's been stranded.

Having spent her childhood traveling the world with her survivalist father, Homare has been trained in everything from climbing cliffs and trapping prey to building shelters and extracting valuable nutrients from moose testicles. To her, surviving on an uninhabited island with only a slim chance of rescue is child's play. The real challenge is keeping her three classmates alive. As Homare shamelessly introduces the others to the finer points of wilderness survival, including drinking fish blood and eating cicadas, the girls gradually realize that being stranded might not be as terrible as they first thought.

This is a lighthearted story about survival and friendship, and for the next ten years, you'll become part of that story as well.

Gain 1000 CP

Origin

By default, you will be stranded on the same island as Homare's group. If you prefer, you may even choose to wash ashore alongside them at the exact same location.

You may choose to be an unremarkable classmate of theirs, or a complete stranger who happened to be caught up in the accident. You are free to choose your ***age*** *and* ***gender****, provided they are appropriate for your chosen background.*

The Survivor: Years spent surviving in the wilderness have made you intimately familiar with nature and its unforgiving ways. You possess a solid foundation of survival knowledge, comparable to that of an experienced outdoorsman with roughly five years of practical experience. At the very least, you won't be completely helpless if you're suddenly stranded on a deserted island.

The Rich: You were born into wealth and raised among the upper class. Through years of interacting with people from all walks of life, and witnessing no shortage of schemes and betrayals, you have developed a remarkably keen intuition for reading others. It doesn't take you long to see through a person's true character. But once you're cast into a wilderness where people are few and far between, will the advantages of your upbringing still be of any use?

The Strong: You have always devoted yourself to developing your physical abilities. As a result, you possess an exceptionally healthy and athletic body, likely built through years of sports or rigorous training. You are stronger, faster, and more enduring than most people your age. In addition, you are proficient in a martial art of your choice, whether it focuses on unarmed combat or the use of weapons. Perhaps your physical prowess will allow you to outlast everyone else in the wilderness.

The Genius: You are exceptionally bright and eager to learn. Your intellect far surpasses that of your peers, and you possess a broad base of knowledge, enough that gaining admission to a prestigious university would be a trivial matter for you. Now let's see how far that knowledge can carry you when civilization is nowhere to be found.

Perks

*Each Origin receives their 100 CP Perk for **Free** and a **50% Discount** on others of their Origin.*

General

Castaway Beauty (Free)

Even the most beautiful flowers eventually wither beneath nature's cruelty. Fortunately, that doesn't apply to you.

You are an attractive person, possessing about an 8/10 level of beauty, and your appearance will remain just as appealing no matter how long you spend enduring the harsh conditions of a deserted island. Your body is also remarkably easy to clean, you can wash away dirt, sweat, or even the blood of your latest hunt with nothing more than a bucket of water, emerging fresh and spotless every time. Likewise, your breath will always remain pleasantly fresh, even if you have no access to proper dental care.

If you wish, you may apply this Perk to everyone in the world at the start of each Jump.

Survivor's Resolve (100 CP)

You possess an unwavering mind, one capable of enduring virtually any survival situation.

You have the courage to face dangerous predators without flinching, and the resolve to kill the animals you hunt, no matter how adorable they may be. You can set aside embarrassment, disgust, or hesitation whenever doing so is necessary to survive.

You can adapt to eating food with revolting appearances or flavors, and can subsist on the same meal every day for years without growing tired of it. You can endure crushing loneliness, living alone on a deserted island for decades without losing your sanity. You can repeat the same daily routine year after year without succumbing to boredom, and continue holding onto hope even when all hope appears lost.

This Perk does not alter your morals or personality. It merely allows you to temporarily set aside the emotions and instincts that would prevent you from doing what must be done.

Comfort in the Wilderness (200 CP)

Surviving in the wild requires paying attention to far more things than most people realize. This Perk lightens that burden considerably.

First, insects and other small creatures you dislike will leave you alone unless you want them to approach. This only affects animals too small to regard you as prey, larger predators remain entirely unaffected.

Second, your campfire will never go out while you sleep, even if no one tends or refuels it.

Finally, you gain a keen danger sense that warns you whenever a threat approaches, even while you're fast asleep. Should danger arise, your body will immediately enter a state of combat readiness, allowing you to react at your best even if you were awakened only moments before.

Friendship in the Wilderness (200 CP)

In life-or-death situations, people tend to panic and struggle to work together. Around you, however, things are different.

There is something about your presence that naturally helps those around you calm down. Your companions feel safer with you nearby, allowing them to keep a clear head and deal with the situation rationally. They are also far less likely to fall into conflict, becoming more willing to set aside their differences and understand one another.

Friendships will quickly blossom among members of your group, even if they were complete strangers beforehand, came from entirely different worlds, or held fundamentally incompatible worldviews.

Extreme Survival (400 CP)

This Perk makes you a true master of survival.

Whenever you arrive in a new land, you instantly gain comprehensive knowledge of its local flora and fauna, along with all the practical survival skills and techniques needed to live there as comfortably as possible. You'll know what is edible, what is poisonous, where to find fresh water, how to construct suitable shelter, and every other piece of knowledge necessary to thrive in that environment.

In addition, this Perk ensures that fortune is always on your side when searching for food, clean water, and shelter in unfamiliar lands.

The Survivor

Time and Direction (100 CP)

When surviving on a deserted island, you'll often need to keep track of your location to avoid getting lost, or judge the passage of time for tasks such as cooking food. Unfortunately, you won't always have the proper tools on hand. With this Perk, even without a watch or a compass, you always know the exact time and the precise direction of north.

Resourcefulness (200 CP)

You have an exceptional talent for making use of whatever happens to be on hand to solve the problems you face, even if everyone else would dismiss those items as nothing more than junk. You also possess a keen intuition that alerts you to objects which may prove useful in the future, even if you have no idea what their purpose is at the time.

Extreme Health (400 CP)

You possess a body of truly astonishing vitality.

Your body is completely immune to all diseases and automatically neutralizes any non-supernatural threat to your health. Whether it is a virus, poison, parasite, toxic chemical, or even radiation, your body will eliminate it before it can do you any harm.

Your digestive system is also greatly enhanced, allowing you to digest virtually anything that contains nutritional value. As long as something can provide nutrients, your body can safely break it down and absorb those nutrients without issue. In theory, you could even survive by eating dirt, though hopefully you'll never find yourself desperate enough to try.

The Rich

The Elegant (100 CP)

You carry yourself with an air of effortless elegance at all times. Your movements, gestures, and actions never appear awkward or unattractive. You could trip over a rock and tumble several times across the sand, yet somehow still manage to look graceful in the eyes of those watching. As a bonus, this Perk also provides a noticeable boost to your physical attractiveness.

The Beloved (200 CP)

Whether it's because of your good looks, your approachable personality, or simply something impossible to put into words, the people around you naturally tend to favor you in almost every situation. You'll usually be offered first pick of the food, assigned fewer hours on night watch, and given the most comfortable sleeping spot available. People are also far more willing to indulge requests that might otherwise seem unreasonable, and are much quicker to forgive any inconvenience or trouble you cause them. Just try not to take your friends' kindness for granted, Jumper.

Extreme Luck (400 CP)

Even if you know absolutely nothing about survival, your extraordinary luck will somehow make staying alive much easier. Can't find fresh water? It just so happens to rain. Running out of food? A few ripe fruits conveniently roll to your feet, or perhaps a wave washes several fish onto the shore. Swept away to another island? Don't worry, your friends will somehow manage to find you soon afterward, even if they have no idea which direction you drifted.

No matter how desperate your situation becomes, improbably fortunate events will continue to occur in your favor, no matter how unlikely they are. That said, this Perk cannot make the impossible possible. Don't rely on it too much, Jumper.

The Strong

Acrobat (100 CP)

You possess astonishing agility, coordination, and balance. Traversing treacherous terrain is as effortless for you as walking across flat ground. You could stroll across a tightrope while carrying the wild boar you just hunted over your shoulder without breaking a sweat.

High-Efficiency Body (200 CP)

Ordinarily, maintaining a powerful physique requires an equally impressive amount of food, water, and rest. You, however, are far more efficient.

You require only one-quarter as much food and water as an ordinary person of your size and fitness to remain in peak condition. Likewise, you need only two hours of sleep per day to function at your best. In addition, your injuries heal four times faster than normal.

Extreme Violence (400 CP)

The fastest solution to a problem is often brute force. If brute force doesn't solve it, then you simply aren't using enough of it.

Once every hour, you may enter a state of extreme empowerment for up to ten minutes. During this time, your physical strength, reflexes, movement speed, and endurance are all increased tenfold. While in this state, your injuries also regenerate at a rate visible to the naked eye.

Go on, Jumper. Show this deserted island the power of your fists.

The Genius

Perfect Memory (100 CP)

Learning is of little value if you can't retain what you've learned. This Perk grants you a perfect memory with unlimited capacity. You will never forget anything unless you choose to. Painful or unpleasant memories are automatically softened over time so they no longer negatively affect your mental well-being, unless you prefer to remember them in full.

Applied Knowledge (200 CP)

Learning something is one thing, putting it into practice is another. You excel at applying the knowledge you've acquired to real-world situations. Furthermore, this Perk ensures that you'll always recall the information you need precisely when you need it. Calculating your distance from shore using the Pythagorean theorem, for example, becomes second nature.

Extreme Intelligence (400 CP)

Intelligence is what allowed humanity to surpass every other species and become the dominant spiece on Earth. Fortunately, you have no shortage of it.

This Perk elevates your intellect, learning ability, and information-processing speed to the level of the greatest scientific geniuses from settings like DC or Marvel, someone on the caliber of Tony Stark, for example.

Who knows? Given enough time, you might even manage to build a powered suit of armor using nothing but the natural resources available on this deserted island, Jumper.

Items

*Jumper has **200 CP** to spend in this section only. The items will retain all upgrades applied to them. Items in the form of buildings or territories will be attached to your Warehouse after the Jump ends, and you may choose to import them into the worlds of future Jumps if you wish.*

Survival's Basic Kit (Free/100 CP)

You begin with a set of clothes and a pair of shoes that automatically clean themselves and fully repair any damage they sustain over time. You also receive an indestructible survival knife that never requires sharpening, maintenance, or cleaning, along with a lighter with an unlimited fuel supply.

For an additional 100 CP, you also receive a small backpack stocked with essential survival supplies. Whenever you close the backpack, these supplies are automatically replenished. These supplies include emergency ration bars (only three are needed to provide all the nutrients an adult requires for a day), bottles of clean drinking water, fever and pain medication, antiseptic, and basic first aid bandages. In addition, you receive an indestructible survival machete that likewise never requires sharpening, maintenance, or cleaning. If you would prefer to make use of your own combat skills, you may instead choose any melee weapon of your choice, which will possess these same properties.

Diving Goggles (100 CP)

You receive a special pair of diving goggles. While wearing them, you can hold your breath for up to thirty minutes and withstand any amount of pressure beneath the sea.

This item also comes with a high-quality spearfishing spear, making it much easier to hunt fish underwater.

Tent (100 CP)

A folding tent that can be set up by a single person, complete with all the equipment needed to pitch it. Once erected, its interior is spacious enough to comfortably accommodate up to ten people. Regardless of the weather outside, the temperature within always remains pleasantly comfortable.

Somehow, this tent is sturdy enough to withstand even the fiercest storms without being blown away. Any damage it suffers will automatically repair itself overnight.

Hunting Kit (200 CP)

You receive a bow and a quiver containing thirty arrows, along with a box filled with essential trapping supplies such as rope and wooden stakes. Any arrows, supplies, or other components of this item that are lost, used, or destroyed are automatically replenished each night.

Boat (200 CP)

A sturdy rowboat capable of carrying up to five people. Despite its simple appearance, it possesses an almost unbelievable ability to remain stable even in rough seas. This item also comes with a high-quality fishing rod and a fishing net. If the boat, fishing rod, or net is ever lost or damaged, it will be fully restored after one night.

Island (400 CP)

Upon completing this Jump, you will gain ownership of a perfect copy of this island.

Companions

*Jumper has **100 CP** to spend in this section only.*

Import (50 CP per): You can import one of your companions or create a new companion for 50 CP. They will receive an Origin and 500 CP to buy Perks and Items.

Canon (Free): You can take any character from this world as a companion, as long as you can persuade them to join you.

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. You may freely design their gender, appearance, and personality. These companions tend to get along well with each other and with your other companions.

The Castaway Twins (100 CP)

It seems the twins' family once lived on this island, and the two of them were raised here from childhood. However, after their guardian passed away, they were left alone with no one but each other.

You are the first new person they have encountered in a very long time.

Their years on the island have made them exceptionally familiar with its environment, allowing them to live here with remarkable ease. At the same time, they know almost nothing about the outside world. As a result, the stories you tell about civilization quickly capture their imagination, and it isn't long before the three of you become close friends.

They possess Perks ***"Survivor's Resolve"*** and ***"Extreme Health"***.

Drawbacks

Supplement (Free): You can use this Jump as a supplement for another Jump, or use another Jump as a supplement for this one.

Timeline (Free): You may choose which version of the story this Jump follows.

You can select the Anime timeline, where only Homare's group is stranded on the island, resulting in a lighter, more relaxed story focused on survival and friendship.

Alternatively, you may choose the Manga timeline, which introduces additional characters such as Soji's group, Rui, and Homare's father. This version features more interpersonal conflict, a larger cast, and many additional events throughout the story.

Extended Stay (+100): You will remain in this world for an additional 10 years. Can be purchased multiple times.

The Weirdo (+100 CP): For the duration of this Jump, people who meet you for the first time will invariably come away with the impression that you're an oddball. This is only a first impression and can change over time, but you should expect many of your initial encounters to get off to an awkward start, Jumper.

Bad Weather (+200 CP): During your stay on the island, the weather will be consistently unfavorable. Torrential rain and scorching heat become commonplace, while storms occur far more frequently than they normally would. Treasure the rare days of pleasant weather, Jumper, for you'll be able to count them on your fingers.

Treacherous Currents (+200 CP): Be careful whenever you venture offshore to fish, Jumper. The ocean currents surrounding the island become far stronger than usual, and their directions shift unpredictably.

If you're not careful, you could find yourself swept away before you even realize what's happening. As an unfortunate consequence, your chances of being rescued also decrease, since ships generally avoid sailing through these dangerous waters.

Power Loss (+300 CP, Mandatory if you take the "True Survival Mode" Scenario): You will not be able to use any powers or items from outside this Jump while staying here. You also cannot access your Warehouse.

Scenario

True Survival Mode

(Requires the "Power Loss" Drawback)

Wait a minute, wasn't this supposed to be a relaxing survival Jump?

Well, never mind.

By selecting this Scenario, you and all of your Companions will automatically be affected by the ***"Power Loss"*** Drawback, stripping away everything except your Body Mod. In addition, you may not take the ***"Supplement"*** Drawback.

The island is transformed into something far larger and vastly more dangerous. Its size increases by dozens of times. The wildlife is similarly enhanced, becoming larger, stronger, and far more numerous to match the island's expanded ecosystem. The deeper you venture into the island, the more dangerous it becomes. Near the coast, you might encounter only slightly enhanced boars or bears. Closer to the center, however, you could find gigantic carnivorous plants, tribes of cannibals, or even dinosaurs.

To make matters worse, a mysterious mist will permanently surround the island in a radius of ten kilometers, completely isolating it from the outside world.

Fortunately, there are a few pieces of good news.

First, none of the dangers found here possess any supernatural properties.

Second, the most dangerous creatures that inhabit the island's interior rarely venture into the outer regions, doing so only two or three times each year.

Third, marine life is unaffected by these enhancements, so even if hunting the land's wildlife is beyond your abilities, fishing will remain a reliable source of food.

If you would rather not involve Homare's group in this Scenario, you may instead choose for them to be stranded on a different island, allowing their story to proceed normally.

Your objective is simple: survive on this island until the end of the Jump.

Reward:

Upon completing this Scenario, you will receive the Perk **The World Shall Know Danger**, though I'm not entirely sure it should even count as a Perk. In addition, if you purchased the ***"Island"*** Item, you will receive a copy of this transformed island instead of the ordinary version.

The World Shall Know Danger: At the beginning of each Jump, you may choose to dramatically increase its overall level of danger.

In otherwise ordinary worlds, the entire planet will undergo changes similar to those experienced by the island in this Scenario, this time affecting marine life as well. In worlds that already feature monsters, aliens, or other hostile forces, those threats will become both more numerous and significantly more powerful.

Regardless of the setting, these changes will always be severe enough to push humanity noticeably lower on the food chain, though exactly how far depends on the nature of the world itself.

End

10 years have passed. What will you do next?

- **Proceed to the next Jump**
- **Stay here**
- **Go home**