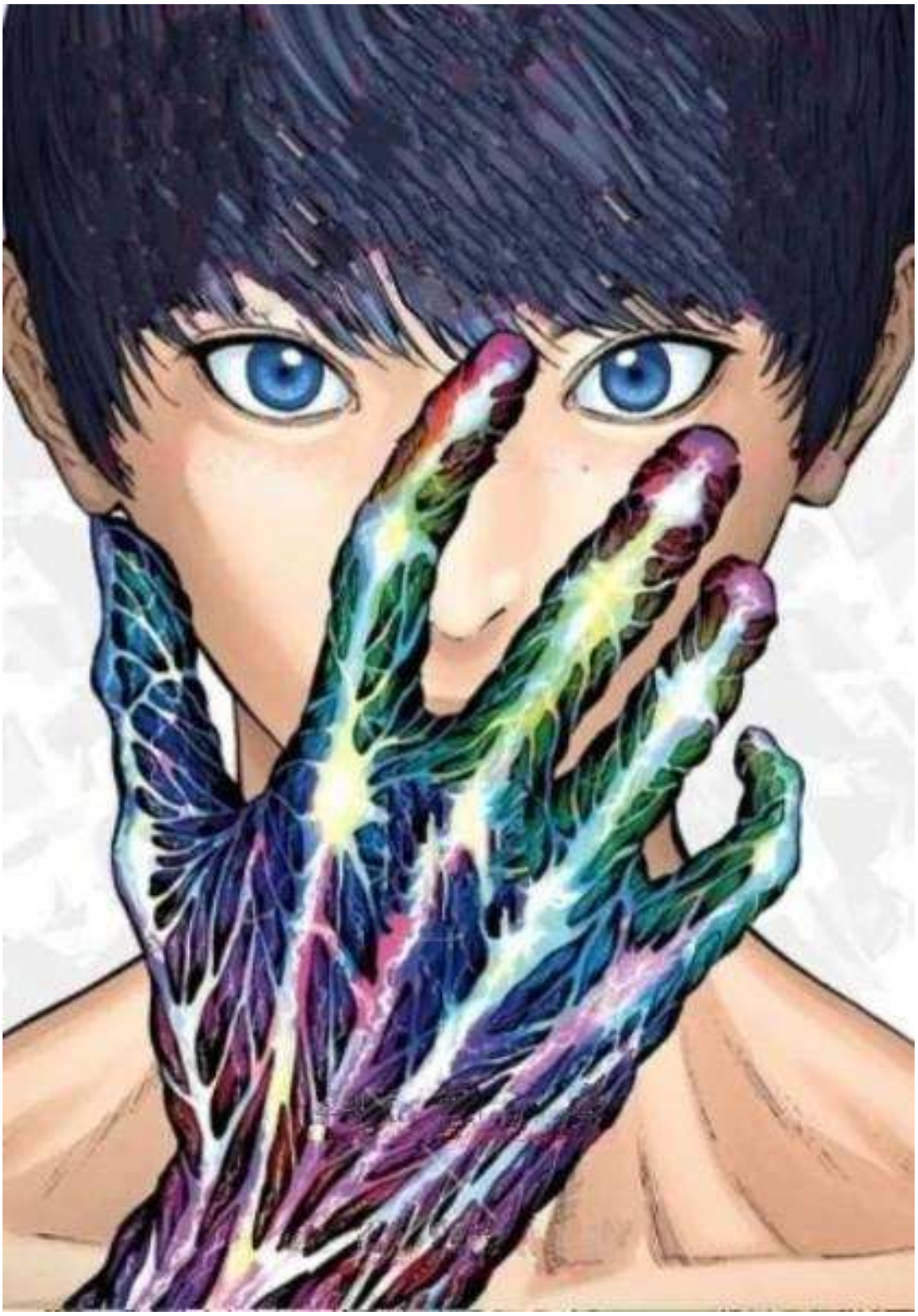
Jagaaaaaan Jump

Version 1.0.0



Buppa City, Japan. Yesterday frogs were scattered across the city. These frogs are called "mad xenopaths," though more commonly called by the nickname of frenzied frogs. They make humans their hosts, dwelling inside of them as they grow. Using suppressed desires as sustenance, they fuse with humans. The host becomes a "fractured human." The fractured human loses all sense of self, and transforms into the image of their desires, twisting into a monstrous creature with great power built around their suppressed urges and lashing out those nearby and bringing destruction in their wake. Some however were instead frenzied tadpoles, too young and underdeveloped to fully take over their hosts, instead transforming them into "fractured human warriors," the chosen heroes who will save the world by slaying the fractured humans. And then there are fractured froglets, though, those are rarer if they even were part of the rain and not only made later.

It's quite possible you already have a frenzied frog inside of you, waiting till your desires reach a certain point to turn you into a fractured human, or maybe just a tadpole waiting to make you a fractured human warrior. Even if you don't have a frog inside of you, you can expect the fractured humans to soon be making life interesting in the city of Buppa. And potentially for the world as a whole.

And you'll be here to see it. Whether you get caught up in events, hunt fractured humans, pursue information on the source of these mad xenopaths, travel Japan enjoying the hot springs, or something else all depends upon your desires. For it is desire that fractures human, and desire and imagination which shapes fractured humans and their powers. To help you obtain your desires, to give your imagination shape, and just to help you with your time here, you might need these:

+1000 Choice Points

Good luck and good jumping.

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Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk which is Free instead.

Selfish Being: Your desire is perhaps less suppressed than others, or maybe it's just finally blossomed out. You have no history in this world, and no connections, though you do have enough of a legal papertrail to have the system recognize you exist. Well if you really want some you can have a life in this world, but one where you've had nearly no impact outside of yourself, and even your classmates may have forgotten you. If it was not clear, this is the Drop-In option.

Shooter: You're someone who is living a daily life in this world. A monotonous life full of false smiles, and meaningless days. You might have friends. You might have a girlfriend wanting to marry you. But your life is unsatisfactory, and is less living and more just existing for another day. Maybe that's about to change?

Hero: You're someone who wants to be someone. You want to be recognized by society, and accepted by it. Maybe because you haven't been? Your life seems to be somewhat outside of the flow of society, as you're under-employed if you're not completely unemployed. Still you probably have family somewhere, and you might just be ready to get onto your feet.

S.K.A.T.: The Special Kaijin Analysis Team. It doesn't exist yet. But it will soon. So you're not a part of it yet, but you're a probable recruit. You are a police officer, and not some cop that sits in the police hut to help the locals and show people that law enforcement exists in the area. No, you're the kind that actually gets called in for serious police work, probably a detective. Though you could just be someone connected to law enforcement.

Location:

You'll be arriving in Buppa City in a non-secure location.

Age and Gender:

Your age and gender can be freely selected from within the normal human range, or if you're a drop-in remains the same as the end of your last jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Heroine (50 CP): You've got the looks of one at least. Whether you live the life of someone who sees themselves as the protagonist or not is another question, but this ensures you look good enough to turn heads and win attention.

Peeping Tom (50 CP): You are well-versed in stalking others, both physically and online, knowing how to track down people's information, and follow them in a crowd. You also know a bit about breaking and entering, or at least doing it unnoticed. This won't give you lock picking skills, but you know how to rifle through someone's house without leaving it obvious that you did so, and how to hide web cameras or other small objects in it where they won't be noticed. I won't ask why you want this.

Honeypot (100 CP): One can look beautiful, one can have an aphrodisiac tongue that leaves people addicted to you. But neither is really a replacement for having the ability to talk to people in a way that makes them want you. And you have that. You're great at flirting, excellent at identifying someone's 'type,' and good at giving off a romantic air and both giving and receiving the signals that indicate availability, interest, and it being time to make a move. Virgins are dense, though, so might need you to take the initiative anyway.

Frenzied Herpetologist (300 CP): You are quite adept at the studying and research of Clarketech, and other highly advanced technology, biological or otherwise. Whether you're modifying it, replicating it, or simply figuring out how it works you seem to do so with surprising speed and ease. This won't help you in inventing your own Clarketech, at least not without a sample that does something close to what you want, and how hard or easy it will be will vary; Duhnng-Balls were simple to replicate and manufacture, but Chiharu had to modify a Frenzied Frog to make it create Frenzied Froglets. Still something like either of the above would be possible for you, or a team you lead.

Regeneration Breaker (300 CP): Fractured Humans heal, but after joining the SKAT force Jagasaki develops the ability to prevent this. It's because his bullets kill their modified cells, leaving an area they can't regenerate, but your ability to do so isn't limited to Fractured Humans. Something about your body prevents the regeneration of wounds inflicted by you. Normal human healing will work fine, but superhuman healing factors, and even healing magic simply won't work. This isn't applied by your spells or

weapons, this is a trait of your body meaning that the wounds have to be directly inflicted by your body be that claws, explosive bullets of your flesh, or something else, and it doesn't work the best for bludgeoning force as it's only at the parts you directly wound with your body. That is to say if you cut someone's arm off they can't heal along the cut, and if you punch someone they'd not be able to heal the skin you hit, but if you cut off an arm they can still produce more blood and if you punch someone hard enough that the force of the attack breaks their rib it won't stop them from healing that rib.

Game Beaten (400 CP): You are a natural born prodigy. At what? At everything. Any skill or field of human endeavour should you put your mind to it you will excel at it as a natural born prodigy. You could win national field and track tournaments, master piano, and build a company from the ground up till you could sell it for millions, all in a matter of years. You excel at anything and everything you put your mind to. Though this only extends to things in the natural bodily limits of humans or skills. That is to say, while this will cover things like athleticism which is partially learned skill and partially physical fitness, for those things outside of the reach of normal humans it will only help with the skill. In other words this won't give you magic potential in a world where magic potential is something inborn to people, but if you had magic you'd learn and master the skills and techniques involved with the speed of a prodigious genius.

Fatal Maturation (400 CP): When Misogideon, his concept of justice shattered by Chiharu, committed seppuku, his tadpole evolved pushing his powers further and turning him into a Fractured Human which was able to regenerate fully, restoring him to full fighting power, even as his might grew substantially. When Nomans Nomen faced death his evolution followed as well, though he retained more control. Like them when you would die, once per jump you'll find yourself instead fracturing, fully healing yourself in the process, and leaving you ready to fight. This won't restore external combat resources – your weapons won't be affected and if you were turning people into spare bodies and extra lives it won't restore them to you – but you'll be back in an uninjured state and even your stamina seems to be fully rejuvenated. And not only do you heal, but you grow in power. Like how Misogideon or Nomans Nomen developed into something new and dangerous, you will as well. If you purchased a Fractured Power here, this will propel you into a fully fractured state, increasing its power substantially though leaving your body monstrous. If you did not, you will undergo a similar transformation, but merely gain increased strength, durability, and regenerative capabilities like those possessed by seemingly all Fractured Humans. However this is also a mind-shattering event. You won't automatically fully fracture as a Fractured Human, but you'll find that your desires are bolstered massively, and especially your triggering desire, and that your rationality

and impulse control are reduced. This change will be reversed at the end of the jump, before your final choice is made. It might be possible to reverse this change sooner, reverting to a human state, but this power gives you no ability to do so and the increase in power would itself be lost in the process.

Post-chain this ability can be used once per ten years, and does allow you to reverse the transformation by an act of will.

Selfish Being Perks

The Reek of Desire (100 CP): You seem to have a knack for identifying who it is that has a powerful, pent up desire. It's not hard for you to tell just by observing someone that they have a strong desire hidden inside that they're unable to act upon. This won't tell you what it is, but you'll still know it's there deep inside.

Starving Artist (200 CP): You know what you want. You really do. You are well in tune with your desires, whether repressed or unconscious. So it's that much easier to act on them. And of course it's also that much easier to resist the promises and charisma of others. Charisma doesn't seem to sway your mind, and the false allure of something dressed up neat that you don't really want doesn't do much for you either. You know what you want, and if that's not what they're offering it doesn't matter how charming they are.

Clean Getaways (400 CP): You have a knack for them. Your criminal activity has a tendency to go overlooked and under investigated. Oh if you push this too far or too blatantly you'll get caught, but if you're subtle and do your best to cover it up you could keep it going for a long time. Even when they're specifically hunting for you, your enemies seem to have trouble finding enough evidence to actually track you down and find you. And when they do, you're good at making a getaway, whether it's running away, or finding a way to convincingly 'die.'

Absolutely Selfish (600 CP): In this world power and desire are almost synonymous. And you'll find it a rule you've internalized. The more you are acting on purely selfish reasons and interests, doing what you want simply because it's what you want and not for some long term goal or societal expectation, the more your powers grow. Any powers. All your powers. This only works when you're pursuing your actual desires, and the more selfish the desire the more power you will gain.

Straight Shooter Perks

I Want to Shoot (100 CP): You'd not be much of a shooter if you didn't. But you're actually a surprisingly skilled shot. You won't be ricocheting shots, but you can take shots and hit your target in the middle of combat, and are pretty good at hitting where you want to. Some people around here might still be too fast for you, but you're good at putting your bullet right through the head of your foes.

For Some Reason I Don't Hate Them (200 CP): Your oddities are less likely to be judged or cause friction with those in your life. People who you get to know personally are less likely to judge you for something like not being willing to fight for the sake of the world, acts of violence towards others, and even if you've done some real nasty things in your past. As long as you treat them well, people are oddly willing to overlook immoral, selfish, or other socially unacceptable behavior as long as it doesn't negatively impact them. Oh, those with chronic cases of heroism might still try and intervene against you, and once you start fighting them this will start to fade. Though past fighting isn't proof against this effect, you'll have to do some work to mend fences still, but you can settle back into this effect even after fighting them.

Dominating Desire (400 CP): If you can't, it will dominate you. You've got surprisingly good self-control, able to put morality and rationality above mere desires, even while drawing power from them. You still have to feel the desires, but you could let your desire to shoot and kill flow over and through you, and still hold yourself back from shooting innocents. Even when you have chemicals, or mind control, pushing your desires upwards, you'll retain a surprising ability to put your beliefs above your desires.

As an additional benefit, you excel at substituting different desires or emotions for desire or emotion fueled powers. If it was already possible you'll find it a lot easier, and if it wasn't, well it might be hard and you might see a loss in the degree of power, but it's something you can do.

Versatile Arsenal (600 CP): Powers in this world shift and grow, and none more than Jagasaki's own. And now yours. You'll find that your powers seem to grow more versatile, and develop secondary powers, or alternate uses and forms. You might find a power to turn your arm into a gun might allow for other types of guns including missile launchers, or one to create and manipulate flames could be used to create and manipulate heat as well, or maybe even something further from fire, or a power to create swords could create axes and spears as well or maybe even something somewhat further afield. The farther it is from the original the more you can expect to have to work and put in

effort to reach it, and it still has to tie in somehow, though. If things are close enough, though, they can develop by accident or just simple desire.

Simply put, whatever powers you possess, from here or otherwise, they seem to have become noticeably more versatile and to have additional options as to how you can use them.

Hero Perks

Totally Sold It (100 CP): Are you aspiring to be an idol? Well whether you are or not, you're pretty good when it comes to acting. You can put on a public persona, and keep it up while the cameras are rolling, and make it look convincing. Whether it's tell a sob story about your past, playing the role of the perfect heroine, or just pretending not to dislike someone, you're a good actor.

Playing Politics (200 CP): You've got the skills and instincts needed to excel in politics. You are good at public speaking and rhetoric, playing the talk show circuit to get your message out while getting the media on your side, and of course bribery and playing the game with politicians. Whether it's blocking a bill, or making a solid run at governor, you've got a good idea how to do it, what kind of support you'll need, and how to figure out who to bribe if you have to.

Charismatic Cause (400 CP): People listen to you. It's just something about you. When you start to talk you make people start to consider your words and want to believe. Oh, you'll need something that at least sounds worth believing in, but you are charismatic, and you can bring out people's hopes. This works best with something that you can crouch in noble ideology, and make sound altruistic and good; you won't be convincing people to support you openly robbing and murdering people for your own pleasure, but you could make someone believe in being a hero even knowing that all of them are some level of fraud. People just want to believe in you and what you stand for.

Whoever Loses is Evil (600 CP): Which means whoever wins is good. You'll find this is especially true of you. As long as you win, and keep winning, people will accept your cause as increasingly moral and right. Defeat a foe and they will accept that your philosophy and beliefs have at least some validity. Conquer a nation and well a coalition would have stopped you if you were actually wrong. As long as you win it is considered a proof of your moral, or philosophical superiority. Just be careful as if you lose you'll lose this illusion of righteousness.

S.K.A.T. Perks

Detective Work (100 CP): You're a police detective. Or maybe a private investigator instead. Whatever your employment status, you know how to run a police investigation and actually have a pretty good eye and mind for them. This includes tracking down culprits and figuring out what connects serial crimes.

Timely Arrival (200 CP): Do you actively wait till the last second? Or is it that the last second waits for you? You have a way of arriving right in time, your journey leading you where your friends and allies need you to be when they need you there, and time being a fair bit more relaxed when it comes to you arriving at your destination before it's too late.

Jumping Into Fights (400 CP): Fractured Humans don't seem to feel much pain, maybe all the brain chemicals that are involved in triggering their powers, but you seem to take it to a new level. Even for a Fractured Human having your arm blown off tends to leave them at least flinching, and a few stabs through the guts start them getting weak especially when they haven't been able to regenerate. You seem to be able to turn off your ability to feel pain, or at least reduce it to nothing more than a mild sensation of awareness, and to keep your body functioning just fine in response to what should be crippling and agonizing loss. Oh this won't let you survive without your internal organs or something, but pain just doesn't affect you, and even something like losing an arm wouldn't stop you from functioning at least before the blood loss rendered that impossible.

And it's not just pain resistance you're getting here. While this won't improve your raw strength or agility, it does give you excellent hand to hand combat ability. This isn't martial arts or any sort of training, but the sort of talent and aptitude that might let an ordinary kid win a fight that's 3 against 1, or keep one in a fight that's 6 against 1 long enough for it to end with the others retreating to keep from getting caught even if it was somewhere isolated. You have excellent combat instincts, and a good eye for when to throw a punch or when to lash out with a kick.

If You Want to Win (600 CP): You have to know your own power, and figure out how enemies' powers and tactics work. And you seem to want to win. You are able to figure out the nature of powers, your own or enemies, with extreme speed, quickly recognizing powers and determining their limits and effects through a combination of observation of the way they are used, their visible effect, and just seeming to pull information out of the air. Give it a few minutes and it will seem like you know as much about their powers as

your enemies, if not more. And you're just as good when it comes to figuring out their tactics and strategy in battle. You can still lose to superior forces, but you want to win.

Trigger:

We know why you're really here, don't we? This is what you desire, isn't it? To become one of the fractured humans, and wield their power. Probably not a Fractured Human, but a Half-Fractured Human or a Fractured Human Warrior, one of the people who have powers derived from an incomplete Frenzied Frog either a Tadpole or a Froglet.

You can be a Fractured Human, whether half or warrior, for Free. You don't even have to pay a single CP. An incomplete Frenzied Frog has entered into your body and taken up residence in your brain. It grants you the ability to change your body in response to some triggering desire which releases the proper brain chemicals to activate the frog.

This change of your body focuses around a theme developed from the triggering desire that initiated it. It is possible for it to change and evolve as your desires do, but even if your desire changes it will still focus around the original theme, your power and abilities simply evolving over time.

Some things are part of the standard package, however. The further development of these powers seem to improve physical capabilities. A Fractured Human Warrior, or Half-Fractured Human, won't initially see a noticeable increase, but as they fracture more and more they will get stronger, faster, and tougher. This is still small, nothing compared to having a desire that leads to increases in these regards, but still noticeable. They also all have the ability to regenerate. Again this is more pronounced in the fully fractured, and grows as you fracture more and more, but even while remaining mostly human it's possible to regrow an arm, a limb, or even a whole body if you're still alive. It just becomes harder and harder, and this regeneration can be shut down by something that destroys the modified cells of a fractured human. Finally while Fractured Human Warriors and Half-Fractured Humans can use their powers without fracturing fully, if they push them too far they will become fully Fractured Humans as their frenzied tadpole/froglet grows into a full fledged Frenzied Frog and begins to hijack their body. This results in a loss of reason and an inevitably destructive rampage, but it also results in a growth in power and ability. That is what it means to be Fractured.

One also must mention the need for Duhnngh-Balls. Fractured Human Warriors require the ingestion of Duhnngh-Balls, created by their partners, to revert their bodies, and reverse the fracturing that occurs by using them. We see a single half-fractured human before a pharmaceutical recreation of Duhnngh-Balls is created, however, and he had no access to them and did not. Therefore we'll assume you're the type to be able to

revert on your own to at least some extent. This won't stop you from fully fracturing if you allow your desires to overtake you too far, but you will be able to revert physically at least, and using your powers will only slowly increase the amount you have fractured, though pushing them to their limits, chasing new highs of desire, or losing yourself to your emotions still can. Post-jump using your powers will not automatically increase the amount you have fractured, and Duhnngh-Balls will not be necessary to control your condition unless you push your power beyond your ability to control.

While possessing one of these abilities through a Frenzied Tadpole or Frenzied Froglet is Free, you still must buy the exact nature and abilities granted to you by your fracturing. And you will build that below, but before we get to it, there are two special options.

Unfractured (+200 CP): You're **not** a half-fractured human, or fractured human warrior. Nor can you become one. A Frenzied Frog may be able to inhabit your body and cause you to fracture, but only a full frog and not a froglet or a tadpole, and if they do any fractured human power obtained will be lost to you at the end of this jump. Since you're forgoing a power that can shape the world, you'll receive 200 CP for this option, but you will be unable to buy any other options from this section.

Kintsugi (200 CP): You no longer have to fear fracturing. No matter the circumstances you will not become a Fractured Human but remain a Fractured Human Warrior or Half-Fractured Human. If you normally would Fracture you'll just find the growth of your powers cutting out. This isn't necessarily a permanent cutting out, we see Jagasaki push past power that to reach earlier previously would have required him to Fracture completely on multiple occasions, just long enough for your powers to stabilize and for you to grow again, but expect this to be multiple battles. The one-up function of **Fatal Maturation** is an exception; you'll still find that using that power will still fully fracture you.

Fractured Human Power (Varies):

To build your actual power as a Fractured Human several factors will be taken into account. You will spend Desire instead of CP here. You can convert CP to Desire at a 1 to 1 rate, meaning for every 100 CP you spend on gaining Desire you gain 100 Desire, **but** for every 250 CP you spend on Desire you gain a bonus 100 Desire. However Desire cannot convert back to CP, so if your Fractured Human Power has a negative total cost in Desire congratulations you don't get anything for that.

Each Fractured Human's power is based on the desire that served as their initial trigger. It is the pursuit of this desire which causes their power to manifest, and to grow. It's possible for a Fractured Human's trigger to change, and while this will change elements of their power it does not – normally – change its fundamental nature. Jagasaki's initial desire was to shoot people, so his power was an arm gun, when his desire shifted to protecting Bell his power didn't stop being an arm gun and just slowly developed new features over time. As such you will design here the desire that has just triggered your change into a partially fractured human, and the core power it grants you. All of these powers are in some way related to your body. Normally these are overt physiological changes – arm turning into a gun, turning into slime, being able to grow larger and more powerful by drinking alcohol – but even those not immediately obvious have a physical root, perception control was done through subsonics/ultrasonics affecting the ear, and healing required touch because it was a bodily power.

However given the level of change and evolution possible to these powers you will not be buying your power in its final form. Instead you will be designing it based on its growth potential in several fields, and a few other factors. These fields are: Evolution Potential, how easily it changes and grows, and how varied its growth can be; Offensive Power, how easily it develops direct offensive combat usage; Defensive Power, how easily it develops abilities that directly protect and defend you; Mobility, how easily it develops abilities that grant you enhanced (usually combat) mobility and maneuverability; Utility, how easily it develops non-combat utility and abilities that could really change the world; Subtlety, this is less of a path of development and more of a fact as to how overt and apparent the physical change when your powers are active is; and Externality, does your desire require an external chemical to trigger it such as alcohol. You will pay, or receive, Desire for each of these factors and the chosen level associated with each of them.

As a note, examples can be hard due to how different characters show up at different stages of their development as Fractured Humans, and with differing levels of desire and power from it. An effort is made to look at the base power and take in these factors but,

Chiharu, for example, just gets more oomph from his power than others because of his selfish, selfish goal, and Mikazuchi develops his power further than say Maddrunk. If you want to match end of story Chiharu, Jagasaki, or Nomens you will want an Evolution Potential similar to theirs, or need to buy higher levels of fields in question; which for Jagasaki and Nomens is impossible in certain fields.

Evolution Potential: This field is rated from 0 to 3. It represents the overall growth ability of your power. How easily does it develop new facets or grow.

0 (+300 Desire): Your ability will never develop new elements or facets, and will begin with a clear focus and never evolve past that. You can still get stronger with more desire, but you'll start with the sort of versatility in their use of characters shown immediately on developing their power and it won't improve from there. Anything that showed up after the first trip to Deaderland probably isn't showing up with you.

1 (Free): Your power grows and can be expected to develop new facets and elements with time such as Mikazuchi's development of layered armor, detached blades, and being able to spread out his carbonized power through a detached blade, or Yadori moving from 'tentacles that grab people and consume them to take their appearance' to being able to return to their original appearance, or even extend outwards one of their tentacles and shape it like their original appearance or one of those of the people they have consumed. Expect these powers to require significant growth as a person and changes to your character to evolve substantially; it is the changing of your natural desires which induces this growth after all.

2 (-400 Desire): Like Jagasaki, your power has a tendency to evolve in leaps and bounds, developing in new ways and, relatively, easily shifting with your desires. It will never lose what it was originally, but like Jagasaki you could see your gun hand shaping into a rocket dragon, developing bullets made from your body, and eventually becoming energy manipulation. This could also be seen with Nomen's development of assimilating people and requiring cellular destruction to be killed, though Nomen's evolutionary potential, especially as shown in his final stage does go beyond this. Expect these powers to still require growth as a person and changes to your character to evolve substantially; it is the changing of your natural desires which induces this growth after all. However, the required amount is less, and you can see a large change from a single moment of overwhelming personal desire and emotional effect, though these moments are enough to risk breaking you and are not the kind to leave you unchanged as a person afterwards.

3 (-800 Desire): Your ability's capability to evolve is a bit bullshit. You can develop powers that seemingly have no relation to your original base power, though these could mean losing the base power as well, with your abilities seeming to just be able to change due to the needs of plot or your current desires. This is the level seen in Ren Nojo, better known as Nomans Nomen. Your abilities will often evolve in ways that have little or no relationship to your original trigger of abilities. A desire to have no self could turn you into shapeshifting putty, that can take in the DNA and information of others through connections between Frenzied Frogs and then clone them with their memories intake but no longer as Fractured Humans, and then completely change to put you in the form of a skull faced nihilistic false buddha who grants ecstasy by changing human brains with a touch, and redirects energy. Of course you'll still have to buy proper levels – Nomans never evolved in a direct offensive way in a manner to rival Jagasaki or even Chiharu, overwhelming both with superior defensive abilities and over all might – but you'll find that the ways your power can manifest is much wider than before. In addition your powers grow seemingly based almost on whims, and largely on momentary epiphanies requiring less of a change of your actual nature than on lower levels.

Offensive Power: This field is rated 0 to 4. It represents your power's direct, offensive capabilities at base and potential for future growth. This is not only the raw power of your attacks, though that is a factor, but the higher your offensive power the easier it is for your power to develop new means of directly attacking your enemy, and the lower it is the less capable of doing so it is.

0 (+100 Desire): Your power effectively has no offensive capability. You might manage to use something it grants you in a way that helps you to attack, but it will never directly be an attack itself; you won't be producing explosives and weapons with this, but you might be able to turn invisible or have healing abilities that allow you to make attacks that break your body with their force. Still your power will never develop an easy direct offensive use; if it directly affects others you can expect it to be too slow to use in combat. Taking this level also means that your strength is not passively increased along with the intensity of your power outside of fully fracturing (where your strength will increase but to a lower level than others). Examples would include Nakadai's invisibility (though if he had developed the ability to blind people by turning their pupils invisible it would not be in this level) or Yumama's healing assuming it's too slow and easily disrupted to use against opponents in battle.

1 (Free): Your power as a fractured human is enough to easily threaten an ordinary human, but not particularly geared towards offensive combat. It could definitely be used, but it will rarely be winning fights against other Fractured Humans, and is mostly just a side-effect. Developing greater offensive potential will be possible, but it will be difficult. Examples would include Yadori/Airi's tentacles which while able to consume unaware humans and provide long melee range lack major offensive capability, Oleslimer's slime which while it could goop around foe's limbs and provided some unique offensive functions was of little real use offensively, or Robuhata's power which seemed to increase his strength in his partially fractured state and provided an offensive weapon in the form of his tongue (although its main use would be paid for in Utility).

2 (-50 Desire): Your power as a fractured human has direct offensive focus, at least to a small extent, though it is usually in a limited way. It will not provide large scale attacks without significant growth and development, and will generally focus on one and direct combat application without overwhelming power by the standards of Fractured Humans. This could simply be a significant increase to physical strength, or development of powerful cutting weapons. Examples of this tier include Cutwoman's cutting power, Mikazuchi's ability to form blades from his body, Yukimaru's cutting claws, or Maddrunk's growth in physical strength and size.

3 (-100 Desire): Your power as a fractured human easily lends itself to direct offensive application, and provides either scale, power, range, or options enough to make you one of the more dangerous Fractured Humans in a battle. Examples of this tier include Chiharu's ability to grow and create plants due to the range, scale, and potential to create poisons, or Pino's bacteria with its ability to overcome many defenses with a touch, inflict wounds that negate regeneration, and be produced in excess to make large scale attacks possible.

4 (-200 Desire): Your power as a fractured human is one of direct, overwhelming, offensive power. At the same scale of desire your direct offensive power will generally be overwhelming, unless they possess a particularly great defensive power or combat function. This is the sort of power that might start as an overwhelming blast capable of blowing away and killing fully fractured Fractured Humans in a single shot, and require particularly powerful ones to survive and resist it, and it will naturally lend itself to further development of offensive forms, such as developing the ability to neutralize and destroy Fractured Human cells to prevent them from regenerating. The sole example of this tier would be Jagasaki himself.

Defensive Power: This field is rated 0 to 4. It represents your power's direct, defensive capabilities at base and potential for future growth. That is to say 'killing them with overwhelming force before they can attack' is a great defensive capability but it is not included here. As with offensive power, this is not only the raw defensive capability, but the ease and capability you possess in developing new defensive augmentations.

0 (+100 Desire): Your transformation provides no significant defensive improvements of any kind. Things like invisibility or enhanced reflexes are significant defensive improvements. You won't even find yourself growing tougher as your power grows, at least until you fully Fracture, and your power will never develop an ability that is directly about helping you to survive combat. Examples include: Yumama, Iminashi Hoichi, and possibly the Fake Jagaan.

1 (Free): Your power has no direct defensive capability, though may provide some augmentation due to secondary effects. Examples include: Jagasaki himself (no direct defensive use beyond the development of minor armor when deep into his evolution), Cutwoman (she shows enhanced physical resilience and can form metal-like weapons of increased durability from her body but never shows the ability to shape them into shields or defensive plates), and Maddrunk (his increasing size and strength provides some level of enhanced toughness but it is not much and never more than a secondary effect).

2 (-50 Desire): Your power has a clear and direct defensive capability. This still may be mostly a side-effect, but it will inherently provide you with a significant defensive advantage. This could be enhanced reflexes, forming a suit of protective bio-armor, or being able to grow a second head and transfer your consciousness into it. Examples include: Nakadai's Invisibility, Robahata's armor, or Chongirou Rabbit's enhanced reflexes.

3 (-100 Desire): Your power has a strong, direct defensive capability. This is clearly a point of your ability, and while it may not all be limited to defense, you possess substantially improved defensive capabilities other Fractured Humans lack. However your defense is far from complete and requires active exertion to maintain, has clear and overt weaknesses, or can be overcome with strategy. Examples of this level include: Oleslimer's slime form with its weakness to extreme temperatures, Yukimaru's supersensor and near precognitive reflexes, or Mona Linda's gravity shield.

4 (-200 Desire): Your defensive ability is extremely powerful. Conventional weapons are likely mostly useless against you and it will require specialized tactics and tools to threaten you. Your power might not be passively active, but once activated it will

typically remain active. You can expect to develop defensive capabilities quite well and easily. Examples of this level would be: Mikazuchi's armoring capability, much harder than diamond, or Nomen's flexible slime form without Oleslimer's limitations (Nomen's later requirement of cellular destruction and redirecting energy fall into this level with high ends of growth before hand).

Mobility: This field is rated 0 to 4. It represents your power's abilities which provide direct advantages in mobility and maneuverability. As with Offensive Power the level represents both how much of an advantage it gives you at the start, and how easily it grows in this regard.

0 (+100 Desire): Your ability presents no direct maneuverability advantage. It might be possible to cleverly find a way to use it as such – such as using swords you grow from your body as pistons to climb a wall – but even then it will be indirect (you won't just grow claws that let you climb a wall). You will have no direct enhancement to your agility or speed as a Fractured Human at least until you have fully fractured, and your power will not evolve in manners to directly grant you additional mobility and maneuverability. Examples include: Yumama, Nakadai, and Maddrunk.

1 (Free): Your ability still presents no direct maneuverability advantage, or any that are granted are extremely minor and incidental; turning your hand into blades or claws might allow you to climb walls and be in this level. You can evolve such but it will be slow and relatively low. Examples include: Cutwoman (claws), Robahata (just the increased agility all Fractured Humans show), Mikazuchi (again no direct showings of agility based powers but showing of enhanced leaping, reflexes, and general mobility).

2 (-50 Desire): Your ability provides some noticeable mobility advantage. This will remain minor and probably a secondary ability at best, but could be somewhat larger enhanced agility than average, tentacles you can use to brachiate or pull yourself around, or being able to ooze through cracks. You will definitely find it possible to evolve more abilities of this sort. Examples include: Yadori/Airi, Oleslimer, or Nomans.

3 (-100 Desire): Your ability provides a significant advantage in mobility and maneuverability. You might possess wings that allow for flight with relatively good maneuverability and speed, or a faster flight with harder to control movement and which impacts your combat ability negatively when used, or the sort of enhanced agility to bounce around the battlefield and use walls and ceilings as platforms to leap or act upon.

Examples include: Immochi's wings, Jagasaki's rocket propelled flight, or Chongirou Rabbit or Yukimaru's agility.

4 (-200 Desire): Your ability provides a massive advantage in mobility and maneuverability in battle. This would be something like flight which could move at speed while changing direction easily and quickly, something like finely controlled magnetic levitation, or gravity manipulation; maybe some ability that allowed you to teleport your body to lumps of your flesh left elsewhere, or something else with that sort of maneuverability advantage. The only example of this level is Mona Linda's gravitational manipulation and the flight that comes with it.

Utility: This field is rated 0 to 4. It represents your power's non-combat utility, ability to provide you with features useful where direct threats of power or combat is not useful, and ability to change the world beyond the reach of your fist/spear/gun. This doesn't include things that are primarily simply side effects of offensive power or mobility; being strong or able to cut things is not Utility despite actually showcasing non-combat utility, similarly being tough and resilient while useful for work in hazardous areas is Defensive Power not Utility. Some abilities may be in another category as well: producing poison which can also be used as a recreational drug; invisibility which helps to protect you but also provides you with massive ability to move unseen and unnoticed; the ability to grow plants from your body; and so on can be both as while they have a combat use they have a non-combat use that is not simply derived from that combat purpose. Some utility powers may have combat potential. As with Offensive Power the level represents both its initial ability and its ability to grow additional forms of utility.

0 (+100 Desire): It will be very hard to make use of your power for anything other than direct combat. It has no direct non-combat utility or purpose, and seems to actively resist developing one. Examples include: Maddrunk, Cutwoman, and many others could potentially be in this level.

1 (Free): Your ability probably has some potential non-combat uses, but it is not a clear or overt use, and likely not even in its original base form and only apparent as it develops and grows. Examples include: Jagasaki who eventually developed an eyepiece that could detect Frenzied Frogs and bullets that could transmit their optical information to his brain, or even be used as delayed bombs; Mikazuchi who could break off pieces of himself, though they seemed to break down eventually and not be shapeable for construction (though he might could have evolved those abilities with time and reason).

2 (100 Desire): Your power possesses an overt and clear non-combat purpose. It most likely has a limited scope and focus, but it provides a potentially potent tool in non-combat situations. Examples include: Nakadai's invisibility, Wachi Souta's euphoric drug-tears, or Robahata's addictive aphrodisiac.

3 (200 Desire): Your power possesses very potent utility, that gives it a clear non-combat focus and is useful in a variety of situations and for a variety of purposes. Examples include: Yumama's cellular manipulation, Chiharu's ability to grow plants with a variety of uses and purposes, Yadori/Airi's ability to assimilate people to steal their appearance and access their memories, or KC Brain's Memory Erasure ability which allows for the selective erasure of memories from those he touches.

4 (400 Desire): Your power possesses utility that is truly mindblowing. At this level of power if your ability is not capable of changing the world, that's because it's capable of some unparalleled potential utility in your own life. Examples include Nomen's ability to recreate the dead, intact with their memories, from their DNA assuming it possessed the potential to be able to take in fresh DNA to perform the feat instead of relying on a connection to a Frenzied Frog, or Genji-Kun's ability to produce a small, extremely stable and powerful, magnet from his body that remains fully intact and makes magnetically levitated vehicles simple to construct.

Externality: This field is rated 0 to 2. It functions somewhat differently than the others. This field represents a need for external resources to utilize your power. You won't find this field changing based on the growth or evolution of your power.

0 (Free): You don't need any specific outside resource to use your fractured power; you produce it internally, etc. Examples of this level include the vast majority fractured humans.

1 (+50 Desire): You need to regularly consume some specific substance to use your fractured power. You can store it up inside of yourself ahead of time, and it can be a fairly innocuous, though it still needs to be more specific than 'food' 'water' or 'air.' The example of this level would be Mikazuchi's need to ingest pure carbon regularly and thus eating pencil lead.

2 (+100 Desire): Your fractured power is directly linked to consumption of some specific substance. This will be something intoxicating, poisonous, or possibly something like needing to tap into an electrical power grid. And you can't store this ahead of time; you'll

need to actively consume it as part of using your power as a fractured human. The example of this level would be Maddrunk's need to ingest alcohol to actively fuel his power.

Subtlety: This field is rated 0 to 2. It functions somewhat differently than the others. It represents how little your body is changed when you're actively using your power.

0 (Free): Your power has a clear and obvious change to your body which makes it rather obvious to anyone looking that you're using it. Maybe your body gets covered in black armor, you turn into goo, a plant grows out of your chest covering your arm, or your whole arm turns into a fleshgun out of a body horror film. Examples include: Chiharu, Jagasaki, Cutwoman, and more.

1 (50 Desire): Your power has a clear and obvious change to your body, but it's small enough that it might be missed, only sometimes apparent, becomes casually noticeable only at a high enough intensity of use, or otherwise somewhat subtle. Examples include: Yukimura's retractable claws, Yumama's horns, Mikazuchi's ability to harden his body under his skin.

2 (100 Desire): Your power surprisingly doesn't actually have any clear or obvious change to your body, even as you use your power you look completely human. Examples include: Mona Linda and Pino.

Items:

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Magic Jumper Truck (50 CP): This is a truck, more unmarked white delivery truck than tractortrailer. It's almost a small RV given the way the back has been converted into a furnished room. It even has folding couch with a futon to sleep on. Though maybe because it's a magic mirror truck like used in AV especially NTR, where one side opens up to reveal a one-way mirror showing the outside world while showing them only a mirror in response. Still it's a car. And it'll automatically refuel, maintain, and repair itself over time when not in use as a vehicle – living in it, or doing something else, is fine, but it won't repair itself while actively being driven around.

Pencil Lead (50 CP): This is a small case of #2 pencil lead. It resupplies as you use it so you should never run out, unless you really start using it at an industrial rate. Still you could probably eat several pounds of it a day without running out. If you ate pencil lead for some reason.

Super Famicon Collection (50 CP): This is a Super Famicon, or SNES. It comes with a pair of controllers, as well as a large collection of game cartridges. But while these might include a few games you're familiar with, such as Super Mario Kart, most of these games seem to be copyright friendly variants such as Super Otogi Fighter 2 instead of Super Street Fighter 2. These aren't identical to the games you know – Super Otogi Fighter 2 has completely different characters and stages for example – but are obviously related. From time to time you'll find new game cartridges added to this collection.

3 Nights and 4 Days (100 CP): This is a set of reservations for a 4 day trip to a hot spring, or Tokyo Disney Land, or some other tourist resort or spot for a vacation. The reservations are all made and paid for in advanced, though you can actually call to change the date of the reservations – for free – up to 1 day ahead of time (either the time you want to change them to or day of the reservations) as long as the time you're changing them to isn't fully booked. This will include payment for food, and even some entertainment budget. It's just a nice, prepaid vacation. And you'll get one every year.

Even more nice about this is that as long as you're using the time just to relax and enjoy yourself, and not to train or study or prepare, but just enjoying and relaxing and taking a vacation you'll find that as far as important events go the time practically doesn't exist. You won't have to deal with emergencies. The world won't end. You'll not be fired for missing work. It's 3 nights and 4 days of relaxation.

And the reservations are for 2 if you want to bring a date.

Avian Partner (100 CP): This is the sign you really are a Fractured Human Warrior and not just a Half Fractured Human. This bird is your partner. It can talk, it can think, and it's even strong enough to carry a person though that's not easy for it. It can also sense when you're using your powers, and locate you, but its real power is the creation of dungg-balls. Given dungg-balls G will be made not too long into your stay here, if you don't change things, that might not be the most necessary but the process has another advantage. As Frenzied Frogs are collected this bird will gain information about the nature of the Frenzied Frogs and how they function. If you have metaknowledge this won't matter *too* much, but you'll find in future worlds by eating the remains of your slain enemies this bird will learn similar information about them. There's a certain amount of flesh it has to eat, and it needs to eat it from multiple, related enemies to get anything good, but it could prove a valuable source of information. Counts as a follower unless imported as a companion.

Hacking USB (100 CP): This is a USB with great storage space, and full of hacking programs. It should be able to hack into any commercial grade computer you jack it into, and copy it onto the drive, or just provide you with full access to the systems. And because you're jumping around universes it will adapt to the worlds, both to be a proper external storage device to plug into them, and to always be good enough to hack the local commercial grade technology; it won't be guaranteed to get you into military hardware or advanced alien technology, but if it's something you can buy, even high end stuff, it'll get you through it.

Frenzied Frog Detector (200 CP): This is a device, about the size of a smartphone which can scan objects or people for the presence of frenzied frogs or traces left behind by the occupation of one. It won't tell you if someone with a frenzied frog killed someone, but it will tell you if the body was inhabited by one, and could be used to scan an individual to see if they had one in them at the moment. In future jumps this will work for other forms of parasites that grant powers, affect the brain, or control the mind.

Sparring Chamber (200 CP): This is a room designed for sparring matches such as in kendo or karate. It seems to be highly resistant to damage, as if built for battles of superhumans. It's possible to still damage this with enough power, but the power will grow with yours, and it will recover from damage done relatively quickly.

Deader Land (200 CP/300 CP): This is your very own Deader Land. Well it doesn't have to be an exact copy, and it won't come with a gargantuan frenzied frog, but it's your very own horror themed afternight amusement park far too hardcore for children. Or I guess if you're boring you could go for something more bright, normal, and cheery. It even comes fully staffed, though the staff won't be half-fractured humans.

The park is yours, with all utilities provided from within the park, and all taxes paid for. It will insert itself into new jumps and retain modifications, though if you'd like you can reset it to factory default at the start of each jump. Even if you drop-in you will hold the legal title and ownership of this park.

Or I guess, if you really want you can pay the higher price of 300 CP and the four zones of the park can each be run by a dangerous half-fractured human roughly on par with Chongirou Rabbit or Iminachi Hoichi. One of the four might be as dangerous as the Tengu Pino, but don't expect anybody with Nomans Nomen's potential for growth and apocalyptic might. These four area kings will be loyal to you, and count as followers unless imported as companions.

Duhnng-Ball J (300 CP): This is a box of duhnng-balls, similar to duhnng-ball G(eneric)s. Like them they're a brown, smearable, gooey ball that can be consumed to stop or slow the process of becoming a Fractured Human, allowing it to be controlled or reversed. It won't help once someone has fully Fractured but when someone is approaching it it can stop the transformation, allowing them to stay human, or continue to operate as a half-fractured human or fractured human warrior.

Yours, though, will work on other forms of corruption and transformation as well. It could stop the change of a person into a vampire, or a zombie, hold back werewolf transformations, or lift corruption from a living being, but it will not work once the change is complete.

You get a box of these balls which will resupply if used quickly enough to keep a Fractured Human Warrior from needing to worry about fully fracturing. A ball every day or two.

Fighter Squadron (300 CP): This is a squadron of fighter jets. They're fully armed, and come with trained pilots. Since keeping a squadron of fighter jets around is probably troublesome, if nothing else governments don't like having their monopoly of force challenged, they won't actually insert into a jump until 30 to 60 minutes after you call them into it. Even when they do they'll automatically repair, refuel, and maintain themselves when not in use. Their pilots count as followers. Still by modern standards this is a pretty dangerous weapon system, and you've got a dozen.

Spy Bullets (300 CP): Well you'd need a rather unique gun to shoot these devices, and they look like pieces of flesh with prongs on the back, but they are similar to Jagaan's bullets. And they're similar in more ways than just appearance. They seem to have optical and audio sensors, allowing them to see and hear and through some telepathic connection relay the information back to your brain allowing you to see and hear through them just by focusing on them wherever they may be. If this wasn't nice enough they're also explosives which you can set off with the same mental command.

You get a case of 200, and they'll resupply over time if detonated or permanently lost.

Gargantuan Frenzied Frog (400 CP): This is a massive, monstrous frog and a large glass container filled with a fluid that sustains its life. This frog feeds off of the brain chemicals of humans, based on how much they enjoy themselves, to produce eggs containing frenzied froglets, though it may be possible to coax it into producing frenzied frogs, or (with more difficulty) even frenzied tadpoles with the right skills and abilities. These frenzied froglets can be placed in people's brains to turn them into half-fractured humans; though be careful they do seem to lose some impulse control in the process. Normally it'd require special tools to make people transmit these brain chemicals to this frog, but because you're paying CP for this it'll just be able to absorb it from anyone within a certain range.

Corporation (500 CP): This is a large, but not internationally large, corporation. You can choose the exact field, though you should expect it to have expanded somewhat out of its initial field and have some – somewhat unrelated – side businesses. For example this might be a pharmaceutical research company that has acquired a minor media management business. The company is yours, and you'll find yourself in possession, or soon coming into possession of a similar corporation in future jumps.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. Jagasaki, Chiharu, and Mikazuchi cost 100 CP each, though Jagasaki comes with Bell for free if you want, and Mikazuchi can bring his son along for free; yes this will resurrect his son if needed.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. **You may only take up to 5 drawbacks for additional CP**.

Short Stay (Special): The manga doesn't cover a full decade. If you'd like you can reduce your stay length to a month past the final chapter. If you do, however, you will receive only ½ CP from drawbacks other than Fractured Human Warrior, Nirvana and Fractured.

Body Horror (+100 CP): The horror of it might fade after a time, but when Jagasaki's arm transformed into a flesh-gun like something straight out of *Videodrome* it was horror. Yadori finding himself suddenly changed into the woman Airi, or Oleslimer finding that he has an unfortunate tendency to become slime also probably weren't the most pleasant experiences and then there's Nomans Nomen's existence. They all got used to theirs pretty quickly, but you'll be finding it'll take more time for yourself. You will find your Fractured Human powers to involve a particularly disturbing – for you – change to your body and that if you avoid their use it will still occasionally exert itself upon you. If you don't have a power as a fractured human, you'll just find your body has twisted itself in a form you find extremely unpleasant.

"Framed" (+100 CP): You have been framed for a monstrous act, something that killed innocent individuals, and ruined lives. And you're wanted for it both by the police and there's certainly going to be individuals desiring revenge against you. And framed might be the wrong word. You provably did it – even if it was just by your arrival in the jump releasing some of your more destructive powers – there just may have been exonerating circumstances which, unfortunately, are not so easy to prove.

I Want to Shoot (+100 CP): A murderous urge wells up deep inside of you. It is one which pushes you to violence, especially in the face of the mundane and prosaic elements of life. You will find it often swelling in you, and if you don't find an acceptable outlet, you're liable to become a serial killer or go on a full blown rampage.

Power of Desire (+100 CP): Desire is the root of power in this world. And now it's true for all of your powers. They all are fueled by desire, and you possess a triggering desire necessary to use any of them, and their powers will scale based on the power of that desire. Thankfully your triggering desire can change with time and circumstances, but you'll find it coming from deep inside, and only a selfish desire works – nothing born

from rationality, society, or morality. You might still be able to wield it in ways that society approves of or fits your morality, but the desire will not be born from them.

Upon Becoming a Girl (+100 CP): Your gender is… unaffected. But you do find yourself obsessed with being cute, and spending a substantial amount of time every day on your appearance, and always looking for ways to make yourself more attractive. And when someone calls you cute or flatters your appearance your heart will skip a beat, and you won't be able to help but be really happy, and you could get addicted to it. And better hope nobody tells you they like you, or you might find yourself falling in love.

Stalkers (+100 CP): You seem to attract the attention of unsavory people. People like the False Jagaan, and Robahata. You can expect to have some nasty people stalking you, pushing themselves into your private life from afar, and getting far too close to you for your safety – at least if you were an ordinary person – before you even know they're around. Besides being terribly good at getting into your places of residence – even your warehouse – to plant cameras where you won't find them, and stalking you, at least some of them are bound to fracture and you'll have to deal with them.

Trauma Backstory (+100 CP): Many people in this world had tragedies in their past which ate at them and helped to warp their personality until it was ready to fracture. And now you're one of them. Oh you don't have to be a failed suicide, have had a father who molested you, or have killed your son after he turned into a fractured human, but something like that happened to you, and it will haunt you for your time here. Oh you can find a way to live with it, but the scars will not fully heal till you leave this world.

Desire for Vengeance (+200 CP): Someone must have done something really bad to piss you off this much. You are driven by an absolute desire for vengeance against a certain enemy, and it will not be easy to take even for you. And once you have, you'll find your desires dying, and find yourself feeling simply, apathetically spent. You can eventually recover from this state, but any desire above basic survival will be hard for you for a good while or until something gives you a new desire for vengeance. And eventually you will be given reason to have a new desire for vengeance – even if it is something that you're really taking too far – and the cycle will repeat itself.

Fractured Human Warrior (+200 CP): The goal of the Fractured Human Warriors is to kill every Frenzied Frog and then every Frenzied Tadpole. Most abandon this goal, especially as it involves killing themselves, but now you have to complete it. You won't have to kill those extras made by Chiharu and his gargantuan frenzied frog, only those

originally part of the test, but you will have to kill every person who hosts a Frenzied Frog or Frenzied Tadpole before the end of the jump or you will fail the jump.

Nirvana (+200 CP): You will have to face a Half-Fractured Human on a scale of at least that of Nomans Nomen, one which will destroy the world if you do not personally stop them, and which will be at least as dangerous and hard to defeat as Meta-Nomen. They will now, necessarily, be Nomans Nomen himself, and you won't know who or how until they strike, releasing a wave of destruction and disrupting the lives of the places or people you hold dear.

Petty Desires (+200 CP): You may have some grand and epic desires: to be justice, save the world, free humanity from the tyranny of self, or conquer the world. Or you may have. You'll find your ambitions are petty, and your desires as well. You just can't build up the desire for anything grand and great, or even long term, your desires instead being short sighted, selfish, and petty.

Suppressed Desires (+200 CP): You know that desire in the back of your head. The one you'd never act on. The little impulse and urge that's there but you know isn't good for you? It's your trigger if you're some variant of a Fractured Human, and even if you're not you're going to find yourself indulging in the desires you'd normally suppress during your time here, and exploring those desires you have deep inside that you'd normally not even consciously recognize.

Empty (+300 CP): There is an emptiness inside of you, one that screams to be filled. It will drive you to ever greater things, but it will only grow the more you try and fill it. It will eat at your mind and push you further and further, exerting you to do *something* to fill it. And it will never stop. It is an emptiness like that which drove Ren Nojo to take his life, and then drove Nomans Nomen to attempt to wipe out all individuality to 'rid it of self' and fill his own emptiness. It will drive you similarly, always pushing you and eating away at your mind and soul with the need to be filled.

Taken with Petty Desires these will be short sighted desires, and continue to be things that give you no long term gain, though they may still have large scale effects on society, just expect them to be effects you will regret once this drawback lifts. Taken with Suppressed Desires you'll find those serving only as the starting points of your desires, expanding outwards from there growing more needy, desperate, and extreme.

Experimentalists (+300 CP): The frenzied frogs are a test created by unfathomably advanced aliens for a reason we are not told. And now they have decided that your presence means further testing is required. It won't just be more frenzied frogs either, as

these sufficiently advanced aliens take an interest in your life and will create new and varied tests for you to participate in. And if you think you've killed them all, or scared them off of their experimental tendencies you haven't.

Fractured (+300 CP): You have gone and done it. You have Fractured. Completely and utterly. You are not a Half-Fractured Human or a Fractured Human Warrior. Even if you took Unfractured or Kintsugi it won't save you from this. You have turned into a Fractured Human and there is no reversing this. You will act as a beast of passion and desire, a berserk horror that the world must destroy or be destroyed by. And you will need to survive a decade thus. Maybe someone can point you in the right direction. **This drawback does not count against the limit of drawbacks you may gain CP from**.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Desire isn't a simple 2 to 3 exchange rate (or less simple 1 to 1.4) because I wanted to encourage you to spend big on Desire and therefore gave it break points at a fairly high cost. 250 was finally decided for working well with Jagaan's and Nomans Nomen's powers.

I did my best with examples to try and factor out general power level and how much they'd evolved but it was hard. And it should be noted that for Offensive Power, Defensive Power, Mobility, and Utility the main difference between 0 and 1 isn't any starting capability but potential for Growth so characters marked as 0 might be 1 if they just had a reason to evolve in those ways.

I fully believe if Cutwoman was the protagonist or a major character in later arcs she would have developed the ability to armor herself with blades or something defensive, but even at a 1 in Defensive Power you eventually will, it just won't be great by Fractured Human standards.

You do not actually have to buy the Avian Partner to be a Fractured Human Warrior. If you don't and are a Fractured Human Warrior you'll still have a partner during this jump but they won't be joining you as a follower, though you might find a way to take them as a companion, and they won't have the power to gain information by eating foes.

Changelog:

Version 1.0.0: Released.