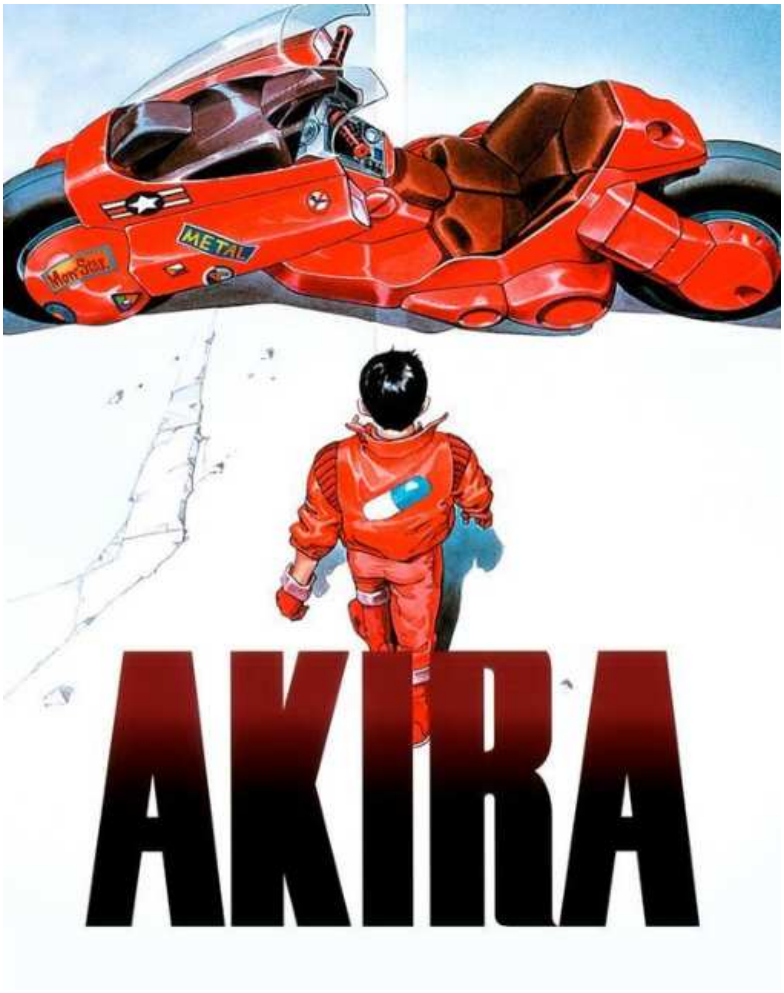
Akira (V1.0)

By Heavenicarus



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NE0-TOKYO IS ABOUT TO E.X.P.L.O.D.E!

Welcome Jumper, to Neo-Tokyo, in the year 2019. This is twenty years after a mysterious explosion that destroyed the original city and triggered World War III. The city is crawling with gangs, and suffers regular terrorist attacks. You start one year before Tetsuo Shima, a member of the Capsules biker gang, crashes into a psychic child, unlocking his own abilities. This will set off a series of events that will leave Neo-tokyo in ruins. Will you change the course of the world Jumper, or leave it to its fate? Take 1000 Capsules Points (CP) to spend

Background:

Drop-in (Free): You land on the sidewalk on the edge of the city, your items in a backpack which sits on the floor next to you.

You see strung-out drug users, streetwalkers, and a few bikers fly past you. While you're taking in the sights, a bomb goes off in the building behind you, startling but not injuring you. You may want to run to avoid getting arrested.

Capsule (Free): You're a highschool student/drop-out from the bad part of town, which in this city, is pretty much all of it. You run with the Capsules gang, the newest member. You know that a raid on the clowns is coming soon.

Terrorist (Free): You're outside the system, using guerilla tactics to strike fear into the rotten heart of the city. You start in the safehouse with Kie, Ryu and the others, planning your next attack.

Military (100): You are the newest addition to a military team attempting to create psychic powers in humans, lead by Colonel Shikishima. The old guard failed disastrously when they let Akira transcend reality. Maybe you will make things different.

Esper (200): You might be like from the original generation of psychics, such as the grey children. Or you can be more recently awakened to your psychic powers, like Tetsuo. Either way, big things are about to happen, so maybe you want to deal with this.

Perks

100 cp perks are free and higher level perks are discounted to their backgrounds.

General



White Ball (600): I'll let you take this power regardless of your esper status. Like Akira you can generate a massive blast of psychic energy. This power can only be used once a year but few things can stand against it. Capable of wiping out a city in an instant, it's like a nuke that leaves no fallout or residue. As an added bonus, your friends, companions and any objects you want can be spared. Technically anything caught in it is transported to a personal pocket universe, but if you don't have the power, than it just destroys anything caught in its radius.

Drop-in



Bump Into An Old Friend (100): When you wander, you seem to find people who can show you the way around town, and keep you out of (or get into trouble).

Overdose Immunity (200): Since Neo Tokyo is a city of sin, you might as well indulge. You are now immune to overdosing, or gaining an addiction to any substances or activities. Comes with free protection from HIV, STD's and other things passed by human fluid contact.

Future Technology (400): You now have a basic understanding of all the technology in the various worlds you find yourself in. More research is needed for the more esoteric but with enough time you can understand every facet of knowledge.

Esper Immune (600): You are now completely immune to mental powers. Telekinesis can't get a hold of you, your clothes or the ground you're standing on. Mind control slides off like rain on a lotus leaf. Biokinesis tickles at best. The highest Esper power levels in this setting, Akira's murderball, would leave you none the worse for wear. This doesn't stop you from having your own psychic powers.

Capsule



Boorish Charm (100): Even if you may be a criminal delinquent, whose attempts at flirting are more like pulling pigtails, you can get other people to look beyond the persona you put up to see the real you. Of course, if the real you is shit, that's all they'll see.

Mounted Combat (200): Like most of the biker gangs in Neo Tokyo, You have mastered the skill of controlling your bike and hitting your enemies off theirs. In addition, you are now immune to abrasion damage because of how often you will hit the road at high speeds during these fights.

Lucky (400): You have a serious streak of good luck, enough to make dodging giant boulders, space lasers, and being outright mind crushed still dangerous but not as deadly as before.

Enemy of My Enemy (600): You are able to get other to put aside your past differences when something that will harm you both appears. Whether you do it by respect or fear, they will help you take out whatever brought you together.

Terrorist



Stylish Get Away(100): Not only do you have skills with lockpicks and handcuffs, but when you escape such situations, you also look amazing doing so.

Alternate Route(200): In this life, you'll need to approach your targets from places they won't be expecting. Now, whenever you need to break into a place, there will be an entrance you can use. No matter how air gapped, secure or generally impenetrable, You will find a way to get inside.

Warped Aim (400): Wow, does it feel like the goons their sending after you are blind or what? It seems the accuracy of any forces that are against you have dropped by at least half. This perk loses effective the more trained the forces sent after you. Does great against police, army infantry and other low ranking meatbag with a gun. This won't do jack against someone on the caliber of Simo Hayha.

Channeler (600): While you may not be an esper yourself, You are especially capable of being used as a proxy for those who are. Since you are paying extra for this ability, let's add an additional 50% to the effectiveness of any powers that are used through your body.

Military Man



Do I Look like I'm Joking? (100): Everything about you just tells the world how straightlaced you are. Everyone will see that you an incorruptible figure.

Learning from the Past (200): The disaster 20 years ago happen because they forced Akira's power to grow endlessly, never stopping to consider what it was doing to him. You read the reports that survived and you learned not to just stuff children full of drugs to boost their abilities. You can help super powered individuals to tamp down their powers so they don't hurt themselves or others, as well as ways to avoid stressors with meditation and other activities.

Mad Science Safety (400): When you tinker with abilities man was not meant to have, you need to ensure that proper precautions are actually taken care of. Any assets you have will have enough loyalties not to attack your staff.proper containment protocols will always be followed, and you have redundancies upon reduncies to ensure that all involved are safe, healthy and happy.

A Father to His Men (600): You have the kind of charisma to keep those under your command focused and effective; more importantly you can keep them moralized when they need to tackle threats they were never trained against.

Esper



The Power (100): You have the power, the abilities of the mind unleashed, that most people lose for some reason or another in their childhoods. You start out at the weakest level, barely able to lift more than a few pounds, but that'll increase as you practice.

Rage Against (200): You can now use your emotions to empower your abilities, to push them beyond their limits. Rage is best for damage, Love for protection, Joy for movement. You'll discover more emotions and their effects as you experiment with this.

Bent, Not Broken(400): The power is an incredible ability to wield. Between telekinesis, bending lasers, flight, and even fucking universe creation, it does it all, at the expense of the body. Your consciousness is essentially always attempting to transcend to a higher plane, but that causes massive headaches as the 3 pounds of fat that contains it is being ripped apart. With this perk, this is never an issue for you. While you may still feel pain, your brain will optimize itself for each stage of power. This optimization will not remove your emotions, increase the size of your head or overly increase energy demands on your body. You will still think like a human, just with a little extra.

Exponential Growth (600): Like Akira and Tetsuo, your powers are going to grow faster and faster until you break under the strain, so until that happens (or you take *Bent, Not Broken*) you will rapidly progress in the force you can exert, the finesse

you can manage, and the more uses you can develop with it. The more you achieve, the faster this perk speeds up.

Items

100 level items are free and higher level perks are discounted for their respective origins.

Drop-in

A Car (100): You have an ok car, more like a jalopy. But it gets you to all the parties you keep ending up at. Comes with unlimited supply of party poppers. And gas. But party poppers are more important. Can import other vehicles into this.

A Bar (200): This convenient bar is with whatever crowd you want it to be. Upscale and fancy, rundown and grimy. While most often your have faceless drunks; most of the main cast will come through at least once if you want them to. Can import other restaurants here.

Cryogenic Containment Unit(400): This storage unity can be used to keep those who can't be put down conventionally. Keeping the air inside at absolute zero, so long as you can put them inside, won't be getting up for at least 10 years.

Neo-Tokyo(600): You get a copy of neotokyo (without all the crime and drugs) and the island it sits upon and everyone in it in a separate pocket dimension. It will keep any upgrades you do it.

Capsule

Capsule Coat (100): This red leather coat with a pill is your in with the gang, letting others know where your loyalty lies. At the start of every jump, you can change the symbol on the back to fit in with a new group. If they have enemies, well, so do you now.

Drug Stash (200): The capsules wouldn't be drug runners without drugs, so have this stash of various drugs. Just reach behind

you and have pre-packaged amount of any drugs when you need to sell.

Weapon of Choice (400): You get one melee weapon of your choice guaranteed never to break and can guide yours strikes to taking out

Sweet Bike (600): You have a copy of Kaneda's Bike, with ceramic, double-rotor, two-wheel disk drive. The bike is also specified as having "Electronically controlled Anti-Lock Brakes" and "200 Horsepower". It also trails green lightning when you drift. If it breaks, you'll find it in your warehouse good as new, and it will keep any upgrades you do to it.



Terrorist

Untraceable Pistol (100): This pistol, which is always on your person when you need it, as well as loaded, always seems to disappear from any evidence locker or laboratory it might find its way to.

Sneak Suit (200): This outfit, which is normally a long coat over a jumpsuit, is custom made for you, and has the special ability to leave no trace of itself or its wearer. You won't leave fibers, fingerprints, or tracks wherever you go. Large crowds even part unconsciously when you need to get away wearing this.

Bag of Bombs(400):The primary means to get your point across as a terrorist, you have a bag full of explosives. Simply reach in, and the bomb that most fits the situation. Emp bombs to disable tech, graffiti bombs for attention, shrapnel bombs for crowds, and the always fun, plain bombs that can knock down buildings with just a few around the base.

A Man on the Inside (600): Starting from when you take this perk, you have access to a person of the ruling class who is reasonably influential, is fully onboard with your cause, and more importantly, is willing to help convert others. Every jump you get a new insider.

Military

Laser Rifle (100): This experimental weapon is capable of killing most humans in one hit, and psychics in around 3 (So long as they don't bend the beam). This one comes with an unlimited battery so it does die on you.

Hoverbike (200): You have one of the military's best boosts for mobility, a hover bike. Capable of hovering up to 40 feet off a surface, and moving more than 40MPH. You can import another vehicle into this

Spider Tank Brigade(400): You have 100 spider tanks and enough men to crew them, normally used to keep order in the city, but these can be outfitted for war if you need to.

SOL A.K.A Satellite Laser Cannon (600): This orbital weapon's platform is now under your control. Accurate enough to hit one person on a slightly raised platform, the beam has several firing options.

Esper

Marble Throne (100) This chair proclaims your superiority over all you survey. In reality it's just a comfortable stone chair.

Cloak of the Unheard (200): This cloak, ripped from a flagpole, is a symbol of your movement, wiping away the previous order of the world in service of your own goals. When you wear this cape,

people will find themselves flocking to your cause. It works best on people who feel oppressed and seek to become free.

A Bevy of Wenches (400): You have a group of your preferred gender who have offered themselves up to you because of your powers. I'd put them in companions, but you're not really using them for their personalities right? You have 10 to customize.

Level 7 Pills (600): These drugs boost your innate connection to the power as well as helping to establish your baseline. After you stop receiving benefits from the the level your on, you're be boosted to the next rank.

Companions

A Biker Gang of Your Own (200 for 8): You can import 8 of your companions into any background they want with 800 cp to spend on items and perks.

Canon Characters. (100 Per): so long as you can convince them and they survived, They will willing come along. They get 800 cp when you leave spend on perks here.

Scenario: *The Boy With All The Power.*

The story of AKIRA is the story of power and it's corrupting influence. Let's see how well you can resist it. You will automatically be imported into Tetsuo Shima right after the accident with the Grey boy. Your every thought will be dominated by how everyone places themselves above you and how weak you feel. You have a constant desire, nay a need to exert your will over the world Your other perks and items will be sealed away. You need to survive the events of the story without losing control of the power and your human form. If you can last ten years without causing Akira to suck you into a pocket universe to protect the world, You can take the boy, fully restored and at full power with you as a companion.

Drawbacks

Manga Toggle (0): With this toggle, you're now in the manga continuity with small changes to the events of the story.

Story Import (0): You can slip into the role of anyone who shares your background. Fankwank responsibly.

Splitting Headaches (Mandatory for Espers or those with *The Power* Perk): Using your powers hurts. A lot. Just give yourself time to rest and recuperate and it should go away after a while.

Addicted (+100): You are addicted to something during your time here. Maybe it's sex, weed, some drug. It'll take some major effort to get over it.

Crippling Inferiority (+200): You have such severe inferiority complex for someone close to you. It could be a companion, a loved one, or even everyone's image of your previous incarnations. You are likely to lash out at others who want to help you.

Grey Child (+400): Your age is now set 40 and your body is now shrunken to the size of a small child, with many wrinkles and weakened limbs.

Polio (+400): Oof, jumper, oof. You caught polio as a child and need a Hoverchair to get anywhere. Let's hope the city doesn't get destroyed leaving it unpowered.

Akira (+800): Incompatible with the scenario. You have awoken a monster. Akira is coming for you, viewing you as too much of a threat to remain in the world of normal mortals. Run. Just ***Run***.

Notes

There was no way I'd do a jump about one of the seminal works of animation in japan without adding some gifs. Which Nerx says has

never been done before. Which makes me wonder, what else hasn't been done with the format?

Channeler would boost something like the speedforce,space whale shards; etc. So long as the power isn't yours yet, it will be boosted. Once it is yours, then it's no longer being channeled and it won't help. Though you could cheat by imbuing the ability in question into an item.

The *bevy of wenches* item squicked me out just writing it. It's there because tetsuo has fucking sex slaves in the manga. God I can't wait to punch him in the mouth.

For the Gif version of the document:
https://docs.google.com/document/d/1Ty8-_0uaYMmaD9YLGR1iWTbOg2jjde9gLHLJDobVCIQ/edit?usp=sharing