

Version 1.1

The city of R'lyeh is overflowing with heinous crimes and violence. In the midst of all this, a woman named Koumori Kuroko is spared from execution for acts of mass murder in exchange for working for the good of the nation as an executioner and investigator for the most violent criminals of all. It is into this modern-day hellscape that you will be arriving next, Jumper. If you're going to survive, you'll probably want this:

+1000 CP

Origins

Executioner: You're a killer in the employ of the government, a chained beast to be aimed and set loose against the scum of humanity. Be careful not to test the length of your leash, or you might discover it's actually a noose.

Corrupted Child: You're a child, someone who probably shouldn't be getting involved in all this crime and killers nonsense. ….except you've already gotten involved, haven't you? It seems the darkness of the world found a way to creep inside and twist you up, didn't it? Well, at least you might have more fun than everyone else.

Law Enforcement: You're a member of the police force, working to better society by wiping away the stains of criminals of all flavors. It's a tough and unforgiving job, but someone's got to do it.

Killer: You're a serial killer, someone who lives to end lives, one of an increasing number in this day and age. Perhaps you're addicted to the thrill of killing, or maybe you're doing it for some goal you consider worth the crimes?

Underground: You're a member of the underworld, someone who regularly involves themselves with organized crime and gets paid to do it. Maybe you participate in underground pit fights, or maybe you're a mercenary.

Consultant: You're not a killer, but instead an experiment in some other field. Where others might specialize in taking lives, you specialize in making things. Perhaps things related to taking lives, or perhaps something unrelated.

Any Origin may be treated as a Drop In if you so choose.

All Origins except for Corrupted Child are 1d8 + 25 years old. Corrupted Children default to 12. If you wish to choose your own age, you may do so for a charge of 100 CP. Your gender stays the same as it was in your previous Jump, or you may change it for free.

All Origins start in the lovely metropolitan city of R'lyeh. Yes, that's what it's called. Good luck.

Perks

Perks are discounted to their origins. 100 CP perks are free when discounted.

Executioner:

A Dad-like Mom (100): You have a surprising level of talent when it comes to most domestic skills. When it comes to handling and caring for children, you're extraordinarily capable, able to appease their impulses and keep them happy and healthy. Also, your cooking abilities are such that you can pump out five-star meals with next to no effort.

Non-human (100): You have gained a rather distinctive set of physiological characteristics; a long and nearly prehensile tongue, ankle-length hair that never seems to get snagged or grabbed even in high-speed battles, a tall, thin, flexible body capable of remarkable contortionism, and a consistent low heart rate that remains steady even in the direst of situations. Your neck is flexible enough that you can rotate your head to sit at a ninety degree angle without any discomfort. Cartoonishly oversized breasts are optional for both sexes. Aside from these features, you have the ability to make yourself seem goofy and inane one moment, then jump to appearing deadly serious in an instant, emitting an aura of raw killing intent. You may toggle any of these physical qualities on or off as you see fit.

Serial Ladykiller (200): You have the same strange, twisted charisma as Kuroko. People will let you get away with things they really shouldn't, and there's something about you that draws others in, makes it easier for you to work your way into their hearts, and perhaps their pants. This works on everyone to some extent, but it works best on your preferred gender/sex.

Made You Look (200): You specialize in the art of misdirection. It's incredibly easy for you to deceive your opponents, making them think an attack will come from one direction when in reality, it will come from an entirely different one. You're an expert in maneuvering behind your opponents and striking them in their blindspots.

Fight Fire with Fire (400): And kill a non-human with another non-human. This is an analysis perk, for breaking down your target's motivations, methods, weaknesses, and future actions. Improves the more similar and prolific you are in their field. In other words, the more people you've murdered, the easier it is for you to mentally dissect other murderers. The more experienced you are as a thief, the better you are at catching thieves. And so on.

Indefinite Postponement (400): Instead of being executed for your crimes and wrongdoings, you'll be hired to put those criminal skills to use for those who captured you. Not only that, but they'll also pay you while you do it. Really well.

Precognition (600): You've killed and killed and killed some more, and in doing so, you've gained a sixth sense, a kind of precognition that allows you to react to threats well outside the range of your senses. Deadly traps are easily evaded and an enemy's attacks can be seen

coming from a mile away. Even if a sniper were aiming at you from several kilometers away, you could still dodge or block their bullet.

I Killed (600): And killed and killed and killed. You possess an incredible breadth of killing skills, with an emphasis on adaptability and versatility. Rather than being a master of any one weapon, you're a master of taking whatever you get your hands on and making it work as an instrument of death. You could cut a person's hand clean off with a butter knife, turn a mirrored wall into a shield and blades, use that severed arm that's lying around as a handy projectile, or even parry laser beams with a dildo if you felt like it.

Child:

Manju Person (100): You share Hinako's ability to take on a Manju-Person form, which makes you appear harmless and beneath notice, even to depraved serial killers hunting for people exactly like you. You can teach others to enter this form, though it'll take them a while to learn it. May or may not be indestructible, but you switch back out of it whenever you take any sort of meaningful action automatically.

Knife to Meet You (100): You have a considerable level of skill when it comes to using knives. You can draw and cut with your blades quickly enough to seem as though you've barely moved to the untrained eye. You know exactly where and how to apply your knives to keep them from breaking or catching against sinew and bone. This perk also comes with a talent for skinning things.

Mental GPS Complete! (200): Like Path to Victory, but only for physically moving from point A to point B. Once you have the lay of the land, you will always know the best and fastest ways to get from one place to another with the transportation at your disposal. Your eyesight is also good enough to pick out a cat on a distant balcony from the roof of a twenty-story building.

An Air of Innocence (200): You share Hinako's air of childlike innocence, allowing you to easily worm your way into their hearts and cheer up even the most hardened of individuals. People are naturally drawn to this lighthearted charm, and tend to be soothed by spending time with you, even if you act strangely while they do it.

Improbable Driving Skills (400): How'd you get this car on the roof of a building?! How are you riding a bicycle along the top of a fence that's thinner than the bike's wheels?! Your skills at operating vehicles are so immense as to be effectively supernatural. You could *somehow* drive a sports car to the roof of a building without hitting anyone, even if that building didn't have vehicular access. Making jumps from rooftop to rooftop in said car? Yeah, you can do that too. Riding a bike along the top of a fence, then jumping onto a wall to clear a several-meter pit? Easy. Control jet-powered roller skates to ride over water and along walls? Expertly pilot a mecha literally the moment you discover it? This is your bread and butter now.

Ninja Hinako (400): You are extremely stealthy and skilled in the art of trailing targets without being spotted and infiltrating enemy strongholds. Your stealth abilities are sufficient enough to trail a motorboat across open water and avoid detection, despite not having anywhere to hide. Your skills in climbing and acrobatics have also increased significantly.

Tozakura Project (600): You're no ordinary child. You've been enhanced, augmented via the same human experimentation that created Hinako and the other Tozakura Children. Your body possesses a considerable healing factor, one that could erase a knife wound in the blink of an eye, or revert you from being pulped in a devastating vehicular accident to a completely normal state in less than half a minute. You also possess boosted physical abilities, such that you could easily crush someone's ribs with a children's bicycle or rip a man's face off with your bare hands as a child. Your precision and dexterity is fine enough that you could balance a tower of blocks higher than you are with each block standing on its edges without falling. Finally, you possess a berserk switch, allowing you to enter a temporary state of overwhelming fury where your physical abilities are enhanced even further, at the cost of removing your inhibitions.

A Born Killer (600): Much like a certain rabbit-masked child, you have an incredible natural aptitude for murder. You are what can only be described as a prodigy when it comes to the art of killing human beings. Even when completely untrained and inexperienced, your very first murder could leave no evidence behind other than the body, and you would only grow from there. You have a knack for weaving through others' defenses, dissecting their strategies and finding the easiest way to end their lives.

Law Enforcement:

An Iron Stomach (100): In this line of work, you're bound to see some pretty awful sights. The victims of serial killers and rapists are just a drop in the bucket compared to the horrors you've seen. You can witness the most depraved acts of senseless violence and their aftermath, and give no outward sign of disgust. This doesn't take away your ability to feel repulsed by gratuitous gore or criminal actions, but it won't cloud your judgement, slow your reactions, or make you so much as blink.

Police Academy Graduate (100): You have all the skills required to work as a member of the police force; detective work, interrogation, and basic marksmanship. You also have an actual position on a local police force, should you choose to be employed as such.

Behind Their Backs (200): When working for someone at the secret behest of someone else, sending in reports can be dangerous, as there's always a risk of being found out. But for you, those risks are greatly reduced. Whether it's clandestine phone calls, snooping around in rooms where you don't belong, or even just possessing the overall demeanor of someone with ulterior motives, your co-workers never seem to notice. You do have to at least *try* to be subtle about most of these things, as making a shady phone call in the middle of a room full of police officers won't be missed, but in general luck is on your side when it comes to working as a mole or double agent.

The Higher ups Caught Wind of It (200): If you're ever caught poking your nose into places where you shouldn't, the people in charge of hiding whatever the conspiracy is will decide the best use of your talents is working for them. You'll be brought in on the conspiracy, in other words.

For the Good of the Nation (400): You would do anything. And the government would *let* you do it. Why, you could suggest that the nation's most prolific mass murderer be used as an asset in your employ, with nothing but a tracking chip in her partner's body to keep her in check, and those in charge would go along with it. Even if your estimations account for more than a few deaths and injuries that will result from your plans, the government will see no real harm in those deaths.

Chain the Beast (400): You have a strange ability to make captured enemies work for you. When someone is at your mercy, you can extend them an offer; work for you, or be executed. Those you extend this chance to will accept it, and as long as they do so of their own free will, they will uphold their end of the bargain indefinitely. They'll even reign in some of their more extreme impulses, though some habits are too deeply ingrained to be wiped away overnight. A killer will remain a killer, but they'll be killing the people you tell them to now.

Iron Man (600): When it comes to investigators, you're the cream of the crop, an ace among aces. Your skills in tracking criminals down is unparalleled, with even the smallest scrap of evidence helping you run them to ground. Your physical abilities increase with the thoroughness of your investigations, making you stronger and faster as you become more informed about your target.

Save People Before They Become Victims (600): What is gained when a killer is brought to justice? Their victims are still dead, and no amount of punishment will bring them back. In that case, there's nothing to do but save those victims before they can be killed, and now you have the abilities needed to do exactly that. First, you are preternaturally skilled at detecting and identifying people who are planning to commit crimes, even if they have never done so before. You can break down these signs in a clear and believable fashion, such that any court would consider them grounds for a warrant, if not an outright arrest. Second, any proceedings you go through to take actions toward investigating or capturing criminals are now dramatically accelerated, allowing you to bypass all of the red tape and waiting time involved in receiving the permission and resources required to take action. Third, you are simply faster, and perhaps a bit luckier, when it comes to getting to soon-to-be murder victims, always managing to arrive in the nick of time.

Killer:

If Looks Could Kill (100): For when it's time to get serious, you need to show everyone you mean business. Put on a game face, if you will. This perk grants you a kind of switch you can flip when it's time to start killing. Flipping this switch changes your outward appearance in some fashion, either by making you seem bigger and more monstrous than before, or maybe just cloaking everything but your mouth in shadows. While engaged, your game face will strike fear into the hearts of your enemies, though it won't actually change your abilities at all.

In Plain Sight (100): So many criminals are caught because they simply lack the ability to hide themselves. You, on the other hand, do not. You possess considerable skill at laying low and hiding any of your abnormalities, your criminal tendencies, and so on. Not only that, but you have all the skills needed to perform an ordinary job in society, whether it's as a freeter or as a physics professor.

Acquired Congenital Analgesia (200): Jumper simply does not feel pain. You have, somehow, trained your body to acquire an insensitivity to pain. Not even the sensation of your body being set ablaze as your internal organs are being pulped would feel like anything worth crying over. You may toggle this ability on and off as you see fit.

You're Killing it Out There (200): You've become a master of the art of killing, and possess particular mastery of one set of killing tools; perhaps using a sword, or using traps, or even using wire threads. On top of that, you're very talented at adding a bit of spectacle to your crimes, setting the scene to look exactly the way you want it to once you've finished with your prey. You're a dab hand at erasing any evidence too.

Francis (400): You possess a great degree of skill in the fields of chemistry and biology, with a particular focus on making drugs. With just a little effort, you could manufacture and distribute a highly addictive drug, then spend a matter of months refining it through data gathered on those who use it. On the biology side of things, you could cleanly remove human brains for study without damaging the organs, then analyze them for insight on physiological distinctions between different types of people, or graft two people together and combine their organ systems so their two halves support each other. This perk also comes with knowledge of the original Cesare recipe, in case you feel like cooking some up. You're a mad scientist in the making, Jumper.

All Manor of Surprises (400): Why fight others directly when it's so much safer to simply let them waltz to their deaths on their own? You possess trap-making skills like you wouldn't believe. You know how to turn anything into a trap, how to optimize it either for killing or simply for injuring, how to perfectly hide it from view until the moment of activation.

Natural Selection (600): Evolution is the science of life and death. Those that survive pass their traits on to the next generation, allowing for further growth and specialization. You have taken this lesson to heart, and have specialized in learning and adapting. With each encounter,

your skills grow as you collect information on adversaries of a given caliber and style, allowing you to optimize and improve your killing methods and equipment against those types of opponents. Every encounter you have a hand in, regardless of how directly involved you are, will provide you with some measure of knowledge to improve any future endeavors.

Ghost (600): You possess Kurono's ability, a kind of second personality that lives inside your head and experiences time at a massively accelerated rate. This allows your mental abilities and skill-based techniques to receive hundreds or thousands of years of training in the span of only a year or so. Then, when you need to take advantage of this boost, you can pull your 'ghost' into your main personality, granting you access to those superhuman skills. Your body might not be able to keep pace with these advanced techniques for very long without diligent training to catch up though, so there's a risk of injuring yourself if you aren't careful.

Underground:
Unnecessary Expenses (100): It's a little strange for someone living in the modern world to think of running water, working electricity, and garbage disposal as unnecessary expenses, but for you, it seems they are. You can live and work in the most unforgiving of environments without the slightest reduction in your capabilities.

Big (100): Jumper's pretty big, huh? You tower over other people, standing a whole foot and a half taller than your average person. Your musculature is likewise increased, though you may freely decide how much of it manifests, in case you don't want to walk around looking like there are cantaloupes under your skin. Despite this increase in size, your speed, weight, and dexterity remain unimpeded, allowing you to act with the same level of precision as before. And if you feel like being sneaky, you can always toggle this effect off.

Mission Complete (200): Working in the underworld wouldn't be very profitable if you couldn't find actual work to do. Luckily, you don't have that problem. When it comes to getting contracts from less than reputable sources to do some dirty work, you find that employers come looking for you, not the other way around. No matter how fresh you are into a Jump, people will be able to leave you messages offering payment for your services. You may toggle this off at any point in time if you don't want to be bothered.

Lightning Reflexes (200): Your reactions are lightning-fast, allowing you to catch arrows with your hands and teeth, or to catch the sides of a blade bursting from a hidden trap to cut you down.

Lack of Presence (400): Despite any distinctiveness you might have, you're somehow able to fade into the background, such that others easily lose track of you once you're out of sight. If you wanted to, you could completely avoid detection in a mansion filled with sensors and security cameras, or act as a sniper without a spotter without a shred of fear of being noticed by your enemies. The effects of this perk decrease exponentially the more people you have with you.

Martial Arts Killer (400): Like Momoyama, you possess prodigious martial arts techniques, a remarkable set of unarmed killing techniques that build upon your natural strength and amplify it into devastating blows. With these techniques, you are capable of blasting down reinforced doors with a punch, crushing a man's skull just by squeezing with one hand, or unleashing a devastating blow that deals no external damage even as it tears the victim's insides to shreds. By the time you're done with them, they're going to wish they'd died.

Strongest (600): Even without technique and refinement, your physical strength goes beyond human limits. Receiving a blow that could rip a lesser man in half with nothing but your middle finger will do little more than briefly dislocate the digit, doing nothing to slow you down. Your flesh is stretched over layers of muscles dense enough to tank small arms fire without breaking, making you immune to smaller-caliber firearms. When applied offensively, your strength is more than enough to crush an elephant's skull with a single punch. One hand is all you need to snatch a rocket-propelled grenade out of the air and stop it in its tracks. Have fun being a monster truck in human form, Jumper.

Araña (600): You're the sniper to end all snipers, Jumper. Your skill and accuracy in long-ranged combat is unparalleled. Lining up a double headshot through the window of a moving vehicle is easy for you, as is engaging in a duel with another sniper as you both run across rooftops. Your abilities are such that you could shoot a bullet in flight with your own bullet from several kilometers away. More than just killing directly with your weapon, you know how to use it to drive your prey into a corner, precisely striking exactly where you want to alter the landscape and control their movements. With a sniper rifle in your hands, you are like a spider ready to strike down any of your chosen prey, with a web that covers an entire city.

Consultant:
A Real Looker (100): You're exceedingly attractive, Jumper. Your body conforms to your own ideal image for yourself, and everyone seems to agree on how good it looks. Even blood, sweat, bile, or the ashes of your enemies' still-burning corpses will do nothing to hamper your good looks.

Well-Adjusted Adjusting (100): Trauma rolls off you like water off the back of a duck. You could go through a harrowing, near-death experience at the hands of someone you trusted unquestioningly, and be back to normal in a matter of weeks. You won't pick up any bad habits like drinking, smoking, or serial killing to cope with loss either, and those whom you care for that have suffered trauma will also recover healthily.

The Doctor is In (200): Congratulations on getting your MD, Jumper! You have all the skills of a fully accredited medical doctor like Yuria, along with the training of a police medical examiner. When it comes to analyzing dead bodies, there isn't a single shred of evidence that goes unnoticed.

Modern-Day Samurai (200): Even in this day and age, it seems some people still fight with swords and spears. Now, you're able to match skills with any one of them, thanks to this perk granting you proficiency in the use of both a sword and a naginata. You might not be a master with just this perk alone, but you're certainly able to fight at the level of a professional, which means only the best of the best will have a chance at matching you in battle.

Having a Blast (400): Why not send your enemies out with a bang? You have a talent for making and planting explosives. Even using sub-par materials that you scrounged up from a local department store, you could make a bomb capable of wiping out a wing of a school building.

Even the Devil Has a Heart (400): Some people are just monsters at their core. The kind of person incapable of feeling a genuine emotional attachment to others. And yet, somehow, these people find they can feel things for you. You could make even a ruthless mass murderer feel genuine fondness for you, rather than just a base physical attraction. With enough time and effort, you can spread this influence beyond yourself, granting mentally or emotionally stunted individuals a capacity to empathize with others.

Flipping the Genre (600): Your inventing skills are something that probably belongs in a different genre. Specifically science fiction. Making things like jet-powered roller blades? Literally child's play, something you could do in a single day. Making a sword that can set itself on fire? Easy. Making a fully functional flight-capable transforming mecha equipped with an actual laser cannon? That'll take more work, but you can do that too. When it comes to feats of engineering, the only one who could claim to be your equal would be Saki herself.

Well-Connected (600): You're a mafia princess now. Or prince, depending on what bits you've got going on. This means that when it comes to the underworld, you're basically the top dog. Criminals won't dare touch you, and there's a fifty-fifty chance they probably work for you in some capacity. Law enforcement is likely to look the other way when you're involved with an incident, and you'll always have a small army of loyal men and women ready to fight on your behalf, acquire resources both legal and otherwise, or carry out a hit on your orders. Not to mention you're filthy rich. If you so choose, you can be in command of this criminal organization, next in line to inherit it, or simply be technically in charge while others run it on your behalf.

Items

Koumori Sensei's Bad Person of the Day (Free): After you kill a noteworthy opponent, you'll receive a card in the mail, detailing their name, kill count, goals (if you knew them before receiving the card), cause of death, notes about their personality, likes/dislikes, and a breakdown of their 'stats' in terms of Power, Intelligence, Speed, Skill, Charisma, and Abnormality. Also includes little notes from Hinako about them, which are likely useless, but might make you smile.

Executioner:

A Reliable Handgun (100): No need to get fancy with every kill. This is a simple handgun with decent stopping power. There's a cord attached to the grip, long enough for you to swing the gun around like a flail or use it as an impromptu grappling hook should the need arise.

A Nice Car (200): A sports car, surprisingly fancy and fully insured, in case you're planning on ramming it into a drugged-up babyface. The car doesn't have any particularly special features beyond being very difficult to damage and proving itself capable of making some abnormally sharp turns with ease. It also never seems to need refueling, which is convenient.

An Apartment (400): A nice upper-class apartment with two rooms, a bath, and a kitchen. The fridge is always fully-stocked with good-quality ingredients, and the walls are soundproof, so any nighttime activities are unlikely to disturb your roommates or neighbors. While at your apartment, the probability of being disturbed by business drops to near-zero levels, making it a perfect place to relax and get comfy. You'll find that any of your stress quickly drops while you rest here, while your thoughts feel a bit clearer.

A Burning Sword (600): This katana is a fusion of ancient techniques and modern technology. The blade is hard and sharp enough to cleave through stone without breaking, but the best part about this weapon is the trigger built into the grip. Once switched on, the sword's blade bursts into flames, burning everything it cuts without harming the user's hands in the slightest. Fires spread by this weapon burn as though set in oil, lasting longer and being harder to put out.

Child:

A Bicycle (100): A perfectly ordinary bicycle. While it can't boost your speed any more than an ordinary bicycle can, you'll find that this ride is far more durable than your average bike. Crashing into someone with enough speed to shatter their ribcage won't so much as cost you tire pressure. Additionally, the grip of the tires is good enough that you can briefly ride it down or along the sides of walls.

Ultra High Frequency Blades (200): A set of very nice knives, these foot-long blades are equipped with special devices in the handles. When activated, the blades vibrate at an extremely high frequency, allowing them to slice through just about anything with next to no resistance. They're a girl's best friend and just the sort of thing a budding young serial killer needs.

Super Skates (400): A set of roller blades with a twist, these skates are equipped with internal air jets, allowing the wearer to use them to move at blinding speeds. The tires are durable enough to handle these speeds without burning, and have enough grip to let the user ride up walls and across ceilings if they want to. Additionally, they have a feature that enables the user to skate over water instead, at speeds matching those of your typical speedboat.

Shin Dumpling Robo (600): Or Crisalida, if you're feeling formal. This mech suit has a fairly simple form, with a perfectly spherical body and a pair of arms and legs. It's quite mobile and sports high defense, but lacks any weapons beyond ramming into things at high speed. However, by activating the robot's Cast Off mode, it can unfold into a more humanoid form, with the spherical shell that was its old body becoming wings upon its back. While this form's body is less durable than its pupa form, the wings can be used as a shield against enemy attacks. The thrusters in its back allow the mech to fly, and it can fire a powerful energy beam from its hands and chest.

Law Enforcement:
Badge and Gun (100): A badge and gun, both signifying your membership in the police department. The badge exudes an air of authority, making civilians more likely to cooperate properly while making criminals in its presence more likely to slip up.

SAT Armor (200): For taking on tougher adversaries, it's important to wear proper protection. This set of body armor from the Special Assault Team is completely bulletproof, rather than simply bullet resistant like most modern equivalents. It also comes with an assault rifle and a riot shield.

Case Files (400): A comprehensive database of just about every crime and criminal to ever be processed over the last eighty years. The database is intuitively indexed and perfectly accurate, such that it is physically incapable of recording false information. It even has bits and pieces of evidence that the police may have overlooked when surveying the crime scene, giving you a starting point for any cold cases you choose to start looking into.

Extremely Violent Crimes Division (600): Your very own police force division, specializing in tracking down and eliminating incredibly violent, skilled, and powerful criminals. Or just targets of your choosing in general. In future Jumps, they scale to the local power level, without regressing should that level be lower than previous Jumps.

Killer:
Tools of the Trade (100): A simple mainstay of any murderer, the knife. This can be any sort of knife you want, as long as it's mundane. This particular weapon is always perfectly sharp, remarkably durable, and easy to clean of any evidence.

IC Chip (200): A special microchip, powered by the bioelectricity of those it is implanted within, allowing it to collect and transmit data on their activities. The data these devices transmit is automatically routed through several different international servers, making them difficult to trace back to you. The chips track the host's position, behavior, and the causes of their deaths should they perish. Once they die, the chips break down over the course of the next hour, making them almost impossible to find. You receive five of these chips, which restock monthly, plus the blueprints needed to create more.

Spider's Thread (400): Aiko's thread weapons. These wrist-mounted devices could easily be mistaken for watches, or simply disappear into your sleeves. They're filled with coils of super-fine threads that have been coated with diamond powder, which you can control with ease. Using these cables, you can bind your enemies, slice through concrete, or swing around from building to building. You will receive replacements the next day if you lose or break them, and also have the blueprints required to maintain or build more.

Sakura Pruning Group (600): Your very own shadow group within the government. This organization is at your beck and call, filled with people who blend in perfectly with society, but are all unique and experienced killers. All fanatically loyal to you. Scales to match local power levels. They're good assassins, but not quite front-line soldier material, so don't expect them to charge into a war with you.

Underground:
Phone (100): A simple, ordinary-looking phone. The contact list happens to consist of all the major players in the underground world, anyone who might be looking to hire your services.

Sniper Rifle (200): A high-power sniper rifle. Easily deployed from its case. The recoil is negligible, to the point where you could fire it while laying over your shoulder and the gun wouldn't so much as twitch. Furthermore, if you happen to get into close range with it, the butt end of the gun acts as an excellent bludgeon, easily able to crush a man's skull without deforming. Additionally, the case acts as an excellent shield, and is capable of taking shots from the rifle without much more than a scratch.

Club Jun (400): A fully functioning bar, complete with a talented and attractive staff. Aside from bringing in money like an ordinary bar, this establishment serves as a gathering place for all sorts of underground-types. People coming to post bounties or hire bodyguards, recruiters looking for someone to take part in a pit fight, and so much more. You earn any overhead from the bar's normal profits, as well as a cut of the payout from any jobs posted there. Call it a finder's fee.

Arena (600): Your very own underground arena, perfect for holding a secret pit fight. As the owner, you get a cut of the profits from everything that goes on in this arena and you get to set the rules too. Make the matches to the death, or just to knock-out, it's all up to you. While the fighting ring might be a teensie bit completely illegal, you'll find that no one in the audience or fighting in the pits is going to rat you out to the authorities. It's even got its own medics on staff, so there's no need to worry about people at the local hospitals getting suspicious. Finally, if you choose to fight in the arena yourself, as long as you're hoping to find a strong adversary when you do so, you'll encounter an opponent who can give you a good fight. Maybe even someone you recognize from a past Jump? The arena will show up in a location of your choosing in future fights, and will naturally draw in the kinds of people who will use it.

Consultant:

Rope, Ping Pong Balls, and Centipedes (100): Hm? What are you going to do with these? There doesn't seem to be anything special this length of rope beyond it being long enough to easily tie someone up with *just* the right level of discomfort you're looking for. The box of ping pong balls is just that; a bunch of small plastic balls. They *are* stain-resistant though, which is nice, if a little strange. And then there's a small cooler that's always filled with live centipedes, which always replenish whenever you close the lid. The cooler is labeled 'snacks'...but surely that's a mistake?

Labeled Bombs (200): A set of bombs labeled A-H. The A-Bomb is the strongest, while the H-Bomb is the weakest. Be sure to get the order right, or you might accidentally blow up more than you intend to. Despite the differences in power, the bombs are all shaped like identical hand grenades, with the only distinction being the letters identifying them. The set also comes with a dud grenade, which doesn't actually explode. It has no letter on it. The bombs restock a week after being used.

An Estate (400): You've gotten your hands on a large, fancy house. Whether it's in western or eastern style is up to you, but it's very fancy regardless. Staffed with plenty of capable NPCs to take care of upkeep, this place is the absolute height of personal luxury. It also has a number of hidden rooms, in case you've got something you want to hide from any guests. Things like secret meeting places, armories filled with less-than-legal weaponry, and even a cellar where you could hide a body. On that last one, if you were to kill someone and hide their body in the cellar, as long as no one from outside your own faction enters the cellar, investigations into that person's disappearance will quickly stall and fail to cast any suspicion on you. Handy for burying any unfortunate family secrets.

Laboratory (600): A high-specs laboratory, fully kitted out for building all sorts of mechanical masterpieces. The place has no staff, but plenty of automated features to help with the assembly of large parts. It comes stocked with more than enough raw materials to make something the size of a city bus, and the used materials replenish every week. The facility comes equipped with an automated defense system as well, including high-strength blast shields that can come down over every door and window, impenetrable to everything short of a laser weapon. Finally, this lab comes with the wreckage of a particularly large mecha, which you might be able to fix up if you have the right skills for it.

Companions

Import (50+/300): Standard import option. For 50 CP per Companion, import them into an Origin of your choosing. Alternatively, you may mass-import 8 Companions for 300 CP. Each Companion receives a 600 CP stipend for use anywhere in the document.

Canon Character (100): If you've taken a liking to someone here, feel free to bring them along with you on your Chain for a mere 100 CP. Although, do be careful. Everyone here comes in varying flavors of crazy. There's also one person you can't buy with this option:

Koumori Kuroko (300): The main character of Murcielago, she's an unrepentant mass murderer with an almost four-digit body count to her name. She's also an unbelievably massive pervert. She comes with the full Executioner perkline, plus the Knife to Meet You, A Born Killer, An Iron Stomach, If Looks Could Kill, In Plain Sight, Lightning Reflexes, A Real Looker, and Modern-Day Samurai perks, the full Executioner item set, and the Tools of the Trade item.

Drawbacks

Perverted (+100): You've become rather perverse, Jumper. A bit too obsessed with sex. It'll cloud your judgement and perhaps make you easier to manipulate at times. Be careful.

Flavor of the Month (+100): Makes it so you have to keep busy. You'll find yourself pulled into some sort of incident once a month. It will be rather time-consuming and probably dangerous by this world's standards. At least you'll probably get paid by the end of it.

> **Flavor of the Week (+200, requires Flavor of the Month):** Makes it so you keep even busier, with incidents popping up once per week.
>
> > **Flavor of the Day (+200, requires Flavor of the Week):** You will never get any down time. If you think you're getting downtime, it'll soon turn into something you have to take care of. Incidents pop up on a daily basis.

Childish (+200): You have the mind and impulse control of a child, leading you to act without thinking about the long-term consequences of your actions. This could lead to some troubles down the road, though perhaps it'll endear you to others?

Cesare Addiction (+300): You're addicted to the drug Cesare. It strengthens the taker's muscles and enhances their concentration while the user is on it. But more importantly, it is highly addictive and causes the taker to hallucinate and lose their sense of pain if they exceed the dosage, resulting in rampages while sleepwalking. You're going to have to either deal with an agonizing state of withdrawal or try to meter your usage carefully. Hope your self control is good enough to not cross that dosage line, Jumper.

Jumper, State Executioner (+300): Like Kuroko, you've been conscripted into working for the government's Extremely Violent Crimes Department. The government has control of your movements and has permission to immediately execute you if you put a toe out of line. Regardless of your durability or regenerative powers, if their kill order goes through, the execution *will* stick.

Amnesia (+300): Like a certain martial artist, you've gone and lost your memories, both for your chosen Origin and the rest of your Chain. Perhaps someone from around here knows who you are and can fill in the gaps?

In the End, Jumper's Only Human (+300): You lose access to your out-of-Jump powers, though you retain access to your Warehouse.

The Only Answer (+400): Violence. Violence is the only way you know how to deal with your problems, specifically by killing your way through them. It's best you leave the diplomacy to someone else, because any negotiations or disagreements you find yourself in will probably be ending in blood, tears, and missing limbs.

A Satori Situation (+400): You've lost both arms at the shoulders and you're blind. Good luck, because you'll need it.

Kurono Conditioning (+400): You've got an alternate personality that happens to be much, much better at using all of your skills than you are, as though he/she has had thousands of years to practice them. It also happens to like killing people. Your Companions in particular, then your associates, and then acquaintances, then strangers. This alternate self will take control of your body at least once per month, with increasing frequency as the years go by.

Execute Immediately (+600/800): You've been labeled an extremely violent criminal, Jumper. You will not be given a trial, nor will you be taken into custody. You will instead be executed on sight. The government has dispatched Koumori Kuroko to hunt you down and kill you. She has been given a police file that somehow contains information about your history in this Jump as well as all your past Jumps, so she knows everything you are capable of and what your likely responses are. To make matters worse, this will likely make you a person of interest to one Satori Hakua, which is not likely to be good for your health in the long run. **For an extra 200 CP, Kuroko will be upgraded with powers of her own, to match and counter yours. This will not be a good thing for *anyone,* least of all you.**

Ending

Well look at that, you made it to the end in one piece. Now all that's left is the same final choice as always:

Stay: Did you end up liking it here, Jumper? Or perhaps did you find someone worth protecting? Choose this, and you're putting down roots and sticking around for the long haul.

Go Home: This world *can* be a bit much, I admit it. There's no shame in getting tired and deciding to head home, your Chain ending.

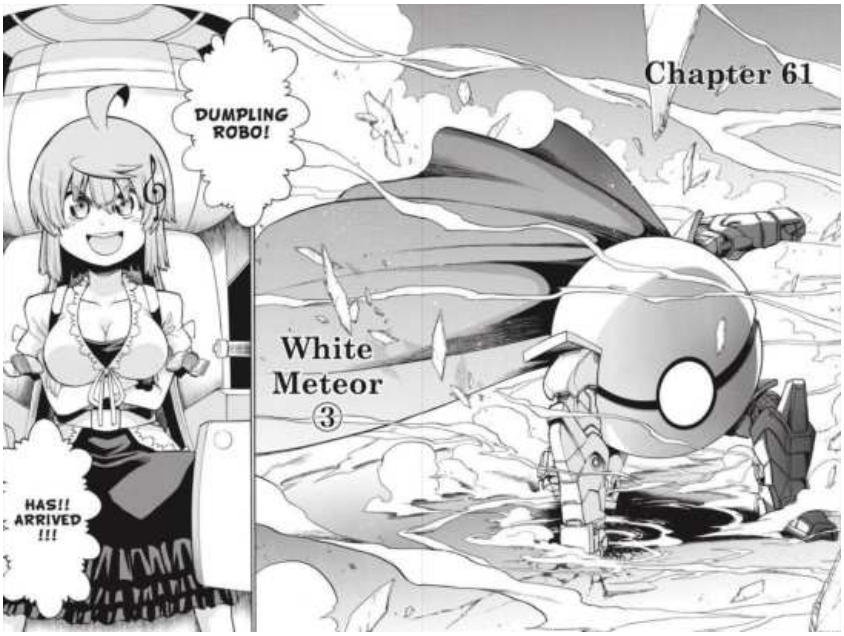
Move On: Ah, with so much more out there to experience, how could you let this be the end? Onwards, to another Jump!

Notes and Visual Aids

- The Murcielago manga is by Yoshimura Kana, and licensed by Yen Press. This Jump covers events through Volume 13 of the manga. As of writing this Jump, 15 volumes have been published. I'd cover the remaining two, but haven't found English translations and calling my Japanese skills a flaming pile of garbage would be generous.
- A demonstration of Kuroko's version of **If Looks Could Kill** and **Nonhuman**'s intimidation effect:



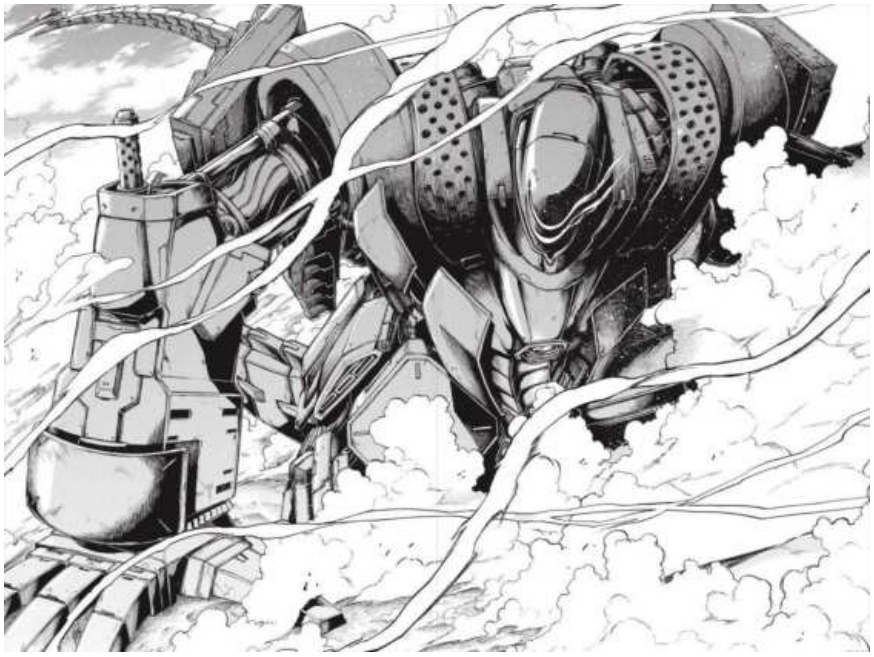
- An image of Crisalida:



- And Crisalida's Cast Off form:



- And this is the robot wreckage included in the Laboratory item. It doesn't have a name:



- A demonstration of the abilities of the perk Strongest (also, Urara is the best):



- The Manjuu-person form looks like this:

