

Kaguya-Sama Love Is War Jumpchain - CYOA V1.1
By Some Bored Guy On The Internet

Welcome Jumper, I am happy to welcome you to the Kaguya-Sama Love Is War Universe. For the next decade, you will be sent to the world of Kaguya-Sama Love Is War.

This world is very similar to our own, there are no superheroes, villains, or magic, only people driven by love, greed, and ambition.

The world primarily focuses on the love life (or the lack of it) of two high scholars, Shinomiya Kaguya and Shirogane Miyuki.

Before I forget, here take this:

+1000cp

ORIGINS

Scholarship Student [Free]: You are now a student in Shuchi'in Academy. Unlike the rest of your peers, however, you do not come from a high income household. You are a scholarship student who has earned his way to the academy through hard work and preservation. This option can be taken as a Drop-In.

Ice Princess [Free]: You are also a student in Shuchi'in Academy. You grew up in a rich, but emotionally distant household. This upbringing has slightly stunted your own emotional maturity and made you appear like an ‘Ice Princess/Prince’ to others.

Wild Card [Free]: Believe it or not, you are a student in Shuchi'in Academy. You grew up in a rich and loving family, which made you an outgoing person that wears their emotions on his/her face.

Otaku [Free]: Ah, the future Isekai Protagonist- wait, that is the wrong anime. In here you are just an otaku. You grew up in a rich household as the second son or daughter, meaning you will not inherit the family company, and therefore were not given as much expectations or pressure, which led you to have a lot of free time which you chose to spend on games and anime. And yes, you are also a student in Shuchi'in Academy.

Age: Roll a 1d4 + 14 to determine your age
Gender: Keep your previous gender
Or pay 100cp to determine either of these yourself

LOCATION

Roll 1d6 to determine your starting location or pay 100cp to choose.

1. **Shuchi'in Academy:** A private school almost exclusively for the rich and nobles. This is where Kaguya, Miyuki, and even yourself are currently attending.

2. **Harajuku:** A shopping district in Shibuya, Tokyo. In the future, if nothing changes, Kaguya will go here to shop with Fujiwara siblings and Kei.

3. **Shirogane Household:** The house that Shirogane family lives in, you appear just outside their apartment building.

4. **Shinomiya Mansion:** The manor that Kaguya and Hayasaka live in, you appear just outside the mansion.

5. **Ramen Shop:** I know what you are thinking, but it is not that one, that is a different anime. This is the best ramen stand in the city, regularly visited by The Four Ramen Emperors of Tokyo!

6. **Free Choice:** Aren’t you the lucky one, you get to choose where you get to start from the choices above.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin. Discounts are 50% of the original cost.

General Perks

Anime Hairs [100cp]: The people in this world have unusual colored hair, and you like it. Now, you yourself have unusual colored hair like pink, blue, or green. In future jumps, you can make it so other people will also have unusual colored hair, and it will be the norm there so you would not stick out like a Chika.

51 Year Old Great Grandfather [200cp]: You are highly fertile. You can have a child by 17 without even trying. And dozens by the time you are 25. But that is not all. Your children can also have children by 17. And their children as well. Expanding your family quite quickly. This perk also allows you to control your fertility so you would not accidentally be a father/mother by 17. If you are a female, this perk also allows you to experience pregnancies without any discomfort.

Love is War [400cp]: And wars are won by men and women courageous enough to stand tall against adversaries. Like them, you have a near unbreakable will. So much so, you can stand tall against the entire might of the Shinomiya Family. Who knows, you might even have the courage to walk up to the (wo)man you like, and tell them how you feel… That might take a little bit of pep talk.

Miracle Jump(er) [600cp]: Due to a combination of good genetics and an active lifestyle, you stand as the pinnacle specimen of your species. Your strength, speed, toughness, memory retention skills, wit, healing, acrobatics, flexibility, reflexes, and everything else stands at the very limits of your species. If you possess an alternative form of a different race, this perk would make you the pinnacle of that race. IE. For humans, you would be on par with Captain America. As a Saiyan you would be on par with Vegeta (Not Broly, since he is considered a mutant, and not Gohan, since he is Half-Saiyan. As a Saiyan, you would start with Vegeta's innate potential but would still need training or Zenkai boosts to match First Form Frieza, let alone Gods. Races that need training to be strong, will still require you to train.), as a Viltrumite you would match Thragg, and as a Chimera Sui Generis, you would match Vilgax himself.

Scholarship Student Perks

Work Ethic [100cp]: How do people from lower classes ever manage to reach the top of the society? The answer to that is a combination of hard work, luck, and guts to follow through. This perk gives you the work ethic of someone who wants to make something out of their lives.

Paperwork [200cp]: Being the president of a company, a nation, or even a student council requires one to go through a lot of paperwork. You are now an expert at this. Even if you are a large corporation's CEO, with this perk, the paperwork will not take more than half an hour of work every day.

Overachiever [400cp]: A perk that makes it so even with mediocre teachers, you can become a professional at a subject if you work hard enough. This perk also improves your learning rate when being taught by a teacher by 10 times.

President [600cp]: You have the necessary qualities to be elected, and operate as the president of an upper class Academy as a commoner, or even the country of Japan. You can give speeches that inspire others, and are an extremely capable leader who can take a third world nation and make it a super power within a decade with nothing but this perk alone.



Ice Princess Perks

Ice Princess [100cp]: Due to the environment you grew in. You are highly skilled at masking your emotions, or even showing false emotions. Maybe you are secretly in love with the President, but appear indifferent while looking at his adorable face!

Yandere Moment [200cp]: At the drop of a hat, you can channel your Yandere Instinct and threaten anyone you want. Those with Iron Will may resist you, but most people will cave in to your demands. Hey, we wouldn't want someone to tell the President how you feel now, would we?!

Photographer [400cp]: Well, not necessarily a photographer. But when you are following your dreams, people tend to help you along the way. For example, if you wanted to be a photographer, your half-brother who may have been a dick his whole life, might give you a hand along the way thanks to this perk.

Protagonist's Fate [600cp]: You are the hero/heroine of your own story, and the world knows it. The fate will bend to allow you to meet with people with similar goals, even people to fall for. The bad things will still happen, and you might even have to fight tooth and nail to survive, and might even lose those close to you, and might even die yourself if you try to bite more than you can chew, but the fate will be more lenient towards you, and you are more likely to come out on top. Think of this as an average Anime Protagonist's plot armor, do not rely on it too much, because even a protagonist will die if he/she tries to fight the final boss at level 1.



Wildcard Perks

Prodigy [100cp]: Choose a mundane skill such as playing an instrument, archery, boxing, video games. You are now extremely talented to the point that as a 4th grader, you could have been the greatest in the whole nation's youth, and as a high scholar, probably the greatest in the nation. If you were to practice, you could be the greatest in the world. Only the first purchase is free for the Wildcard Origin, they will then have to pay the full price.

Easily Confessed [200cp]: People will find it easy to confess their love to you. Where others might take 136 bloody chapters!!! You will be confessed by chapter 1. This perk does not make others more attracted to you, however, it will remove the inhibitions they have of confessing their feelings for you. If you want, you can turn this perk off on individuals you don't want to be confessed by.

Tainted Bloodline [400cp]: Your body is extremely well developed. Even as a middle scholar, high scholars would look at you with envy in their eyes. The people of the opposite sex (or those who have the aligned sexual orientation) will find you extremely attractive, and some may even fall for you at first sight. Not only that, your children will also possess such qualities, making your whole bloodline attractive.

Leave it to Mama! [600cp]: While you may not be the best at something, you are an incredible teacher. As long as you know the basics of a subject, you can teach even the densest student to be capable in that subject. For example, if you try to teach the most tone deaf person how to sing, they will be able to sing on par with an average high schooler, although you may suffer some physical and emotional damage while trying to teach them.



Otaku Perks

Otaku Knowledge [100cp]: You have near encyclopedic knowledge of any anime/manga that has existed in this world, which seems to be every anime/manga from your original world with the exception of Kaguya-Sama: Love Is War and any AU World you may Supplement in this Jump.

Relationship Gru [200cp]: “Love is all about speed. When you fall in love, you need to confess right away.”. You are great at giving relationship advice, to the point even the likes of Maki can find happiness with your help. But unfortunately, the only person this perk doesn’t work on is yourself.

Second Chance [400cp]: Most people, after a devastating loss, would give up and wallow in self pity… you may be such a person yourself, however, you will notice that people around you will now be capable of bringing you out of that situation. If there is no one around you that is capable of doing so, someone with the required skills will come knocking your door and bring you out of it.

Kaguya’s Student [600cp]: You might find it hard to find motivation to work hard for something you want. But don’t worry. When you are searching for one, a willing, and highly capable teacher will show up, and will make sure that you have everything needed to achieve your goal… their methods are quite forceful and if you were to fail… Well, let’s just say don’t fail.



Items

Item trees are discounted to the origin, General Items are non-discounted, 100 cp items are free to the origin. Discounts are 50% of the original cost.

General Items

A Place In The Student Council [100cp]: You start the jump as a member of the notorious Student Council, as the Auditor. In future jumps, you hold a similar position in an organization of your choice. IE. Shield Field Agent, Cadmus Scientist, ANBU Member, etc.

Toilet Paper [200cp]: You have an endless supply of toilet paper. Wait- What are you planning to use this for?! Why are you walking menacingly towards Kashiwagi's Boyfriend! He is not even her boyfriend yet! I wonder what you will do to that boy who would have achieved Nirvana!

Chibi Jumper [400cp]: You are in possession of a cute doll version of yourself. This thing possesses all your powers up to this point and is completely loyal to you, viewing you as a cool older sibling. In future jumps, you can bring it as a follower or as a companion.

Shinomiya Zaibatsu [600cp]: You are now the half-sibling of one Shinomiya Kaguya, and this item does not end there. Your father has recently passed away, and he has left the entire Shinomiya Zaibatsu to you. It is one of the biggest conglomerates in the world and has the prestige to make you viewed as nobility even in a modern setting. The company is said to have about two hundred trillion yen (little over 1.4 trillion dollars) and owns a lot of banks, cars and trains. And now, you are in charge of this company. Just beware, your half-brothers may not be happy about this.



Scholarship Student Items

Scholarship [100cp]: You have a full scholarship to the most prestigious high school in the country, Shuchi'in Academy. In future Jumps, you can use this item to not only be admitted, but also be granted a scholarship to any single education institution of your choice.

Phone [200cp]: You have a cell phone of your choice. Pick a cell phone invented before 2016. This cell phone has perfect reception at all times, and recharges through solar batteries. In future jumps, if there is no internet, this phone will connect to the world wide web of this world.

The Council [400cp]: This represents a student club/organization of your choosing that is under your leadership. Although it starts out with nothing more than school funding you will find that it seems to attract people who are surprisingly talented (such as Ishigami's genius when it comes to analyzing and processing data) and/or will be extremely loyal and easy to get along with (such as Chika's confession that she would die for her friend Kaguya if they were hanging off a cliff). In time, these people have the potential of being thick-and-thin friends that would risk their lives and willingly take on even a Zaibatsu for your sake.

Letter of Recommendation [600cp]: You are granted a letter of recommendation by the Shuchi'in Academy to any University of your choice. This will guarantee your admittance, even if your grades are appalling. In future jumps, you can use this to be granted admittance to any institution, at any position you wish for. IE. Become the Director of Shield, CEO of Wayne Tech, Hokage of Konoha, Fleet Admiral of the Marines, etc. The only positions you can't get with this are nobility and other positions that are part of birthright.



Ice Princess Items

Luxury Car [100cp]: You are in possession of a luxury car of your choice. As you are still in high school, this item comes with a driver who will become a follower in future jumps. Or if you don't want to bring the driver, it can become a self-driving car.

Manor [200cp]: You are the owner of a large manor that is worth little under 1.5 billion yen (10 million dollars). The design and the exact location of the manor is up to you, however, in future jumps you can have this as an attachment to your warehouse, or inserted into a location of your choice in the setting.

The Corporation [400cp]: This is amongst one of the biggest, successful and most powerful businesses in the country. Although it has nowhere near the economic heft of the Shinomiya Zaibatsu, it is significantly more unified with most employees being intense enough in their company loyalties to even lecture their children on the moral superiority it displays over their competitors. The Board is also sufficiently competent that even without Jumper's intervention, it can run itself well enough to compete against larger and more established companies.

Shuchi'in Academy [600cp]: Your family owns the most prestigious Academy in Japan, catering the richest and most powerful of the nation, educating them at the highest level possible. What separates it from other elite schools is that it also seems to have a tendency to encourage heartwarming and healthy relationships among the student body, as students that would naturally get along or be excellent romantic partners for one another meeting in surreptitious manners. A Jumper who wishes to spend some time here would likely find love stories just as heartwarming as any romance anime around the corner. In future jumps, you can insert the academy to the setting as you see fit, and there will be highly capable staff ready for employment.



Wildcard Items

Musical Instrument [100cp]: Choose a musical instrument from your original world, you have it with you, and now know at least the basics of how to play it.

Tabletop Games [200cp]: You have a copy of all the tabletop games in the world, from mouse trap, to the 10 Yen game that requires the usage of a lie detector, in case one of the participants was lying. Somehow, those who play these tabletop games always seem to either learn something new about one another and/or have a great time even if they normally wouldn't be interested in these types of games.

Paper Fan [400cp]: A special weapon used mostly by women in rom-com anime. A weapon that allows you to strike someone with all your might, yet still keep them alive without giving them any major injuries. This paper fan, however, is special in that it also inflicts the full pain of your assault, even though it does not leave any major injuries. Somehow they feel the full emotional burden and shame of whatever you have struck them for.

Politician Father [600cp]: Your father (or mother) is a high ranking politician, and once per jump, you may ask him (or her) to make an 'adjustment' to the law, and he (she) will use his (her) influence over the governing body to pass the bill. In future jumps, you will have the phone number of a politician (or a noble) who owes you a favor, they will then pass the law. If the law TOO unreasonable, governing bodies may not pass it depending on the world you are in, so do not waste it.



Otaku Items

Gaming Console [100cp]: You gain a grand new gaming console! This mechanical wonder can handle all gaming formats/CDs/cartridges that have been used up until 2016. (e.g. Wii U, PS4, XBox 360)

Porn Mags [200cp]: Well… Someone under 18 should not be reading this stuff, where did you get that? I will not even look… Hey, is that Fujiwara? No, just someone who looks like her. Damn that's Shinomiya- no, no, it is just someone who looks like her. That's Maki! Oh, never mind, that's just someone who looks like her… Wait! Is that Ishigami and Miyuki Yaoi?! No- just two dudes who look like them… I wonder if there is someone who looks like Hayasaka here… Oh… together with her mother…

Toy Manufacturing Company [400cp]: It seems your brother does not want to inherit the family business. So now, you are the heir of a multi-billion yen toy manufacturing company that has a knack for innovation and avoids the cardinal sin of releasing new toys that are simply rehashes of the old ones. Be careful that you don't cause entire classes of people who should be studying to instead play these games instead. In future jumps, you can insert the company into the setting as you see fit.

Laser Death Beam! [600cp]: A gun that should not exist in this world! How did you get this? Well anyways, you are in possession of a laser death beam, a gun that when it hits a couple, it breaks them up. Destroying their emotional attachment to each other. However, it does not physically hurt them.



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 600cp to spend on perks, powers, and items.

Jumper's Council [300cp]: Import up to five companions from your previous jumps and create your own 'Student Council'. They each gain an origin of their own and 600cp to spend on perks, and items.

Canon Companion [Free]: If you were to reveal your jumper nature to them, and they agree to tag along, you can choose to recruit any canon character to come with you on your journey.

The Maid [100cp]:
"She is right, you know. And that's why she is best girl."

Or boy. You have in your employ a butler or a maid of your design. They are incredibly competent at their job, and possess a skill set similar to Hayasaka Ai. They are being paid by your parents so do not worry. In future jumps, you may bring him or her along with you as a follower or companion, depending on your choice. If you want, this person can be Hayasaka Ai.

The President [100cp]:
"*I still remember clearly when we first met. You hadn't the slightest interest in me. So I worked hard. Harder than I ever had before. You'll probably never know how happy I was when I finally beat you at your best. I felt a glimmer of hope in my chest that just maybe we could one day stand on equal footing.*"

A boy or girl who suffered an extreme trauma from a young age and never really felt like they fit in with their fellow students. One day, however, they witnessed you doing something heroic. Maybe you saved a girl who was drowning or stood up for a stranger that was being harassed by Yakuza but from that day on you became their goal. They challenged you to a contest in a single skill or area that you feel quite a bit of pride in (it could have been business based on the stock market or politics in the form of running for an office) but to your shock, despite all of your Jump perks, they **won**.

Since then they try their best to maintain the illusion of being a perfect person at all times both to impress you and to project a proper image despite the internal trauma. In the one area they originally defeated you in, they seem to **always** scale to be superior to you. Maybe they spent time reading up on the subject while you were busy with

something else or they suddenly were hit with an insight at the same time you received a perk. For them, this one area is what is necessary for them to be your equal and if they can't beat you here, a potential relationship with you would be impossible and alien. Truthfully, all they want is to stand by your side. This person starts out with the **Love is War** perk along with all the **Scholarship Student** perks and items. They can be Kei Shirogane (aged up to your age) if you want (like brother, like sister).

The Princess [100cp]:
"*I... I want you to stay by my side forever, and I want you to confess to me.*"

This is a boy or girl comes from a family with a pedigree only slightly less powerful than the Shinomiya group. Raised to be very cold and rational, they always looked for ways to use people for their own and her family's benefit. One day, you challenged them to a contest and to their shock, you beat them. Since then, they became increasingly interested in you but remain too proud to confess their feelings.

That said, they are far more proactive in attempting to coerce a confession from your end, due to their natural scheming and desire to win. They seem to **always** scale to be more talented than you in any area that you have not displayed an interest in or put any time into. If you've picked up a trumpet for the first time you may find that they are capable of effortlessly playing it or if you've never cooked before you'll find that they are able to cook at a michelin chef level. Even if you do manage to direct your attention to the specific area, you'll find them to be a multi-talented genius who can do anything they set their mind to. This person starts out with the Miracle Jump(er) perk along with the **Ice Princess** perks and items. At your option, this can be an original brother of Kaguya (in which case his Corporation represents a subsidiary).



DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

AU World [+0cp]: If you want, you can supplement this world with any non-powered high school romantic coms of your choice. Do you want to be classmates with Hasegawa Kodaka? Or maybe you'll end up saving Charlotte Hazelrink? Or maybe, Hoshino Ai will be performing in Tokyo next week?

Shitty Parent [+100cp]: There is no way to sugar coat it, the biggest 'villains' in this story are the shitty parents, and now, you have one. Either your father or mother left your family after inflicting some emotional trauma to you. Although the degree of trauma is minimal and does not affect your personal life, however, seeing them brings a little bit of pain to you.

You can get this drawback a second time, in which case the abandonment has caused severe emotional trauma on you.

It Was I, DIO! [+100cp]: You are being voiced by Takehito Koyasu, sounding exactly like DIO Brando. This has affected your mannerism as well, and you tend to act superior to those around you. Even to your family and friends.

Flat Chested [+100cp]: You have a flat chest. Well, look at the bright side, this should give you an edge if you ever want to try out Archery.



Love is War [+200cp]: Upon your entry to this world, you will fall in love with one canon character of your choice. You are not allowed to confess your love to them in any way, and have to make them confess to you if you ever want for your relationship to progress.

Perk Lock [+200cp]: Comparison to most jumps, this world is fairly tame. You don't really need cosmic reality warping, or even Ki Blast that can destroy planets. So for the duration of this jump, any perk or powers you have purchased from previous jumps has been locked away. If this is your first jump, feel free to take the +200cp for free, Jump-Chan is feeling quite generous today.

Item Lock [+200cp]: Comparison to most jumps, this world is fairly tame. You don't really need an Infinity Gauntlet, or even a Power Ring that can destroy planets. So for the duration of this jump, any items you have purchased from previous jumps or brought with you has been locked away. If this is your first jump, feel free to take the +200cp for free, Jump-Chan is feeling quite generous today.

Miss Steal Your Man [+300cp]: Oh boy… Your love life is as bleak as Shijo Maki's. Anyone you fall for will be drawn to one of your friends, and will never see you as anything more than a friend. This even applies to your companions and followers from previous jumps (including non-humans and AIs). Furthermore, at least once in the jump, you will madly fall in love with someone.



I Want To Die, So I Am Going Home [+300cp]: You have the self esteem of Ishigami Yu. At least once a week, you will have thoughts about killing yourself… damn, wasn't this supposed to be a romantic comedy anime?

Shinomiya Family's Ire [+300cp]: You are now the target of Shinomiya Group, a company worth over 200 trillion yen. They will use their massive resources to end your life. If you have purchased the 'Shinomiya Zaibatsu' item, you currently do not have control over the company and will need to take it from your 3 half-brothers. They will try to use their influence to end your life and gain full control of the company.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.