

Jump by Blue

V1.0



Welcome to Blue Archive, and the city of Kivotos! A city that would take a month to bike the entire circumference of, Kivotos city is filled with thousands of questionably human teenage students divided into multiple academies, along with an auxiliary population of robot people, sentient dogs & cats. Also, all the students are armed with various guns and other weaponry. You'll arrive shortly after the General Student Council President goes missing and a variety of incidents begin to arise due to her absence. Enjoy your next 10 years!

+1,000 CP

Origins:

Either origin can be taken as a Drop-In

Student: One of the innumerable students that can be found throughout Kivotos. You possess a halo and may choose to have cosmetic additions to your appearance, such as angelic or demonic wings, horns or animal ears, or tails.

Sensei: You are a teacher, potentially the only one should you choose to replace the canon Sensei. Your job is to help guide the many, many students across Kivotos into becoming the best versions of themselves they can be. As Sensei has no canon appearance, you can choose to look however you like.

Location

The city of Kivotos is divided up into semi-autonomous school districts that function as their own governments and only partially answerable to the General Student Council.



You may freely choose one of the following options to begin your journey, or roll a d6 if you wish to leave it up to fate.

1: Millenium Science School: Despite its young age, it has carved its own path to become one of the largest schools in Kivotos. It values logic and technical skill over everything. If you're looking for technology, this is the place to go.

2: Trinity General School: A seemingly religious school that values order and etiquette. Unlike its long rival, Gehenna, this school is considerably the most orderly out of any school in Kivotos...at least, on the surface.

3: Gehenna Academy: A school that runs along the concept of "Freedom and Chaos." In contrast to its long rival, Trinity, this school is arguably the most chaotic of all the schools.

4: Valkyrie Police Academy: A school responsible for maintaining order and peace all over Kivotos. Despite being the main law enforcement agency in Kivotos, they have low reaction times and a lack of important security protocols.

5: Hyakkiyako Alliance Academy: An academy made up of a coalition of numerous different clubs, each with their own cultures and rules. The academy frequently holds large-scale activities such as festivals.

6: Your Choice: You may pick where you end up. This could be one of the above options, or it could be one of the minor schools such as Abydos, Shanhaijing, or Red Winter. You could also choose to appear in the General Student Council's Sanctum Tower or any other location in Kivotos.

Perks

Student

Halo (Free/Mandatory, Exclusive to Students): You have a halo floating over your head, an embodiment of the Mystic imbued in every student in Kivotos. This halo increases your physical durability, with bullets only causing some stinging, rather than penetrating the body. Even taking a tank shot to the face will only knock you unconscious for a short period of time. You and the halo are not immune to harm though, as dedicated effort or powerful enough equipment can overcome the halo's durability. Every halo has a unique design, and they vanish whenever you are asleep or otherwise unconscious.

Is There a Problem, Officer? (100 CP): Openly carrying a gun with you is acceptable almost everywhere in Kivotos, but what about other places? This perk makes it so that as long as you aren't intending to use it for more than self-defense, you'll be able to carry your gun without any

issues. It'll be treated like a slightly unusual accessory, but nothing worth bothering you about. The moment you intend on using it for anything else, this protection will expire.

Club Time (200 CP): Every student is a member of a club, and the clubs available for a student to join are too varied and numerous to count. This perk makes you skilled in whatever skills are desired in a club of your choice. The Engineering club would make you skilled at making wacky inventions, while picking the Hot Spring Development club would make you better at determining the locations where underground hot springs might be found along with how to excavate them. If none of the canon clubs catch your eye, feel free to make up your own. Just don't get too wild though, you're still just students after all.



Gunfighter (200 CP): Every student in Kivotos has a gun and almost everyone has some basic skill in using them. Your skill in a gunfight goes past the bare minimum though, as you now possess the same level of skill as a standard member of one of the various disciplinary groups, such as Trinity's Justice Task Force or Gehenna's Prefect Team. Squad tactics and combat techniques are now second-nature to you. If you put in some work, you might become one of the more notable fighters at your school.

Quick Study (200 CP): It might be easy to forget due to the amount of shenanigans that happen in Kivotos, but you are still a student, with all the tests that implies. Fortunately, you're a quick study, getting the basics of any subject down with a single read-through of a textbook. If you dedicated yourself, you could quickly find yourself near the top of your school's rankings.

Club President (400 CP): You aren't just some run-of-the-mill student, but a natural-born leader. You have the magnetic charisma to convince people to follow your lead, and the skill to get the most out of your new-found subordinates. Respect is also something that you'll find easy to cultivate, with even your enemies paying you a begrudged respect. Expect to have a fan club or two pop up around you.

The Tales of Our Youth (400 CP): Sometimes, things in life go horribly wrong. A peace treaty between two schools gets attacked by nihilistic terrorists, your teacher gets shot, war seems eminent, and your close friend has just left you to try and confront said terrorists on her own. But

that's ok. This is the story of your youth, and it isn't going to be a tragedy. No matter how dark things get for you, you'll always be able to find a ray of hope that can lead to a good ending. Perhaps some people you helped once months ago will come to your aid, a loophole in an ancient treaty that allows you to seize control of enemy forces will be found, or nominal enemies might decide to team up against a greater threat. This doesn't guarantee a happy ending, you'll still have to work for that, but until the very end there will always be a chance to turn things around.

Millenium Genius (400/600 CP): In the science-driven school of Millenium, genius intellects are common. From Yuuka's mathematical prowess to Kyouki's cryptanalytical capabilities, there is no shortage of potential paths for that intellect to manifest. For 400 CP, you'll get an intellectual ability similar to any regular member of Seminar or a particularly smart member of the Engineering club or the Veritas hackers. Instead, for 600 CP, you could have an intellect to rival Tsukatsuki Rio, the president of Millenium, who possessed predictive abilities that were able to semi-accurately predict the future while simultaneously building a secret, futuristic fortress city without anyone catching on.

The Strongest (600 CP): Violence and gunfights are common in Kivotos, and as such most students possess some skill with guns and other methods of fighting. You are one of the rare students who isn't just skilled at violence, but an expert. Much like Head Prefect Hina, JTF President Tsurugi, or C&C's 'Double O' Neru, you possess an overwhelming capacity for violence. Your durability is massively increased, allowing you to walk away from a direct cruise missile hit with only minor injuries, while your strength would allow you to go toe-to-toe with a high-tech power suit and come out on top. As most schools only have one student on this level, expect to gain a fair amount of attention if you show off.



Sensei

I'm a Teacher (100 CP): You're a teacher, and potentially the only one these students will have apart from their blu-rays and lecture disks. As such, it's only appropriate that you have the skills to teach the students everything they need to know. You now have the basic knowledge needed to teach high school-level classes in every subject, along with the oratory skills to ensure that your students will pay at least some attention to your lessons.

I Remember You (100 CP): Having trouble keeping track of the thousands of students you might end up interacting with? Not anymore. Remembering names and faces is child's play for you. Years could pass from the first time you've met someone and you'd remember them like it was yesterday. This won't help you pick out someone in disguise though or identify them outside of their disguise if that's how you first met them.

The Cool Teacher (200 CP): Many adults have difficulty connecting to those younger than them. Not you though, you find social interactions with the younger generations a breeze. You easily keep up with slang and references, while knowing how to talk and teach them while not talking down to them. If you put in the effort, forming inter-generational friendships will be a breeze. Finally, should you find that your feelings for a student or two reaches beyond just friendship, this will prevent any teacher-student or polygamy taboos or laws from barring the path of your love.

All A Misunderstanding (200 CP): You're going to be interacting with a lot of different students in different groups, with all sorts of different rumors and reputations popping up around you. Fortunately, with this perk those issues will be greatly lessened. You'll find that people will be more willing to hear out your side of any story, and any negative reputation you cultivate with one group won't spread through rumors unless you want it to. This protection won't prevent intentional spread of information about you though, so don't go around committing crimes against one group and expecting them to not tell others about your misdeeds. As a bonus, any positive reputation you cultivate will spread much faster.

Office Hours (200 CP): You're going to have a lot of students to look after while you're here. With this, you'll find that time management comes easily to you. Knowing how long a lesson or counseling appointment will take is instinctual. Any events that happen to throw off your carefully prepared schedule will be swiftly taken into account, appointments rearranged to recover as much lost time as possible. Furthermore, you are supernaturally skilled at paperwork and other administrative tasks, allowing you to spend even more time on what actually matters.

Fireteam Leader (400 CP): Thanks to the prevalence of guns and the general lack of lasting harm bullets cause your students, they're going to get into a lot of gunfights. Thankfully, you're a gifted tactician, able to turn groups of inexperienced, rag-tag students into fireteams capable of large groups of skilled opponents. And if you happen to lead a genuinely skilled group of students, you'll find that even the most elite of opponents will struggle to handle them.



You Are Not a Witch (400 CP): You have knack for knowing exactly what to say and do to assuage your students' problems and concerns. From having the perfect answer to a paradox a student is obsessing over to convincing a suicidal child-terrorist that she deserves to live, you'll be able to help your students navigate through their problems so they can reach their true potential.

Student-Teacher Love Isn't Illegal in Kivotos (400 CP): You have a special sort of charisma about you, Jumper. When someone is under your authority, they are more likely to develop positive feelings about you, with those feelings growing more intense the greater your authority over them is and how much they interact with you. Someone who you're nominally in charge of might be ambivalent to you, but if you spent a significant amount of time as someone's dedicated teacher they'd become hopelessly smitten or dedicated to you for life, whichever you prefer. Significant abuse or neglect can remove these positive feelings though. This perk can be toggled on and off at your discretion.

An Adult is One Who Takes Responsibility (600 CP): A teacher has a responsibility to protect their students. With this, you'll find the willpower and strength to help those under your care when they need it the most, even if you are in poor condition yourself. If you passed out from blood loss after being shot by a terrorist, you'll be immediately ready to get back into action the moment you wake up, no matter what the pain in your chest says. Even if you fell into a deep coma, you'd find the ability to wake up in order to save your last remaining student from being twisted by eldritch forces from beyond, taking her burden onto yourself while still retaining enough of your free will to guide her to a better future. This will not heal your wounds though, merely allow you to ignore them right up until the moment your body completely gives out. But aren't your students worth it?

The Protagonist (600 CP): In this world, meta-narrative plot elements like protagonists and plot armor actually influence reality, at least if Golconde and Francis are to be believed. You now hold the role of protagonist, or deuteragonist if you didn't replace the original Sensei. As fitting of such a role, you now possess a measure of plot armor, allowing you to avoid some harm and making events proceed smoother for you. And should end up in a situation where death or similar fates are certain, once per jump you can manifest a miracle to survive.

Items

Student

A Gun (100 CP): Every student in Kivotos has a gun. In fact, owning a gun is one of two requirements for being a student, along with having a student ID. You are free to pick pretty much any type of gun you'd like, from a pistol to an anti-tank rifle to a rocket launcher. Flamethrowers and portable mortars are also on the table if you so wish. And if you want to duel-wield two of the same gun, like Neru, go right ahead. Pretty much the only thing you can't get with this is a laser canon like what Aris carries around.



Club Supplies (200 CP): A never-ending amount of supplies for your club. A member of a maid club? Unlimited uniforms and other maid-related items. After-School Sweets Club? Unlimited sweets, vouchers to get limited-time sweets, and other sweets-related stuff. You won't be able to get your hands on anything exotic with this, but anything mundane will be easy to get so long as they relate to your club.

Motor Pool (400 CP): Sure, you could go to school by walking or by bicycle, but wouldn't it be far better to roll up to class in a tank? This gives you a handful of tanks, jeeps, helicopters, and other basic military vehicles of your choice. If one gets destroyed, an identical replacement will appear the next day.

School District (600 CP): Your own school district filled with dorms, facilities, and stores. This can be a brand-new school or a part of an already existing school, such as Trinity or Gehenna. You will be considered an authority in this district, either the sole authority or merely the local one depending on if you choose to be part of a larger school or not. Either way, a sizable student

population will inhabit the district and look up to you. In future jumps, this district can be a decent-sized college town or whatever other way you wish it to appear. You can choose whether the follower students will be the same or different every jump.

Sensei



Shittem Chest (Free, Exclusive to Sensei): A supernatural touch-screen tablet given to the Sensei of Kivotos. This tablet emanates a personal protective field, granting you a measure of protection against bullets and explosions, similar to a Halo. This field only has a certain amount of energy and requires time to recharge, so while you can survive being at ground-zero for a missile detonation you'll be vulnerable to regular gunshots until the Chest can recharge. The tablet is unhackable, so any information stored on it is safe from prying eyes. Finally, it comes with an A.I. assistant. This can be ARONA or PLANA, or you could design your own AI assistant. They will join you as a follower unless you choose to import them as a companion now or in a later jump.

Student Dossiers (200 CP): It's important to keep track of all of your student's important information, so this provides you with a series of dossiers to reference. These dossiers will contain every person that you hold some measure of authority over and you'll always be able to find the exact one you want at any given moment. At first, they'll only contain basic information such as name, age, and appearance, but as you interact and get to know your students or subordinates the dossiers will automatically fill themselves with more information. They can also be digital or paper, whatever is most convenient at a given moment.

SCHALE Tower (400 CP): Living quarters and workplace, all in one. This multi-story building has almost everything you might need or want, such as lesson rooms, communal showers, an arcade, office, personal bedroom & bathroom, cafeteria, lab, vehicle hangar, convenience store, and more!

Adult Card (600 CP): A black card the size and shape of a credit card. By paying a portion of your life force, this card will temporarily summon copies of your allies no matter how far away they might be. This card can also summon allies from the future



of your current jump that you might not have met yet, although they will not possess knowledge of the future. Alternatively, you can use this card to temporarily empower yourself.

Companions

Companion Import (50-400 CP): Despite the occasional crisis, this is a fairly light-hearted and happy world, with plenty of things to do with friends. For 50 cp per companion, up to 400 cp for eight, you can bring your companions with you to enjoy this world. Imported companions may freely choose any origin and have 600 cp to spend on perks and items.

Canon Companion (100 CP): Perhaps there's an existing student you want to bring along with you? Or perhaps Sensei or a member of Gematria has caught your eye? I don't judge. Either way, by paying 100 cp you get the chance to convince one of the locals to come along with you to future worlds. You'll meet them several times, but it'll be up to you to convince them. You can take this option multiple times.

Class Graduation (300 CP): Can't make up your mind about who to take with you? Completely understandable. For 300 CP, you can take up to 10 characters at once as a group companion. All perk effects will be divided between them, unless there are any that absolutely cannot be divided up. You can take this option multiple times.

The Mobs are (Almost) Free (50 CP): There are many different nameless 'generic' students throughout Kivotos. With this, you've gained the companionship of one or more of these mob students. Perhaps they are a delinquent who's latched onto you, or a shy Justice Task Force mob who is just happy to have been noticed by you. Either way, they care a lot about you. You can take this option multiple times.



A Terrifying Future (100 CP): A haunted and more physically mature version of a student, from a darker timeline. How they got here is unknown, but they seem to have latched onto you. Perhaps in their original timeline they were close to a version of you that met a terrible fate? Hopefully you'll be able to help them move past their trauma to a better future. You can take this option multiple times.

Drawbacks

Bad Aim +100 CP: You have bad aim Jumper. Just like Kirino, you'll never be able to hit your intended target, such as shooting the hostage instead of the hostage taker or just plain-old missing. Unlike Kirino, you won't be able to get around this by aiming at the hostage instead. I'd recommend trying to fill some support role rather than getting into firefights.

Scary Face +100 CP: You're terrible at social interactions. Whether it's unintentionally scaring people or being so anxious that you can barely say a word, you'll find friends and allies hard to come by. This won't prevent you from having social interactions, but it'll take a lot of work and some rather patient and understanding people to establish long-lasting relationships.

Never a Quiet Moment in Kivotos +100 CP: So Kivitos is filled with thousands of hormonal, extremely durable teenage girls armed to the teeth. Firefights were already common enough. With this, you can expect to get dragged into firefights or equivalently disruptive events at least once a day for the rest of your stay.

Didn't Think This Through +200 CP: A lot of the students here are prone to jumping before they look, and now you're joining their numbers. Whether it's agreeing to work a harsh job for a day before signing a contract that'll guarantee your pay or throwing a coup to avoid punishment without having any actual support base to keep your new position, you tend to do things without following through on everything that is required to make it a success. Hope you have some good friends to keep you out of too much trouble.



In Terms of Money, We Have No Money +200 CP: Much like Abydos or the SRT Rabbit Squad, you are now perpetually broke. Expect to be constantly working rough part-time jobs in order to keep yourself fed and housed, with good food and other simple luxuries being almost impossible to get ahold of. Don't be surprised if you end up battling it out with other homeless students for premium expired bento boxes in the back alleys of convenience stores.

Subject of Interest +300 CP: The mysterious and potentially otherworldly group of researchers has taken notice of you and your true nature, Jumper. Your abilities, your psychology, your sense of self, personal meta-narrative, and everything else that makes you 'you' is something they have great interest in studying and potentially replicating. Expect

them to push you into as many trials and tribulations as they can in order to better study you. From arming a school of terrorists, to bringing destructive urban legends to life, to making you the target of an AI with delusions of godhood, expect much difficulty ahead of you.

Kaiser Corp Loans +300 CP: Alright Jumper, If you really want these points, I can arrange for you to get a loan from Kaiser Corp. Don't worry, you won't be expected to pay the points back later. What will you have to do to pay it back? Well, Kaiser Corp is interested in having someone of your skills and talents help them out with a few tasks. What sort of tasks might be asked of you? Driving students into debt so deep they sell themselves to the corporation, undermining the police, kidnapping major political figures to install their own puppets, and bombing major subways are all things Kaiser had done or tried to do in canon. If you get caught, expect to take the fall for whatever scheme you participated in. One way or another, you will be released from your loan in 5 years.

Invasion of the Colors +400 CP: In canon, Kivitos will be invaded by a mysterious eldritch force from beyond, led by a corrupted Sensei named Phrenapates and an alternate Shiroko. This force will eventually be driven back, with Phrenapates having intentionally chosen this world believing that it could stop the Colors. With this, rather than Phrenapates leading the invading force it's an alternative version of you, Jumper, and they aren't holding back. The Colors will seek to corrupt you, your students, and your companions to expand its never-ending expansion across the dimensions. Good luck.

Ending

Your ten years in Kovotos has ended, and now it is time for you to make your choice:

Go Home: You return home to your original world. You keep anything you've gained over your chain, and your companions will join you.
Stay Here: Perhaps you've grown attached to Kivotos and its inhabitants? Your chain will end, and you will remain in this world.
Continue On: Continue your chain, moving onto the next world.

Changelog

1.0: Adjusted the cost of The Mobs are Free, added one more perk to Sensei and Student origins.

0.3: Finished item lines, revised perklines, added more drawbacks and companion options. Added some images.

0.2: Finished perklines, began creating item lines, added drawbacks, companion section, origins, and locations.

0.1: Created basic perklines for Student and Sensei origins.