Ranma fall - Katamimi Buta

By Inuko635



Welcome to the world of the Ranma series by Katamimi Buta. This jump mostly takes place after Ranma gets cursed but before he/she meets the Tendo family. A couple seem to be after. You will start not long after Ranma has been cursed. Maybe you can help Ranma or take advantage of before anyone else can? Either way, have fun. Here's **(+1000cp)**



Starting location: Anywhere in Japan or China.

Origins:

Any origin can be a drop in if you want.

Martial Artist: The same as Ranma just starting out, you have years of experience in any one of the martial arts mentioned/used in the main series. You are skilled enough to beat any regular dojo and have an easier time picking up other martial art skills.

Underground: You work as part of the underground. Whether as a yakuza boss, underground fighter, or an escort. This is a more ambiguous origin. pick something that fits the perks you buy, or if a drop in you will find it easier to become this.

Hermit: You might be a sage, or maybe just a weirdo living in an abandoned temple. Either way you are far away from most civilizations. You might have medical skills or practice a rare type of martial arts.



Age:
Martial artist: Pick between 16 -18
Underground: Pick between 16 - 25
Hermit: Pick between 25 - 40

Gender: Either keep it from before this jump or change it for free.



Perks: All origins get their 100cp perks free and get a discount on all of the rest of their origins perks.

Generic:

Porn physics: (-free) Men can have huge dicks, and can cum buckets. Women can then take those dicks in any orifice and eat an endless amount of semen with no problem. This also gives you a great deal of sexual stamina, such that you can last all night long as a man or woman. You don't have to worry about unwanted pregnancy either. You can use this as a one-time size increase for your dick/boobs/butt and can apply this to a Jusenkyo form if you wish.

Weird Martial Arts (-100cp) (-one free Martial artist) You are skilled in a martial arts school of your choice from the main series, you can take this multiple times for more skills.
Here are a few examples to choose from: Saotome school, Tendo school, Amazon wu shu, kendo, gymnastics, ice skating, karate, etc. Basically if it was in the show/manga, or a normal martial art you can pick it. Many are also based off of school sports or extracurricular classes such as chess. Mind you this doesn't give you any secret techniques just gives you skills up to expert level. If you want to learn those you will have to hunt them down or force someone to teach you.

KI (-free/100cp) KI is life energy gathered by eating and sleeping. The more fit you are the better the efficiency it regenerates. Once you have gotten past a certain point it regenerates faster than you can passively use it. Though the more you will need to eat to keep up. It both can increase your speed, strength, durability, reflexes, etc and heal you passively. KI actively can be used to fire KI blasts, use

special techniques like the hidden weapons space, or sensing others. You can actively channel it into items you are holding to give them different properties such as making a cloth bandana stiff and able to cut things, a gymnastics ribbon able to stick and grab heavy objects, or just reinforcing your clothes to protect you from damage. Finally this gives you longevity as seen by Happosai and cologne. You get this for free with any technique you buy that utilizes KI and it is 100cp otherwise. This works up to a point you have to train to actively increase your capacity/storage of KI however the maximum power you can get to is a mountain destroying level in this jump this isn't DBZ. Post jump you can increase it further.

Magical Girl (-free/restricted monster of the week scenario) You have some sort of trinket (of your design) that you can summon/dismiss at will that gives you a magical girl transformation, this comes with an outfit you can choose for it to be really skimpy, frilly, girly, or cute (think Sailor moon, precure or Madoka Kaname). Either way it will look embarrassing. This gives you either a disguise field so no one can recognize you or it completely changes your looks including hair length, style, hair color, and eye color. You can also add animal parts such as ears and a tail that can give you enhanced senses with all the good and bad that entails. You also get some sort of magical attack that can be fired from either your hands or from a weapon such as a bow, sword, wand, or a staff. The blast can have one of these properties: purifying, destruction, or an elemental- such as fire, water, ice, wind, light, dark, lightning, or earth. This outfit makes you 10x as stronger than your base form and vastly improves your body's ability to heal itself while wearing it. This outfit has its own mana pool, when you first start it will only last about 15 minutes before it has to recharge. You can recharge this one of two ways: First is it recharges at twice the time you spent in it i.e. 2 minutes for every 1 minute used. Second is during sex every orgasm while in the costume recharges five minutes, up to its current max capacity. This doesn't stop you from throwing KI blast or using your martial arts, but if you are the only one who knows how to use a KI blast or use your family school don't expect the disguise to stop people from recognizing you. You must be in a female or futa form to transform.

Jusenkyo Curse (-free/100cp/200cp/300cp) You have been dunked into one of the springs of Jusenkyo. From now on in the jump whenever you get hit with cold water you will transform into your cursed form. Hot water will change you back. For 100cp you get an animal form such as a wolf or a duck. For 200cp you get one of the human springs, or one of the mythical animals shown in the show such as a dragon or Phoenix. For 300cp you can pick one such as what Pantyhose Taro had spring of drowned yeti riding a bull holding a crane and an eel; the one Rouge has an Asura; or you can mix two or more of springs together like dog + girl = dog girl. You can choose how that looks. At the end of the jump this can either become an alt-form, stay as a curse, or be accepted as your new body. However as a special case you can take the spring of female Ranma for free if you took the Protagonist mode drawback. You may purchase this multiple times for more alt-forms however only the first one bought will be used in jump and will be the only one tied to water. Each purchase after the first is discounted to half of the normal price.

Advanced Technique (-400cp, first one discounted to Martial Artist) You know one of the secret techniques of your school, or something like a unique KI technique. You can buy this multiple times for more techniques. Must know the school already to buy the technique it's from. Examples: hidden weapons, breaking point, chestnuts on an open fire, Tendos giant head skill, hammer summoning, lions roar shot, confident tiger. Any that you buy will be as if you learned it normally. KI blasts don't need a specific school. Can't pick any of those listed in the Secret techniques list.

Secret Technique (-600cp, first one discounted to Martial Artist) You have learned one of the more powerful techniques. You don't need a specific school for any of these. You can purchase multiple times but must be from this list: Umisenken- the way of the quiet thief lets you sneak around using what seems to be a SEP field where even in plain site people can't focus on you. Yamisenken- way of the loud thief

lets you wreck things by using vacuum blades cast out with KI and using your voice to stun people. Hiryu shoten ha- dragon wave blast lets you with some set up start/throw tornados, this lets you control your emotions and finally easily learn the variants, Happodiakuren- lets you create giant firecrackers at various sizes infused with KI the bigger the firecracker the larger the blast. Splitting cats hairs- a speed technique of the amazon elders it's basically an after image skill, think of the anime pokemons double team attack. The Neko-ken gives you the fighting ability and ferocity of a cat. Normally this makes you afraid of cats and is activated by that fear making you sort of berserk against any enemy but with a catlike mind. However by buying this out right instead of learning it normally you can use all the abilities without being berserk or having a fear of cats. The abilities it gives you are ki claws from the ends of your fingers, catlike instincts, catlike balance, and agility. If you buy any of the secret techniques it makes it easier to learn the lower schools techniques such as buying the splitting cat hairs makes it easier to learn all other amazon skills and makes it far easier to learn any similar techniques in jump.

Martial artist:

Peak Human Body (-100cp) Every good martial artist has this. You are faster, stronger, more flexible and have faster reflexes than the best Olympic athletes in every category. This gives you immunity to all mundane diseases and a huge resistance to supernatural ones. You can roof-hoop, you're more durable enough to take lots of punishment, with enough stamina to swim from Japan to China. This gives you a greater well of energy to draw from for techniques that require Ki. All of this translates to bedroom use quite easily.

Everything is Training (-100cp) Just like Ranma you can always use anything for training. No matter how tedious, mundane, or sexual as long as it's physical you can figure out how to use it for your benefit. Whether it's something like moving heavy boxes for strength training, balance training by walking to school on the top of the fence, gymnastics for flexibility, or orgasm resistance by edging. This makes it easier to come up with alternative training methods to gain the same skills so long as it's similar in method, such as grabbing piranhas out of a tank instead of taking chestnuts out of a fire.

Resistance Build Up (-200cp) this lets you build up your resistances to all the various chemicals you might find yourself exposed to. Why is this so cheap, while this does work on aphrodisiacs it takes a while before it works and you still have to ride out the effects of the chemicals. Theoretically if you take a huge enough dose to start with it will be really hard to affect you. Who knows what you might do in that state before you come out of it though.

Fast Learner (-400cp) You learn things at an astounding rate as long as it's a physical skill. Cooking, new martial arts, sexual techniques, sports, etc. You could master them completely in days and start combining them with your other skills. You learn faster with a teacher and by doing more than seeing. Though even just seeing a skill being used can give you an idea on how to use it. However this does nothing for stuff like learning academics or teaching those skills to others. Once you have learned a few different martial arts then you can start to learn techniques just by seeing them, though fighting against someone using it will give you the greatest gains.

Bad End Rescue (-600cp) Throughout Ranma fall she for various reasons either was training under a pervert or working for the yakuza, some of those she got out of eventually. Whether it's your father raiding the yakuza's base or the old man "training" you dies of a heart attack you will have a chance of escape once a year from certain doom, lethal or lewd.

Underground:

Small Time job skills (-100cp) You have a job that you're experienced in, this gives you expert level skill in whichever job you choose. You could be a stripper, porn actress, playboy bunny, waitress, maid, escort, gym teacher, underground fighter etc. It has to be something low level, criminal, or probably found in a redlight district. If it takes college to do, then it's disqualified, an illegal back alley surgeon being the most you could buy with this. You can buy this multiple times for more skills. You can easily find a job for any of your skills. Only the first purchase is free for Underground origin, the rest are discounted.

Finding the Weak Spot (-100cp) You are skilled at finding weak points in life. From a person's most sensitive spot, to a weakness in a supply chain, an organization or even an opponent you are fighting. However this doesn't make you any better at utilizing the weakness. Might want some sort of planning skills to make the most of this.

Chemical Maker (-200cp) You know how to make all the weird drugs, incenses, and aphrodisiacs made in the Ranma fall series, and as a bonus you also know how to make all the other weird ones from Ranma ½ as well like the Phoenix pill or super soba. If you experiment with making them long enough you might figure out how to make them stronger, weaker, or how to get rid of any drawbacks they have or add new ones that only affect those of a specific gender. This might make you invaluable to any crime boss.

Crime Boss (-400cp) Why work for a crime boss when you can be one. This gives you all the skills for being a successful crime boss. Knowledge of how to set up underground fighting rings, gambling rings, escort services, tax evasion, and all basic skills a regular criminal might use like lock picking. You also know how to keep your followers loyal to yourself and how to weed out the disloyal and police plants.

All According to Plan (-600cp) You can plan in the long term easily, and just about every aspect you have control of will work exactly as you plan. You could plan for training a certain martial artist into your perfect sex slave by having other people do it for you by picking her clients that see her during the daytime fights. The longer your plan takes and the more removed physically or indirectly involved you are from the plan the better it will work. Then you can swoop in at the last moment to claim your prize. This gives you better planning skills if you didn't have any before. The more information you have the better this works and you can’t plan for things you don’t know.

Hermit:

In Isolation (-100cp) You know how to live off the land, whether it's hunting, gathering or fishing you can live in the middle of nowhere and provide for yourself. This also lets you withstand living alone without other people around. You also have a knack for finding remote places where the average person can't find you.

Convincing Arguments (-100cp) You know how to phrase things in certain ways that let you lead people around. Maybe all you have to say is that it's a part of the training and they won't think about what you dressing them in a bikini has to do with getting rid of their curse or why you need to tie them up first before you start. This gives you an air of innocence to those who don't know better and is especially

effective on people who want/need something from you such as training or a rare item. The more naive a person is, the more effective this is on them.

Renown (-200cp) Word of your skills is spread around in rumors. This is toggleable to whatever skills/perks/powers/items/etc you choose. It will spread to those you might want them to reach. However it only works with stuff you actually have or can do.

Pressure Points (-400cp) You know all sorts of pressure points on the human body, from the weakness moxibustion to lewd ones that enhance your libido. You know both how to apply them and counter them even to yourself. Be warned some shouldn't be applied all the time. That's a good way to have a heart attack.

An Actual Sage (-600cp) You have reached a point of enlightenment just like Happy or Cologne you can now halt your aging using KI, this gives you an increased KI capacity and storage. You don't have to specifically be a sage, you could be a priest, a miko, a monk, etc. so long as it's a spiritual type of figure. Regardless you have a set of values/skills you can teach a younger generation so they can share in your enlightenment. You can have a lewd version if you don't want the normal detachments. You can even mess with curses, by either curing them, enhancing them, inverting them or making them permanent. If taken by another origin or post jump you can halt your aging upon entering the jump, or stop at your prime later on.



Items: You get one discount per tier of item. 100cp items discounted are free. All buildings can be combined and/or imported into other jumps. You can import similar items you have into any of these below. Underground and Hermits get one extra discount on any item they have not already discounted. Items will repair or refill themselves within a week unless specified otherwise.

Free:

Photo Collection: At the end of some of her sex marathons Ranma got several photos of her sessions. Now you can too, after every time you have sex or are in a room where sex is happening you can get a bunch of photos from the best angles and at the best moments. Don't you just love that O-face?

Ranma ½ Collection: This contains every episode of the anime, all the manga books, and every doujinshi that has Ranma featured at all. Don't let this fall into the wrong hands.

100cp

Cosplay Collection: Gives you sexy cosplay uniforms such as bunnysuits and maid uniforms. Comes with handy cuffs that can be attached to things. Useful for sex slaves either ones you own or as one

yourself. This also gives every single outfit Ranma has ever worn both in the manga and the doujin. All outfits will fit anyone who wears them.

Makeup and Beauty Products: This set of beauty products are what Ranma uses when working as an escort. They are easy to apply but never seem to wear off without washing it completely. There's also a version that's really easy to smear in case you want to go for that ruined look. Any female who uses it for a few months will permanently have enhanced their beauty.

Start up Money: 1,000,000,000 yen, just enough funds to start a criminal empire in Japan. You can either take this in a bank account or a briefcase full of cash. Can buy multiple times.

Martial Artist Restraints: Restraints that can stop even the strongest martial artist from escaping. Probably have to trick someone into putting them on. You can make every property you have full of this equipment.

Breast Lotion: This lotion if repeatedly applied to a woman's breasts will permanently increase the size and sensitivity over time. Once the breasts have gone up a few sizes if you keep applying it then it will induce permanent lactation.

<u>200cp:</u>

Porn Studio: You have a porn studio with all sorts of recording equipment and BDSM set up though no toys.

Sex Toys: You have all sorts sex toys of all sorts of sizes from dildos to special probes used to find the most sensitive parts on a woman's body.

Special Incense Burner: This burner burns a strange smoke that increases the arousal of females while lowering her inhibitions. increasing the libido, staying power, and stamina of males who inhale it.

A Wooden Weapon: Perhaps you are an old man with a pipe, a mummy with a walking stick or maybe you want to be a better samurai than the blue thunder with a sword. This weapon can absorb far more extra KI from you to reinforce itself than normal weapons, and acts like an extra storage of it for you to absorb back later. In a pinch you can release all the KI back at once for a single devastating attack.

Job Degrees: This is a set of degrees for any kind of job you have the skills for even jobs that don't normally have ones. If you know many martial arts this might let you teach at a dojo. A porn shooter might be able to go into filmography. If you could heal someone using martial arts this would let you be a doctor though probably only as a trauma surgeon. Every degree will let you work in any normal job even if you were a small child half the time, or teach in an all female gym class in a female only school as a male. You will get more degrees that you qualify for in the mail a week after you would qualify.

<u>400cp:</u>

Mansion or Temple You have either a large mansion, that has all utilities paid and many rooms, or an abandoned temple that's far away from most of society. It comes with a large group of followers of whatever gender you want that are completely loyal to you. They can be butlers, maids, temple

guardians, or whatever you choose now. The longer people spend here the easier it is for you to influence them. Anyone studying under you will learn whatever you choose far faster or slower depending on your preference.

Kinjakan, or Gekkaja: The staves of fire or ice respectively that Ranma and Saffron used in their battle which are inherently keys to the jusendo springs. Whichever one you take won't freeze or incinerate your body just for touching it and will enhance any similar abilities you have to it.

The Pail of Preservation, or The Pot of Liberation: The pail of preservation will lock any type of shape shifter into their current shape permanently when splashed with its cold water, with Jusenkyo curses being automatically activated by the cold water. The pot of Liberation when filled with water will quickly start to boil it and will dissolve the effects of the Pail of preservation. In latter jumps similar permanent effects of magic. Picking either one of these could drastically doom or save Jusenkyo victims.

Lewd Crest: This secret technique normally works as a final FU to someone defeating/killing you. In men it withers them away and in women causes them to go into heat. This one is more of a stamp you can apply to an immobilized person, otherwise it still works as normal. If you study it long enough you will be able to recreate the original technique. You may have to experiment with it on many people first though.

Hypnosis Rod: This rod is used to control people and comes with instructions on how to use it. It's so easy even an overweight gym teacher could use it on Ranma. Be warned it will only work on one person at a time. However it's more powerful the more specific the command on someone. Telling someone you are my sex slave won't do anything, telling someone when in a specific room when everyone else is gone "you have to obey anything I say" will work just fine. Once you have someone under your control it is far easier to imprint suggestions like a command to return to the room at regular intervals or forget everything done in this room when you leave it. Once you have implanted a command all the others must be related to a previous command to work. Eventually if you break down their will enough by controlling their body but leaving their mind free then you will be able to expand "you must obey anything i say in this room" to "school" after a month, "town" after 6, and finally after a year "anywhere". It's really situational to use but very powerful when done right.

600cp:

Crime Syndicate: You have a city wide crime network, this gives you all sorts of information and leeway with the local authorities. The cops leave you alone because you either have blackmail on them or they are dirty and on your pay. You also get 100 goons at a low skill level, and 10 highly competent people to run your day to day business if you don't want to. The people are new each jump but will be at about the same level as you left them in the last one so if you train them all up you can expand your syndicate easily.

Spring of the Drowned ???: This is strange just like how in one episode of Ranma ½ the spring of the drowned man sprung another version in Japan. You now have your own custom spring that gives anyone dunked into it a curse made from any tier of the Jusenkyo curse that you wish. This curse overrides any other Jusenkyo curse instead of mixing with it and you can decide if it's a normal Jusenkyo curse or if it's permanent with no changing back. You can customize not only how it looks but if part of it was based on a person such as female Ranma you can choose to have some skills/memories/training imbued as well. You also get a copy for any/every Jusenkyo curse that you or any of your companions bought.

The Underground Den: This underground place has multiple levels. The top level is for gambling, the second level is for escort services. The bottom level is for the boss i.e. you and has more private and exclusive escorts that you bring yourself. When using the bottom level you can negotiate with rival gangs here for increased benefits the more personal escorts you bring to hand over. It also has a fighting ring set up in a section next to the escorts.

Secret Scroll Technique: You have found a scroll with one of the secret techniques on it. This will take a while to learn without a proper teacher in this technique. However the upside is if a technique has drawbacks like the Neko-ken it will have instructions on how to avoid it. In new jumps you will get a new scroll with a similar level of technique from that world or one of the ones you didn't learn here. Of course you must master the first scroll before you can open the second scroll and so on.

I.O.U.: This item can work one of two ways. First you can sign it to get any kind of loan from a shady character and they will honor it, it's set to be paid back in ten years. Instead you could have someone else sign it for something you have such as money or a scroll, and you pick anything you want, even their child, as collateral till they pay it back. If they can't pay it back in a year then whatever was collateral is now yours, in the case it was a person you can keep them as a permanent follower though stuck at any of your properties. If they try to renege on their deal by taking back their collateral, then it's your by default.



Companions:
Any companion that qualifies can take the Monster of the week scenario with you.

Import: (-50 each or -200cp) You can import or create companions at a rate of 50cp each or 8 at once for 200cp. They each get a free origin and 600cp to spend. You can give them your cp at a 1:1 ratio if you choose.

Mook Squad: (-50cp each) For each purchase you get five people who will dress all the same, you must decide the outfits now and can't change them later. They aren't more powerful than the average person, but they will obey all your orders without question. The default is 6ft tall men but you can decide what

gender and how you want them to look. Regardless they will all share your fetishes so it makes it easier to have them help train slaves when you're away. They count as followers and each purchase could be built differently.

Ranma-chan: (-100cp/-300cp) You get a early version of ranma-chan for 100cp Maybe Ranma got splashed by the instant-spring of drowned twins Genma chased her off, and she got splashed by Herb making her permanent, maybe instead this is another mirror clone, or possibly a Ranma from a different world. Either way this female version of Ranma has nowhere else to go so she started following you. She has all the skills Ranma had at the beginning of the series and learns physical skills at an astounding rate. But perhaps you want something more? By paying another 200cp then you get a version that was from after the end of the normal manga then went through most of the Ranma fall series and ended up in your hands. This version has all the abilities from the end of the manga on top of all the training that each Ranma went through in the Ranma fall with all the loyalty/obedience cemented towards you. Can't take with the Ranma Fall or manliest of men scenarios.

Canon Companion: (-50cp) You can take any canon character you can convince to go with you. No direct mind control, however if you have broken them down to be a sex slave that's fine. Yes this can include any characters brought over from the best of the best scenario, though you do have to take it first.

An Actual Bunnygirl (-free) The underground criminal scene has changed since meeting Ranma and have decided to expand their business, this was done as a result. They made a deal with the Musk to get a copy of the pail of preservation. By splashing women with small amounts of spring of drowned bunny on the tops of their head and a small amount above the ass they wanted to create perfect bunny girl sex slaves. This girl was their first successful experiment she escaped not long after and was soon sheltered by you. She was able to escape because the bunny ears and tail gave her the ability to jump twice as high. It also gave her a real high libido so have fun with that. She has the perk equivalent in small job skills - escort, porn actress, playboy bunny and the perk fast learner and as much stamina to match her new enhanced libido. She can't fight worth a damn at the moment but she can easily be motivated to be taught if you're willing to satisfy her daily. Optionally she could have been partially splashed by the spring of a drowned horse giving her a horse cock.

Drawbacks:

Protagonist Mode: Congratulations you are now self-inserted into Ranma Saotome's body with all that entails so have fun with that. You don't get anything you didn't buy, except traumatic memories. (+0cp)

Scenario Supplement Mode: *Must take the best of the best scenario.* If any of those martial arts have jumps then you can make them supplements to this jump if you haven't already used them. The age/gender/location options of all of those will be ignored and instead the position you were in will take place the year that roster of fighters have a tournament or they could take place in between the main Ranma timeliness events but in Nermia instead. Regardless, remember to keep the cp pools separate from each other and can't take drawbacks that you already took from another such as a power loss drawback.

Supplement Mode: If you want you can use this as a supplement to the original Ranma ½ jump. Cp pools are separate and disregard the age/gender/curse in the original. This costs cp since you are overriding the age/gender/curse options and can buy similar perks from both jumps. (-100cp)

Gullible: You really are, you will take everything said at face value. This will definitely get you into a few traps and will fall for many infomercials. While this does make you fall for obvious tricks even the most gullible won't swallow poison when asked or trust someone who they just fought, if they disguised themselves and said it was a health potion however…(+100cp)

Truthful: You can't lie worth a damn in fact once you have given a promise you will see it through. If you make a deal you will follow through unless the other side breaks it first then you are free to do as you please. A feint and other battle related deceptions are fine. You can't tell lies but aren't compelled to say anything if prompted. (+200cp)

Foot in Your Mouth Disease: I take it all back, now you are compelled to speak your mind when prompted, you speak your mind even when you shouldn't. However just because you are compelled to talk doesn't mean you have to tell the truth, taking just this gives you (+200cp). If you take this with truthful, then you will be spilling your mind without a filter and will easily spill all your secrets if prompted. You might be able to mitigate this if you plan ahead and know how to tell half truths but still more risk so take another (+100cp).

Is that a challenge?: You can't turn down a challenge of any kind, however for it to count as a challenge there have to be stakes. Meaning for both sides have to be able to lose or win something. So no one can challenge you to something ridiculous like "I challenge you to become my sex slave forever and if you don't you become my sex slave forever." A challenge that would work is "I challenge you to be my slave for a month, you must obey all my orders. If I can get you to beg me for sex within that time you become my slave forever, if I fail I'll never touch you again." Take care not to let people know this quirk you have now, also they don't have to keep their part of the bargain so even if you beat their challenges they can always come back over to repeat the challenge. (+300cp)

Lewd crest: (must have a female or futa form) You defeated a martial artist not long ago and to spite you for humiliating him he cursed you with a lewd crest that drains away the life force of men so now you are stuck as a female. As a female it puts you into heat. The only way to get rid of it is to master your orgasm with another person. If Ranma had thought about it she could have had a female help her. You aren't so lucky, you will have to master it before the jump ends. Be warned you can only master it with the help of a male, or a female with a male appendage. Hopefully the first dick you jump on won't make you into a sex slave. The only way to stave off the heat is by consuming male energy i.e. consulting semen. Post jump you can keep the crest on you as a reminder. (+400cp)

Out of shape: This could be from a beer belly, could be from being a father of three either way your body is out of shape. You can still do martial arts but it will take far more effort to do things and as it is right now Akane could beat you in a fight. With some hard work you can get back in shape within a year (+100cp) For an extra (+100cp) you also completely look like the fat ugly bastard stereotype. If you took any Jusenkyo curse then it would be just as disturbing to look at. You won't be able to get back in shape for the rest of the jump. You can take this as an extra alt-form post jump.

You owe big: You owe someone a lot of money (half a million $) and you have to pay in regular intervals or lose your collateral. What is the collateral you ask? Well it doesn't matter if you can't pay them back by the end of the jump you go home. If you think it will be easy because of having cash or items that are valuable, think again. You start with zero money and somehow lose any money made by selling fiat items so better get to work. (+200cp)

Old man: (Hermit only) It sure feels like it anyway. Add 50 years to your age and you both look and feel that old. You can still get it up if you try to apply pressure points or take certain medicines. Be careful though about raising up your heart rate though, wouldn't want a heart attack now would you? (+300cp)

Bad business: You suck at managing a business and must spend all your effort trying to keep it afloat or lose your house and any other properties you had. Of course you could just mooch off of a friend or wander the countryside if you finally run your workplace into the ground. Once you have run it into the ground no one will hire you. You might have to lie, cheat, and steal to get food from now on. (+100cp)

Criminal Scum: You are a known criminal and police will arrest you on-site if they see you the only places you are safe from capturer is at home or any underground places you own. This makes it harder to do any kind of business, legitimate or not. (+200cp)

Personality Problems: Perhaps a violent tomboy keeps malleting you into a rock, or maybe your Jusenkyo curse was one that changes your personality, your choice.Either way you will routinely switch to a different personality than your normal one. Though not necessarily an evil or opposite personality, it will be annoying to deal with waking up without knowing what or who your body did. It will override you roughly half the time in jump in total, with a curse being slashed back and forth randomly, but in the case mallet it will be switched over every other week or month. You can take this drawback twice for both things changing your personality but now you have another extra personality and only spend ⅓ of the time as yourself the other ⅔ being the other personality. Post jump you can keep them as extra voices in your head or not, but either way get all the memories of anything they did. (+200cp/400cp)

Not according to plan: Nothing goes right for you even if you have according to plan, the things that you can't control like a panda popping out of nowhere wielding twin machine guns storming your base will happen infrequently. Not enough to ruin everything, just any long term personal projects you are working on, always right before the end to leave you frustrated. (+300cp)

Plot bound: You are now bound to the main plot of Ranma ½ all the way to the end of the manga and the big wedding disaster. You might be one of Ranma's suitors or after one of his suitors. Regardless you will be drawn into Ranma shenanigans about as much as Ryouga does. You will be drawn into all the major conflicts though. If Supplemented with the Best of the Best scenario you will be involved with the other jumps plots even if you didn't use the jump and just used the setting. (+200cp)

Ugly Bastards: You will attract ugly old bastards to you like flies on crap. If you are a woman or have a female then you will find them attracted to you and they all have the finding the weak spot perk and will use it to try and seduce you. If you are male however and have no female form then they will instead go after any woman you are interested in and have an easier time seducing them. (+200cp)

Power loss: Your out of jump powers are negated while in the jump. This includes using your warehouse, you can toss things in but not take things out. The only exception is if you supplement this jump. With either the Ranma ½ jump, or any that you took with the Best of the nest scenario. Yes you can take this if it's your first jump. (+400cp)

A Giant Tomboy: Oh dear for (+300cp) you have become the love interest of an angry tomboy martial artist of Akane's level (this can be Akane if you really want it to be) she will hit you with a mallet anytime she sees or thinks you are doing anything perverted, refuse her cooking, hang around another woman, or really any perceived slight. You can never retaliate against her or convince her of any fault. She thinks she can do no wrong and will never apologize even if she does realize she made a mistake. However

instead this can be female Ranma who was permanently locked in female form and kicked out of her family because of an accident you caused and demands you take responsibility. If male she will demand marriage and lock you in chastity when not using you. If female she will train you into being a sex slave and force you to make money for her by prostitution. If you have a Jusenkyo curse then your punishment will be tailored to the curse such as having a dog curse making you breed litters of puppies or a horse being used for physical labor. You can take both options for (+600cp) in total. In which case Akane and Ranma are a couple and both were kicked out of their families because of you. They will torment you for the rest of the jump and practice their martial arts on you and feed you akane's cooking at every meal. This will never kill you, just make you suffer. After the jump ends if you stay here they will have gotten over their grudge and can be taken as free companions if you really want to. This drawback can't be taken with any scenario, the replacement drawback or taking Ranma as a companion.

Ranma Don't Fall: Requires the protagonist mode drawback. This gives you (+600cp) if you are crazy enough to take it. First you are now stuck in female Ranma form and nothing can change you, even other Jusenkyo curses. Second see that Ranma Fall scenario below you are now the target of that scenario. People from the Hermit and underground origins with some of their perks and an item or two from the item section, some will have Jusenkyo curses. Once a month another person will target you. Some of these people will work together though most won't. If you are captured you have to escape before being completely broken into a sex slave, which is a chain failure. The longer you take to escape the more Alterations they can do to your mind and/or body, which won't disappear till the end of the jump or in the case of chain failure, they will remain as you have decided to **Stay Here** and give the 600cp for staying to your new master.

Scenarios:
All scenarios are optional and some can change the danger level of the jump vastly.

The Manliest of Men: You must take the drawback Protagonist Mode to start this scenario and must have the female Ranma jusenkyo curse. Your starting time has been moved to the day before Ranma meets the Tendos. You must become the manliest of men before you meet your mother Nadoka. The canon moment Nadoka meets Ranma's birth form is the moment I'm talking about. To beat this scenario you must create an actual harem of women, the bare minimum you have to do is Akane, Nabiki, Kasumi, Kodachi, Ukyo, Shampoo and any of the female fiancees that show up between the start and end of the manga Ranma ½ that the Ranma Fall doujin is based on. To count as part of your harem they have to accept all the others in it and you must plow their brains out regularly. You fail if Nadoka thinks you are a crossdresser or a sissy. You pass when Nadoka tears up your contract and declares you a man amongst men; she will do this automatically once you have impregnated all the mandatory harem members. Though if you can find other ways to get her to declare you A Man among Men then it will count instead of the impregnation part. **Reward:** First you get to take your harem with you for free, no need to spend cp on them. Second you have three choices: as the manliest of men your female curse has either been broken never to appear again, or accepted by Nadoka with her saying even as a woman you are still manly. Instead you could have it split off from you and become a separate person joining your harem. She will have any skills/powers/perks you gained in this jump. Third this gives you a huge boost to your willpower as you know in your heart you are the manliest of men, the chad of all chads. Finally you get everyone in your harem when the jump ends, not when you beat the scenario so feel free to add more women, your harem automatically accepts new women into it once they are seduced and once seduced will accept being in a harem. *Bonus/optional scenario:* add Nadoka to your harem. This can only be done after

fulfilling the first part of the scenario. This isn't very hard after all she hasn't been with a man since you left for the training trip and she basically ignores Genma when he is around to focus on you. The only rule about how to add any woman to your harem is that it can't be direct mind control. This still is a hentai jump though so anything short of that is fine.

Ranma Fall: (-Incompatible with the Manliest of Men) Ranma has to fall and you're the one that has to make it happen. This scenario is completed when you can get Ranma to swear to be your sex slave forever and impregnate her. This will be harder to do without the criminal origin but still possible. You have a year from when you first come into contact with Ranma to get this done or you fail the scenario. **Reward:** First you get Ranma who has fully accepted her curse which has made her permanently female as a follower or companion (your choice). She has all the skills she has learned under your control as well as the whole martial artist perk tree. She also will (at your direction) be able to learn anything that could be a small time job skill far faster than normal while in jump. Second, you now have a far easier time breaking, dominating, and training women in the future. The more they would dislike you in general such as lesbians, a man magically transformed into women, or someone sworn to eternal chastity the better this works.

Criminal Empire: You must create a criminal empire that spans the whole country. To pass this scenario you must take over/create the underground in every major city throughout the country. You have 20 years to finish this task and the jump won't end until you do or fail. One of the failure conditions is getting arrested and thrown in jail. You can get arrested or thrown in for petty stuff but if it's related to your empire and you are there for more than a year it will count as failure. The other failure condition is losing your entire empire. This condition only starts after the first year after you start/take over a gang. **Reward:** In future jumps you can bring your Empire with you. This works similar to the criminal syndicate item, though if you bought the item in question you get to keep your original members that now count as followers. How this works is in every new jump you will start with an underground in every major city in the country you start in. This also gives you a one time get out of jail for any crime by being pardoned by the head of state at the time, once per jump.

Monster Of The Week: (-Requires having a female or futa form) You have been duped into helping stop the forces of evil by some sort of cute animal mascot. That's what it told you anyway. This gives you the magical girl perk. About Every once a week you will have to fight some weird/giant/tentacle monster. Every two months you will fight a miniboss monster and at the end of each year will fight the big boss monster. You will have to do this for every year you are here. Don't let your civilian identity be widely known unless you can really defend yourself. You fail this scenario if you lose in battle to a boss or mini boss monster, if you do your magical girl transformation will become inverted, permanent, and you will remain their sex toy forever. If you lose to a regular monster they will fuck you for a day before they disintegrate from lack of energy. If you lose you might get pregnant, then give birth a day later to a similar monster that will then be the next monster of the week. If this happens it will be more resistant to your powers. If you keep losing long enough that it would replace the mini boss then it will be completely immune to all your powers. **Reward:** First every time you destroy a monster your body absorbs some of the energy, which increases the mana pool. This extends the time you can be transformed by 5 minutes for a normal monster. This translates to about 2 weeks total after ten years. A mini boss monster gives you enough for an hour and a boss monster a day. Second at the end of year when you have defeated the boss monster you will gain an upgraded magical girl uniform each time. This doubles the boost in strength that the transformation gives you. Your magic blasts will be more powerful and cost less magic to use. When upgrading your transformation you can change completely how the uniform/disguise looks so long as it looks similar to your normal transformation including your weapon. Third: when you finally defeat the end of the year boss you can add another property that you originally could pick to your

magical blasts. Optionally you could Instead add another day of extra transformation time for each boss defeated. Finally: once a day you can have your magical girl outfit absorb another outfit or your magical weapon absorb a similar weapon to take on its properties.

God Slayer: (-Must take the plot bound drawback) You must go through the main plot till Saffron comes up and just like Ranma did originally, kill him after he has hit his ascension. You can have some help, but must be the one to land the final blow for it to count. **Reward:** You have taken the life of the Phoenix god and it left a spark in you. This spark will give your KI a fire element which gives it more of an impact, eventually you will be able to create the element without using KI saving you energy. This also speeds up your KI/magic reserves refilling. If you have a Jusenkyo curse and/or magical girl form you can give it wings wherever you want on it that allow you to fly since the magic is attracted to similar magic. You can also give your magical girl blast the fire element if it didn't have it before and if it did you could upgrade it to plasma. This also speeds how fast your KI can heal you as your new inner fire will heal your wounds by burning them from the inside to the outside. You will also become resistant to high temperatures. In future jumps any gods you meet will feel that god killing spark and be weary of you.

The Best of the Best: (-Must take the supplement mode drawback) You must become the best martial artist in the world, in at least your generation. This is going to be harder than it looks because it seems the Ranma universe has merged with other worlds of martial arts. Here is a list of examples you can choose from: Street Fighter, Dead or Alive, King of fighters, Ikki Tousen, Tenjho Tenge, History's strongest disciple Kenichi, and more. These are examples, not the only ones you could pick. If it fits into a more modern setting and doesn't take place in an alternate-world like naruto or dragon ball you can add it. For each one you choose and you must pick at least five, there will be a tournament each year that you must attend. To make this more fair each tournament will only include one set of otherworlds martial artists plus your own. This will extend the time you have in Jump if you have 10 or more. You must win each tournament. Once you have beaten each world's tournaments you get one final year and will face each martial artist in each world in a one on one with an hour's rest between each fighter. Once you have beaten all of a world's roster you get a day's rest before the next world's roster will start. If you take this with the plot bound drawback it will steer the tournaments to be after or between major canon events. **Reward:** All that fighting has helped you greatly, you can pick apart new martial arts by seeing them used in an instant. If the martial art uses an energy that you don't use you will be able to figure out how to induce that energy into yourself. If it requires you to give into your instincts they will never overwhelm you, or go against your actual interest. You can learn any martial art skill regardless of specific requirements because you can always find a way to meet those requirements. Your skills will never degrade no matter how long it's been since you used them or how tired you are. If you could hit the wings of a house fly off with an arrow normally you could do so even badly injured so long as you still had a hand and an eye to aim with. The only exceptions are skills that require energy, if you run out Ki don't expect to be firing Ki blasts.

End of jump:

First option is to **Go Home**. If you died or lost a scenario you must take this option. If you lost the monster of the week scenario by becoming a monster's toy then they will come with you and resume control here. Keep anything you have gained up to this point and get a refresher of what you were doing before you started the chain.

Second option is to **Stay Here.** If you do please take another **(+600cp)** to spend on anything in this document everything is discounted by half, and anything bought can be seperate (such as buying different jusenkyo curses for more alt-forms).

Last option is to **Move On** to your next jump. If you took a curse that switched your gender and decided to use that as your new body. Then use that body's gender for going into the next jump if that wasn't clear before.



Notes:

If you accept a Jusenkyo curse as your new body it fuses with your bodymod. If you take the protagonist mode drawback and don't buy the perks to actually be Ranma, like buying the whole criminal perkline, have fun dealing with Ryouga or Shampoo trying to kill you with no defensive skills.
You can use shape-shifting powers or alt-forms even if you are in your cursed form, unless submerged in cold water because it will always transform you in this jump.

About the jusenkyo curse combinations you could pick the springs of man and woman to create a Futanari form if you didn't start as one. You could also mix an animal and the same gender spring as you to look like something of the Musk tribe, or a Phoenix and a human to make yourself one of the phoenix tribe that serve Saffron. You can't pick the giant animals from that one swamp as a mystical animal, they got that way from drinking the water. You can pick the orochi though you won't reach his size anywhere soon, more like the size of a van to a school bus depending on your starting age in this jump.

KI is used to do many techniques such as the hidden weapons space or iron cloth, seems anyone with enough training can use it for small things, once you learn how to throw ki blast, your reserves will expand faster and faster. It's like a muscle the more you exercise it the stronger it gets. It also enhances all your physical stats a little bit passively and you can use it to temporarily enhance it such as speeding up to punch a hundred times in a few seconds. You don't have to buy the perk to learn how to use it but it lets you start out with it. If you do unlock it then you get the perks effects. Yes you can channel it into weapons to create stuff such as wind pressure blades or make it more powerful.

Normal Martial arts schools that you buy give you the equivalence to a tenth dan. Special martials give you a similar level of experience. There are three branches of Anything goes: First Saotome branch is focused more on air based combat, hand to hand, pissing off your opponent and adapting to their style. Second is the Tendo branch; it seems more ground-based with an emphasis on hammers. Third is a miscellaneous bunch that has the basics of Hinako's KI drain, Happosia's panty stealing techniques, redirecting things with his pipe and what he taught to Kurumi and Natsume.

Any martial arts skills/techniques/abilities you learn in Jump can be taught to others post jump as well, including those with KI, or special energies. You will be able to induce the energy into others if you have it.

Dragon Ball can't be selected for the best of the best scenario for 3 reasons. First it's on an earth that still has dinosaurs. Second, it has many other sentient species besides humans. Third it has many people capable of moon/planet busting which is way over the standard power level here.

Some small-time job skills synchronize well with a corresponding martial art/perk such as a gymnastics instructor and gymnastics or a back alley doctor and pressure points. They also are synergistic with similar professions in future jumps.

The difference in abilities that the manliest of men and Ranma fall scenarios give is that the former makes you better at seduction with those that might like you and have them willing to join you. The latter however is more for breaking a women and personal slave training.

If you take the monster of the week scenario, the magical girl transformation perk's mana pool will then join your bodies merging with any mana pool you might already have. As long as you take the boss and mini boss battles seriously and practice a bit of fighting or using your magic it should make this the easiest scenario. If your civilian identity is spread around to where anyone knows it however then the bosses and mini bosses of the year will come out early and fight you all at once. Also the about once a week is on average some weeks you might have to fight 3 or 4 times a week and others wonk have any, it schedules itself around the plot bound drawback or other scenarios.

You can take the monster of the week and the manliest of men scenarios together. Just remember that you can't just let the monster fuck you. If you complete both then you can change your outfit/transformation and weapon into something more masculine if you get rid of your female form. If you choose for your cursed form to become part of your harem, she will have the transformation you had before you changed it at the end of the scenarios. If you keep the curse then you will have a separate transformation for each form.

For the properties added to your magical blasts you can either merge them together for a new element such as fire + earth = magma, darkness + light = twilight, you could pick an element you already have to make it far stronger or to upgrade it to a stronger element such as fire + fire = plasma. You could Instead just have it as a separate type of blast either from a separate weapon or something like it changing color to match the element. This switch over takes a few moments to use or to summon the extra weapon.

If you take the best of the best scenario, there is nothing stopping you from visiting the other worlds martial artists as they will be in their respective locations. If you want to copy their fighting styles or make their women your slaves you can. However when the tournament comes up they will be brought back to their peak both mental and physical health, so you might want to wait on that last part till they have lost in the tournament.

Based off of Both Ranma ½ and Ranma fall works.
The related works are:
Ranma Da Ranma | Ranma Fall
Ranma Da Ranma | Ranma Fall V2
Ranma Da Ranma Zokkou Hen | Ranma Fall 2
Ranma Da Ranma no Another | Another Ranma Fall
Zokuzoku Ranma Da Ranma Rankou Hen | Successive Ranma Fall Orgy Edition
Osage no Onna to sex shimasu
Ranma to Oji-san
Ranma ga Natsuyasumi Ossan to Enkou Vacances Sex Shitasoudesu

Doing It As Ranma ~Lewd Training Edition
Doing It As Ranma ~Lewd Hypno Battle Edition



Change log:
1.0 created jump.
1.5 added companions and some scenarios.
2.0 added a bunch more items, perks, a few scenarios, some more clarification.
2.1 added a small amount of clarification and a change log.
2.2 added some more clarifications,a few more details, spell checking.
2.3 added ending options.
2.4 reworked some of the items and scenarios. Altered the Jusenkyo curse and a couple of other perks. Added new drawbacks.
2.5 some changes to the companion options.
3.0 Did some editing for a lot of the items, perks, scenarios, companions, drawbacks and added a couple new ones.
3.1 Added Ranma Don't Fall drawback. Added some new items and combined a couple of similar ones. Got rid of the redundant each on purchase options. Gave a discount on first techniques bought by a Martial Artist, changed bad end rescue to save you from only lewd bad ends to just bad ends in general once a year. Gave both hermit and underground an extra discount on items. Slightly changed the free Oc companion.