Live A Live Jump by /u/ichwitoek and /u/SonicCody12



Warning: This document spoils all the best parts of the game, so if you're interested in playing it, I recommend you do so before reading any further.

Welcome to Live A Live! If you've never heard of it, it's a bit like Chrono Trigger, only instead of one long story, it consists of several shorter, unrelated stories that only converge in the finale. ...That might not be very helpful. Tell you what, I'll introduce you to each of the eight stories, maybe that'll be better. (Note that there are shorter descriptions later down the line, so you may skip these if you feel like it's too much information.)

Caveman | Prehistoric Chapter: Contact

'Contact' tells the story of Pogo, a young caveman who falls in love with the cavewoman Bel. Being of different tribes, however, Pogo has no idea Bel's tribe seeks to sacrifice her to the last surviving dinosaur, a terrifying beast known only as O-D-O. 'Contact' is told almost entirely without words, and one of the main gameplay gimmicks is Pogo's ability to sniff out enemies. This is also the dedicated slapstick comedy chapter, so expect Flintstones-references and fart jokes.

Kung Fu | Ancient China Chapter: Inheritance

'Inheritance' tells a heartfelt narrative focused on the Xin Shan Quan Master. The Master is getting old, and so he sets out to find an heir to his martial arts school. He finds three students: The dine-and-dasher Sammo Hakka, the bandit girl Li Kuugo, and the impoverished pickpocket Yuan Jou. However, when members of the evil Yi Po Men school of Kung Fu, led by Odi Wang Lee, kill two of his students, not even the wise old master can keep himself from following through on his vengeful thoughts...

Ninja | Bakumatsu Chapter: Secret Orders

'Secret Orders' tells the tale of Oboro-maru, a promising young ninja of the Enma-clan who is sent on a mission to assassinate the villainous warlord Ode Iou and rescue Ryoma Sakamoto, a political figure kept prisoner in Ode's fortress. This chapter is notable for its stealth elements and

the fact that Oboro can clear the fortress without killing anyone, safe for Ode Iou and his strongest few subordinates, most of which can't really be considered alive in the first place.

Cowboy | Old West Chapter: Wandering

'Wandering' is the story of the Sundown Kid, a lone gunman in the Wild West pursued by the bounty hunter Mad Dog. When the two arrive in Success Town, a small community regularly under attack by a gang of outlaws known as O. Dio's Crazy Bunch, they must work together to rig the impending shootout in their favor and take down the gang.

Wrestler | Present Day Chapter: The Strongest

'The Strongest' is about Masaru Takahara, a fierce martial artist with big dreams. Determined to prove himself, he decides to enter a global fighting tournament in order to learn styles and techniques from around the world and eventually attain the title of 'Strongest on Earth'. What he doesn't know, however, is that a far less honorable man named Odie Oldbright has his eyes set on the same prize as him...

Mecha | Near Future Chapter: Flow

'Flow' tells the story of Akira Tadokoro, a teenage delinquent with psychic powers and no living parents. His ability to read minds gets him into trouble more often than not, and he finds himself a priority target for a kidnapping ring known as the Crusaders. After uncovering a government conspiracy that threatens countless people, he must harness the power of Buriki Daioh, a giant mech of mysterious origins, to defeat the evil cult of Odeo.

Sci-Fi | Distant Future Chapter: Mechanical Heart

'Mechanical Heart' is the story of Cube, a small worker robot built by Kato, the only mechanic aboard the spaceship Cogito Ergosum. Soon after Kato completes him, however, their journey to Earth starts to go south. Crew members start dying in mysterious accidents, and the carnivorous alien creature the ship was transporting suddenly frees itself. Soon enough, it's up to Cube to figure out what's going on, and eventually, it becomes clear that OD-10, the ship's mother computer, has gone haywire. This chapter is notable for its horror elements and the fact that Cube only gets into one fight in the entire chapter.

Knight | Medieval Chapter: King of Demons

'King of Demons' is the story of Oersted, a knight of Lucretia who sets out to rescue Princess Alicia from the Demon King. After defeating him, losing two of his compatriots, and finding no sign of the princess, however, he is forced to return home empty-handed. Oersted's quest begins to spiral out of control, and after being framed for regicide, he is branded a demon, finds himself betrayed by the only friend he's ever known, and is ultimately thrust into the depths of despair. He decides to become the new Demon King and takes on the name Odio. Then he lays waste to the kingdom and begins his reign of terror.

As you've no doubt discerned, these stories are all unrelated apart from some minor commonalities, so you're probably wondering how that's going to work. Allow me to grant you this perk before we proceed.

Select-A-Live (0 CP): For the duration of this Jump, you will be present in some capacity in each of the eight chapters. You're allowed to switch between your bodies by spending 10 minutes of quiet meditation in a safe place, and your standard 10 year stay applies to all chapters collectively, so you can decide how much of your time you want to spend in each chapter. Note that time only moves forward in the chapter you're currently active in, so to others, nothing will seem amiss.

Oh, yeah, I almost forgot...

+1000 CP

Have fun!

Starting Chapter

This determines your discounts, so choose wisely. Since there are already extensive descriptions above, these will be more rudimentary. Think of them as the TL;DR. Refer to the summaries above if you think these are too short to be useful.

Caveman: Slapstick Neanderthals Who Don't Talk: A Love Story.

Kung Fu: A bittersweet martial arts story set in ancient China featuring an aging Kung Fu master and his three pupils.

Ninja: Stealth-based chapter about assassinating a Japanese warlord. Contains some really obtuse secrets and can be played as a pacifist (if you ignore robots, ghosts and demons).

Cowboy: A playable western movie where the main characters bring traps to a gunfight.

Wrestler: Street Fighter, except the main character gets to copy his opponents' moves like Mega Man.

Mecha: The most anime thing since anime. Pilot that giant robot, you psychic delinquent!

Sci-Fi: Alien meets 2001: A Space Odyssey. The main character is a robot whose only marketable skill is making coffee.

Knight: It's like that thing the Joker said. All it takes is one bad day to reduce the most chivalrous knight alive to literal demonic levels of evil. Or something like that, anyway.

Whichever you choose to start in, for each chapter, you may either drop into the chapter's main setting with no additional memories, or you can choose to adopt an identity that would make sense within the chapter.

Perks

Generic

Select-A-Live (0 CP): For the duration of this Jump, you will be present in some capacity in each of the eight chapters. You're allowed to switch between your bodies by spending 10 minutes of quiet meditation in a safe place, and your standard 10 year stay applies to all chapters collectively, so you can decide how much of your time you want to spend in each chapter. Note that time only moves forward in the chapter you're currently active in, so to others, nothing will seem amiss.

More Than Megalomania (50 CP): At will, you may play any song from Live A Live's soundtrack, which includes some of Yoko Shimomura's finest work. This also includes the remixes from the Mémoria and Drammatica albums. You may choose whether others are aware of the music, and you also get a CD with the soundtrack on it as a mundane option.

Discounted for Caveman

A Keen Nose Indeed (100 CP): Your sense of smell is improved a whole lot. If something emits any smell at all, you can tell which way it is, and you can differentiate between different smells easily. This perk can be toggled on and off at will, mostly because you probably don't want the full-smell experience in any pre-hygiene settings.

Oo -Burp- (200 CP): You now have the power of farts on your side. No, wait, please don't go! Basically, this perk allows you to release a toxic gas (which you are immune to) on-command. I'll leave it at that, okay? It doesn't HAVE to be a fart joke. It could be, like, a breath weapon or something. See? Compromise!

Sticks and Stones (400 CP): You have developed a rather... unique method of craftsmanship. Here's how it works: By crudely smashing two material items into one another, you can force them to stick together via cartoon physics. It doesn't make a whole lot of sense and it looks very peculiar, but it does the job and it's easy to do in a pinch. Of course, you have to apply a large amount of force for this to work as intended, so it's unsuited for precision work.

Discounted for Kung Fu

Student's Potential (100 CP): No one is born a master. Even you probably started out as a novice. But you have something most people don't have: Potential. With this perk, tutelage from a competent master will always result in some kind of useful lesson for you, so you'll never find yourself completely unable to improve. Any teachers you trust will also gain an intuitive understanding of how they should adjust their teaching style in order to play to your strengths.

Teacher's Legacy (200 CP): The old Xin Shan Quan master passed on the same techniques to all of his students, yet each of them ended up with different abilities - how could this be? The answer is that each of the students developed their own style based on their master's teachings. With this perk, you can develop the same kind of legacy for your abilities. Not only do you gain

better teaching skills, you also develop an intuitive understanding of who could put their own spin on which of your skillsets - after all, any field can benefit from some new blood!

Xuan Ya Lian Shan Quan (400 CP): You are now capable of using the ultimate technique of the Xin Shan Quan school. You begin with a barrage of strikes on your opponent, then you start to circle around them, slowly accelerating until you're seemingly attacking them from every conceivable angle at once. It is very powerful, and its successful use marks the graduation from student to master.

Discounted for Ninja

First Rule of the Shinobi (100 CP): Stealth. The most important thing to a ninja is being stealthy. You now know how to move silently and remain unseen, and your abilities are rather impressive. You are ultimately still subject to human limits, but sneaking into a well-guarded building is more or less a cakewalk for you.

Find the Wicked (200 CP): It can be difficult, dealing with all the yokai and other supernatural beings running rampant, particularly in Japan-centric settings like this one. You're always putting yourself at risk - some spirits are mischievous, but ultimately benign, and others will kill you for touching a sword. To deal with that kind of problem, this perk grants you a good sense of any spirit-like being's intents and morality. Anything that has a body count will immediately be obvious, for instance.

Mystical Ninjutsu (400 CP): Any self-respecting ninja needs to know at least one secret technique. That's just common sense. The ninja of the Enma-clan in particular seem to have amassed quite the collection, from clearly supernatural stratagems such as Blazing Firefly, Sand Arts and Chill Wind, to more straightforward attacks such as the aptly named Shuriken Storm or the powerful sword technique Bronze Leaf. Now, not only are you capable of using these techniques, you could probably come up with ninja techniques of your own, too - after all, what technique could possibly be more secret than one you thought of yourself?

Discounted for Cowboy

Gifted Gunslinger (100 CP): While perhaps not quite as effective as their modern-day equivalents, there's no denying that the firearms of the Old West are one of the era's most recognizable features. As such, you'll want to know how to handle a gun, which is what this perk is for. Not only do you have great aim, you're also capable of drawing your gun rather quickly - maybe you're not the fastest gun arm in the west, but you're definitely not slow.

Master of Rigging (200 CP): Be it regular rigging or jury-rigging, you really know your stuff. You are an expert at setting up traps and ambushes, and your ability to find creative uses for common household objects rivals the likes of MacGyver. With your knowledge, you could stop a large gang of armed criminals using nothing but the sparse belongings of a small town and the good will of its inhabitants. The Old West is unpredictable, and now, so are you.

Hurricane Shot (400 CP): Your abilities as a gunslinger have ascended to a level that shouldn't even be possible. Whenever you're using a gun of any kind, you may use this technique to multiply your weapon's rate of fire and clip size by a randomized one of the following values: x0.5, x1, x2, x4, x8, x20. Round down if necessary. Your ammo consumption does not increase from using this ability; your gun just shoots more bullets than you actually put in.

Discounted for Wrestler

Grappling Genius (100 CP): Can't exactly be a wrestler if you don't know how to wrestle, now, can you? This perk increases your general physical fitness and grants you the knowledge and technical prowess associated with a wrestling style of your choice. This can also be a more general martial art, as long as it involves grappling to some extent.

Joint Locks (200 CP): You have mastered Arm Lock and Cross Heel Hold, two grappling techniques that prevent an opponent from using their arms or legs, respectively. As a matter of fact, you've honed your use of these abilities to the point that the limb you're targeting will go numb and remain unusable for a short while after you let go.

Strength of the Humble (400 CP): Respect is a major theme in Masaru's story, and as such, Masaru's respect for his opponents is a major source of his power. From now on, you gain an intuitive understanding of the techniques of anyone you consider a worthy opponent. This doesn't necessarily mean you'll be able to use the technique, but it does grant you knowledge of the training or features you would require. Your understanding will not fade as long as you retain your respect for the opponent in question.

Discounted for Mecha

Psychic Powers (100 CP): You have some basic psychic abilities. You're a rather talented mindreader, although you're only capable of reading the minds of humans and former humans. You're also pretty good at manipulating senses, and you specialize in manipulating pain. The offensive capabilities of this are obvious, but temporarily dulling someone's pain can also be quite useful as a support ability. Lastly, your telekinesis isn't that strong, but it's there, and that means you can pilot Buriki Daioh if you put in the work.

Mother Image (200 CP): Freudian psychologists hate him! Induce an Oedipus complex in anyone with this simple trick! You've learned how to use psychic powers to forcibly flood your opponents' minds with nude images of any mother figures in their lives, without actually having to think up those images in your own mind first. Not only is this a hilarious prank to pull on people, it's also great as a distraction and difficult to trace back to you. If the target does not have a mother figure in their life, this ability does nothing.

Dr. Toei's Transhumanist Technological Tinkering (400 CP): Aside from the psionic powers, Akira's chapter is also notable for the rather strange technological advancements humanity seems to have made in the near future, the most notable of which is Liquified Human technology. By liquifying a living person or animal, you can breathe life into machines, and in a certain sense, the person or animal can stay with you forever as part of that machine. Even if

you can't look past the obvious moral conflicts this leads to, there's still a few cyborgs casually running about and the antique shop has an ambiguously functional teleporter, so this perk grants you extensive knowledge of all the interesting technology featured in the chapter, allowing you to replicate it if you want.

Discounted for Sci-Fi

Cosmic Coffeemaking (100 CP): You make great coffee. That's it, that's the whole perk! As a matter of fact, your coffee is so good that any given workplace will welcome you with open arms on that basis alone - during any kind of job interview, bringing a sample of your coffee is guaranteed to get you a foot in the door, and your coworkers will likely be glad to have you around.

Power Jacking (200 CP): You have gained the ability to hack your way into devices via their power source. Any device that relies on a public power supply is pretty easy to put under your control, and even with private power supplies, it's only a matter of connecting to that power supply yourself. Battery-powered devices might be trouble, though. This also allows you to hack devices that should by all means be too simple to hack. Light switches, for example. You're also granted some decent hacking skills, if you didn't possess them already.

Incognito Mode (400 CP): Malevolent AIs are incapable of detecting you. Whether you're hacking your way into the haywire supercomputer or just shooting the killer robot, they will never detect your presence on its own - they may deduce it using other information, such as the fact that they're taking damage, but you're effectively invisible until something gives you away.

Discounted for Knight

Lucretian Swordsmanship (100 CP): Look, it's a fantasy world. Without any combat training, living here would suck. Pick two nonmagical weapons appropriate to the age; swords, polearms, axes, bows, anything you want. You are now trained in using the weapons in question, and while wielding either of them, you gain a bit of protection from unholy influences.

Chromatimancy (200 CP): Straybow is not as strong as Oersted - that much is apparent. But he's still a damn good mage, and with this perk, you can follow in those footsteps. Your magical aptitude is increased - if you weren't able to cast some basic spells before, you are now. You have also learned how to manipulate a spell's color, changing its elemental class. A Silver Fireball, for example, will no longer burn its targets, but inflict chilling cold instead.

The Eternal Sentiment (400 CP): Choose an emotion. You can now tap into humanity's supply of that emotion to power up your own abilities. The more humans feel your selected emotion, the stronger you become, and any abilities that rely on your own emotions can now be powered using all of humanity's emotions instead. You also cannot be killed by anyone fueled by the selected emotion - anything that would normally kill you just bounces right off instead.

Items

Generic

Timeline-Appropriate Clothing (0 CP): These clothes will change their form based on your current time period. In an average, modern setting, they will take the form of a T-Shirt and a pair of jeans.

Combat Essentials (50 CP): A nice carry bag filled to the brim with bullets, shurikens, food, batteries, bandages and other consumable items that tend to be somewhat useful in combat. No special ammunition and such, but it refills automatically when it runs out of something. Guaranteed to stay with you even through Select-A-Live.

All Places And All Times (500 CP): Your Warehouse now contains replicas of each chapter's main location, which you may access via a geometrically confusing elevator. There's Ode Iou's castle, Success Town, the entire kingdom of Lucretia, and so on. They're all devoid of life and loot, and the terrain and sky that seem to surround them are just an illusion, but most of them are pretty big, and you can repurpose them for pretty much anything. Once per Jump, you may also move each of them to another location connected to your Warehouse or into the current Jump, in which case they are disconnected from the elevator and the illusion surrounding them vanishes.

Discounted for Caveman

Blunt Thing To Hunt Thing (100 CP): A decidedly unimposing wooden cudgel. The bare minimum has been done for it to be considered a weapon, but there's far more useful things to have in a fight. That said, there's something this weapon really excels in: Hunting. Not only is this club supernaturally effective against wild animals, it also has a special ability you can use on any dead animal's body: In a flash of light, it will be harvested for meat, hide, bones and any other resources of your choice, and you'll find them neatly sorted right next to the body.

King's Fang (200 CP): This fang once belonged to an elusive beast known as King Mammoth. Its ownership marks you as the king of all animals - a highly inaccurate title, seeing as it isn't hereditary at all. Nevertheless, while it is on your person, all wild animals will understand you to be above them in the food chain, and as such, they will stay out of your way as much as possible.

Basic Rock (400 CP): No, not *a* basic rock. *The* basic rock. This small stone embodies the very concept of simplicity, and just looking at it clears your mind. While you're holding it, it simplifies incoming information, making you capable of understanding any and all sentences sent your way, no matter how dense the legalese or how obscure the dialect.

Discounted for Kung Fu

Table with Great Feng Shui (100 CP): Say what you want about Odi Wang Lee, but he has great taste in furniture. This is the large table his bodyguards sit at. It has a nice convenience

feature, too: If you place nameplates on it, it will rearrange them on its own to create a reasonably good seating plan, taking into consideration both interpersonal relationships and the logistics of food placement to minimize items passed around.

Master's Nunchaku (200 CP): These nunchucks may not look like much, but they once belonged to a great Kung Fu master, and his spirit resides in them to this day. He's pretty bored these days, so he's willing to train any who wield his weapon in the art of Kung Fu - whether weak or strong, good or evil, he's seen students of all walks of life, and he's offered his advice to each and every one of them. He's very talented, and although his methods of teaching are limited, any aspiring martial artist could benefit from his tutelage.

Xin Shan Quan Lessons (400 CP): This ancient set of scrolls contains detailed instructions for learning the age-old art of Xin Shan Quan-style Kung Fu. They deal not only with the teachings of the old Xin Shan Quan master, but also with all the ideas his students brought to this style, and it all comes with detailed diagrams, instructions and some interesting tidbits about Xin Shan Quan's history.

Discounted for Ninja

Cloak of Invisibility (100 CP): One of the Enma-clan's most prized possessions: A cloak that, when worn, renders you both invisible and intangible. You can't move without dispelling its effects, but since enemies will pass right through you, this is still a great way to throw people off your trail.

Medicine Box (200 CP): A small box with compartments for keeping pills and other medical supplies. Any pharmaceuticals you keep in this box will slowly lose their side effects over time, and when opening the box with a specific person in mind, you'll find that any compartments containing medicine that could alleviate that person's health problems will have taken on a different color.

Murasame (400 CP): Not to be confused with Masamune or Muramasa. The memory of this ancient ninja sword has been lost to time, but it is nevertheless absolutely steeped in history and legend. Of course, being a legendary sword, it has special powers: By pointing Murasame towards the sky, you can summon a rainstorm of great proportions. This rainstorm always results in a thick fog you can use to conceal your movements.

Discounted for Cowboy

Showdown Shot (100 CP): This is a Wild West-appropriate gun of your choice. Revolvers, rifles, gatling guns – anything that doesn't seem too modern to walk into a saloon with. You may also import a gun you own into this role, in which case it gains an appropriate camouflage and becomes capable of shooting bullets if it wasn't already. Either way, this gun has a peculiar ability you can activate at precisely 12 o'clock: For five minutes, it will guide your hand and do all the aiming for you. It will be up to you to pull the trigger, but your aim will be flawless until the five minutes are up.

All-Poison Box (200 CP): A supply crate with booze, tobacco and anything else your heart might desire. Whenever you close the box, it refills with any legal recreational drugs you can come up with. This might be a bad purchase, depending on how prone you are to addiction.

7th Cavalry Saddle (400 CP): This comfy military saddle turns anything on it completely weightless, and any equine wearing it gains considerable speed and stamina. While there's a conscious rider in the saddle, the steed in question also becomes invulnerable.

Discounted for Wrestler

Macho Bandana (100 CP): A stylish headband that energizes its wearer and increases their confidence, granting them that bit of risk-taking and boldness that can be ever so important in big competitions. Of course, confidence isn't everything, but many people have a hard time dealing with stagefright, and this is a handy way to alleviate it.

Super Bandage (200 CP): This is a pair of hand wraps - you know, those bandages martial artists wear to prevent hand and wrist injuries. Of course, they're 'super' for a reason: Not only do they protect your hands from blunt strikes, they also deal with slicing, stabbing and any other forms of non-magical damage just as effectively. On top of that, they're made from a very peculiar material able to harden or soften depending on your needs - not every tournament will approve of you wearing the equivalent of concrete on your hands, but you'll dominate any that do!

Ultimate Strength Dumbbell Set (400 CP): This is a set of dumbbells designed for others to catch up with you. However strong you are in terms of sheer lifting strength, these dumbbells are capable of getting anyone to that point with a proper training regimen.

Discounted for Mecha

Brawler's Gloves (100 CP): A pair of protective gloves optimized for unarmed combat. Using psychic powers for everything can get pretty exhausting - in those cases, it's nice to have a more basic strategy to fall back on. While you're wearing them, hitting enemies and breaking objects with physical attacks replenishes your mental stamina. Also, they look pretty cool.

Matango (200 CP): Matango is the drink Matsu overdosed on in order to control Buriki Daioh. It's dangerous in large quantities, but as long as you only drink a maximum of one bottle a day, it will boost your psychic powers without posing any serious danger to your health. This twelve-pack of bottles refills once every week.

Buriki Daioh (400 CP): This is Buriki Daioh, the giant mech Akira used to defeat Odeo. Powered by the pilot's psychic abilities, Buriki Daioh can fly and comes with four attack techniques, although he could conceivably be upgraded with more: Metal Hit, which is a basic attack using his giant metal fists, Babylon Kick, which is the most powerful attack in his repertoire, Jom Jom Bullet, which is a long-range barrage of missiles, and Halogen Laser, which converts psychic energy into a powerful beam. Lastly, his greatest strength is perhaps his simplest: Buriki Daioh is extremely durable, even without supernatural help. After all, he was

supposedly built in ancient Babylonia and is still completely operational to this day; it stands to reason he doesn't break that easy.

Discounted for Sci-Fi

Captain Square (100 CP): An arcade cabinet featuring the famous 2099 video game, Captain Square. In Captain Square, you take on the role of the titular Captain, who fights evil across the solar system in the name of justice. Of course, there's more to this game than meets the eye: Captain Square spits in the face of thermodynamics and creates electricity from nothing. Specifically, the better you do at the actual game, the more energy it produces. That's right, you can now create a society that depends on pro gamers as a power source.

Kato's Spare Parts (200 CP): A collection of robot parts used by Kato to create Cube's robotic body. They can be installed in any combat-capable machine and will grant that machine one of Cube's combat abilities: High Speed Op (which grants a machine the ability to repair itself and perform first aid), Upgrade (which can be used to increase the efficiency of combat equipment), Mind Hack (which is capable of inducing a sleep-like state in other AIs), Anti Field (which reflects projectiles with a protective shell), Noise Stream (which generates a loud sound that damages the hearing of unprotected opponents), Info Research (which allows a machine to scan a target's vitals), Spin Drive (which is a physical tackling technique that ensures the user's body remains intact), and Maser Cannon (which is more or less just a powerful laser beam).

Cold Sleep Capsule (400 CP): A person-sized glass capsule with a bed nestled into its base. Provided it has a reliable source of electricity, it is capable of inducing a cryogenic sleep in anyone inside, halting all their biological activity until further notice. This can last for a pretty long time, but waking someone from cryosleep before its scheduled end is a simple matter of opening the capsule. Even breaking it doesn't have any adverse consequences, so the risk is pretty limited.

Discounted for Knight

Ariel Armor (100 CP): A powerful set of armor blessed by some variety of holy being. Probably the same one Uranus worships. Wearing just one of its five pieces grants you protection from petrification spells and similarly nasty dark magic. Wearing the whole set not only offers even greater protection, it also makes you exude an air of heroism, making people perceive you as reliable, selfless and worthy of respect.

Brion (200 CP): The legendary blade once wielded by the hero Hash. It is an ornate, one-handed sword charged with the power to slay demons. Unholy creatures of all types tremble at its might, and when wielded by one it considers worthy, it gains the ability to open magical seals.

Odious Effigy (400 CP): A stone statue with magical properties of unholy origins. Any who gaze upon it see a depiction of their worst enemy, and if you can figure out who or what it is they're seeing, you may summon a facsimile of that enemy under your control. Only one facsimile can be maintained at a time, but you can dismiss it whenever.

Companions

These are all undiscounted. Some characters have a family or something of the sort they'll likely refuse to leave without, in which case you may take the person(s) in question as Followers for free.

Pogo (100 CP): Pogo is a young caveman and the inventor of the word 'Love'. He's incapable of saying any other words and is a pretty big eater, but he's extremely strong, has an incredible sense of smell, and despite being about as clever as a potato patch, he's actually very sweet and has a way with affectionate gestures, even if he's uncomfortably forward about his feelings sometimes. He has a girlfriend (Wife? Ambiguous life partner?) named Bel he loves from the bottom of his heart, and they also have a baby together if things go as they do in canon.

Yuan Jou (100 CP): The first heir to Xin Shan Quan Kung Fu. Before the old Master took him in, Yuan was being extorted into petty theft by the notorious Tiger King. He is a particularly diligent student, but he'll need time to grow into the role of a teacher, and he needs to hone his body further before he can truly fill the void his Master has left in the world. That said, he outclasses Li and Sammo greatly in terms of spirit, and although it will take him a while to catch up to them elsewhere, his skill ceiling is perhaps the highest of the three. He's taking care of his sick grandmother, and he likely won't leave without her.

Li Kuugo (100 CP): The second heir to Xin Shan Quan Kung Fu. Li is a rambunctious young girl who lived as a bandit in the middle of the woods before she was taken in as a student by the old Master. Before that, she was very hostile and aggressive. It was only once she began studying the art of Kung Fu that she found herself able to rely on others, and despite the twist of fate that took her fellow disciples and her Master away from her, she has found that her biggest regret is not opening up to them sooner. She sometimes still has trouble showing others the kindness her Master would have shown in her place, but there’s no doubt that honoring his legacy is far more important to her now than surpassing him ever was.

Sammo Hakka (100 CP): The third heir to Xin Shan Quan Kung Fu. Sammo is a dine-and-dasher from Yuan Hua Street, notable for his, er, non-standard body shape. Due to his size, he gets hungry easily, but he’s not that smart, so he can’t manage to hold down a job. It was only thanks to the old Master that Sammo was able to discard his resulting self-hatred and start seeing the positive aspects of being himself. As mentioned prior, Sammo isn’t that smart, but he is quite strong, and spending his life on the run has made him surprisingly fast, too. He knows there’s still a certain something he lacks before he can live up to his Master’s legacy, but with proper guidance, he can become a great martial artist.

Oboro (100 CP): Oboro is a promising young shinobi with a strong sense of duty and a noble desire for peace. He is loyal to the Enma-clan, and his studies have made him into a formidable swordsman, an expert on ninjutsu (the cool, unrealistic kind!) and a master of stealth. That said, his sense of duty gets the better of him sometimes, and he can get pretty ruthless, going as far as to kill innocents if he thinks not doing so could jeopardize an important mission. It's a last resort, of course, but Oboro is still a trained assassin, which may skew his thought process a bit.

The Sundown Kid (100 CP): Sundown is a quiet man looking for a way to reignite the spark in his life, or, failing that, a worthy opponent to end it. He was once well-known for his lightning-fast gun arm and would take many challengers in his heyday, but he's been trying to stay on the down low ever since a gang of outlaws massacred his home. He seems to be getting better lately, but it might take a while for him to open up to others. Who knows, maybe a change of scenery will do him some good. Some people also ship Sundown with Mad Dog in an enemies-to-lovers kind of way, in which case, sure, he can tag along.

Masaru Takahara (100 CP): Masaru is a wrestler of seemingly below-average size who has journeyed far and wide to learn various combat styles from around the world, including (but not limited to) professional wrestling, Muay Thai, military hand-to-hand combat and sumo wrestling. He holds the title of 'Strongest on Earth' and is looking to expand his skillset anyways, so he'd probably be ecstatic to come along for the ride. His good sportsmanship and drive to improve make him very likeable and many find themselves rooting for him. That said, he's quite proud and a bit stubborn, so he may object to certain ways of empowerment.

Akira Tadokoro (100 CP): Akira is a teenage delinquent and a powerful psychic, specializing in reading people's minds. He's a bit rough around the edges and mostly just does whatever the hell he feels like, but he's got your back when the going gets tough. He has a sickly little sister named Kaori he cherishes dearly, so you may want to make certain medical accommodations.

Cube (100 CP): This is a memory stick containing a copy of Cube's AI. While he's usually steering a small, spherical body built to perform simple tasks, you could put him into a large combat robot if you wanted to. His AI is extremely versatile and capable of learning, and although he doesn't like violence, he is capable of employing it if need be. That said, the only abilities Cube comes with by default are the basic use of his native body and making coffee. You'll have to teach him how to do everything else.

Oersted (100 CP): This is Oersted, non-Demon King edition. Maybe it's because he never ended up losing hope thanks to your intervention (in which case Straybow is currently the Demon King), or maybe he just got the Demon King beaten out of him. Whatever the case may be, he's probably dealing with a bunch of regrets right about now – whether that's committing genocide or just not considering Straybow's feelings enough. If you can get him out of angst central, he's an incredible swordsman and a particularly effective demonslayer.

Someone Else (50 CP): Maybe you really like Matsu and his signature technique, the 'Pissed Fist'. Maybe you're big on Japanese history and like the idea of adding Ryoma Sakamoto to your squad. Or maybe Gori is your waifu or something, I don't judge. In any case, this allows you to grab any other character from any of the chapters. This also includes the various incarnations of Odio (although they're all more or less douchebags, and many are troublesome to accommodate) as well as the old Xin Shan Quan master, if you can ensure his survival.

Single Import A (50 CP): Select one Companion. They gain some variety of presence within each of the Jump's eight chapters, but they do not gain Select-A-Live; instead, their active

chapter is always your active chapter. They gain 600 CP to spend on Perks and Items in this Jump, but they are not granted any discounts.

Single Import B (50 CP): Select one Companion and one chapter. The selected Companion gains some variety of presence within the selected chapter, but they do not gain Select-A-Live; instead, the selected chapter becomes unavailable for you in Select-A-Live, and your Companion must spend the full 10-year-period in that chapter. They gain 600 CP to spend on Perks and Items in this Jump and they are granted the discounts associated with the selected chapter. You may give away access to your own Starting Chapter this way, in which case you may not switch back to it once you leave it.

Mass Import A (200 CP): Select eight Companions. They each gain some variety of presence within each of the Jump's eight chapters, but they do not gain Select-A-Live; instead, their active chapter is always your active chapter. They each gain 600 CP to spend on Perks and Items in this Jump, but they are not granted any discounts.

Mass Import B (200 CP): Select eight Companions and assign each to a different chapter. They each gain some variety of presence within their assigned chapter, but none of them gain Select-A-Live and Select-A-Live becomes unavailable to you. You and each of your Companions must spend the full 10-year-period in the corresponding chapter. Each of your Companions gains 600 CP to spend on Perks and Items in this Jump and they are granted the discounts associated with their corresponding chapter.

Drawbacks

L--! (+100 CP): Your ability to speak is removed for the duration of this Jump, which sounds bad, but nonverbal communication is standard for both Pogo and Cube, so you should be able to manage.

Secret Missions (+100 CP): No matter your current chapter, you will now receive orders from an anonymous group on a monthly basis. If you refuse to follow their orders, they will hunt you down and try to get you killed, and they are very influential. Though some of these missions may be quite difficult to accomplish, they will not conflict with your morals - if you're a pacifist, you will not be required to assassinate anyone, for example.

Kiss of Jealousy (+100 CP): Congrats, Jumper, you're in love! Whichever chapter you're planning to spend the least amount of time in will also happen to contain a person you'll find yourself falling head over heels in love with. Your love is guaranteed to be completely unrequited, and they would never even consider coming along on your chain. Alas, such is life.

Ancient Master (+200 CP): Age is catching up with you - or at least, its symptoms sure seem to be affecting you. Your hair is all grey, your memory isn't what it used to be, and worst of all, not a day seems to go by without discovering an ache in your body that wasn't there yesterday. Your apparent age is somewhere around 70 for the duration of this Jump, and all the complications that come with that kind of age are in full effect.

Mad Dog's Most Wanted (+200 CP): You appear to have committed, or possibly been framed for, some kind of awful crime. Whichever chapter you're planning to spend the most amount of time in, people seem to treat you like a high-profile criminal here, and no matter what you do, you will never live this reputation down.

Surprise Behemoth (+200 CP): Whenever you open a door, there is a small chance for the Behemoth to appear on the other side. The Behemoth is a terrifying alien creature with fangs that can tear through steel and hide that might as well be bulletproof. He'll disappear if you close the door, but his highly effective jumpscares will still be a constant source of paranoia.

The Straybow Drawback (+300 CP): Requires at least two imported Companions. Do you trust your Companions? Well, maybe you shouldn't. You're not going to notice, but you're about to really screw up your relationship with one of them, which will lead to them plotting a large-scale betrayal, not necessarily limited to this Jump. And since you don't know who the traitor is, trusting any of your friends could be a fatal mistake. That said, once the betrayal has happened, you may try to mend the rift between you like any other.

Watanabe Family Curse (+300 CP): So, there's this running joke throughout the game where each chapter will have a scene featuring a boy named Watanabe and his father, who suffers an early demise. You're going to want to prevent these deaths from playing out, because you can no longer access chapters in which Watanabe's dad is deceased, and losing access to your last remaining chapter this way is a chainfail. In the two cases where Watanabe's dad is mechanical in nature, assume that he's alive unless broken beyond feasible repair.

Out for Blood (+300 CP): Throughout this Jump, you're likely to get into fights with people from time to time - that's to be expected, especially since two chapters heavily feature martial arts. Unfortunately, you seem to have lost your grasp on the inherent value of life, and as such, you will find yourself killing anyone you beat in a fight purely out of reflex. Not only is this extremely bad for other people's health, your reputation and sanity are likely to suffer as well.

Odio's Reign (+600 CP): The rise of the Demon King is now inevitable. No matter what you do, Oersted will become a timetraveling genocidal superbeing as soon as he reaches the top of Devil's Peak. Now, here's the rub: Odio happens to think that you'd be a great candidate for the next Demon King, and all he needs to do to make that happen is to make you lose hope. As such, he won't kill you. But he will destroy everything you hold dear. If you give in to despair, you will never be the same after coming under Odio's influence, even after leaving this Jump. You will find yourself incapable of feeling anything other than hatred, and although your chain may continue, perhaps this is a fate worse than death.

Oersted's Shadow (+0CP): This makes it so that Straybow becomes Odio instead of Oersted. He will take on the mantle of Demon King as soon as he reaches the top of Devil's Peak, but rather than proceeding to mess with Oersted, he will set his sights on you instead. He will also be far more powerful than in his battle with Oersted, having extended his hatred to all of humanity, rather than just one man. Otherwise, he's pretty much the same as Oersted, if a bit craftier.

Ending

Return Home: Maybe this odyssey through humanity's past, present and future made you a bit homesick?

Stay Here: It's eight settings for the price of one, after all! You get to keep Select-A-Live.

Continue: Eh, you've had your fill. The variety was nice, but you're ready to move on.

FAQ

Q: How does Select-A-Live interact with the Warehouse?

A: With great difficulty. Since Select-A-Live stops time in inactive chapters, what happens if someone is in the warehouse while the active chapter changes? Does their body freeze in time? If so, can you use this to cheese an opponent and can you take someone frozen in time to a different chapter? If not, what does this mean for Jumpers and Companions, who are now controlling a different body? There's no perfect solution to making the Warehouse work properly in this Jump, so I recommend you just brute-force it and have the Warehouse automatically kick out the characters in question just before Select-A-Live activates. It's not a particularly elegant solution, but it's straightforward and prevents cheese.

Q: What's with Mother Image?

A: The more straightforward interpretation of the in-game animation is that Mother Image pacifies enemies by making them feel a mother's love, but this interpretation is both funnier and makes for a more unique ability, so I ran with it.

Q: What's with Sticks and Stones?

A: I wanted to base a perk on the crafting system in Contact, but the system in and of itself is useless to a Jumper because its associated tech level is, well, sticks and stones. So it's an alternative to glue now.

Q: Why is Showdown Shot the only weapon with explicit importing options?

A: Oh, that’s because I forgot to mention it on anything made after Showdown Shot and didn’t want to make the descriptions feel unnatural by adding it in-post. Feel free to import items as you see fit. It’s not like any of these weapon purchases are particularly overpowered by Jumpchain standards, anyways.