The Melancholy of Haruhi Suzumiya
By Gaunlet AKA Waddle

The Melancholy of Haruhi Suzumiya follows the high school life of Haruhi Suzumiya, a young and very active high school girl, and those who are caught up in her unusual antics. While Haruhi is the central character to the plot, the story is told from the point of view of Kyon, one of Haruhi's classmates.

As the story progresses Kyon and Haruhi meet many new people including the time traveler Mikuru Asahina, the alien Yuki Nagato, and the esper Itsuki Koizumi, all of whom attend North High. Mikuru, Yuki, and Itsuki were all sent to monitor and observe Haruhi since she has the unconscious ability to destroy the universe and make a new one. Their mission is to keep her from getting bored, since Haruhi could create a new universe from scratch if the old one fails to remain interesting. However, they must hide Haruhi's powers from her for unexplained reasons because such a sudden shock may end up with her going into denial of what the world really is. These three join Haruhi and Kyon to form a school club called the SOS Brigade. The entire series consists of the SOS Brigade's attempts to keep Haruhi entertained while hiding and dealing with supernatural phenomena.

A few things to note. Whilst Haruhi is a potent reality warper it's been proven that she's not the origin of this universe. Her power isn't usually overt, usually manifesting in impossibly lucky events or subtle changes in the world around her, because everything is being changed by her sub-conscious. She has, at least once, prepped the universe for a total reset and has enormous power over the local 'data'. Think of her as someone who could change what the arthour's writing from inside the book and you'll have a solid understanding of her power, again this is only sub-conscious in nature right now.

This is a bit of a nice world, but it's going to be entertaining to see how you shake things up. As it is though you've got a choice. You can either choose to stick it out in the original universe of the Melancholy of Haruhi Suzumiya: sticking around a high level Reality Warper, ESPers, Aliens, Time Travelers, and Sliders both antagonistic and ally or you can spend some time in one of the local alternate Dimensions, a comfy place created by Yuki Nagato where the supernatural is completely non-existent and you'll find the world a lot more ... normal.

Oh and also, welcome to North High School, Jumper!

Here's 1000 CP for your use in making your mark on the world, though if you're going to Yuki's world you won't need it so take 0000 CP Instead.

Age and Gender are Sixteen and Free Choice, respectively

Origin:

Slider (Drop-In) [Free]:

You already are one! Technically, but now you are officially a dimensional Slider. A being able to traverse the dimensions through some means. Seems like this label has granted you something since you entered this world, neat!

You'll start with a place to stay, a nice little apartment, and a small budget.

ESPer [Free]:

As an ESPer you're new to the job but you've got a duty and connections now. Your duty is to enter the Closed Spaces, alternate dimensions which overlap reality caused by Reality Warpers, and solve the issues that arise in such places. Most ESPer's seem to align themselves with a Reality Warper like Haruhi Suzumiya or Sasaki, but you are currently aligned with a being no one has heard of that goes by many names, from Jump-Chan to Benefactor.

Strangely, there seems to be an organization who are just finding out about your patron. They've set you up with room and board as well as a contact you're told you can seek out in your new school.

Future Person [Free]:

A Future Person is a being who has used the TPDD to time travel into the past from the future. You are a part of the organization that helps keep the timeline in order, as damage to the timeline could irrevocably change it for the worse. You have a functional understanding of events and a LOT of Classified Information. It's actually kinda annoying.

Everything was set up when you got here so you've got a place to stay and everything you'll need to keep in character as you move through the life of a High Schooler and troubleshoot some of the easier timeline disruptions.

Alien [Free]:

Humanoid Interface refers to a number of data organisms that are created by either the Data Overmind or the Sky Canopy Dominion. Humanoid Interfaces created by the Data Overmind seem to be capable of mimicking certain human functions (such as eating, bleeding, breathing, communicating, etc.). Due their nature as data life forms they possess the ability to manipulate data, allowing them to alter reality. Without a connection to the Data Overmind, however, they will slowly become ill and their powers are greatly reduced; this might even be life threatening at its worst.

You've been set up with an apartment and food. Everything seems paid for and in order.

Perks:

[Origins get their 100 CP Free and a discount on all perks under their Origin]

Hidden Intentions [Free]:

Like with all the SOS Brigade you can hide your extra-normal nature as easily as most people put on clothes. This combination of being just slightly quirky whilst hiding all of what makes you beyond the norm could convince even people that actively were looking for thing like yourself that you weren't what you actually are. This isn't the perfect disguise but it's damn close to really good plot armor on your means of creating your disguise, making it much more difficult to expose as the world seemingly leans the odds in the other direction as long as you purposefully keep up the ruse.

It's Called Moe [50]:

To burn with great passion as one sprouts. Moe is a look of innocence and naivety changing to a more mature aspect. Basically this makes you cute. Really cute. Also it allows you to emphasis the cuter aspects of your being without being overly, tooth rottingly no one will take you seriously, cute.

Don't Really Have a Glasses Fetish [50]:

Sometimes what people need is a frank opinion point blank. But when there are folks literally knock your block into the next city block you might wanna do it in such a way that you get away with it. You can make off-the-cuff frank opinions known and with just a minor apology at any sign of hurt feelings you can not only get a person to think on your opinion but actually give it a great deal thought. You could give people ideas this way or change a particular habit, but it doesn't do much that a long conversation between you wouldn't.

Smirking Bastard [50]:

Ah I can feel the smug behind that poker face of yours. You have the ability to hide almost anything below the level of you screaming in pain/fear behind a seemingly impossible facade of cheer. This allows you to be very good a variety of things, but seriously when you want to cry you can choose to laugh instead. You're that good.

Almighty Leader [50]:

Bombastic, energetic, fine of feature, and with an air of empathy you are able to be someone that most people spend their entire lives trying to be as naturally as you breath. It's a simple as waking up to bring forth your inner positivity and you seem to be able to do so at the drop of a hat. Expect folks to want you to be a leader, though this perk doesn't necessarily mean you'll be any good at it.

Class President [100]:

You are terrifyingly good at being a group speaker. You could easily enthrall the simple minded through sheer charisma and even the average person will find you both likeable and easy on the eyes. In addition you are a shoe in for a small group leader, making you an

excellent at irradiating up to about fifty people with the kind of ease that they won't even notice you've changed the seating arrangements eight times now.

Fit for Tradition [100]:

You can become evocative of the traditional roles of classical womanhood AND femme fatale. You can at times be the demure, lovely picture of a stay at home maiden but then like a switch is flipped you go into a mindset that allows you to get things done and in general be a better field agent then a young lady should. For men this makes you the picture of the domestic man to a terrifying guardian of your people in an instant.

Perfectly Normal [100]:

It's like a switch being flipped. All the stuff that happens seems to do so suddenly and then when it's all over, as long as there's no need to clean up, your life continues on as if the world just wants to quietly ignore the kaiju battle in other-space. You can also roll with the various narrative punches so well you could easily find yourself being better at a time traveler's job than she is, but through it all you can always go back to the sense of a simple life if you allow it.

Genius with Tinfoil [100]:

So you're smart when it comes to people. How smart? Well envision a twelve year old boy, with nothing but a little knowledge that he's a part of some greater scheme that spans the world. The kid then goes on to use an Internet forum and word of mouth to organize an entire global organization and hijack enough resources to never have to worry about things like rent ever again in about three years. That smart with people.

Humanity is Infectious [100]:

The most powerful and dangerous trait humans possess isn't some ineffable 'specialness', but our humanity itself. Frequently, when a non-human critter appears in a story, be it Aliens, Robots, Mutants, spirits, or otherkin, they'll be incapable of emotion (usually love, but friendship also crops up from time to time), creativity/fecundity or individuality. But that all changes as soon as they spend time interacting with humans. By observing and forming relationships with humans, eventually the critter is "infected" with humanity's values and viewpoints, and learns new ideas, philosophies and even to feel. In some stories this can go a step further: a robot might develop a sense of identity, a Hivemind may learn to love her offspring as family and not just drones.

This is important to you because you're a carrier. You have become able to use empathy and emotion to redeem non-humans into humanity. This might be seen as a bad thing by some things.

Rolled Good Life Stats [100]:

Most folks who want to win have to specialize. Most Jack of all Trades are known for being not strong in any one thing. You? You're in the top ten percent in most things. You've got the smarts to make it in life, the body to go olympic if you really wanted, the charisma to just

marry into the good life, and more. Take the bulk average of your species top ten percent and that you, in everything. This persists across all the worlds you'll jump to from here on out. It may not give you a great skill or something but it'll make your foundations solid.

(Not That) Great Will [500]:

You have the power to subtly shift chance, causality, timing, and a number of other factors into your favor to the point where it seems like you are always incredibly lucky. You can expect less failures, though there still will be some, and most things tend to smooth over in your favor. However this is all an expression of a power that you have no knowledge of. An ability that warps reality itself and causes things to happen this way. This power, often called the Great Will, is a potent ability to will something to happen, have happened, or to come to be and it be so. Without fail. This potent abilities full breadth of power beyond simple 'luck' is something you're ignorant of, and will stay ignorant of until you gain a Spark, you simply can't access them.

Slider:

Diverse Deadpan Snarker [100]:

You've got the wisecracks down pat. Able to use gnomic, sarcastic wit, sometimes bitter, occasionally whimsical asides to do anything in a conversation from create rare, funny one-liners to being complete obnoxious at will. You can also inject anecdotes, historical references, and some pretty high (though not high enough to be outside popular culture's window of perception) science into your conversations to keep things interesting. All of this information and mannerism means you are a heck of alot more worldly than most folks just dumped in a place. Must be an adaptation that Sliders get?

Parallel Bleed [200]:

Entry into a world without a point of reference would be totally disorienting, but thanks to your nature you have a very objective overview of the worlds you enter. Whilst this won't reveal more than the local who's-who and things that are grossly divergent from the 'normal' this ability allows you to quickly adapt to being thrown into new worlds with divergent histories, physics, and other information that may differ from world to world. This doesn't necessarily make you able to survive in the world but keeps you informed of what one should know to have a chance to do so.

In addition, you can tap into the collective parallel world in which you exist to mentally experience something that has happened in a parallel world as a form of 'parallel world deja-vu' which can allow you to get a sense of the immediate present though multiple subtly different perceptions.

Mono-Dimensional Sliding [400]:

A skill developed that is neat. You can Slide through Space as well as between Dimensions. This act is like teleportation to most others but to you it's dropping slightly out of the local world before rubberbanding back into the world in a slightly different location. There's, of course, more to it than that but that's the layman's explanation of how you can vanish from one point and appear up to a hundreds of meters away the next instant. You can even use this to build up momentum if you wish, though be careful because all the rules still apply to you as normal so a normal chap could end up getting crushed by his own foolishness if he hits terminal velocity. The easiest use of the ability is to teleport to points of familiarity or find people you are familiar with, which you can do up to ranges much greater than the simple hundred meters you can do at the drop of a hat. Whilst distance isn't really a limit for this power it is bound to the local worlds Global Position, so you can't do more than planetary level teleports without some means of accurate astronomical navigation system.

Mallory Crossover [600]:

This the power you have that distinguishes you from others. Sliding bodily through that which is between Worlds you can arrive at a parallel world where you never existed, this is done by creating a 'wormhole' that people can follow you through an you can 'aim' at generally the changes you want. You can complete this slide maybe once a month.

If you wish you can go to a world where you can meet a fellow version of yourself. They will have only the perks and items from that jump along with whatever you purchased from the Body Mod Supplement. They will only be as talented in those perks and abilities as you are, any deviations due to you having trained with aids of some sort being put off on ‘sheer talent’. Neither you nor anyone else may steal or copy any of their powers or items..

In addition, you can also, “Jump” to a parallel world via Sliding into place into an alternate universe version of yourself, basically Sliding only your memories to another you in the another world. This is the most basic form of Sliding known to you and it take a bit of time, about a minute, and concentration to do so. Mental Slides are much easier and can easily be performed virtually at will. Because someone asked, yes you are still you so you still have all your powers after mentally Sliding.

ESPer:

Professional Yes-Man [100]:

A great assistant provides their boss with the things they need to do their job. This can mean an organized schedule, up-to-date research, fielding calls, or taking on the small tasks. You are basically the kind of person who can do just that 24/7/365 and never once will your boss think that something is odd about the way they always have a job 'just for you' nor the fact that through doing these jobs you never have to bother with conflicting them. Just say yes and it'll all be alright. It truth this ability is a supernatural sense for when someone needs something done. Further, you get a broad sense of the danger before they even suggest you'll do it for them. So if you need to make yourself scarce you know just when not to be around to say yes.

Extra Sensory Perception [200]:

A fundamental power that allows one to sense the Closed Spaces that are produced by Reality Warpers. For most ESPer's this would be the only power they'd have outside the Closed Spaces and emergencies but your powers also extend to telekinesis with a base level of strength as strong as your own physical strength, a type of sight that allows you to see through the eyes of friends up to a hundred meters away from you and a max of eight friends at once, and the ability to light a candle at around eight meters with a thought. With practice your mental powers will grow, and you can expect the powers to grow even more. You telekinesis could grow beyond even your own strength of arm, your limited range of 'far sight' extending, and your pyrokinesis growing to the point where you'll be scorching concret with fire blasts hot enough to melt a normal man alive though that level is far from the here and now, most likely fifty to sixty years of hard training from now. You can't use telekinesis on things you can't sense, usually via sight and you don't seem to be able to interact with a person's internal organs easily, so whilst you can't crush a guy's heart you could choke a guy.

A Collective 'We' [400]:

The truly potent techniques of the ESPers of this world take multiple ESPers to pull off. Collectively ESPers are able to 'donate' powers to each other for use in case of emergencies. For you this manifests in the ability to allow up to eight others to share in your psychic powers by averaging their and your collective psychic abilities/potential together and doling out lesser versions to the group. This ability can also be used to donate power to one in particular, either having your friends gain the full weight of the collective power without averaging everything out or pulling on others for those last possible second abilities.

When In Closed Spaces [600]:

Closed Space is an alternate version of the real world which overlaps the real world as it appears. Within it time can stretch slightly and monsters that represent a Reality Warpers emotional nature. As you are slightly different the nature of this ability too is different. You can create a sub-dimensional space where the local environment is duplicated, but without people or animals.

This can allow fights that would otherwise level entire neighborhoods to play out, but in reality only the copy of the real world will be damaged. In this realm your psychic powers are

amplified to an unreal level. The abilities listed in Extra Sensory Perception boosted from even their small beginnings to a field of crimson force able to take multiple ton punches and cut the limbs of titanic beings the size of buildings. You can choose for this realm to have monsters lurking in it, copies of foes you've fought in the past and of those you fight in the present, updating the Closed Space is as easy as opening it in a world/Jump. The Monsters will never have an overwhelming advantage but without aid you may find yourself outmatched and desperate for escape. The largest a field of Closed Space can get is about 100 square kilometers and the larger the field the faster monsters appear.

Finally you can 'invite' friends and foes you wish into the world. Though doing so exposes them to the dangers of this world and they must accept the invite themselves. Exiting Closed Space always end up at the point you entered it.

Future Person:

That's Classified [100]:

You have a special skill. You can classify information so thoroughly that even if you were to have a truth serum put in you the only thing you'd say is the honest truth. That's classified. This allows you to keep information that you've classified from getting out by sheer stint of being unable to even mention it. Really useful for when you've gotta give the information out to naive newbies but need everything on a need to know basis.

A Predetermined Event [200]:

Time travel works in stable loops and often results in predetermined events, a symptom of the system. Basically, it works like this: a predetermined event happened because a time traveler did it and until that time traveler closes the loop they are afforded some small amount of grace by causality, preventing random chance from killing you. However the longer between the point of predetermination and the time travelers jump back to close the loop and the greater the strain the world has with the events. You have the know how to actually use these facts to your best advantage, manipulating the both causality and the timeline with expert skill. To put it very simply the threat "Kill me and all time will quake." is very scary when you actually can make good on it. Also you understand all kinds of technical jargon for time travel.

Trained by Yet to Come [400]:

Training in the Organization is highly comprehensive. Everything from martial arts to lock picking to piloting a spaceship is compressed into the training program and taught through the sheer painstaking process of… asking the person's future self to make sure everything needed to know is known. This training process allows a person to learn via experiencing very exact situations that have been predetermined by their, never seen, superiors who know exactly what will work. This allows you to treat yourself as if you were being trained by a mentor with at least ten years more experiences on you in everything you have known or gained in throughout your Jumps.

Sensitive Time Control Data [600]:

This information is something of a keystone in the Organization's ability to viably time travel to change things so that the timeline can come to pass as it has. This is the information fo the techniques, technology, and theory behind the use and creation of the TPDD and other forms of future technologies from the Distant Future of the 'present'. This data is all in your head and it'll take some great amount of time to figure it all out, some of the stuff here took decades of genius's working together to create even the prototypes for, you should be able to figure out the mechanical means in which technology works much easier from now on, allow you to integrate technologies together as if they'd had years of trial and error already done.

Alien:

Expospeak [100]:

You are terrifyingly good at creating massive bricks of expository dialogue and cracking people over the head with them. This can be anything from technical jargon to explaining the entirety of a situation before anyone has a chance to misunderstand things, but you're able to get your piece, no matter how large, said in one solid breath. In addition to this things you know, as in learned skills like math and english, you know so well that you could easily teach others about it. Mastering a learned skill that is being taught to you takes less time than normal, in general.

Humanoid Interface [200]:

The body is just chemicals, atoms held by forces, all things can be traced back to the information that they provide to the observable world. Thus by altering the data one can produce different results. This is the core of all Data Overmind manipulations of the world as it understands things, but in turn it does not understand things such as eating, bleeding, breathing, and communicating which has resulted in the creation of Humanoid Interfaces.

Humanoid interfaces, in general, have displayed superior strength, stamina, speed, as well as superhuman senses. You are able to think up entire atomic structures in your head, recite the periodic table aloud by memory alone, and finish complex mathematical problems that would have college level professionals scratching their heads for hours all at once.

Processing Space [400]:

Aliens have data-altering abilities, where the data is the material world; they can change but not create data, which sometimes require incantations which sounds like high-speed speech, and the ability to create, repair or enter a Data Jurisdiction space and completely control objects within, including making attacks within it. Outside of the Data Jurisdiction space the abilities of an alien are kept to the mere superhuman Humanoid Interface body and some minor ability to alter data, enough to pull a knife out of nowhere or communicate with the Data Overmind.

By creating a Data Jurisdiction the alien 'partitions' a section of space no larger than a 50 meter cubic area and takes direct control over the data within that area. This allows for a massive increase in ability to manipulate the local data but it is obvious and can be broken into by a forceful enough person with supernatural powers and the wish to enter the space.

Data Overmind [600]:

Unlike many beings the truth is that your brain is not essential for thought. You are a Data Overmind and thus your mind, body, and soul are data moving along unseen lines in the world. You, simply put, are a being composed of information and exist in a state of flux that allows for high levels of evolutions. Whilst not strong enough to not need a Humanoid Interface, or some substitute body, you exist as a being who can manipulate the data to a high degree. The manipulation of probability and cross-temporal synchronization abilities (the ability to share information with past and present versions of yourself to foil time traveling) are now things you can do in addition to a higher latitude of ability in the Data Jurisdiction, with the proper amounts

of fine control you could create matter-to-energy conversions, conjure complex mundane objects seemingly from nowhere by changing the data in the local space, and even speed up the relative time in an area so that time seemingly stops for about two minutes.

Note:
On the subject of Data Manipulation I have this to say. As far as all of my research can come up with the Data Manipulation only seems to be reality warping. In truth it's highly complex changes to the local data, material world. To use an example the knife conjured from thin air has to actually come from somewhere: such as the iron in your blood or the local metals or that metal post nearby. So it's more like really rapid material transmutations on the atomic scale, but this means you need to know the full atomic composition of whatever you're trying to make happen and how it works out in material science. The whole cross-temporal synchronization is basically about linking to a mental update via a secure system that is separate from the time traveler's effects.

Items and Equipment:

Brigade Headquarters [Free/100]:

A door in your warehouse leads to a copy of the SOS-Dan HQ. It features a desk, a long table, a desktop computer and eight laptops, as well as numerous cosplay outfits, chairs to seat everyone, board games and books. This place is a great area to just chill out. The window shows the outside of one or your properties or just what is outside the immediate area of your warehouse opening. You can use the window as an exit but it'll eject everyone in the warehouse with you in a comical explosion of folk flying out, the warehouse closes up after you exit via window.

Whilst in this world you can easily access the actual SOS-Dan HQ instead via this door, though after you close the door it'll default to the school building once more. If you buy this you get a discount on all of the following upgrades to the room, marked with a **_**.

_Anime Collection [50]:

You get a collection of all Melancholy of Haruhi anime. These will be stored on a shelf to the side, one of those metal ones with doors by default but if you have a preference it can be something else.

_Costumes [50]:

An array of outfits that range from Sherlock Holms cosplay, to some neat space ship uniforms, to bunnygirl outfits. This collections contains every shown or talked about outfit in the entire series, even the ones that were only imagined up or shown in the anime. They're not effective for anything other than some good natured cosplay but they are good for that.

_The Mini-Fridge & Microwave [50]:

The Mini-Fridge comes stocked with a series of microwavable meals. All of the meals are healthy, there are growing girls here, and hold a balance of vitamins and minerals without tasting like hot cardboard, in fact the meals taste like meals you've eaten before. The selection is random but based on the best meals you've had in memory, though only taste carries over.

_Phone [50]:

A simple phone with an expansive contacts list. There's one for every companion you've ever had, or will have, as well as a number of apps that'll have any little sister types swiping your phone to play with, even if they have one of their own...

_North High School [500]:

An average Japanese High School on a hill. With a fine property on, admittedly steep, hill this places is very average but teaches everything that would be considered the average lessions of a High School level education, though it will not lower it's standards they can update the curriculum as new Jumps bring in more information. Staffed only by locals North High School will have a history of being wherever it's imported and reputation for being 'eccentric' but should North High School bring something new to the world it'd be as simple as leaving it there

for a few years before the locals pick up on it easily enough. Though, it is dead average as a school in basically everything.

Slider:

An Anthology: The Collective Works of Jumper [100]:

A shelf filled with novelizations/journals/memorias/etc. Which updates over time and never seems to take up more than a small bookshelf. It's terribly messy and sometimes you'll find some really odd stuff there, like a boardgame themed around one dream you had in some long ago Jump or a set of completely fictional Yaoi/Yuri/Otherkin-Doujinshi that pairs up you and a hated enemy. All of these different things have different sources and only the things explicitly noted to be biographical seem to have reliable narrators.

A Rusty Blade [200]

A katana, rusted into its sheath. With a firm enough jerk the blade comes free just enough to see the symbols 直方 恭典 upon the pitted surface. Like all things related to your nature as a Slider this weapon is strangely recurring the the parallel worlds. It has a strange property that people who see it seem to experience deja-vu more often, but it's more prominent ability is the ability to sync with other weapons and when drawn suddenly have the weapon Slide into place in your hand, this sword having exchanged places with that weapon.

A Buff Coat [400]:

Think of a trench coat made of insanely light, breathable kevlar. Now seed that with polymer plating, like ceramics but less chance of breakage, before filling the thing with all kinds of small gadgets. Basically, you've got yourself one of the most advanced coats, and it comes with an equally freakishly advanced skinsuit to wear under your cloths. This is the most advanced defensive raiment in the local parallel worlds, functionally an artifact of technological wizardry barely possible in the here and now. If that wasn't impressive enough the suit and coat also act as a perfect base to add things too, so if you happen to Slide into a world where magical girls/boy are real and gained a henshin device or raiment you could easily, with a bit of effort, add that to this coat.

Elseworlds Peripherals & Accessories [600]:

A company that works in cutting edge… everything really. It's organized from top to bottom by a bunch of no-name followers and they've got technology from a variety of different worlds. This company follows you as a constant, though you might have to hop a few worlds to find it if you end up in some medieval world, and they are basically what you'd expect from a company that seems to have an unknown edge on the all worlds. To be exact the company sells any widely-available item from Jumps you've been to, updating their stock with each Jump, though only things that could be crafted by normal, if skilled, individuals. They also have a R&D squad trying to make their own original products by working to integrate the various parallel worlds technologies into a single cohesive unit, again they're limited by being normal though skilled individuals.

The individuals are updated to each Jumps new 'normal', ignoring any instance in which this would lower their productivity, so if having some skilled magic users is common enough that

a company would have them then they'd have one or two on staff, for example. Sadly there only seems to be one of these companies in the local parallel worlds, ever.

ESPer:

Maids, Butlers, and More [100]:

In all seriousness though your relationship with your benefactor has attracted a series of folk who work as professional homemakers in one way or another. These folk are all simple followers and have no speical powers beyond simply being able to 'feel' Closed Space. Other than that they are all just really decent at making a home nice and tidy. Decent, loyal folk all around though.

A Conspiracy [200]:

This is a secure link, phone/laptop/internet connection/messenger pigeon/etc. To the greater workings of a larger conspiracy which is centered on your benefactor. This will allow you to have a finger on the pulse of every tin-hat wearing, website cracking weirdo in the local area as well as a read on how useful said folks could be.

Remote Island Syndrome [400]:

One of your contacts has really pulled through for you. You've got a remote island, around three square kilometers of land, out there that you can visit and it come with a villa, boat to ferry you there, and enough farmland to be stable. In addition there are a few followers on site at all times tending to the basic needs of the place. At will you can enclose the entire place in Closed Space, dragging even the unwilling into the place as fog, storm, and more block any passage in or out of the area. This form of Closed Space will form a closed circle and allow you to hedge in most normal beings, but a really dedicated individual could escape given reason to do so.

The Organization [600]:

You are a part of a massive conspiratorial empire, which easily matches the influence and resources of an international corporation. Your access to various resources are incredible. This is not to mention the value of having connections to plenty of less scrupulous types, who have made a career in aiding those in this type of work. Whenever you go to a new world you may choose to have a this empire waiting for you.

The true value of this Organization is the sheer weight that one can throw around with it from having personal hospitals to security teams to even having 'friends of the family' donate to the cause in a number of ways. All of the followers from The Organization are touched slightly by the Benefactor and basically are ESPers with the Professional Yes-Man perk.

Future Person [A Future Person gets the TPDD for Free]:

Mikuru BEAM! [400]:

You have a set of contacts that shoot out a variety of 'beams', from a Microwave Emission able to scald flesh to firing a flechette at speeds faster than the normal eye can see, in a eye watering number of colors. Neat eh?

TPDD [1000]:

The TPDD (Time Plane Destruction Device) is a device, looks like a watch, used by a time traveler that acts as a time machine. It has the ability to bring one back and forth in time. Although this isn't the best method of time traveling, it successfully transfers the beings whole.

Every time the TPDD is used, it punches a hole in the time plane. The further the travel to the past, the more damage is dealt, along with the greater number of trips. The "holes" need to be filled afterward or they will affect the future. The main task of time travelers in the past is to repair TPDD damage by inserting something or someone to ‘fill’ the emptied ‘spaces’ in the time plane.

The theory behind the TPDD was created in the Distant Future and works by creating loops of causality know as Predetermined Events, to explain Time Travel normally think of Time as a deterministic 'picture-book'. Many if not all things are predetermined events. One could think of it as a traditional 2D animation: changing one frame won't magically change any other ones.

Time traveling is simply moving in a 4-dimensional direction through the collection of 3D stills. Think of it as somehow diving through a stack of personal photos, the deeper you go, the farther you travel back in time. But because you’ve gone back and changed things the ability to create new pictures is a available. This is the Time Travelers lifeblood, keeping the various pictures as close to the same so as to not change the future so radically as to create a new timeline.

TPDD are set up in such a way as to allow only Closed Loop time travel for this very reason.

Alien:

A Rather Nice Apartment Complex [100]:

This is an enclosed apartment building full of that strong modern look that is quite popular nowadays. It’s got 800 rooms and you’re stationed in one of them.

A Library Full of ‘Different’ Books [200]:

Different isn’t always good but al least it isn’t cliche right? You have access to an entire treasure trove of books which range from Hard Science Fiction to Fantasy. This massive Library is accessible through any conventional Library via your Library Card, which itself works at any Library.

The Anything OS [400]:

This is a ‘perfect’ operating system for any computer. It’s compatible with every form of software that exists, runs faster than anything that’ll develop in the next hundred years or so, and has no weak points. In general this system is the greatest piece of software that can exist. Updates anytime there is software greater than it to be in the average top ten percentile of the local software. Never downgrades.

Data Integration Thought Collection System [600]:

An ‘upgrade’ to your own mind. A variant of the DITE which render assistance to yourself, though they can't affect the world directly it can observe the world through you and the local area, but that can help gather information and give advice using the accumulated data. This accounts for data that you personally observe as well as the DITCS’ observations as well.

Companions:

A Spin-off Series!? [200]:

All imported Companions, up to eight, can choose their origins. They start out, like yourself, as members of the North High School student body. They each have 600 CP.

Canon Companions [100]:

You can gain a canon companion.

Abilities they have beyond what they would gain via CP are reduced to those levels. For example, like in the case of any Reality Warpers, whose powers translate into **(Not That) Great Will** instead. You can't purchase a member of the SOS-Brigade unless you are going for their Non-Supernatural equivalent.

Bringing the Brigade [400]:

So you wanna take along one of the SOS-Dan? Well that won't do. You can't take one of them this band of friends stick together and thus you take all of them.

These canon beings are not limited as if they were bought with the Canon Companion option.

The leader is Haruhi Suzumiya herself and she's a bright person to be around, and the strongest Reality Warper in the world. Kyon is a normal guy here, a man whose snark is legendary and basically the straight man in every joke. Yuki is a Humanoid Interface who has, over time, become more human and is starting to figure out how to deal with Errors (Emotions). Mikuru, a Future Person with all the problems that comes with, she'll be fully trained by the end of the Jump at least. Finally, Itsuki Koizumi is an ESPer with access to the Agency, he's basically Haruhi's toady.

If you wish to learn more about them beyond just what they'll be bringing with them it's best to get to know them here during your decade here? Also if there are more, or less, members by the end of your stay here in this world, that's okay too.

Yasumi Watahashi [50]:

A first year who looks really young for High School, in point of fact she's still got a year before she becomes a freshman. She's got **(Not So) Great Will** and **It's Called Moe** and she'll grow up to be a very outgoing girl. She's got black hair, a smiley hairpiece, and her name has a hidden meaning.

A Little Sister of My Own [Free]

You can have a cute little sister. She's invasive and wants to go on great adventures with elder sibling. Please be kind to her. She's got the **It's Called Moe** and **Perfectly Normal** Perks.

Note:

Aliens imported via companions do not need a link to the Data Overmind post-Jump.

Drawbacks [Limit of +600 CP]:

The Melancholy of Haruhi chan Suzumiya [+000]

Things are a bit more slapstick here. It's entertaining to a degree. Though it also seems like Haruhi is even more oblivious to things here than originally. Things are funny and fun, if a bit overly cute. You may take a Chibi-Asakura with you for free I'm told they're easy to tame if you know how.

The Disappearance of Jumper-Anon [+000]:

This is a 'perfect' world. A world where the supernatural don't exist and everyone lives ordinary lives, for better or worse. Thus, there is nothing for you to acquire unusual abilities from, for this world has no special qualities beyond what led to its creation. However, should you be willing to 'adapt' to it, you may regain your base CP...though the price will be losing all of your supernatural abilities and all but your most mundane items. Enjoy this world where the supernatural doesn't exist. This option can only be taken if you've taken the option to be a part of Yuki's world from the beginning of this document.

The Many Parallel Worlds of Kyon [+100 OR +000]:

You seem to be in some kinda alternate world where there are trashy yaoi references around every corner, Haruhi uses her powers on accident to swap people's genders seemingly at random, and no one seems to remember what 'personal space' is anymore. It would seem that you are in a fanfiction world, but it's objectively terrible! Instead of gaining any CP you can choose the fanfiction that this world is based on. No crossovers!

Orange Armband of Second-in-Command [+100]

You are intrinsically bound to the plot and whatever comes afterwards. You're a childhood friend of Haruhi Suzumiya, yes even if you're a slider, and she's decided to make the SOS-Brigade an actual thing, which in your opinion is a great idea because you have similar tastes when it comes to boredom, it shouldn't exist. Consider yourself vice-captain of the SOS-Brigade and one of the largest enablers to Haruhi's search for excitement, though you can rein her in on her other excesses if you wish.

Sky Canopy Tutor [+100]:

During your time in this world you will come to the attention of the Sky Canopy Domain and/or it's interface Kuyou Suou, an existence far more alien than the IDTE, but with a simpler goal than limitless evolution. This goal being communicating. Unfortunately it has almost no understanding of basic concepts including what communication even is or what it's for. It's also bad enough at it that it's attempts included trapping people in a time warped pocket dimension, and making IDTE interfaces sick. Normally you could probably avoid this. However unfortunately the Sky Canopy Domain managed to figure out enough to decide that they should get you to tutor them on this stuff, but not enough to actual understand any of this stuff, and their horrible at it. Good luck dealing with a mentally immature reality warper with no understanding of the

concepts of 'Life', 'Death', 'Names', 'Language', and probably lots of other stuff. You may take Kuyou Suou with you after this decade if you somehow managed to get this done.

Living Doormat [+100]:

You are far too kind and people can, and will, take advantage of that. Expect to go through the sames level of exploitation as one Mikuru Asahina gets from Haruhi. This affects your Companions by making them more likely to exploit you new kind nature.

A Mind Like a Processor [+100]:

Your mind still runs on logic, you still have emotions, it's just that your ability to express your thoughts in anything other stone cold logic and a dull monotone is difficult in the extreme. Like with one Yuki Nagato you've got trouble expressing yourself to the extreme, though thankfully you still have the ability to communicate right?

Jumpers Don't Exist [+200]:

For all of her hope and positivity Haruhi Suzumiya is bit cynical when the truth of the world is pushed into her face. However, for all of that you have a bigger problem. When you come under the gaze of a Reality Warper, any Reality Warper, you very suddenly lose all out of Jump powers and any powers that could be seen as outwardly supernatural also shut down. In addition, to that your powers even when distanced from Reality Warpers are heavily restricted, to the point that the largest range of your abilities will barely cover a city and that's if you had something Earth-shatteringly good.

Jumper huh? Neat concept... [+200]

Forgotten to you are the memories that have made you a Jumper. You are now whomever your origin and perks makes you out to be with a history in this world as whatever you happen to be, even Slider has a history they now remember that has brought them to this world, and all of your Jumper Powers are simply 'gone'. No one remembers what a Jumper even is. Though odd things happen around you, as if your subconcious was pulling powers and abilities forward at the oddest of times from the ether, and the SOS-Brigade often investigate the occurrences that happened around you maybe once or twice a month.

The Endless Eight [+200]:

The first summer you're here you'll go through a number of Time Loops know as the (Infamous) Endless Eight. Each iteration of the summer is slightly off. Tone seemingly slipping towards the more depressing or darker until finally everything snaps back into place…. After eight years of that first summer. This will happen every summer and each time things will be bad by the end. The worst part is that nothing gets actually done, no training during the Endless Eight bears fruit, no invention goes beyond it's starting inception, no magic research pans out, you get the idea, nothing works out. Annoying in the extreme.

Time Quake, Sky Canopy Domain Invasion, and More [+300]:

Everything is more serious. Aliens may invade the entire world and just take it over, were it not for Haruhi's ability erase them all, Yuki's DITE is a big softy in comparison to the Sky Canopy Domain. Time Travel is a serious business and the good guys are dealing people hoping to use time travel for terrorism. Closed Spaces are Reality Warpers keeping bad things from Outside from entering into the real world and Haruhi's instability is not a good thing. Other than this light hearted world suffering from severe emotional whiplash there seems to be a new threat every month.

Strange Aeons [+300]

Beings whose unknowable subconscious affect reality, Human Interfaces that are fronts for alien hive minds with mysterious reasoning and arcane logic, Time Travelers fleeing the Distant Future in search of a savior, ESPers whose empathy touches upon alien intelligences, and the stars slowly turning right. This is an option for the faint of heart. Haruhi just went Lovecraft.

"Kyon?" [+600]:

Something is wrong. Even if you enter this world as a Drop-In, you have a vague sense of feeling a bit more snarky than before, and your past memories include 'not believing in the supernatural or Santa Claus'. Aside from that, you're your usual self, aside from having a fairly down-to-earth personality to channel or ignore as you please. And no matter what you do, you quickly get involved with Haruhi Suzumiya...even if you avoid her, strange coincidences add up and she ends up crossing paths with you and involving her in her attempts to form a club. The more you try to avoid this and the more you try to use your supernatural abilities out in the open, the more you run into increasingly bad luck until everything living cell in this world is actively trying to kill you. What is happening, here?

The truth is, this timeline never had a 'real' Kyon. Thus, Haruhi had no foil to counterbalance her behavior, and she eventually stumbled onto her powers in a big way. It erased everything, forward and backwards. Thinking what she was ultimately missing was 'John Smith', she tried to recreate a world with a Kyon. Still not having total control of her abilities, however, the local Jumper (you) got shoved into his (or her, as the case may be) shoes instead. Haruhi is a much more difficult person to come up with, and she desperately wants to make her world of make-believe with you as her 'Kyon' real. Thus, you must fit the role of 'snarky but ordinary everyman' who can reign her in, but also not upset her so much she destroys the world to try again.

Should Haruhi ultimately remain unstable or become too upset with you not acting like 'Kyon' should, your chain will come to a sudden and apocalyptic end. After all, Haruhi has destroyed everything she had before...she is at her most moody and unstable, Haruhi is a much more difficult person to put up with now. This is as hard as it sounds. I hope you have patience or forgiveness to spare, Jumper.

Should you manage the decade then you can take this emotionally damaged Haruhi with you on your journey. As a companion by the canon companion rules, not as an SOS-Brigade member.

Or you could leave her behind to the frozen world, alone without you.

A Choice:

Homewards Bound:

Finally deciding to return to your homeworld after this? That's understandable. I'd love to keep you a while longer but I made you a promise. Sayanora, Jumper.

A Wish For A Better World:

Moving beyond this one to the next your journey isn't over by half. Let's see where you go from here Jumper!

This Place Is Nice:

Comfortable worlds are so rare sometimes. May as well take this one up on the offer I guess. See you later Jumper, it's been great.

Notes:

On the Subject of Sliding (Explanation):

A capacity that permits movement between Adjacent Realities, defined as alternate timelines which have minute to vast differences. Mental Sliding is done by shifting your mind to another world via basically shifting to a different you in a parallel timeline. This isn't hurting anyone just shifting the 'position' of you among the various timelines all of the various timelines are still Jumper. Yeah you could Metal Slide into a dangerous position sometimes if you're trying to pull an escape in battle.

Do they die? Get displaced? Or do they get consumed by their...soul eating abomination of an alternate self?- An Anon asked.

By the nature of Jumpchain this is up to you. Make a story of it all. I'd love to hear about it. However the default idea is that it's fairly harmless.

On the Subject of Time Travel (Explanation):

Okay... if my previous explanations were not good enough you might wanna head here: http://haruhi.wikia.com/wiki/Time_Travel

On the Subject of Alien's Post-Jump without Data Overmind:

You, as the Jumper without Data Overmind will still be fine post-Jump through Jump-chain fiat supporting you without the Data Overmind boost. Perhaps Jump-chan is your Data Overmind, perhaps it's just that you exist as more than just an Infomorph. Whatever the reason, you're fine even after leaving the current Jump.

On the Subject of the Data Integration Thought Collection System:

It acts as a booster to your ability to process data as well as a support network for you when you need to manipulate the data. In addition, it's own senses are able to observe and collect data on the sub-atomic movements in it's local sphere of influence, an approximately 75 to 100 Km wide sphere. Though it only reports things that you ask for.

On The Subject of (Not That) Great Will:

Whether your latent abilities cause Closed Spaces, Celestials, and ESPers to exist in this or future jumps is up to you. But afterwards as with the **(Not That) Great Will**, you will be ignorant of it, along with your new abilities. No matter what other powers you already possess or will come to acquire, it is all but impossible for you to manipulate the existence of the phenomena caused by your **(Not That) Great Will**. The same goes for your companions, if they have the **(Not That) Great Will.** How this functions narratively is up to the Jumper/Companion.