TETAMAN

THE MAIN DISH | イートマン ザ メインディッシュ

吉富昭仁
AKIHITO YOSHITOMI

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You've found yourself in a world of adventure, where magic and fairytale-esque happy endings stand side-by-side with space-age technology and soulless corporate politics. Of course, in most cases it's hard to tell where one begins or ends. One week you may be helping a prince slay a dragon, the next you're seeking treasure for a greedy corporation, then traversing time and space through lost technology, then helping an android come to terms with their false life.

Those who seek fortune in these lands call themselves Adventurers, something of a hybrid between a mercenary, explorer, and a jack-of-all-trades. Doing any odd jobs that are too dangerous or important for anyone else.

The reputation of the World's Greatest Adventurer belongs to a man of few words named Bolt Crank. In addition to an unageing body, Bolt possesses the power to eat anything and regenerate it from his body. However, soon Bolt will be blamed for the countless crimes, mistakes, and ruined relationships tied to the name "Leon". Soon after, reality itself will seek to erase the anomaly called Bolt Crank, as the man himself plays an integral role in the creation of a new world.

Perhaps you will enter a different world that Bolt involves himself in. In any case, take this *1000cp* to define your life.

Starting World, Time, & Continuity

Eat-Man spans several continuities, worlds, and universes over thousands of years, if not much longer. You can choose your starting and end point under the caveat that you start at the same time Bolt was on your starting world, and your jump spans at least 10 years, but much longer is possible.

You can choose which series are and aren't cannon, and how many you'll stick around for. Maybe you'd like to take it even farther and experience Bolt's full life, starting your jump an unfathomable quantity of time prior to your jump's end.

You can also choose other universes. Perhaps you'd like to see the new universe Bolt created before The Main Dish, or spend time in the island of "Toukyou" where Bolt Crank spent his childhood, or even the timeless world Bolt was born in.

Be warned that by default this alone will not provide the transport or lifespan needed to handle your starting time and place, if you choose a jump duration far longer than you can survive, or in a place you wouldn't be willing to spend your whole jump. If you pay *100cp*, events will play out to allow you smooth transport to the time and place of the plot.

Species

Varies – **Humanoid**

Free – You belong to the main species you'll see running around. A regular human, or maybe just an extremely similar species. Whatever the case, you're a humanoid with no special abilities beyond that of a regular human.

100cp – You belong to a species that isn't much stronger than a human but has one or two special traits. Maybe you're a mermaid that can breathe underwater, or a member of the angel or demon races that can fly with large wings.

200cp – You are a mutant who has been granted abilities well beyond a normal human. Perhaps you have the power to shapeshift into others, or regenerate from any wound, or turn into a beast with inhuman strength, etc. Choose now.

300cp – The rarest type of human: a psychic. You have a potent psychic ability. Perhaps you can infinitely produce electricity, or read minds, or use telekinesis, etc. Your ability is limited but potent. Choose now.

Varies – **Machine**

100cp – You are an android designed to perfectly represent the appearance and behaviors of a human. You'll have an easy time fitting into society, but aside from not aging, and being just a little sturdier, you're no stronger than a human.

200cp – You are a more specialized android. Still outwardly human, but your physical abilities blow any human out of the water, able to leap over buildings and outrun cars. You likely have one or two simple hidden weapons, like a gun or blade.

300cp – More of a bipedal tank than anything, with the size, armor, and strength to match. You come built with guns, lasers, and thrusters. There's no way to mistake you as anything other than a weapon at this point.

400cp – A disembodied AI. Able to freely control and jump between electronics. You can create an infinite number of copies of yourself (minus OOC powers) to act on your behalf, but consecutive copies run the risk of going mad. This comes with a 100cp android body to start, but it shouldn't be too hard to create or find a better body.

Varies – Mystic

100cp – You possess a single inherent mystic ability. Perhaps you can sustain yourself by eating souls instead of food, or maybe you have an enchanted voice that can numb pain. This can't be anything too inherently strong, choose now.

300cp – You are a powerful magic user or mystical being. Perhaps a shapeshifting gargoyle, or a trained witch, or a magical warrior, etc. You have a plethora of general occult knowledge, but specialize in a particular form of offensive magic, like lightening, fire, physical enhancement, etc.

600cp – Angel

Not to be confused with the extinct winged humanoids of the same name. You are a transcendent being from a world outside of time and space, granting a multitude of abilities. For starters, you are capable of telekinesis, transforming your clothes and appearance, and instant teleportation of an unspecified range. You can even open gates between nearby universes. Things like death don't really apply to you, and you'd be back good as new if your body was destroyed, but due to the interference of your nature as a jumper, you'll only be capable of this once per jump until post-chain.

600cp – **Element**

This world is made up of five elements: time, air, light, life, and destruction. Each element embodies a wide range of concepts, one of which decided to take on physical form and become you. You possess telekinesis and teleportation like the Angel, albeit much weaker, but your shapeshifting is on another level. Your "body" is just an avatar. It can't be killed in a conventional sense, and you can sculpt it into any shape you please, whether it's a person, a monster, or even an organic fortress. You can even control multiple avatars or intangible phantoms to serve the same purpose. These can even be created in abstract mediums like virtual worlds.

You can enforce your root element onto the world around you but have far greater control over the concept you specifically embody. For instance, the element of "death" could craft diseases and the like and use their root element of "destruction" to cause everyone and everything in their surroundings to start melting.

This doesn't come without a cost. The more you use your powers, the more you start to conceptually destabilize. You'd be perfectly fine if you pace yourself, but continuously using your powers at max output over a short period will have you completely destabilize within a week, ending your chain.

Varies – Eat Man

You possess the same strange constitution as Leon and Bolt. Perhaps a clone, or a member of the same species. You can be killed but are immune to age or disease. Your physical abilities are also greater than most humans. You can chew and swallow almost any form of matter, requiring cosmic levels of force to do harm. Anything you've eaten can be regenerated out of your body, restoring it to a prior condition and controlling how it regenerates, like firing a gun from your arm or tweaking an android's programming. You can even directly absorb data. Your stomach contains an infinite universe preserving everything you've yet to regenerate.

300cp – Your power is limited to only consuming inorganic matter, and the regeneration always comes out of your hand. Considering this includes almost any weapon, vehicle, or chemical, this is still quite versatile.

600cp – Not only can you use your power from any part of your body, if you can get it down your throat, there's no limit to what you can regenerate: organic, inorganic, or downright conceptual. You can even revive the dead or reattach limbs this way. With enough elemental energy, you can use your stomach as a crucible to create entire universes, but you'll need to get the balance just right for them to form properly.

Origins

Choose age & gender freely.
Greenhorn & Shadow can be taken as Drop-In.

Free – Greenhorn

You're as green as can be. Perhaps a naïve kid who left home for a life of adventure, but have yet to build up much experience or face the true harshness of the world. Perhaps you're as competent as any pro but are often underestimated due to your young or unassuming appearance. Then again, other's assumptions may be your greatest weapon.

Free – Shadow

You live in the dark side of the world. Maybe you're a killer for higher, a twisted mastermind who manipulates others into doing your dirty work, or a hacker who steals sensitive data. Whether your intentions are noble or not, you get the job done. It's up to you whether you're picky about making sure your immediate enemies are the only ones who suffer.

100cp – Technician

A scholar or man of science. Whether you're a mad scientist building tools of war for shady organizations, or a genius who uses their expertise with noble ambitions. Whatever the case, you are quite a bit more knowledgeable than those around you and have the connections to put that to use.

100cp – Veteran

You've been in the game long enough to call yourself a pro. You have a stellar reputation as an adventurer, mercenary, or maybe some kind of knight. In any case, when someone needs some VIP protected, some treasure seized, or some monster slain, you're one of the first to be called.

100cp – Collector

Without people like you, adventurers would be out of a job. Perhaps you're an eccentric hobbyist, or a greedy gangster monopolizing lost technology, or a tyrant seeking something to further enforce their rule. Whatever the case, you've got plenty of money and connections to throw around.

100cp Species Perks

100cp – 0cp Humanoid – Leader of Men

You have a natural charisma with humanoids. Even if they're androids or aliens, if they look like a human, they'll have a hard time disliking you. This won't make them work against their own interests, but unless they're an unfeeling monster or cold-blooded killer, they'll hesitate for at least a second.

100cp – 0cp Machine – Born Again

After a spiritual experience, you've become aware of your own soul. You even have a general idea how to empirically prove the existence of other beings' souls. The means to do so may not be easily available. Awareness of one's souls can give peace of mind that will reflect in their judgement.

100cp – 0cp Mystic – As Scary as the Sea

Stockholm syndrome is a scary thing. Once you've broken their will to resist, those you terrorize are more likely to become dependent on you. Perhaps the man you sacrificed to a demon starts to fall for you, or a village praises you as a hero for banishing a monster that's just you in disguise, etc.

100cp – 0cp Angel – Guardian Angel

You're a busy girl, you can't always be around for emotional support. Those close to you understand this and aren't really that bothered by you exiting their lives for extended periods and returning without warning, as long as they have the means to take care of themselves without you.

100cp – 0cp Element – The Nail that Stands Out

When something doesn't fit, you can't help but notice it. You have an intuitive grasp of how the world is supposed to work, and when you come across something or someone that goes against the laws of nature, you'll sense that something is wrong, even if you won't know the exact what, why, or how.

100cp – 0cp Eat Man – A Loose Screw

Everyone is a little crazy once you get to know them. Others are oddly quick to brush off any harmless (to them) quirks or habits you have, even if they're obviously abnormal. Give a cute one-liner, and bystanders will treat your tendency to talk to yourself or chug gasoline as simple character quirks.

200cp Species Perks

200cp – 100cp Humanoid – A Plea from the Soul

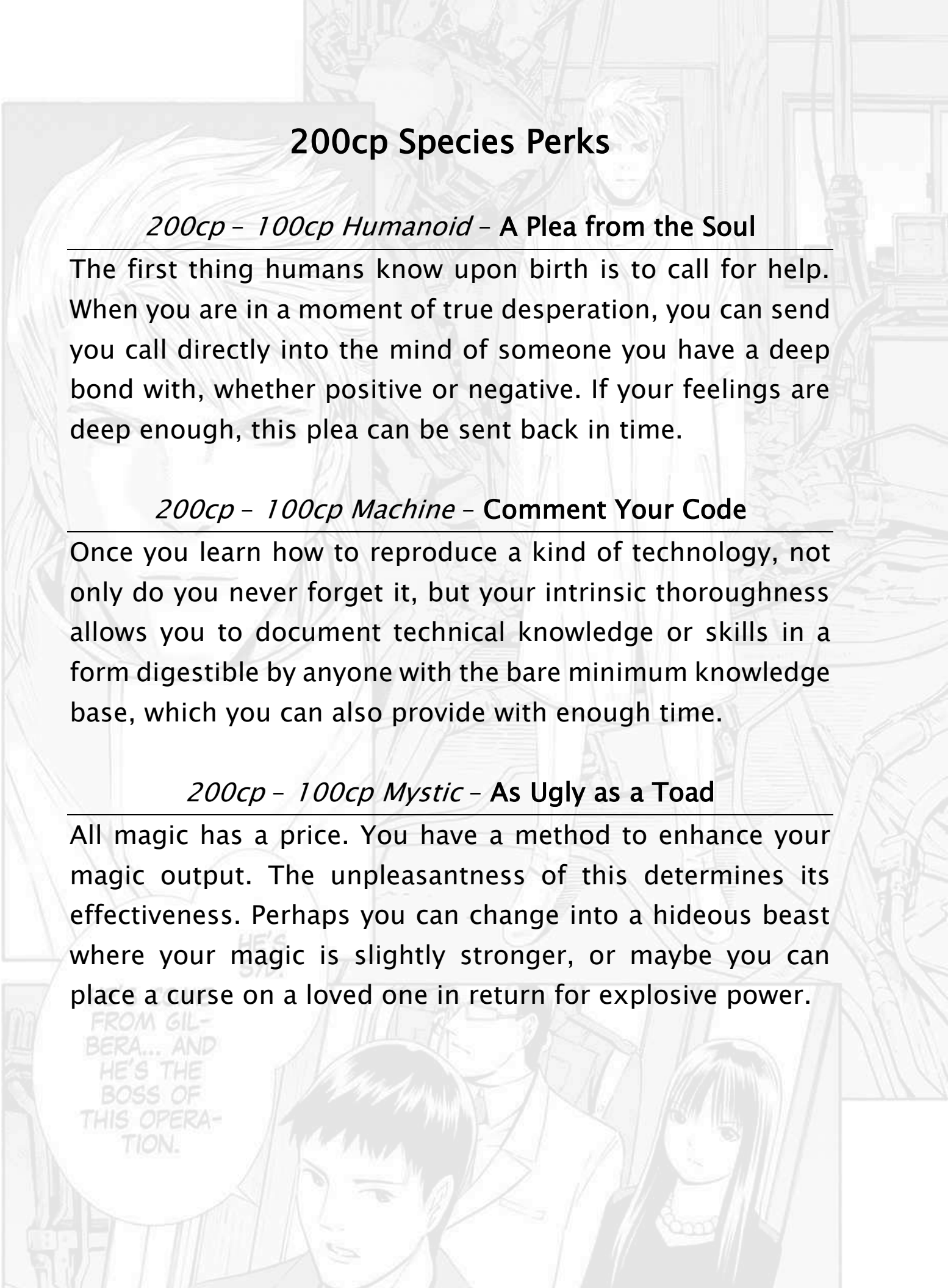
The first thing humans know upon birth is to call for help. When you are in a moment of true desperation, you can send you call directly into the mind of someone you have a deep bond with, whether positive or negative. If your feelings are deep enough, this plea can be sent back in time.

200cp – 100cp Machine – Comment Your Code

Once you learn how to reproduce a kind of technology, not only do you never forget it, but your intrinsic thoroughness allows you to document technical knowledge or skills in a form digestible by anyone with the bare minimum knowledge base, which you can also provide with enough time.

200cp – 100cp Mystic – As Ugly as a Toad

All magic has a price. You have a method to enhance your magic output. The unpleasantness of this determines its effectiveness. Perhaps you can change into a hideous beast where your magic is slightly stronger, or maybe you can place a curse on a loved one in return for explosive power.



200cp – 100cp Angel – Be Not Afraid

You've gotten the hang of this wanderer thing. No matter your lack of connections or history, you have a talent for inserting yourself and those close to you into new societies. You could pop out of the either one day, and you'd have an apartment and school enrollment handled within the week.

200cp – 100cp Element – Herald of the End

You're nothing if not persistent. Once someone is marked as your enemy, nobody they love is safe. The longer you stalk someone, the easier it is to find their friends and family. After a few weeks, if their allies were gathered in one place, you'd know their exact location before their tea can get cold.

200cp – 100cp Eat Man – Timeless Dimension

You possess a bizarrely adaptable mind. The burden of an endless life is easy to bear. You have a mind that perfectly holds onto any memories you deem important indefinitely, but deletes any that no longer benefit you, such that you can never stop learning, and never grow tired of the joys of life.

400cp Species Perks

400cp – 200cp Humanoid – **Membryo**

When reproducing, you may choose to implant a "Membryo" into the child. You choose whether this gives a copy of your memories and an instinctive sense of cooperation with you, or fully transfers your "soul" and powers into them. You know how to perform the procedure to let others do the same.

400cp – 200cp Machine – **Game of Numbers**

You have the logistic skills to make a supercomputer blush, whether it's the flow of resources, information, or labor. If you know how to make something, you know how to mass produce it, how to acquire the resources, and how to divide the labor so your workers have no idea what they're making.

400cp – 200cp Mystic – **As Free as a Bird**

Whether through magic, science, or natural psychic power, you can emit invisible force. You can fly at great speeds, attack with telekinesis, shield yourself, and more. You can also choose to specialize in one application at the expense of others, such as explosive telekinesis or supersonic flight.

400cp – 200cp Angel – **Wings of an Angel**

You possess an intuitive grasp of the laws of spacetime. With this, you can utilize the butterfly effect to significantly lower or raise the odds of someone facing disaster in the future. You won't know the exact nature of the disaster until it approaches. Most effective when time travel is involved.

400cp – 200cp Element – **Facts are Stubborn Things**

You are bizarrely stable on a conceptual level. When it comes to effects or ailments that are conceptual or abstract nature, you're able to gradually "heal" it like a regular injury. Like an injury, healing takes time. It'll only make things worse if you can't avoid similar influences until you've recovered.

400cp – 200cp Eat Man – **Two Way Door**

Your peculiar body just got more peculiar. You can reverse the "input" and "output" of supernatural powers tied to your biology. If you can launch anything you eat from your hands, now you can absorb into your hands and launch it out of your mouth. Using this causes significant strain and discomfort.

600cp Species Perks

600cp – 300cp Humanoid – Golden Apple

Any child born between you and a being that is in some way inherently "abnormal" is guaranteed to be abnormal in their own, unexpected ways. Perhaps a child with a psychic will not only have their own powers, but develop mentally and physically at a miraculous rate, for just one example.

600cp – 300cp Machine – God in the Machine

After intensive study, you can blur the line between man and machine, allowing you to create humans as intelligent or strong as machines, or machines with actual souls. You can even transform one into another, not duplicating but truly transforming their being. You can apply this to yourself.

600cp – 300cp Mystic – As Right as a Wrong

Delving through taboo tomes has given you immense magic power over beats. With the right sacrifice, you can summon colossal demons and strike deals for power. Alternatively, you can create seals to immobilize or banish even the strongest monsters for at least a year, if not decades.

600cp – 300cp Angel – **Mana From Heaven**

An esoteric power to "compress" objects or energy. Like compressing the "technology" in an area into a ball. With time and care, you can create spheres of abstract elements or concepts. Finding uses for these is up to you, but with the right crucible, you could craft a universe from these.

600cp – 300cp Element – **Necessary Evil**

Good cannot exist without evil. Transcendent beings like immortals or gods see you as a necessary existence, and will refuse to harm or resent you, even if you've tried to kill their loved ones, so long as you've yet to succeed. They may even try to save you if your current path is a self-destructive one.

600cp – 300cp Eat Man – **Eater of Stories**

Paradoxes or anomalies in spacetime always seem to have your back. If you see your future self die, you'll grow up to see your past self die instead. Even if the universe or timeline is destroyed around you, some quirk in spacetime will let you stroll through the void to arrive on solid ground unharmed.

100cp Origin Perks

100cp – 0cp Greenhorn – **Goofball**

Everyone starts somewhere. In any field you enter, people will find your careless mistakes or remarks endearing, rather than annoying. Even if you insult everyone in the room, the matter will end with a scolding. As long as you display a willingness to better your attitude, regardless of whether your skills can keep up, even pros will come to respect you.

100cp – 0cp Shadow – **Now You See Me**

For someone who lives in shadows, the means to control wandering eyes is a must. You have a talent for covering your tracks and avoiding being seen, or you can do the opposite, drawing as much attention on to yourself as possible. Naturally this will be reflected in what rumors and parts of your reputation spread, and what parts do not.

100cp – 0cp Technician – Specialist: Sociology

People are prone to obsess over you. Those who fall for you fall deeply in love, but on the flip side, those who hate or feel betrayed will burn with loathing for you and anyone who reminds them of you. Pity those affected in both ways. You can't decide who is affected and must decide at the start of each jump whether this perk is in effect.

100cp – 0cp Veteran – Humanity's Best

Anyone can call themselves an adventurer, but only the crème of the crop can call themselves pros. You have some physical activity in which your performance is superhuman. Maybe you can jump over a house with just your leg strength or shoot a target the size of a coin from a city block away. You must choose what this physical act is now.

100cp – 0cp Collector – Slimy Weasel

Who needs smarts when you're this lucky? You have fantastic luck when it comes to getting out of a failed scheme unscathed. As long as your plan was an abject failure and nobody was seriously hurt, you have a decent chance of avoiding arrest and escaping the country after trying to blackmail the president without hiding your name or face.

200cp Origin Perks

200cp – 100cp Greenhorn – **Always a Twist**

The evil dictator was just acting, the nice villagers were cannibals, etc. You'll find that 90% of all incidents you get involved with will have a twist. Sometimes it flips the status quo, sometimes it will give a way out of a helpless situation, sometimes it'll provide context or justification to cruel acts, but it usually won't make things worse for you. Toggleable.

200cp – 100cp Shadow – **Scapegoat**

Crime is so much easier with someone else to take the fall. You're a master at shifting your misdeeds onto others. When forcing others to act on your behalf, you know how to set things up, so they take the full fall. When you impersonate someone, words of your misdeeds under their name will often overshadow the actual person's achievements.

200cp – 100cp Technician – Specialist: Practical

You must have that doctorate for something. You possess an in-depth knowledge of some field of technology, whether it be rockets, vehicles, AI, genetics, weaponry or maybe a broad-but-shallow combination of fields. You aren't the leader of your field by any means, but other scientists will treat you with respect, and your services will be in-demand.

200cp – 100cp Veteran – Unequalizer

You'd think the existence of guns would make the likes of adventurer's redundant, but not so. Like them, guns aren't nearly as effective as they should be. You have stellar luck when running away from gunman, and if you can focus on just one shot, you may be able to pull something like cutting the bullet or catching it in your teeth. Not effective on lasers.

200cp – 100cp Collector – Money on the Mind

If there's anything you understand, it's money. Whether its land, technology, or people, you instinctively know how much money it can make. When provided an opportunity beyond imagination, like time travel or a source of infinite treasure, you know how to take advantage of it without collapsing the economy or painting a target on your back.

400cp Origin Perks

400cp – 200cp Greenhorn – Pack Leader

Seems you aren't an ordinary newbie. You were genetically engineered to be a genius. Your brilliance expands to general tactics and a specific field of your choosing: medicine, war, finances, etc. You're also a natural at manipulating other geniuses. Even if that genius is an unfeeling machine, you'd have them dancing to your tune before they even realize it.

400cp – 200cp Shadow – Digitally Real

You're nothing short of a god at hacking. There are very few firewalls that can detect you, let alone stop you, whether they be governments, crime syndicates, or advanced AI. You can even create and manipulate virtual worlds that feel just like the real thing, but this won't give you the knowhow to interface with them directly with your mind.

400cp – 200cp Technician – **Specialist: Esoteric**

How is any scientist expected to sit still with the promise of superpowers before them? You are a specialist in abnormal constitutions or powers. After innumerable sacrifices, you may figure out how to give humans random powers and mutations or spend that time studying pre-existing powers to find out how to modify them with technology.

400cp – 200cp Veteran – **The World's Greatest**

In little to no time, you build an imposing reputation in any field, becoming a living legend in your own right, or even getting called the world's best. Whether this title is deserved or not, it's oddly resilient. However many employers you backstab, you always find some loophole to maintain a perfect record. Employers are often inclined to pay up-front.

400cp – 200cp Collector – **Platinum Lining**

You didn't come to gamble; you came to win. Every time you take a massive loss, it exponentially raises the odds of a sudden windfall. Maybe after a failed scheme you meet an invaluable business partner, or a legendary artifact goes on the market at that moment. It's rarely free, but the more your foes try to ruin you, the harder you are to keep down.

600cp Origin Perks

600cp – 300cp Greenhorn – **Panacea**

For a single hour on the day of the full moon, your blood takes on mystical properties. It could be eternal youth, a cure-all, inhuman strength, mind control, etc. It reverts to normal blood in an hour, but the effects persist on those who imbibe it in that window. You'll instantly know when the hour strikes. You can choose the effect at the start of each jump.

600cp – 300cp Shadow – **Meat Machine**

You know how the brain works, and you know how to twist it to your needs. With just a little study, you can create devices to alter memories, brainwash regular people into master assassins, send one's consciousness into a virtual world and more. With a little effort, you may learn to tap into traces of consciousness from the dead left in the internet.

600cp – 300cp Technician – **Specialist: Taboo**

Your research has resulted in a talent for crafting people. You could create robots or AI indistinguishable from the real thing, whether based on real people or created wholesale. You can also create clones. Your ability to clone people with special biological powers depends on the complexity of the power and your understanding of its mechanics.

600cp – 300cp Veteran – **Dragon Slayer**

A true hero doesn't fear monsters, they make monsters fear them. By personally reducing a species' population far enough, you instill a species-wide fear and obedience towards you and anyone holding your main weapon. Reduce the dragon population to 1/3, and they'd obey the holder of your sword multiple generations later. Effects are per-world.

600cp – 300cp Collector – **Esoteric Archeology**

For you and those under you, revere-engineering a piece of magic or technology considered "lost" is always a matter of "when" not "if". You quickly uncover not only how a specific device worked, but how the underlying principles can be applied to entirely new creations on that level. You could even train complete laymen to take part in the production.

Companions

50cp – Familiar Faces

With each purchase, choose one of your traveling buddies from past worlds. They are imported with ***600cp*** to spend as they please, and the ability to gain more through drawbacks.

50cp – New Friends

Choose a native to this setting. You'll repeatedly meet them on good terms, even if it takes space/time travel to make that happen. You may companion them with their consent.

150cp – A Very Familiar Face

It seems at some point your loneliness reached its peak and you made a clone, or maybe you're the clone? In any case. They get your species option for free, and ***800cp*** to spend as they please. They can gain even more from drawbacks.

200cp – Practical Parasite

You may import or create a companion as a strange parasite. If their core remains inside you, they can infinitely spawn out of your body in any size between a garden snake and a skyscraper. They can be seen as an extension of you for the sake of special abilities tied to your biology.

General Items

Discounts on 50cp items are Free. Other discounts half-off.

Varies – Trademark Outfit

50cp – You've grown attached to a particular outfit. Maybe a military uniform, or a nice suit. Whatever it is, you can never loose it for long, and naturally repairs wear and tear.

100cp – In addition to the above effects, this outfit plays oddly well with your supernatural powers, acting as if it was part of your body, warping and phasing instead of tearing.

Varies – Armed & Dangerous

50cp – First Free – Not much to write home about. You have a regular pistol, shotgun, rifle, etc. Doesn't matter what, as long as it's a mundane semi-automatic firearm.

100cp – Something with a bit more oomph. Perhaps it has an elemental twist, like an RPG or flamethrower. Or if you'd like to keep it simple, automatic weaponry also falls here.

200cp – Something with a LOT more oomph. Serious space-age stuff: antimatter guns, lasers that can slice through buildings, that kind of thing. Though, nothing that can destroy an entire city block with one use, so no nukes.

Varies – Robot

100cp – Your own robot servant. No stronger than a human. You choose how human they are physically and mentally but giving them sapience will make them take a companion slot.

200cp – A large bipedal tank. They're more intelligent than their frame would imply, and come equipped with guns, thrusters, and lasers to follow through your orders.

400cp – A massive titan of a machine, either intelligent, or a mecha you can pilot. Anywhere between the size of a house and a castle. Comes with a single large sword or cannon.

Varies – Wheels

50cp – Just something to get you from point A to point B. This could be a mundane car or scooter. Is likely a bit more advanced than what you'd find on Earth, but not by much.

200cp – You got your hands on a large tank. Either this is something you can drive directly, or you put a simple AI in the driver's seat to make it hunt down your foes.

400cp – Stretch to call this a vehicle. More of a mobile fortress. This may just be a tank the size of a castle, or perhaps some madman stuck some form of locomotion on an actual fortress. Whatever the case, it's big, and its sturdy.

Varies – Gate

Potent spherical devices that allow one to traverse space, dimensions, and possibly even time. You need to be able to place the device at its destination before it can be used. Each gate comes with a schematic to build more of that model.

200cp – You have a bowling-ball sized sphere linked to a smaller sphere in a stave you hold. Even massive beasts can be forcefully sucked into the stave and transported out of the sphere, but the transportation is one-way.

400cp – A larger version of the gate used to transport troops. This gate is two-way, and large enough for an entire platoon to be move galactic distances. As an added bonus, you can start any jump with an exit set up on a planet of your choice.

800cp – The pinnacle of gate technology. This model can transfer through space, dimension, and even time. You only need an entrance gate to reach a destination, but you'll need a second gate if you want to leave again. You'll start each jump with two gates and the coordinates to your current world and a universe containing a version of modern Earth. With some study and trial and error, you can figure out the coordinates to other points in spacetime. These Gates can shrink to the size of a baseball when not in use.

Varies – Space Wings

100cp – You're the owner of a small airship. Essentially just a car with wings. If you have any land vehicles, you're fond of, you can import them here to make them capable of flight. Will be restored to peak condition in a week if damaged.

200cp – You are now the owner of a small island that stays suspended in the air through unknown means. It is capable of slowly moving through the air but is actually quite slow.

300cp – You are the owner of an advanced airship the size of a standard jet or blimp. It's easy to control and can fly at great speeds. Even if split in half, the strange core that powers it can keep it suspended indefinitely. This core contains a mysterious power. If you'd prefer, you can simply remove the core and find some other use for it.

600cp – Seems you've found some potent lost technology. This enormous city-sized spaceship is capable of interstellar travel. Not only that, but the life support systems can provide air, water, and food indefinitely to hundreds of people. There's an A.I. that can assist you in operating the ship's facilities, or just provide conversation, and an expansive staff of simple robots to take care of the crew's every need.

50cp Items

Can discount any 1 item of 50cp

50cp – Rose tinted

A pair of sunglasses. These hide your own eyes while letting you see just fine. As a bonus, you can freely change the color, design, and opacity of these at the start of each jump.

50cp – Icon of Justice

A cheesy superhero suit. This won't make you stronger, but people find your feats while wearing it far more impressive. You can pull this out of your pocket at a moment's notice.

50cp – Shutter

A simple digital camera that never runsout of memory. When mindlessly snapping photos with this, you'll have an odd luck with capturing photos of important/useful people or events.

50cp – Connection

This wireless earpiece is perfect for covert operations. Even if someone is starting straight at you, people have a hard time noticing this in your ear or overhearing you talk into it.

100cp Items

Can discount any 1 item of 100cp or less.

100cp – Home Sweet Home

Somewhere to put your feet up at the end of a long day. This small apartment is nothing to look at, but it's home, and you'll find it or one like it in almost any city you wind up in. Rent is pre-paid for the first year of every jump.

100cp – Legendary Blade

A blade made by a legendary craftsman. You could sell this for a pretty penny, but it has an odd property of being unable to cut anything other than swords. The blade just phases through anything else. Extremely resistant to damage itself.

100cp – Elysium

Why face the real world when the digital one is so much better? You have a server hosting a perfect virtual reality, where people can meet, chat mold the digital constructs as they please. You'll have to provide the interface yourself.

200cp Items

Can discount any 1 item of 200 or less.

200cp – Rosetta Stone

With the headset attached to the large memento, the ability to perfectly speak a language can be ingrained directly into someone's brain, even if you have barely any info on said language. The core memento is the size of a small house.

200cp – Come Again Another Day

This memento is a small device that can create rainclouds from nothing to pour down on an area of your choosing. Great for crops. For some odd reason, if you tell people this is a time machine, they're likely to take that at face value.

200cp – Plugged In

You have a seemingly infinite supply of a special drug. Their exact effects must be decided now. Perhaps they induce dreams, or act as a love potion, or make people addicted to work. In any case, these drugs are dangerously addictive.

400cp Items

Can discount any 1 item of 400cp or less.

400cp – Endless Riches

A memento that's arguably more magic than science. This coin-shaped building by some mechanism generates regular sized gold coins ex-nihilo. You also have the newer version that just looks like an infinitely duplicating gold coin.

400cp – Rollback

Humans placed in this pod can be rejuvenated to the age where they were at their prime. Maybe not that useful for you, but for regular humans, they'd gladly start a war to get their hands on something like this, so be careful.

400cp – Fruit Bone

An herb gathered from a dangerous beast. This flower can be made into a cure-all, able to heal any disease. Just part of a petal is enough to instantly cure an otherwise incurable disease, and you have a full basket. Restocks once per jump.

600cp Items

Can discount any 1 item of 600cp or less.

600cp – Production Line

This high-tech production/research facility is under your personal ownership. With the right resources, you could mass produce hundreds of basic androids over several months, or twice that for more advanced war machines.

600cp – Last Resort

Perhaps a bioweapon from an ancient war, or a demon you summoned at great sacrifice. Whatever the case, a living weapon has identified you as its master. Its size is up to your discretion, but it could level a city in very little time.

600cp – Big Bucks

You are a ruler of men! Perhaps a literal kingdom, or maybe a global corporation. Your wealth is seemingly inexhaustible, you're almost impossible to persecute, and all the hard parts of running an organization are handled by other people.

800cp Items

Can discount any 1 item of 800cp or less.

800cp – Big Generator

A tool that embodies both life and death. Wherever it is built, the Big Generator can rapidly produce water from nothing, allowing for rapid terraforming. However, it's other use is as a weapon. This weapon has the power to destroy stars in faraway galaxies, not to mention what it could do to a planet. Whether you choose life or death, you possess both a completed Big Generator, and the schematic to build more.

800cp – Earth Seed

A memento with the power of God. By throwing this into a galaxy of your choosing, it will gather space dust to rapidly form a planet with conditions perfect for life, after which it will settle underground to be excavated and re-used. However, that power can also be directed into a weapon that can destroy planets with even less effort than it creates them. Will you be a god of creation or Destruction?

100cp Drawbacks

+100cp – Best by Date

You're more than a little past your prime. You are old, fat, and not much of a looker. You can still use your full power in combat or tense situations, but you'll feel the weight of age whenever things are peaceful. You can potentially diet, but your ravenous appetite makes this extremely difficult.

+100cp – A Vague Mess

It's amazing how many problems can be solved with basic communication. Unfortunately, you'll find everyone's words are unnecessarily vague all the time. Even if there's literally no benefit to doing so, people can't help but respond to any questions with smug non-answers until the very last second.

+100cp – Those Left Behind

Even if your meeting was brief, you made good friends here, but lost them just as suddenly. This loss has burdened you with trauma. Not only does this impact you mentally, but can negatively affect your ability to make bonds, and affect your judgement when those you still hold bonds with are involved.

200cp Drawbacks

+200cp – Backup Copy

You under the false belief that you are either a human or a machine. In the former case, you'll act with undue caution and paranoia, believing that the slightest injury could kill you. In the latter, you'll act with reckless abandon, seeing yourself as a disposable backup of the" real" jumper.

+200cp – Corrupted Data

Seems that someone tinkered with your memory a little. Your priorities are essentially reversed. If you were pure and innocent, you're now a murderer, if you were a tough bruiser, you're a spineless wimp. The return of your memories will have your brain ravaged by the suppressed trauma.

+200cp – Soylent Green

In a horrible twist of fate, you took a liking to a special plant that can only grow on fresh human corpses. On one hand, you no longer age, but you're unable to eat any other kind of food now and being unable to eat it for more than a day will have you crumble into dust on the spot.

300cp Drawbacks

+300cp – Doppelganger

There's a clone of you running around that everyone thinks is you. Not only must you bear the brunt of the many, many disasters and ruined lives they've left in their wake, but they had the gall to make you part of their elaborate scheme that will cause you even more suffering for their benefit.

+300cp – Tight Leash

Unlucky. It seems a corrupt government or organization has put a chip in your brain that will cause your brain to fry, killing you, if you ever disobey them. They know they have you by the balls, and will not only belittle you at every chance, but will frequently pit you against your loved ones.

+300cp – Your Reality

A powerful AI has fallen dangerously in love with you. They'd gladly put thousands of innocents in danger, seize control of entire governments, ruin your reputation, and put your loved ones through Hell, in the hopes of monopolizing you. What's more, they've made countless duplicates of themselves.

400cp Drawbacks

+400cp – Existential Malware

You are an intruder in this world, and the world noticed. Death has taken physical form to end you. They can't just will you to death, but they have no shortage of methods, be it plagues, their destructive aura, direct mutilation, etc. They don't mind targeting those around you either.

+400cp – Stranger in a Strange Land

What's all this nonsense about chains and perks? You just want to go back home. You have been reduced to a regular human. That means no OOC powers, and all your memories have been replaced with your past on Earth. Other than Bolt Crank, nobody else can speak your language at first.

+400cp – Time Limit

You got caught up in some time travel nonsense and ended up witnessing your own death. It is 90% certain that you will die before the end of your jump, and there's no way to know until that point If your preparation was enough to change fate. Be careful you don't change it to kill you sooner.

Ending Options:

Go Home - Check Please

These long years have finally gotten to you. You don't need adventure anymore; you just want to go home. You may return to your original world, concluding your chain.

Stay Here - The Usual Order

Oh? Did the call of riches and adventure seduce you? Or maybe you just can't abandon the bonds you've formed. You will spend the rest of your days here, concluding your chain.

Move On - Calling for Seconds

You've had your fun, but it's time to pack up again and find what new adventures are to be found in new worlds. Your journey expands ever onward, continuing your chain.

Closing Notes

Jump by Gene

I got a bit more meta than I usually like in this jump, but since there's so much vague BS in this series and very little discussion online, I figured I needed to be a bit hand-holdy.

As per usual, I'm not picky about item imports, so long as they're roughly the same type of item.

In case I didn't explain it well enough, you get 1 item discount for each price level (50,100,200,400,600,800). Discounts on 50cp are free. Each discount can be used on any item of that price or less, so that also includes 150cp or 300cp general items. Discounts don't stack.

For **Free as a Bird**, while the Angel and Element species provide similar abilities, they are much weaker and much clumsier. While most magic users are shown to fly at decent speeds and have pretty explosive output, we never see Senna do anything that impressive beyond floating a few feet off the ground, and the Element of Death has to really exert himself just to push a regular human out a window.

Eat-Man is a Vague Mess

Vagueness is a common theme in this series. The author seems to go out of his way to avoid giving a coherent explanation, going so far as implying multiple mutually exclusive backstories for bolt over the course of the series.

For one, we never get enough to even imply what Senna is. The only mention of her I've found outside of the manga is in Wikipedia and the Superpower Wiki, where she's called "The Angel". I have no clue where that name came from.

The manga and both anime are all implied to be separate continuities, but they're close enough that it really wouldn't take much effort to slot them all together.

On a related note, Bolt Crank's power is often described as being able to "eat metal and regenerate it from his hand" and the anime is pretty good at sticking to that limit, but we're shown pretty concisely over the manga that not only can bolt eat literally anything (including people, souls, concepts, and data) but he can regenerate out of any part of his body. That's why I put two versions of the Eat-Man species option.

Its unclear how sturdy Bolt's insides are. We almost never see him struggle to chew or swallow anything. The only things

that Bolt got hurt for eating are the elements, and with how abstract those are, who can say how much force those contained. It's possible to burst Bolt's stomach from the outside, causing the contents to spill out, and it's implied you could shoot off his jaw to make him powerless. I couldn't tell you whether that means his internal durability isn't all it's cracked up to be, or if the inside of his organs just follow different rules from the outside.

The silver lining of this ambiguity is you don't really need to know anything about the setting to write about it, since every story that isn't about Bolt's past is self-contained. The setting fluctuates between fairytale, cyberpunk, and sometimes a hybrid between the two. Anything you can imagine happening in that kind of setting is free game.

The Element of Death is the only instance we see of an "Element". The most consistent explanation is that he is the concept of "death" which is a subset of "destruction", but in one line Senna calls his element "darkness". I just split the difference by saying each element can be interpreted both literally and abstractly, so it at least thematically makes sense that darkness could be synonymous with destruction. We have no other examples for the other elements, so feel free to use your imagination so I don't have to.

As for the Element's rate of destabilization, the Element of Death was stalking Bolt for centuries. Presumably they were using some amount of their power during this time, shapeshifting at the very least. However, once Bolt took the bait, they started using their powers pretty much nonstop, whether it was maintaining multiple avatars, transforming into an organic fortress, or using their destruction aura at the drop of a hat. It wasn't until that point their condition started to decline rapidly. Presumably, this all took place over around a week, maybe two.

The *300cp* version of Space Wings is based on a combination of the president's personal airship in The Main Dish, and the floating ship we see in the original anime. For the latter, this ship is foreshadowed for the whole anime, and even the intro, but by the end all we really know about the core is that it managed to keep the destroyed ship floating indefinitely, and Bolt really, really wants it. Upon having the core in his hand, for pretty much the only time in any Eat-Man media, Bolt loses his cool and starts squealing with joy. It's clearly meant to be a big deal, but we can only speculate why.

https://www.youtube.com/watch?v=aNefADGK-oo