Kakegurui

By Valeria

Introduction

You like to roll dice, Jumper? You like the thrill that goes down your spine when you bet it all on a game of chance? You adore the feeling of risk when everything is up in the air and lives are decided depending on where the chips land? Then you're going to love this.

The world of Kakegurui focuses on the events at Hyakkaou Academy. A wealthy private school, combining middle and high schools, for the heirs of the rich, the powerful and those smart enough to get in on their own. What makes this school unique is not a reputation for academic excellence or sporting fame.

It's gambling.

The entire school is devoted to gambling. Millions of dollars change hands every day at this school as students vie for more power, status and outright power over each other. Everything from the traditional casino card games and roulette wheels to more traditional Japanese gambling games to even entirely original games thought up by the Student Council. Speaking of, the council are the greatest gamblers and most rich and influential people in the school. Led by Kirari Momobami, the young woman who made the school as it is now when she came to power a short time ago. Kirari takes particular joy in watching the students fight amongst each other in gambles, even including her own council members. There's even a system to manage students who've fallen far into debt to other students, becoming pets that the others can freely abuse until they can somehow gather enough money to crawl out of pethood.

You'll be starting in your third year of middle school here, a year's time before the arrival of one Yumeko Jyubami. A one hundred percent genuine gambling maniac, Yumeko is going to stir up the entire academy with her actions and even cause chaos that reaches far beyond the limits of this school.

Here's 1000 Chip Points (CP) for you to get started on some advantages. You'll be spending the next ten years in this crazy place.

Location

Hyakkaou Academy

Your home for the next few years. The most prestigious academy in Japan and one of the top in the world. Gambling has always been a big theme for this school but only a few years ago when Kirari Momobami came to power did it get as pervasive as it is now. Everything can be solved by gambling here, so you'd best be on your wits at all times. It's a massive and gorgeous school with expansive grounds and buildings, set in the middle of a bustling city itself. It's easy to feel like the rest of the world is much further away though, even the teachers seem to have little presence here with all the gambling going on.

Origin

Student

You're just the average middle school student at Hyakkaou. Your parents are fairly wealthy and supportive and you've got good grades and a fair bit of experience at a variety of gambling games. It's a good start for an up and comer but you'll need to go to your limits to rise to the top. Anything's possible if you've got enough luck though.

Your age is between 13 and 16, of your choice, to match your year level. Your gender is the same as it was previously, though you may change this for 100CP.

Perks

You may take 2 100CP perks for free and gain a discount on 2 perks each of the 200, 400 and 600CP tiers.

I LOVE Gambling- Free

You're very good at…expressing yourself. Good enough that it really creeps people out. The eyes, the blushing, the grin, it all seems to indicate that you're really too into this. It'll creep out normal people like nothing else and really get across the kind of person you are, though those with actual experience will probably just think that you're weird and move on without being bothered by you and your creepy faces.

New Game Releases- 100

There's so many ways to gamble in the world. So many games to play and win at. But people know them already. People know the rules, the loopholes, and the cheats. Ultimately, there's no game that hasn't been figured out. Not unless you make one. You're pretty great at it too. You're able to make creative, effective and workable gambling games in just a few minutes at most, though you might need more time if it needs specific devices. You can even ensure they have loopholes or easy ways to cheat at and obscure these ways so it's harder for others to find them.

Gorgeous, Darling- 100

Oh dear, that's not very fair. Using your fabulous looks to distract the poor guy on the other side of the table. You look delicious and know exactly how to use those looks to their full potential to distract or confuse other people. Against an experienced gambler, it won't be much use, but you can whip right through all the clumsy young men you want.

Entertain Me!- 100

The struggle to get to the top is exhilarating. So many tough challengers await you, so many pitfalls and conflicts to dive into with all your heart. But once you're there…what is there to do? You've perfected your skills already. No one is left who can challenge you. Or is there? Because now that you have this, you'll find that satisfying rivals and opponents will appear for you, even if there's no way that they could be around normally. In anything you do or area of skill you have knowledge in, as long as you want there to be competition, you'll find that at least one being will appear that is able to give you back that lovely feeling of struggle and risk. If you're primarily after these challengers for some reason other than the challenge they offer, they'll just stop appearing. They've got feelings to, y'know?

Let's Get Into A Craze- 100

Just because you fight someone, do you have to be all serious about it? Why can't they feel the same joy that you do? You know, all you really need to do is lure them into the same craze as yourself. Then they'd enjoy it too. Just by coming into conflict against you, people get temporarily drawn into this craze alongside you. Those who fight you can't help but honestly enjoy it like you do, whether that be the visceral pleasure of cutting into you or the pure fun of clashing blades, they can't hope to not have a good time and have a big grin spread across their face. It won't make them any different in attitude towards you really, those staunchly opposed to you will remain such, but it will ensure the two of you can have fun together as you battle to the death.

Language of Faces- 100
When you were just a kid, you worked on a little secret language. It was just a funny thing at first, something to while away the empty days. But as you grew up, you realised how useful it was to be able to teach it to other people and communicate that way. You can talk to others solely through your facial expressions, expressions subtle enough that even the most quick witted and aware of people could barely notice they were happening and even then, only if you held whole conversations that way. It's not hard for you to teach the language to someone, only a week or so's solid learning would be needed, and then you can stealthily chat so long as you can see even half of each other's faces.

Ice Ice Baby- 200
One of the best tricks to winning gambles is to offset your opponents balance. If you can get them nervous, unsure or uncomfortable, you can put them off their game and make them make mistakes. Not you though. No matter what happens, you can remain as cool as arctic ice. Be it your opponent going into what honestly seems like a literal climax over a gamble or a truck crashing through the wall next to you, you'll not even blink. You can be surprised or scared but your mind will instantly go towards what you can do in the situation instead of flapping around in shock.

Logical Librarian- 200
Hyakkaou Academy isn't exactly a place meant for nerds and brainiacs. With all the importance placed on gambling, money and connections, just being smart won't be the end-all to your problems. No one said it couldn't help out though. To call you well-read is an understatement. You've got the equivalent of the entire school library shoved into your head and memorised to the last line. Maths, science, history, art, it's all down pat. Most of the time, these will only have tertiary uses for gambles but you never know what crazy games someone might come up with and force you into.

I Spy A Friend In Need- 200
Bonds of love, friendship, camaraderie, hatred…the world's filled with bonds and ties between people. Bonds that you can see through the way people interact with each other, even if they try to hide it. As long as you can see them both, or more than two, at once, you're able to tell how any number of people are connected with each other. You'll know if they're family, if they like each other, if they hold grudges against one another and if they're on the same side. It won't get too much more specific but you can tell a wealth of information just from the way people act and speak to each other.

Grace Of A Bird, Mind Of An Elephant- 200
Every sound, every smell, every little line of text. It's all bound up in your head. Even seeing something for the briefest of instants, like watching someone shuffle a deck of cards, is enough for you to take in that info and remember it. You've got both a perfect memory and a perfect recall of that memory, instantly bringing up the relevant memory no matter how much you've remembered. You won't even run out of space, in the very strange instance that you might do so.

It's My Life- 200
Being in this school will show you some pretty dark places that humans can go. Slavery is alive and well, during and after the time of education in this academy. The sight of it, perhaps even the experience of it if you're unlucky, convinced you of one thing. You'll never let yourself be controlled by another. No matter what temptations or threats are offered to you, your will won't break. No

matter the humiliation, indignity or even pain that you are forced through, you'll be able to look your opponent in the eye and spit in it. The only way one could take your mind and body away from you is with quite literal supernatural powers, because you'll just give a contemptuous glare to anything less.

Idol Smile- 200
Everyone! Are you all listening? We're about to start the encore and we'd really love to hear your support! It's a familiar sight, isn't it? For a famous Idol like yourself, seeing all these eager fans is just a natural occurrence. You're an idol of some sort, perhaps a traditional Japanese singing idol but it's also likely that you're an internet personality of another kind, with more than a few thousand fans already. You're good at what you do and you know exactly how to handle fans, especially on how to encourage their obsessions with you and get them to spread their fandom. In no time, you'll be shooting up the popularity ranks in your chosen profession. Just remember to hide the disgusted feelings you have on the inside for the dirty, sweaty pigs you perform for. That's just not nice, OK~?

Mastered the Ruse- 200
You see through people like they were made of glass. The bluffs, temptations, mad baits. It slides off you like water off…glass. You're a master at seeing through the sorts of lies people tell at the gambling table, long experience teaching you how to tell exactly when someone is bluffing or telling the truth, when they're trying to bait you into something although not what they're trying to bait you into and even when they're trying to purposefully manipulate certain emotions out of you. It works away from the gambling table as well, as long as you're able to focus on that person.

Petting the Pitiable- 200
In Hyakkaou Academy, the Pets are able to pay a certain sum donation to the student council to remove their status as pets. It's often more than they can afford, especially if they're already broke from becoming a pet, but some can pay. Once you pay, all is forgiven. Individuals may not forget your actions but to the council, it'll be as if you never got petted. Now that works on anybody of authority, at least for you. So long as you can pay an appropriate sum, which scales higher and higher with the level of the crime you committed against that body, you'll be forgiven in the eyes of their law. Much like before, individuals will remember and may come after you on their own but you'll need not worry about legal repercussions. As long as you have money, anyway.

Wear Down the Walls- 400
Just getting someone to accept a gamble is only the first step. Next, you've got to get them to bet what you're after. Unless you're just in it for the fun like some sort of crazy person. It's not hard to get people in the positions that you want at least. A little push here, an offer there. As the game goes on, you'll get closer and closer to having them bet what you're after, even if they believe it too valuable to bet. You'll need to manage them carefully, ensure they don't up and leave beforehand, but as long as you can keep the game going, you'll wear down their resistance more and more. Eventually they'll feel they have no choice but to bet what you're after. Their life, their love, even the thing they find most precious. You always get your prey, just a matter of time.

Demanding Dog- 400
The one advantage that a Pet has over all other students is their right to a public match. If a pet challenges another student, even a member of the student council, then that student has no right to ignore whatever gambling match the pet asks for. Perhaps you were once a pet yourself, as you seem to have retained this advantage in the academy and even outside of it. You can challenge

anyone to a gambling match of some kind and have them accept, even against their own interests. This comes with conditions however. They may ignore you if you challenge them in the midst of a genuinely dangerous situation for them and they may ignore any gamble you suggest that is unfair to them or leaves them no chance of winning at all. Finally, you may only challenge a person once each year. Win or lose, they'll be able to ignore you even if you use this until a year has passed.

Straight As An Arrow- 400
It's a hard run to gamble fairly when it looks like more than half the school will quite happily cheat, the other half not doing so just because they don't know how or lack the skill to do it. Your efforts to play it straight and narrow paid off though. You've observed the acts of cheaters so much that you know the instant someone tries to cheat at something. You'll know when they try it, how they're going to cheat and what they hope to achieve from that cheat. If you want to turn them in or use that knowledge to lead them into a trap, it's up to you. But before your eyes, cheaters never prosper.

Bent As A Bow- 400
Cheatings in fashion this season. Everyone's doing it. If you wanna stand out from the crowd, you've really got to cheat with skill. Boy do you cheat with skill. You're not just able to slip your cheating beneath the eyes of even the great masters of the games you're playing, including even electronic monitoring, but also come up with entirely new ways to cheat at even ancient games. From cheats within the boundaries of the gamble to those that utilise the objects or people around you to even those that involve you setting people up in advance of a gamble. You know how to cheat, you get away with cheating in almost every occasion and you can think up new ways to cheat entirely. How does anyone even hope to keep up?

Eyes Of A Hawk, Ears Of A Bat, You Get The Point- 400
Gambling is like combat. Even the minutest change in the wind can herald an oncoming defeat or a triumphant victory in the near future. You need to pay attention to these things to take advantage and you're always paying attention. No matter how focused or distracted you get, you're always fully aware of everything that your senses could possibly take in. Even if you are focusing your eyes on the tiny print of a novel, you'll be able to tell the movements and positions of everyone in the room through hearing, like if you were concentrating on them solely. Your awareness of the world is always on, no matter your emotional state, and it'll only improve as your senses do. Quite literally, nothing slips by you without being invisible and inaudible and maybe even unsmellable or intangible, in an empty enough room.

Weighing Myself Down- 400
Getting too good can be a pain. The lack of good competition makes life into a real bore, especially if you're not the type to care just about perfecting yourself further. Sure, you could go looking for some new rivals…or you could just limit yourself. I know, it's hardly an appealing thought at first. But when you do it now, somehow you have just as much fun as if you were fighting at full strength. You're able to limit just about any part of yourself too. Your physical abilities, your intelligence or cunning, even any powers you happen to have. As long as it's reducing or limiting their effectiveness, you'll be able to do it. You can even have it automatically release after a certain time, once you're done having fun against those a bit less amazingly talented than yourself.

Rising Sun- 400
The greater your achievements, the more people want to be around you. Obviously someone who achieved great things would go on to do more. Normally, you'd need to make these accomplishments known to get popular from them. But you? By doing great things, difficult things, you just become that much more charismatic. It's easier and easier to like you and see you as a leader the more victories you accrue, even ones people don't know about. As you tear through your opponents, you'll start to create a following without even trying. Who knows what you could do if you actually put that sociability to purposeful use? That in mind, try not to break the illusion. Losing will lessen your charismatic aura a little and continuing to do so without a long time passing will rapidly increase the size of these losses.

Care For An Apple?- 400
People really shouldn't trust you. Not because you haven't earned it or anything but because of what you can do with that trust once it's given to you. When someone becomes your friend, ally or just puts their trust or faith in you, you can start to twist and entwine that feeling with your own being. The more you talk to them and manipulate them, the closer you bind them to yourself. Soon they'll see you as their best friend, eventually as practically their life partner. If you keep it up, you can even infect them with such a strong desire to be with you that they'd rather throw themselves to their deaths than be forgotten by you. It takes time though. Time and opportunity. A snake like you should have both in spades though.

Serpentine Whisper- 600
Bluffing, it's what every gambling game comes down to in the end. Even if you've got the worst hand in the world, you can still win if you can get your opponent to believe you have the best hand in the world. As a liar, there's no one else that can match you. If you can't get someone to believe your lies, and you can get people to believe even some of the most outlandish things in the world, then you can make them believe the truth…which happens to be a lie as well. See, you're not just any old bluffer. You stack lies on top of lies on top of lies and so on. If they figure out the first layer, you just have another bluff or misdirection waiting for them. Over and over, to the point that you can get people to believe just about anything if you have enough time. Only someone with supernatural powers could tell if you were lying and even then, it'd take time just because of the sheer number of layers you can build up around the core fib. Hell, you can make others disbelieve you too. Even if you purposefully tell the whole truth, it's a piece of cake to get others to dismiss it. A great opening move to lead into the real lies.

Queen Atop her Mountain- 600
Once you take the lead, you're not the type to ever let it go. You like to get people beneath them and keep stomping on their backs with greater and greater force until they bow their heads or their spines break beneath you. Once you gain an advantage over someone or some group, it gets easier and easier to increase that advantage or gain more advantages against them. Just knowing their weakness can allow you to have a much easier time gaining access to their weakness. Holding influence over them can see your influence grow just by having it and actively working to grow it will see it rocket higher. The more damage they take, be it physical or emotional, the easier it'll be to keep damaging them more. The more they lose, the harder it is for them to turn the tables.

Crazy World- 600
Life's no fun if you know you'll win for sure. The same with losing. If it's not a gamble, it's not worth doing. Aren't you just blessed then, to have everything in your life be worth doing? For you, there's

no longer anything so certain. You'll never be certain to lose, no matter the odds stacked against you, but you'll also never be certain to win no matter what advantage you have. You could be the strongest man in the world and events would transpire to ensure that even a baby might be able to beat you. The chance may be low, astronomically low even, but it exists. The reverse is also true. Even taking on the whole world by yourself is not impossible. High improbable? Sure. But that's the fun of it. Every action in life becomes a bet, no longer will silly words like absolute, certain or 100% get in the way of the thrill of a gamble.

The Right of the Powerful- 600
You have to have money to make money. But once you have that money? It'll just keep rolling on in. The more money you make, the easier it'll be for you to make even more money. Opportunities open up, good fortune rains down on you and pit falls become rarer and rarer. It's not just cash money either. Other forms of wealth and social power work on similar rules for you. Status, influence, respect. The more you have of each, the easier it'll be to increase your stock of each. As you become more elite, it'll only open the way for you to climb even higher on the ladder of life.

The New Craze In Town- 600
The craze, the euphoria it puts you in, don't you just want to spread it around to everyone else? Let them share in the joys of gambling? They might seem to fear your ideas and find you disgusting…but that's only for a little while. Get to be around them enough, talk to them enough, and you can change them to become more and more like you. You can get them to like the same things you do, love the same people you do, obsess over the same games that you do. Share your madness with them, your likes and dislikes. Like a living, infectious disease. Your craze can spread to them if you just get a chance to talk long enough, planting a seed that'll grow over time. Spend enough time cultivating them and you might even find it hard to tell them apart from yourself, except on a physical level. They won't be able to spread your craze themselves but that just means more fun for you.

Invasive Species- 600
No matter how strong an organisation may be to external attackers, they can't hope to stand up to you eating them from the inside out. Like a shark dropped into a store aquarium, you'll gobble up everyone from the ground floor to the very top. Once you've become a part of an organisation and start to work against it, it'll begin to fall apart at the seams. Its members become less effective against you the more of them that you defeat, its commanders devolve into in fighting more and more as you cause more chaos. They make poor decisions, allowing you time to recover or gather your strength, whilst foolishly challenging you on their own. When united, they should normally be able to crush you like a bug with ease. But now? They're almost helpless before you as you isolate each one and eat them alive. They'll get weaker as you win more and fight you alone or with little support. It wouldn't be long before you've left the entire organisation dead on its feet.

Items

You may take one of the 100CP items free and gain a discount on one of the 200CP and one of the 400CP items.

Mystery Case- 100
Always having some insurance ready is a great plan for life. Not one everyone can keep to but aspiring to it has many benefits. This unassuming case would give you a good boost towards that, I believe. A bit over 2 million Japanese Yen. Compared to the high end of the academy's battles, it's nothing. But it's a hefty sum to start you off in your journey here, something the rank and file often can't claim. You'll find a new case next to you at the start of each year, filled with just as much money.

Special Cards- 100
An ordinary poker set. Well, to everyone but you. What may seem like a regulation deck of cards is in reality specially marked with signs that only you can see. A different sign for each card, quite memorable too, to help you remember each one. Great for the low to mid-level games but if you keep a perfect record of wins, people may get suspicious even if they can't tell how you're doing it.

My Favourite Kind of Gamble- 100
Everyone has their favourite gambling games. Some like a bit of Blackjack, others go for the eastern stuff. But you? You've got your very own game. A game that is both uniquely suited to you and yet still playable by many normal person. A card game, a game that involves a special kind of device, even just a purely mental game. Whatever it is, it's something that seems fair to both sides but allows you to hold an unprecedented advantage over the opponent. Not an insurmountable one nor is it impossible to realise the advantage you have…at least after a game has already been played.

Strange Mask- 100
It's a simple white thing, your mask. Only covering your face and allowing your hair to lay freely in whatever style you like. Still, people don't recognise you in this mask. No matter how well they know you, the moment you slip on the mask is the moment you become a total stranger. Not impossible for others to figure out who you really are if you drop enough hints but even a partner you've been with for years would struggle over your identity if you were directly speaking to them with it on.

Gambling Den- 200
So many ways to gamble, so little time. At least when you're on vacation, you'll be able to use this room. Attached to your warehouse or a property that you own is a large room filled with every sort of gambling game you could find on earth. Styled after a quite plush and luxurious casino, it's even got a few mysterious dealers that cannot exit the room but will always fairly deal out any game and act with courtesy. If you like, these faceless men can even play against you in a game to pass the time, as they're quite skilled at every game in the room.

Kigurumi- 200
A quite adorable doggy outfit, like a thick hoodie with doggy ears and eyes on the top, in your size. Brightly coloured and great at making you look younger and cuter, its real use is that it makes you recognised as an official judge of Hyakkaou Academy. Sworn to neutrality, they can officiate over any game as a legitimate referee, dealer and judge of cheaters. Your outfit won't just work in the academy but allow you to act as a legal referee, dealer or judge in any location or for any sort of

gamble. You got to stay neutral though as the committee will only accept you as a judge as long as you can keep up the reputation of the group. Get caught cheating and it's gone for good.

Imperial Chips- 200
A big fat stack of casino chips. There's a few million dollars' worth here and by some miracle, they seem to be accepted chips at any gambling venue that uses them, whether it be a Vegas Casino or Hyakkaou Academy itself. They'll even replenish over time, restoring the stack of chips to its original size if you go under after a week. The catch? None of these chips can be cashed in for money, not for you anyway. They'll work for others that do it for themselves, long as they're not connected to you or intend to use it for you that is, but if you want money from it you'll need to use these chips to win some bets. Still, a few million gets you into some very high stakes bets.

Torture Set- 200
What a nasty looking collection. A gift from the Mushibami family, renowned torturers that seem to have an old friendship with your own parents. Isn't that worrying? They're pretty darn effective though, at causing pain and at causing fear. Even if all you want is to just leave someone with crippling injuries, this room filled with tools is just right for you. They won't even need maintenance either, dried blood doesn't dull them at all.

Poison Set- 400
My, what an advanced little kit you have here. All sorts of poisons and toxins are in this big bag, dozens of varieties, each refilling quickly after being used. From non-lethal knock out stuff to the sort of toxin that can kill in seconds a grown man. Not just liquids either, stuff that works on contact or can be sent through the air. Even a wide range of antidotes for these poisons and many others. It's all that's needed for a budding young assassin or a gambling cheat willing to get a bit more brutal than most.

Dog House- 400
The loyal little puppies that scuttle around you. You've managed to get a whole class to be deeply in debt to you as pets. It's gotten so bad that they're teased as being permanent pets. They've got a mix of fear and desperate hope towards you as the one to free them, something that makes them rather useful servants. They're all fairly attractive, for pets anyway, but otherwise just normal high school students. Having around thirty gophers, couriers and slaves to do your bidding can help in other ways though. Whether you want them to beat someone up, fetch you some food or help you cheat at gambling, they'll do it without complaint. They don't count as companions either, pets must be animals you see, and so you'll be able to have them all out at once. Any that so unfortunately die will be replaced after a week.

Life Plans- 400
A Life Plan is a small book that the student council gives to those so far into debt that they can't hope to get out of. It details the path in life that they're going to take, unless they want to be harshly punished. Intended to extend the power of the Momobami family to even greater heights, these plans are horrific in the sense that they take away the choice of the subject…but can be surprisingly happy ends nonetheless. You've got a few Life Plan books that you're able to give to people, ones that seem to make what's written in them far more likely to come about. It won't work miracles but if the person in question follows the schedule told within, they'll be able to achieve quite a bit beyond what they normally could. An average high school girl eventually becoming the loved wife of

one of Japan's top politicians, for example. You have five of these books but may not use them on yourself.

The Russian Pair- 400
Not everyone's satisfied with just gambling money. When you get really numbed to those risks, the only way to keep on enjoying the risks are to make them more…permanent. This pair of guns is exactly what you need. Two large, shiny revolvers. They're as real as can be too, no fakes or toy guns here. They'll always have ammunition when you need them to and you can even remove that same ammunition with a thought…or you can leave it completely up to random chance as to whether there's a bullet in the chamber or not. Cheating or having fun, you're putting your life on the line either way.

Councilman- 500
How fortunate, you've received an invitation to join the student council of Hyakkaou Academy. They're an immensely powerful force within the academy and even without it, they have great influence and wealth at their disposal. You're not quite a senior member yet but you do have access to millions of dollars, control over the school and set to gather a whole bunch of influence to use in the future. As long as you don't bore the President. In future worlds, you'll find yourself invited to join the leadership of any organisation you become part of, though usually as just a low ranking member of that leadership.

Old Money- 500
Daddy's got a lot of money. A loooot of money. The sort that needs ten figure sums to list out. He's probably the head of an international business of some sort and has just as much raw influence as he does money. And he just adores his cute new daughter. You've got an annual pocket money sum in the hundreds of thousands of dollars easy and can borrow a few million more, no questions asked. You've got the status that comes with being from money like this too, so plenty of people will look to get into your good books or value you just for the potential you might have one day. Your parent will be just as rich in future worlds and hold a similar disposition towards you.

Companions

Import- 50CP per
You're not the only new student coming to Hyakkaou, a few of your friends are coming along with you too. Every time you buy this option, you'll be able to import one existing companion you have or create a new companion entirely. They'll get a history in this world, 600CP to spend and the same sort of perk discounts that you do though they can choose their own.

Canon- 100CP per
I get it, you got a bit obsessed over one of the characters here. Girl catch your eye? Want to devote your whole life to them? You'll get your chance. Each time you buy this option, you'll be able to take one character from this world as a companion. By taking this option, you can decide what your relationship with that character is, within reason. You could be friends, family or enemies but they can't be your adoring slave.

Twin- 100CP
Born from the same mother, it's your identical twin. At least in this world. They look just like you, though they happen to be quite submissive and dependent on you. Extremely so, even. They remember growing up with you, even if you didn't, and they're generally good at most things. What they excel at though is pretending to be you. When they decide to do that, you're the only one that can tell the two of you apart. Even magic won't be able to differentiate you two. That said, if anyone calls on your twin to perform to your level, they might get caught out.

My Very Best Friend- 100CP
You've been together for years. The perfect counterparts to one another. You don't just like the same things, you love them and your love only enhances the enjoyment the other one gets out of doing those things. This person is perfectly designed to be the best friend you could ask for and just makes life more fun for you when they're around. It could be as complex as them creating attractions for you to enjoy or as simple as them hyping you up to enjoy your hobbies more together. They'll always stick by you too, even if you change. They also give off the same feeling as you do to any observers, which depending on what kind of person you are, could end up being quite disturbing.

Drawbacks

You may take up to 600CP in drawbacks from the below list.

Robotical- +100

The world is formed from numbers and logic. Everything has a reason, that's something you can explain and take comfort in. If something has a reason, has logic to it, then you can understand it and make use of it. But people aren't often as logical as you. You have a whole lot of trouble understanding even the emotions of normal people, much less some of the nutbags you can find in this world. You can still find enjoyment in emotion yourself, you just can't understand it in anyone else and that'll really put you off your reading game.

Living in the Now- +100

Planning has never been your strong suite. It's just too bad that this isn't just long term but even thinking about things in the short term. You always act in the present and even a few minutes in advance taxes you to the max. Coming up with a strategy for a game is nigh impossible for you and you'll have to rely on your immediate wits to get through anything, so you'd best hope you're creative and have some fast reactions.

You're Interesting- +100

Pets? It's not just people in debt that are pets to you. It's the whole damn world that's just a personal petting zoo for you. People aren't people to you, they're toys that you love to play with. Toys that do often break…but you always have more in your box to play with. Exploiting others is your favourite hobby and anyone who gets too close to you and spends time with you will be able to tell that just by looking at your eyes.

Permanent Pet- +200

No matter how much money you have, you're considered to be a pet for life. People look down on you like you're scum, though if you act freakish enough they'll just leave instead of bullying you. You don't have the benefit of being able to challenge anyone like a pet but you're still treated as a second class citizen like them, by the students and almost everyone outside of the school too. You might find the rare person who doesn't look down on you…but they usually happen to be crazy in some way.

My Gambling Madness- +200

You've got an addictive personality. Not that people like to be around you a lot, though they might even so, but that you get addicted to enjoyable things extremely easily and to a quite dangerous level. Once you found something you like, you'll quickly gain an almost irresistible desire to indulge in it more, even when you know full well how unhealthy or dangerous that particular addiction is. Even normally safe things can be dangerous if you're doing it all the time and with no moderation at all.

Heart On Sleeve- +200

You're not the most controlled of people. What emotions and thoughts you're having are always clear as day on your face and in your bodily expressions. It's a bad way to be in the gambling industry but it's not impossible to conquer. Not if you're really that good at planning to make up for it. At least people will think of you as an honest guy, some find that charming.

The Bami Way- +300
If life isn't exciting, you just need to make it more exciting by adding a few risks. Shame you get easily bored. You're in the habit of artificially heightening your enjoyment of life by introducing completely unnecessary risks on a whim. Going all in on the first hand of a game, you'll quite happily risk your livelihood for a better gaming experience. You won't take clearly suicidal actions, that'd just end your fun, but you will try to put yourself constantly at the edge of losing and if you're not careful with the games you play, that could risk your life.

Life of the Poor- +300
Those on the bottom just keep getting driven lower. As the rich get richer, the poor get poorer. Sadly, you're destined to be poor. Any time you lose or fail or suffer a defeat, the consequences of that are magnified. Monetary losses become several times greater, wounds become infected or more serious than initially appearing and so on. As you lose more, the severity of this will slowly increase. You'll have to maintain a perfect win record or find yourself very quickly going down the drain.

Beautified Death- +300
Risk? Risk isn't enough. You're not just in it for losing some money or status. You need real risk. The sort that sticks on you for good. Losing an eye is just the minimum for entering the game. The real prize is betting your life on something. You're obsessed with death games, things that require you to bet your very life and limbs on the gamble. You'll be on the lookout for any such games and even create them by force if you go long enough without it. It's an irresistible addiction. You'll have to keep winning every game to keep all your bits in one piece and keep enjoying that lovely feeling of risk.

Scenario

The Bami Tree

The Bami family is a collection of old, powerful families united together to expand their influence further. They are formed of 8 families under a single head family. At the current time the head family is the Momobami, ruled by the young Kirari Momobami. A cruel, maddened gambler who sees human life as toys for her enjoyment. Still, the Bami have grown strong with her at the helm, even if she only allows them scraps.

You were born as the heir of a 10th branch of this family, a family that has Bami as a suffix to their last name. Your family likely specialises in a particular field, such as poison or torture or military weaponry. You're rich, powerful and raised to one day be one of the strongest women in the world.

But Kirari has other ideas. In a few weeks, regardless of what you do, she's going to organise a gambling tournament for all of Hyakkaou Academy. The prize? Position of student president in Hyakkaou Academy, a place that has enough influence to change the course of all of Japan and, more importantly to you, the position as head of the Bami family. That's obviously not on, so you and the nine other heirs were transferred to Hyakkaou Academy to take part in the tournament.

Every student at the academy gets one vote token. The one with the most tokens at the end of a two week period will be voted in as the new President and Head of the Bami family. The only way to get more tokens is to win them in gambles. There are adjudicators, waddling around in cute dog outfits, that will monitor and officially regulate all games. Only official games may result in tokens passing from one hand to another and they can always tell when someone tries to get around this.

Strangely enough, they also seem to be able to tell when you use any supernatural ability to cheat and will kick you out of any game if you do so. It seems you'll need to gamble your way to the top with actual skill this time. Competing against the students of the school, including the mad gamblers like Yumeko Jyubami and Kirari, as well as your 9 masterful gambler siblings.

If you can manage to pull out a win, you'll be richly rewarded. Hyakkaou Academy will follow you to future worlds, with you either as the Student Council President if you're a student or simply as the owner and headmaster if you're an adult. The Bami family will also follow you with you as the Head. This 10 branch family of rich, influential and skilled people will either take the place of your normal family or alter them to be a part of it in the future. They will be new people each time but always of a colourful variety and just a little bit mad.

Ending

And the alarm ticks down to zero. Time's up and thus it's time to make that choice.

Do you want to *Go Home* to your first world?
Do you want to *Stay Here* in Kakegurui land?
Do you want to *Continue On* to another world?

Notes

Special thanks to the total cutie honey bee NuBee for all the support and encouragement.