Senran Kagura Jumpchain, Ver 0.5
By SoftAnon !!pnhSfPlXt15

Welcome to Japan! Well, it might not be your first time here, but nonetheless, welcome yet again. This is a Japan filled with ninjas (yeah, we know), monsters, and beauty. It's a Japan where friendship is nearly a physical force, and good wages an eternal war with evil. Although these "good" and "evil" really just mean "selfless" and "selfish." We're sure you'll figure it out.

Location:
Roll 1d8, or pay 50 CP to choose. If you're a student, roll 1d4 and the result is where you're studying. If you're a male attending a girls' school, you can choose to disguise yourself as a girl, or attempt to convince the administration that your admission is valid. Considering that the paperwork is already filed, it may be easier than you think...

1. Hanzo National Academy
Founded by the famous Hanzo himself, an academy dedicated to training good shinobi.
2. Hebijou Clandestine Girls' Academy
An academy dedicated to training evil shinobi. Affiliated with snakes.
3. Gessen Girls' Academy
A super-elite school for good shinobi. Espouses the importance of unwavering justice. Affiliated with spiders.
4. Ninja Village
A village deep in the countryside populated entirely by ninja. Produces many skilled shrine maidens.
5. The Wilderness
It's the wilderness. There's no sign of civilization around you.
6. The Shopping District
The middle of a downtown shopping district. People are moving about, running their errands.
7. Free Choice
Select any location, even those not listed here.
8. Mikagura Island
A mysterious tropical island, supposedly outside of time. The spirits of fallen shinobi are said to wait here until they find the peace needed to move on.

Origins:
You may change your gender to female for free, and your age is 12+1d8 years. You may pay 50 CP to choose your age, or change your gender to male. No matter what, you arrive on the first day of a new school year, when a certain somewhat-bland protagonist is beginning her second year...

Drop-In (Free)
You appear randomly at your rolled location, with no prior memories or identity. The usual.

Student (100 CP)
You're a current shinobi student. You're learning the shinobi arts under a master at your rolled school.

Renegade (100 CP)
You've fled the shinobi society. Possibly due to a failed mission, conflict of morals, or just plain authority issues. Now you live on the run, avoiding renegade hunters and trying to make ends meet.

Yoma (100 CP)
Born from the spilled blood of warring shinobi, you are a demon of battle. You must take the Hunted drawback with this origin, for no points.

Perks:
The 100 CP perk is free with origin, others are discounted. All discounts are half price.

Drop-In:
Approachable (100 CP): You have an air of approachability about you. You tend to give the impression of someone who can be trusted, and who won't judge others.

Battle Communication (200 CP): When fighting a person, or group of people, you naturally come to understand them, and they you. This may be accompanied by mid-battle banter, depending on circumstances. Note that this won't necessarily let you resolve all combat with no hard feelings, but it will prevent misunderstandings and allow empathy to form faster and more strongly. While most effective in personal combat, you can still use this ability even from the pilot seat of a mecha or other vehicle.

Mass Melee Specialist (400 CP): Your abilities in combat improve as you face more and more opponents simultaneously. This has a soft cap at around three times your normal power when facing one thousand opponents at the same time.

Social Empowerment (600 CP): You empower, and gain power from, the social connections of your allies and enemies. With only a few close friends fighting alongside you, your strength is easily doubled. The more in-sync you are with these friends, the stronger the effect. Yes, this means that you become stronger when fighting a close friend. While this does not make you stronger against bitter enemies, it doesn't weaken you either.

Student:
Talented (100 CP): You have unusual skill in a mundane craft, such as cooking, sewing, music, or any other 'civilian' field of your choice. Note that is something a high schooler should be able to do. Advanced particle physics is right out. Though things like hunting or survival games are allowed.

Love Power (200 CP): You're powered powered by love! Pick one thing you truly love. That thing now actively replenishes your reserves of energy when you encounter it. Note that this needs to be something fairly concrete, like a food or activity. Specific individuals also work, or very narrow groups.

Mystic Eyes of Affection (400 CP): You were born with a mysterious power dwelling in your eyes. Those who look into them are overcome with affection for you, no matter what the circumstance. Naturally, this makes fighting or disagreeing with you very difficult. This effect is fundamentally temporary, and wears off within minutes of breaking eye contact, faster if you physically distance yourself from the target.

The Path of the Shinobi (600 CP): Is without end. But you'll keep walking it. You have a tireless drive towards self-improvement and personal growth, and are not even slightly bothered by losses or setbacks. Everything is an opportunity to become stronger in your eyes. In fact, the longer the road to your goals seems to you, the more fired up and passionate you become. And you'll find that the more passionate you are about improving yourself, the easier it is. Training produces noticeably faster returns, and roadblocks are more easily overcome.

Renegade:
Internet Presence (100 CP): There's a unique impact to your writing, whether it's a web novel, a blog, or even just comments left on other people's work. You find it easy to quickly amass a reputation and following when making online content. This extends to things like videos and art.

Mercenary (200 CP): Even shinobi on the run need to eat. This will help with that. You gain a natural talent for marketing yourself to employers, and work of all kinds finds you more easily. You won't instantly stumble into your dream job, but you won't have to worry about starving to death. If you're already a bigshot, expect this to lubricate negotiations and improve your luck in business matters.

Drug Specialist (400 CP): You have an uncanny knack for creating unusual drugs. Anything from size-changing potions, accent-changing mixtures, to more traditional poisons, sleeping draughts, and explosive compounds. And any effect you can cause, you can reverse. Optionally includes a strong desire to test these drugs on friends and foes alike. Don't worry, the effects are just temporary. Probably.

Noble Spirit (600 CP): You draw strength from your ideals, and your ideals become stronger as you fight for them. As long as you are true to yourself, you are a pillar upon which the world will break. In short, you can now draw upon a limited feedback loop, where the strength of your beliefs adds to the strength of your body, and conflict naturally strengthens your beliefs. The limit in this case primarily refers to the strengthening of your beliefs, as the conflict must be truly challenging to truly strengthen you; however, strength gained this way is a permanent increase to your abilities.

Yoma:
Disguise (100 CP): While you cannot escape your inhuman nature, or the aura of killing intent that oozes out of you every moment, you can hide both, for a while. You can use a mixture of the same skills that create a Shinobi Transformation and your own knowledge of human nature to pass as a normal human for short stretches of time, to the tune of several hours. This applies to any and all nonhuman forms you may have accrued.

Combat Empowerment (200 CP): Yoma exist only to kill, and are well adapted to their purpose. The longer you're in a direct physical confrontation (blows being actively exchanged, or at least regular bodily contact with intent to harm) the more comfortable you are. Your wounds will heal quicker, and your power will scale up, though slowly. This effect fades rapidly the moment there's a pause in the melee.

Mimicry Specialist (400 CP): Though you are not human, you know them well. You can designate a target, and once you do, you can learn to copy that target's style the more you observe them. This includes everything from fighting style, to posture, to verbal ticks. This effect is greatly magnified if you fight them directly. Once you pick a target, you can only change it once a year, or when your initial target dies.

Blood Horde (600 CP): Yoma arise when the spilled blood of shinobi and in turn, spill blood themselves. You gain power over this vicious cycle. When wounding or killing human victims, you can harvest their spilled blood to create minions. This power operates at roughly a 10% efficiency, turning the death of one shinobi into a yoma with 1/10th her strength. You are able to divide this strength to create multiple, weaker yoma if you chose to.

Non-Origin:
Kagura (600 CP, no discount): A Kagura is a shinobi who stands at the peak of power, capable of fighting off armies of yoma. A single Kagura can all but dictate policy for the shinobi faction she allies with. Theoretically, any shinobi who works hard enough can one day become a Kagura. But for most, it will take decades of continuous training. For many, death comes before they reach this goal. But you're not most shinobi. You have that special spark. Your reserves of shinobi energy are easily twice the average, and your fine control over this energy is just as high. This amplifies the effects of every shinobi technique you have, to a noticeable degree.
Companions:

My Old Team (50+ CP): You may import companions you have brought with you, 50 CP each, or 8 for 300 CP. Each one gains a free background and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team (200 CP): A shinobi is nothing without their friends! Buying this once will give allow you to add any four friends or allies you've made here as companions. This includes any canon character (yes, even New Wave girls) but anyone stronger than you will likely be unwilling to carry the party, as it were. You may buy this multiple times.

Items:
Secret Ninja Scroll (100 CP): This scroll allows the use of a Shinobi Transformation. Transforming consumed shinobi energy, but this energy naturally builds up within you during combat. Transforming allows you to change your clothing into any outfit you have worn in the past, and fully restores any damage you've taken in the fight, while also improving your defense. This technique will naturally dispel when you exit combat, and must be reactivated the next time you need it. Note that your transformed costume is built out of your ninja energy and fighting spirit, so it is prone to taking damage as your spirit falters. The Scroll only appears when needed for your transformation. Otherwise, it's considered to be hidden on your body somewhere. Yes, even if you're naked.

Shinobi Weapon (100 CP): You gain a distinctive weapon that becomes the basis for your fighting style. This can be anything from a sword to blades woven into your hair, or even items like taiko drums or water guns. Shinobi weapons are capable of conducting shinobi energy freely. You may import a weapon you already own into this purchase.

Frantic Mode Scroll (200 CP, discount Drop-In): An advanced technique for shinobi, this transformation disregards the defense provided by a Shinobi Transformation, along with all the user's clothes. Instead, you gain a considerable boost to your attack speed and strength, to compensate for the equally considerable lack of defense. This counts as a separate transformation from the above perk, and offers the same on-activation healing and access to Ninja Arts. Frantic mode grants faster generation of shinobi energy, but you do have to be naked to use it. Underwear is allowed.

Spirit Summon Scroll (200 CP, Discount Student): It says "Summon," but this Scroll isn't quite a traditional summoning item. Instead, it will teach you to call forth great manifestations of your shinobi energy in the shape of an animal that best represents your personality. You may pick any animal you like, but this is ultimately an energy projection, just like a ki attack. Examples include squids, phoenixes, toads, rabbits, and snakes.

Elemental Enchantment Scroll (200 CP, Discount Renegade): Many shinobi rely on their affinity for a natural element to empower their attacks. This element can both aid a shinobi in maintaining focus, and inflict unusual effects on their enemies in battle. This scroll will allow you to imbue all your attacks with any appropriate physical element. Examples include fire, water, wind, earth, ice, lightning, poison, darkness, blood, or sound.

Internalization Scroll (200 CP, Discount Yoma): While it's certainly popular to rely on flashy energy attacks or elemental effects, shinobi dedicated to martial excellence find themselves drawn to this scroll. Instead of externalizing their energy, this scroll teaches shinobi to pour all their energy into their own bodies, improving their speed, power, and defense at the expense of everything else. This art leaves no room for the use of weapons, or any energy projections. It is dedicated purely to the mastery of hitting things incredibly hard.

Super Secret Ninja Scroll (300 CP): Every shinobi is expected to study at least one of the above scrolls, but few are allowed to access this one. This scroll contains the knowledge needed to perform a unique, high-power, high-cost technique that temporarily gives them access to their full combat potential. This may take the form of a new transformation, usually embodying an element or animal, or a highly destructive release of shinobi energy, powerful enough to eliminate vast swathes of enemy forces in a single stroke. The true strength of this technique, however, comes from its potential for growth.
Appearance Section:

A shinobi is the beauty of death incarnate, and you are no exception. For this section, you have 100 BP (Beauty Points) to spend as you see fit no matter which background you have taken. You can buy 10 more BP for 50CP, but not the other way around.

Explosive Appearance (Free/10 BP): Members of the shinobi world tend to be suspiciously attractive, and you are now a member. Even before spending a single point, your appearance is brought up to above average levels, if you're not there already. You're now easily a 7/10 in the looks department. However, if you spend the 10 BP on this perk, this effect will now include every person of interest in every later world you visit. The more interesting they are, to you or the world at large, the stronger the effect.

Contagious Casual Nudity (Free/10BP): You no longer have a nudity taboo. You're still aware of nudity taboos existing in other people's minds, but you're perfectly capable of being naked at any time, in any place, and being totally comfortable. In addition, as long as you seem to have a good reason for being naked (such as your clothes getting blown off during a fight) then people around you will be much less bothered by your lack of clothing. This is free in-jump, but you can pay to carry it with you into the future.

Aesthetic Enhancement (10 BP each): Seven out of ten not enough for you? Well, here you are. Each purchase of this will upgrade one part of your appearance, pushing that part of you into 8/10 or 9/10 territory. This can be bought multiple times for the same part, or different parts. And yes, you can go past 10/10 if you like.

Aura of Adorable/Sexy/Badass (10 BP each): Each purchase of this option unlocks one of the auras. Each aura allows you to embody its attribute. For example, Adorable would make you incredibly cute no matter what you do or say. Note that this is less a magical effect and more of a physical one. Adorable will make your eyes become larger, your posture be endearingly childish, you will become clumsier, but only in harmless ways, and so on. Yes, this will even affect 7 ft tall burly warriors.

Friendly Physics (10 BP): Normally, there are certain downsides to having biceps bigger than your head, or a figure so curvy it makes hourglasses look like flagpoles. Limited range of motion, extra body mass to move around, certain parts sagging or flopping about unpleasantly. No more! Now, physics is willing to work with your absurd body, instead of against it. You have your full range of motion despite your muscles, your floppy bits never seem to sag or get in the way, and your spine no longer threatens to snap like a twig under all that added weight. Great for those Space Marine yoga practitioners and succubus acrobats!

Signature Trait (20 BP): For some reason, certain people tend to develop one unique attribute that defines them. A face that can launch a thousand ships. Legs so perfect they seem to be sculpted. Certain… assets… that seem to embody a near-platonic beauty. Now you have an aspect of your appearance that is just as stunning and memorable. It can be any part of your body, or even something like your posture or speech patterns, but whatever it is, it's always difficult to hide, always attention-grabbing, and incredibly attractive. This stacks multiplicatively with any purchases of Aesthetic Enhancement affecting the same thing.

Perfect Dressing Room (10 BP): You now have access to a personal dressing room, attached to your Warehouse, where you can change your hairstyle, clothes, and accessories. Any item of clothing you have can be copied into the dressing room, and once done it is there permanently. You can save outfits in the room's memory, and assign them freely to any transformation state you have access to. Want to be a Rider in a maid outfit? A magical girl in power armor? You got it. As a bonus, dressing room outfits are 'layered' on top of the transformation, allowing you to keep the benefits of whatever you're 'supposed' to be wearing. Yes, your normal self is considered a transformation state for dressing room purposes. These outfits may look and feel exactly like the real thing, but they are truly made of your own shinobi energy, and therefore function purely aesthetically. They also tend to fall apart distressingly easily when damaged.

Color Edit (5 BP, requires Dressing Room): You can now freely edit any color of any part of your appearance. No more hair dyes, tanning salons, or colored contacts! Every dress works for every season! Also applies to any glowing bits that your magical or technological outfits may have! And for the cybernetics and robot enthusiasts out there, this option will also allow you to save robotic versions of body parts as textures with their own slots. All the visual flair of synthetic limbs, with none of the maintenance issues (or, admittedly, the physical boosts). Now you can live the dream of reskinning your android body to look steampunk.

Universal Use (5 BP, requires Dressing Room): Normally, the Dressing Room will only be available for your personal use. Now, it works for everyone. Your companions, allies, friends, and enemies can all step inside if they enter your warehouse, and have access to the full suite of customization options you do. Also adds an option in the room's memory to make saved outfits public or private.

Transformation Enhancement (20 BP): Transformation sequences are wonderful things, but they do tend to get a little tiresome after a while. This purchase adds a new room to your warehouse, which can be added directly to the Dressing Room if you like. Inside, you can access a menu which will allow you to view any transformation sequence you have, and customize it. Customization can include lighting, particle, and sound effects, as well as the bodily motions you go through. While this can be used to adjust the speed of your transformations, you can only make a transformation as fast as the fastest one you can currently use. But on a more pleasant note, you can also copy any other special effects from one transformation to another. Does one of your transformations prevent you from being harmed during it? Now they all do! What about healing you, or causing the battlefield to change in some way? Yup, those work too.

Drawbacks:
You may take up to +600 CP in drawbacks, or +800 if you take Shin Awakens.

Flat (+100 CP)
Though the specific form it takes is up to you, there is something obviously lacking about your appearance. Whether you're just really short, have a lazy eye, or share Mirai's eternal curse, you should expect everyone you meet to notice, and most to comment on it. You'll have more trouble being taken seriously, and you have a major complex about it. This is true no matter how attractive you otherwise are.

Emotionless (+100 CP)
All capacity to feel any emotions is completely lost to you when you arrive. Expect to have some trouble dealing with all these hot-blooded characters.

Pursued (+100/+200 CP)
One of the more… enthusiastic… shinobi has taken an interest in you. Either Katsuragi, the lecherous third year student at Hanzo Academy, or Hanzo himself considers you unusually captivating and is determined to experience your beauty… firsthand. If you'd prefer to deal with Kat, you gain only 100 CP. Accepting Hanzo's harassment will get you the 200. You can only take this drawback once, and rest assured, even if you think you'll enjoy Katsuragi's attention, she'll always strike with the worst possible timing.

Hunted (+200 CP)
For whatever reason, a considerable bounty has been placed on your head by major players from all sides of the shinobi world. As per usual, expect to have assassins after you from day one. And each one seems to be more powerful than the last! By the end of your stay, you'll be fighting multiple Kagura-class shinobi at the same time. Though there may be some way to deal with the ones who put the bounty out…

Talentless (+300 CP)
For the duration of your time here, you find yourself hopeless at using shinobi techniques of any kind. Your transformations fail, your techniques fizzle, and so on. This extends to anything that could be considered a "ninja technique."

Sealed (+300 CP)
All your previous abilities and out-of-jump technology are sealed away, with your warehouse, for your ten years here. You have nothing more than your bodymod, your memories, and your purchases here for your stay.

Shin Awakens (+600 CP)
The moment you arrive in this world, Shin stirred in his womb. Shin is a planet-sized yoma, capable of crushing humanity in its entirety with ease. Born from centuries of accumulated shinobi blood, he wasn't scheduled to wake up until several years after your departure. Not anymore. Shin will awaken five years into your time here, and will immediately begin a rampage that could easily exterminate all life on Earth. But legends say that his defeat may be possible, if a team of several dozen Kagura-class shinobi could be assembled. But how could such a team be created in a scant few years?

Ten Years Later:
You survived your ten years here, and as usual, you must choose what happens next.

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain… allure, hmm? Don't worry, we won't judge.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:
On Shinobi Energy: This setting does not have very hard metaphysics. Feel free to canonically declare that shinobi energy is the exact same as chakra, chi, ki, soulforce, or whatever other equivalent magic juice you happen to prefer.

On Kaguras: Purchasing Kagura will amplify the effect of every scroll in the item section, as well as your Shinobi Transformation. Summoners' projections can become as big as a house, or manifest multiple times simultaneously. Element users can select a second element, or a more powerful one, like time, or increase their power over their one standard element. Internalization specialists don't benefit directly, but can gain a lesser effect of another scroll as part of their internalization process.

Purchasing Frantic Mode and Contagious Casual Nudity would allow you to be naked all the time without any negative repercussions, pretty much.

Shinobi and ninja are synonyms.

The Hunted drawback does not create a fiat-enforced bounty. It can be fulfilled or retracted. Neither will be easy, but neither is impossible. You are, of course, free to simply keep fighting shinobi until there's none left willing to try you.