Medaka Box Jumpchain CYOA

By tovam

-Introduction-

"Welcome to Hakoniwa Academy, the number one most prestigious school in the whole country. Here among the best of the best, the elite of the elite, we will help you develop your personal skills, and one day have you rise up to become one of those elites as well."

Though they still value mundane academic and athletic prowess, it is a widely known secret that the school gathers 'Abnormals', individuals possessing a super-human skill.
But what only a select few know is that the school is created for an experiment. What are abnormalities? How have people obtained them? How can we turn ordinary people into abnormals? That is the Flask Plan, and the true purpose of Hakoniwa Academy.

You will be given 1000CP to guide you through your school life.

-Mentality-

The students of Hakoniwa Academy are categorized in different types of Mentalities. While the abilities of different Mentalities intermix, categorization is needed for analysis in the Flask Plan.

Drop-In - You are dropped in Hakoniwa Academy as a normal or 'special' student. You have no history in this world, and your powers aren't recorded by the Flask Plan either. Will you stay hidden, or step to the front?

Abnormal - You possessed some abnormal ability since you were a kid, and got contacted by Hakoniwa Academy. They will help you develop your abilities, as they have done to many before you. What a tempting offer, isn't it? But at what price?

Minus - You are an Abnormal, in a way, but your power comes from hardship, traumas or deterioration of the mind. Others look at you with fear and disgust, but you simply smile. This is how it has always been, and how it always will be. Fragile relationships, useless work, and empty victories. That's a Minus' motto. (You must take the 'Minus' drawback, but still gain CP from it.)

You are given a dorm room near the school and three meals a day. If you want an allowance, you will have to take a part-time job, but don't forget to ask the school for permission first.

Roll 1D8+10 for age, or pay 100CP to choose your age and gender.

-Perks & Abilities-

Discounts from mentalities are 50% off.
Since everyone in Hakoniwa Academy is unique, there won't be any freebies.

Special powers (Discount from Drop-In)

Academic Prowess [200CP] - You are highly skilled in one theoretical subject that could reasonably be taught at school, like Ancient Greek, biology or accounting. Note that practical application of those skills is not taught, and must be obtained elsewhere. Maybe at one of Hakoniwa's many clubs? This perk can be bought more than once.

Athletic Prowess [200CP] - You in the top 1% of people at a physical or athletic ability, like sprinting, swimming, kendo or savate. Expect to be invited to the athletic club and join national tournaments. This perk can be bought more than once.

Princely Charm [300CP] - A smile here, a wink there, you have great charisma and everyone loves and admires you. Rumours about your good sides are widespread, and people tend to forget your bad sides more easily.

Animal Empathy [300CP] - You can focus your intent in such a way that you attract animals, who approach you out of love or curiosity. If you project hostility instead, they will scamper away in fear. This will affect all animals in the vicinity, regardless of species. It is not a mind-affecting effect.

King of Fouls [400CP] - Feints, tricks and back-handed techniques. Not only are you very skilled at fighting dirty, but you relish the chance to do so. People might give you a nasty nickname, but no one doubts that you will do anything to win your fights.

Maestro [600CP] - Guiding others is your second nature, and through your efforts you can draw out 200% of the skills of your friends and allies. You must actively use this ability by reaching out to others through words, song or movements. Cannot be used on more than a small group of eight people.

Technique Mimicry [600CP] - Your hard work and senses borders on the supernatural, and allow you to copy the skills of others. These can only be mundane skills that anyone could learn given enough time and effort, like a martial arts technique or a musical instrument, but you can learn in days what took them months to learn.

Abnormal powers (Discount from Abnormal)

Auto-Pilot [200CP] - You can put your brain on auto-pilot and gain extraordinary reflexes. You can instinctively defend against attacks, and even attack or counter without consciously thinking about it, giving your conscious mind time to strategize. Because of this, feints are unlikely to work against you. Remember that your body must still be able to keep up with you.

Parasite Seeing [300CP] - You are able to see what others see through their own eyes. This allows you to see how others view the world, understand how they think, and know what they are aiming for. Can be used on anyone in sight.

Devil Style [400CP] - You nullify coincidence, preventing the whims of fate from interfering in your battles and life. You won't fight from weakest to strongest in a tournament. You will not come across your rival in a pinch. You won't be spared by the whim of your enemy. With luck no longer interfering, everything comes down to effort and intent.

Unknown Hero [400CP] - You gain overwhelming physical strength and presence, and because you are so intimidating, people unconsciously block you from their senses and memory. Those not of great willpower cannot see you, and will forget about you once they leave the room they last saw you in. However, if one person sees you, everyone present becomes able to until you move out of sight again.

Lip Service [500CP] - With a kiss, you can give one of your abilities to another person. That person becomes capable of using the ability just as well as you could, while you lose it. With another kiss you can take back your ability, including any level-ups the ability got. You can only give away one ability at a time, thus you must reclaim your one ability before giving away another one. If the new owner of the power dies or gets left behind in another jump, the power returns to you automatically.

Remodelling [600CP] - You can remodel living or inanimate things through training, surgery, drugs or other scientific methods. Through this you can improve their efficiency or bring out their true potential. It can bring out powers that are dormant within you, but not create new ones.

Weighted Words [600CP] - You can control electric signals that interfere with the target's motor skills, making their bodies move against their will. You can also brainwash people, though this requires time, total concentration and a target with a weakened mind.

Minus powers (Discount from Minus.)

Minuses and those of different Mentalities who decide to learn a Minus ability are required to take the 'Minus' drawback as one of their two drawbacks. They still gain CP from it.

Five Forks [400CP] - With a scratch from your nails, you can manipulate ailments. You can give people illnesses ranging from a slight fever to cancer, and remove them just as well.

Octopus [400CP] - An annoying skill that obstructs the movements of others, even before they have moved. Be it a kick or a headbutt, you move unconsciously -as in a reflex- in such a way that prevents others from starting their planned move.

Ice Fire [600CP] - You can manipulate your own body temperature to extreme ranges. By lowering the temperature you can freeze liquids, create ice by freezing vapor in the air, and even protect against mental damage by 'keeping your head cool'. By raising the temperature, you can produce fire.

Raff-Rafflesia [600CP] - You can corrode and dissolve anything you touch, even things like concrete and the air. Its intensity, speed and area can be controlled to some extend and -lucky you- you can even turn it off. By controlling rotting processes in the ground, you can cause plants to grow rapidly and even control their movements to a small degree.

Scar Dead [600CP] - With your twisted mind, you project an aura around you that re-opens old wounds of the people around you. Any wound ever inflicted, no matter if it has been fully healed or decades old, will open as if it was inflicted mere moments ago. All at the same time. By focusing, you can also open mental wounds, or even the 'wounds' of non-living objects. Scar Dead targets everyone in a radius of several meters aside from the caster indiscriminately, including allies.

Book Maker [800CP] - You conjure an elongated screw, which you stab someone through the heart (or core/center) with. The screw deals no physical damage, but lowers the target to your level. Body, spirit, technique, intellect, and talent, all fall to match yours. Should your power later on change, the target's power level will change accordingly. The screw slowly deteriorates depending on the target's (original) willpower, but it can still last a few hours to a few days. It cannot be removed by force unless you allow it. Book Maker only lowers the target's power, it cannot raise it to match your level.

Real Eater [1000CP] - Allows you to eat and alter the properties of skills. By using it, you can change one property of a supernatural skill to another similar property. A skill that boosts 'strength' could become one that boosts 'speed', and someone who throws balls of 'fire' can now throw balls of 'ice'. The new property must be of a similar type and strength as the old one. You can change an immunity to 'poison' into an immunity to 'disease', but not into an immunity to 'nuclear explosions'. It cannot remove negative effects, but it might be able to change them. A skill that makes someone 'tired' might now make them 'nauseous'. It cannot change the source of a power, like turning a magic-based skill into a ki-based one. Real Eater

can only affect a power in one way, but you can revert the change to change it in a different way (you can still affect any number of different powers). Can only be used on a voluntary target.

Style powers (No discount.)

Style achieves effects through the manipulation of language, by making an empathic connection to the target. Because of this, styles are ineffective against those that cannot be communicated with (because of obstruction of sound or if the target is in a mental state that does not allow clear communication). Styles can temporarily be given to someone else, but the skill weakens over a few days until it finally returns back to the original user.

Provocation [200CP] - With a few well-placed words, you snatch away your opponents' composure. For a moment, they drop all thoughts of strategy and rush towards you.

Wordplay [400CP] - Your words, or perhaps your silly puns, carry the power to strengthen whatever you do. Will your fists give enemies a CRUSHING defeat? Will you CUT their time short?

Label [400CP] - Say something, and trick your target into replying. If they do, you can seal them into a card. They are aware of what happens outside while in the card, but cannot use their powers. Can be broken out of through sheer willpower. The stronger the opponent, the more communication (making them respond to you) it takes to set up, and those far stronger than you might resist it altogether (after all, why would they bother communicating with you?). You can have no more than five cards at any one time.

Nursery Rhyme [600CP] - You sing, and those around you regress to a younger form. The closer they get to you, the younger they become. This does not only affect their size, but reverts them to their style of dress and the items they carried. Wounds disappear as if they never happened, and targets cannot use powers that they haven't learned yet in that form. Can only return people to an infant, not return them to a moment before they were born. Changing the volume changes the speed of the regression. The effect ends if the user stops singing.

-Items-

Suggestion Box [50CP] - Put it in a public place, and for some reason people will start filling it with papers that describe their troubles and worries. Weird! But maybe some of them will lead you to an interesting adventure.

Snow White [100CP] - A white jacket made out of a highly protective material. It can withstand high levels of heat and impact, like a solid punch or an explosion, and is even used by deep sea divers. However, its great weight makes it somewhat hard to move it.

Black Ogre [100CP] - A black jumpsuit that is highly resistant to shredding and tearing, so much that swords or knives cannot cut through it. It is also resistant to extremely high and low temperatures and also allows for unrestricted movement and manoeuvrability. It does not however protect against impacts, so while a sword strike will not cut you, it could still break a bone.

Screws [150CP] - You carry a set of screws through which you can channel your powers. Their shape can be manipulated to a small extent (but must still be recognizable as screws), and you somehow never seem to run out of them. Rather than screws, this can also be another item (like eating utensils or plushies), but not a weapon of any kind.

Rich [200CP] - Maybe your parents are rich and give you an allowance, or maybe you are getting paid for having a research center experiment on you. You get a monthly stipend of around $500 (American) per month, or the equivalent amount of the world you are in. You can also occasionally borrow things (like a vehicle, a holiday home or a piece of technology) from a sibling or whatever the source of your allowance is. Take care to return it to them unharmed though, or you might have to pay the price.

Normalize Liquid [300CP] - An 'Abnormal killing vaccine'. Any ability that can be consciously turned on or off is forcefully turned off for fifteen minutes. Does not work on abilities that are always on. You also learn the recipe to create more normalize liquid.

Flask Plan Experiment Data [500CP] - This hard disc contains experimental data of the Flask Plan, an experiment that attempts to give normal people abnormal abilities. The plan is still far from completion, but maybe one day you can make tangible results.

-Companions-

Kurokami Maguro [300CP] - Also called the 'Checkmate Magician' (by himself), this perverted young man is a master analyst. As a trainer he can analyze special powers and develop the most suitable methods to bring out their greatest potential. As a manager he can manage any organization, be it financial or scientific, and turn it into an international powerhouse. He is not a strong combatant though. While it pains him to leave his sisters, he is willing to go with you on further jumps and offer you his services. Just be aware that his presence comes at a price; prepare for inappropriate jokes and lewd behaviour.

Hitoyoshi Hitomi [300CP] - This loli mom, once known as the 'Licensed Black Jack' is a retired psychosomatic surgeon (someone who researches how mental factors affect the

body). She can be overbearing, but cares deeply for her companions. Her greatest strength are her motherly skills, like sewing, gardening, cooking, cleaning and fighting. In combat she uses a combination of kicks, surgical tools, needle and thread. Since she divorced her husband and her son is an adult now, she decides to come with you on your adventures. A mother's job never ends, you know?

Import - By spending 100CP, you can import one companion who gains 400CP. By spending 400CP, you can import 8 companions who each gain 400CP. You can also give your own CP to companions at a 1:1 exchange, but only one companion at a time (e.g. by spending 500CP, you can import seven companions with 400CP and one with 500CP). Companions do not gain discounts from mentalities. They can take drawbacks (and must take the Minus drawback before learning a minus power), but do not gain extra CP from it.

-Drawbacks-

You can take drawbacks to gain more points, up to an additional 600CP.

Depths of Despair [+200CP] - "Something amazing can only be made after seeing hell." You are convinced that to improve yourself and further your goal, you must be as miserable as possible. Fun, pleasure, happiness... you will avoid these at all cost.

Messiah Complex [+200CP] - You feel like you only have worth when you actively seek out ways to help others, and put them on the right path. This can be on your own way, but you must truly believe that what you do is best for others. Don't worry, I'm sure no one will abuse your good intentions.

All Jokers [+200CP] - You are confident in your powers to the point of arrogance. To prove this to your enemies, you will always take their first strike, rather than dodge or block it.

Minus [+300] - Your mind has been warped by the negative power of a Minus, making you an amoral creature with extreme destructive tendencies, who thrives on the hardship and trauma in yourself and others. Your mere presence cause fear and disgust.

Book Maker [+400CP] - Did you piss someone off? All your abilities aside from the ones you obtained in this jump have been sealed.

FRESH! [+600CP] - You encounter Shishime Iihiko -the Irreversible Destroyer- in the first month of your jump. If you somehow manage to survive this first encounter, he will consider you 'Fresh!', and seek you out again. Expect to encounter him again and again before the jump is over. Iihiko has superhuman strength and can shrug off any attack or ability as if it were a mosquito bite. Any damage he causes to the world cannot be healed, not even by supernatural means.

-Future-

The ten years are over and, whether the Flask Plan succeeded or not, you are faced with a choice.

Return Home - Your goal has been reached, or you are simply tired. Either way, you decide to go home. You retain all abilities that you gained on your journey.

Stay Here - This world is surprisingly comfortable, so much that you decide to stay. Will you continue the Flask Plan, help restore the moon, or use Hakoniwa Academy as your base to begin world domination? Whatever you do, you won't get bored here easily.

Continue On - It has been fun, but you are a Jumper and Jumping is your life, so let's move on to the next world. And who knows, maybe you and the friends you made will play again sometimes.

Whatever you choose, your drawbacks are revoked and you no longer suffer negative results from them. And don't worry, you keep your special skills even if you were ever to grow up.

-Notes-

The following abilities have not been overlooked, but intentionally ignored: All Fiction, The End, Skill Creation, Encounter, Eight Hundred Lies, Contradictory Conjunction...

All powers learned during this jump which have not been bought by CP are subject to 'growing up', and are lost when your ten years are over. (Maguro and Hitomi, when bought by CP, thus retain their powers.)
This means powers obtained with ability drain, skill copy, soul steal or other jump shenanigans, and powers derived from those. For you and your companions, including companions podded during this jump.
Yes, stealing Hundred Gauntlets and using Real Eater to turn it into All Fiction by yourself was a very smart move, but... please don't.

If you want (and know Kanji), you can replace the Wordplay Style by Sui Kanaino's Kanji User Style for the same cost.

-Changelog-

2015/03/24 - Created general outline, including mentalities, special powers, items, companions and drawbacks.
2015/04/16 - Finished minuses.
2015/04/18 - Finished abnormal powers and style powers. Added CP costs.
2015/04/18 - Added death clause to Lip Service. Clarified Book Maker. Added weakened version of Encounter. Added limit to Label Style. Lowered cost of Rich. Added companion import option.
2015/04/19 - Added Suggestion Box and Screws to give a 50CP option.
2015/04/19 - Clarified Technique Mimicry. Lowered cost of Technique Mimicry. Added stupidity clause to Lip Service. Added range to Parasite Seeing. Added plant control to Raff-Rafflesia. Added more limits to Label Style. Added anti-chaining rule to Real Eater. Removed Encounter.
2015/04/20 - Clarified Scar Dead's targets.
2015/04/26 - Added Snow White and Black Ogre (items) to give 100CP options.
2015/05/15 - Added supernatural clause to Real Eater (no using it on technology). Added source clause to Real Eater. Changed Rich from dull to (hopefully) appealing.