

By TheStranger12

Welcome, Jumper, to the world of The Future Diary, a world where very soon, twelve people will begin a fight to decide who will become the next Deus Ex Machina, the god of this world.

In the middle of this upcoming war are Yuno Gasai and Yukiteru Amano, two teenagers living in Sakurami City, Japan, and you will be staying til 10 years or the world ends… whichever comes first (unless you take a scenario, in which case you're here until you fail or succeed).

As always, you receive 1000CP.

Location

Rolled 1d8 to determine you start, or choose for 100CP:
1: Yuki and Yuno's School
2: Aru's School
3: Yuki's house
4: Yuno's house
5: Police Station
6: Tsubaki's Shrine
7: Kamado Ueshita's Mother's Orphanage
8: Free Choice: Anywhere in Sakurami City

If you are taking a scenario, you can change your start to your home/school for 0CP.

Backgrounds

All are free.
You can pay to change your age on backgrounds where you roll for age with 100CP.

Drop In - You simply appeared somewhere in the world on Mirai Nikki. Age is 13+1d8

Loner - No friends, unless you count Deus Ex Machina… but surely that's just your imagination? Age is 14.

Yandere - Crazy, crazy, crazy! You are a Yandere, powered by unholy mixes of love and insanity! You also take the **Obsessed** drawback for no points. Age is 14.

Terrorist - You are a terrorist! Bombs and explosives are your speciality! You also take the **Wanted** drawback for no CP. Age is 18+1d6

Observer - You love investigating things, and finding the truth- and you are quite good at doing it. Age is 14.

Perks

You get your Origin's 100CP perk free. All other perks for your origin are discounted.
Generic perks are, as usual, not discounted at all.

Fragment of a god - 600CP - You now have a fragment of Deus Ex Machina's power inside you. You may decide exactly how this manifests:

-Magnifies your physical capabilities- you can fly at 80 mph, are durable enough to take small arms fire, and strong enough to fly through a brick wall.

-Allows you to manipulate a conjured ornate ball, about ten feet in diameter, telekinetically. Also allows you to trap people in "Pandora's Box," an illusionary world from which people will not escape unless they care more for the people still alive than for those that have passed on.

Diary Owner - 0CP - You are now a Diary Owner, taking a part in Deus's games. You may create your own (reasonably powerful) precognitive diary. If you take a scenario replacing one of the canon characters, you will have their diary.

Drop In Perks

What's Going On? - 100CP - You always have a basic idea of what's going on around you. All of the sudden, someone's acting suspiciously? You have a basic idea of what they're up to. You don't get confused on why that suspicious guy just walked up to you- you know that he's got a gun and plans to use it. Someone suspicious starts talking to you? You immediately know whether they are friendly or have hostile intentions.

Charisma - 200CP - You possess a great knack for manipulating people and a certain amount of natural charisma. Most people will think you rather nice and trustworthy when they first meet you.

Timeline Protection - 400CP - You are completely immune to paradox's or issues caused by changes in the time stream. You never have to worry about someone going to murder you in the past. Somehow, you also remember the basics behind past timelines. You know the gist of what happened. This also gives you a blatant immunity from being "surprised" by time travel, or from being trapped in loops.

Out of In Context - 600CP - As long as someone doesn't know you exist, you can't be seen by their precognition. A diary user won't be able to see a "dead end" caused by you unless they have seen you or know you exist.

Loner Perks

And Cool With It - 100CP - Being alone will never bother you anymore. You'll never suffer any unusual mental stress from being entirely alone. You could even go ten thousand years by yourself, and you'd be okay. Note that this won't make you not miss human contact or other people- this just prevents you from being driven into insanity or suffering extreme mental stress from being alone, letting you at worse be a bit sad.

Special Skill - 200CP - There's something you're really, really good at. Maybe it's darts. Maybe it's golf. But you are really good at using it offensively, especially to kill people--almost supernaturally skilled.

No Time To Die - 400CP - Need to jump out of a plane? You're an expert with a parachute. Only have a knife and someone's trying to kill you? You're good at knife fighting. This makes it so that when push comes to shove, you are always capable of doing what needs to be done.

Lucky - 600CP - Sometimes, skill just isn't enough, and at that point you have to fall back on pure dumb luck. And you have a lot of it. You have the kinda luck necessary to be a normal teenage kid and survive--maybe even win-- a fight to the death against a corrupt mayor, police chief, even a insane terrorist.

Yandere Perks

CQC - 100CP - You are surprisingly good as CQC, especially given your body size- in fact, all of your melee fighting abilities are much better than they should be, given your size, weight, and build.

Knowledge of Everything - 200CP - You have a ridiculously wide variety of combat related (even if only tangentially) skills. You know all about basic drugs, even chemical weapons, have knowledge of a wide variety of fighting styles with a variety of weapons.

Compartmentalization - 400CP - You can compartmentalize, splitting yourself into different personalities. However, this “compartmentalization” goes deep; you could look entirely unsuspicious and innocent one moment, switch your personality, and commit mass murder the next. It is completely impossible for people to predict or account for your alternate personalities.

Yandere Mode - 600CP - You may enter a “Yandere Mode,” when you are fighting in defense of someone you care about romantically. While in this mode, you are… someone insane and disturbing, to put it mildly. You also have all of your skills and abilities multiplied several times over. All of them.

Terrorist Perks

Explosives Master - 100CP - You love blowing stuff up, and you are a master at it. You know exactly where to place charges to bring down a building as quickly as possible, how to place mines to be most efficient, and how to set up a system that would let you set off individual bombs.

Natural Actor - 200CP - You have a natural talent for pretending to be things you're not. You could easily pretend to be a nurse, or a personal trainer, or maid. Which is kinda important, since you'll want to avoid suspicion as an internationally wanted terrorist.

Infiltration - 400CP - You have a knack for infiltrating and invading secure areas. You would find it easy to get past security at a school or hospital, or even a police station. This will get much harder if people are specifically looking for you, or know you are going to try to infiltrate the place; but in general, breaking into secure areas is easy unless the security is extreme or looking for you specifically.

Master of Escape - 600CP - You have a knack for escaping. It's how you've kept on the run for years; it's almost as if you have a sixth sense for it. You're not quite on par with Minene using her diary, but if there's even a two percent chance you can escape, it's practically certain. In addition, you will never be caught by chance or luck; you're enemies will need a complex plan in order to have even the slightest hope of catching you.

Observer Perks

Genius - 100CP - You are a certified brilliant genius. Your IQ is at the peak of real life humanity. You are capable of solving problems at a greatly enhanced rate, and can make amazing deductions and gambits on the fly.

Detective Skills - 200CP - You have an extremely wide variety of combat skills, detective skills, and generally useful skills that people who are solving crimes need to have.

Mind over Matter - 400CP - You have incredible determination and willpower, and could continue to move despite fatal injuries… you could even continue walking for a bit even if your head was cut off.

Akasha - 600CP - A being directly made from the information source of Akasha, you have an perfect photographic and eidetic memory, and your learning speed is multiplied many times over.

Items

You get your backgrounds first item free

Drop In Items

An ID - 100CP - A legal ID from this world. Should be useful for proving your identity. Also, this prevents anyone you show it to from questioning you living alone, regardless of your age.

Cash - 200CP - About a five million in Yen, which I'm sure will be quite useful in this death game.

A Temple Shrine - 400CP - A shrine with several buildings in the outskirts of the city, surrounded by six foot walls and offering privacy. It has extensive facilities (over a dozen buildings), such as baths, dormitories, private rooms, and even has its own generators in case of power outages.

Loner Items

Skilled Weapons - 100CP - Somehow, you'll always have weapons that you are highly skilled with stored on your person. This especially applies to the **Special Skill** perk.

Hotel Vouchers - 200CP - You receive five hotel vouchers each week. If you hand them into a hotel, you can get a free room for the night and meals of the highest quality they offer, along with any amenities. The vouchers restock every week.

Mansion - 400CP - You're own mansion, with three stories, an attic, a basement, over a half dozen rooms, its own generators, three bathrooms, a pool, several acres of land, all surrounded by a eight foot gate.

Yandere Items

A fine Katana - 100CP - A invisible katana… but not really. Despite it being a katana, no one will question you carrying it. Not even inside a police station. The effect ends, though, as soon as you draw it from its sheath. It also is always sharp.

Wedding Supplies - 200CP - Enough doilies, flowers, appropriate dress, food, and lots more supplies--enough to host your own wedding! A special room in your warehouse contains all these wedding supplies, and they'll never run out!

Your Own Bank - 400CP - When you're parents died, they left you a relatively small, localized chain of banks. You're not going to be making a billions dollars with this, but you won't need to worry a lot about money either.

Terrorist Items

Explosives Cache - 100CP - A room accessible from your warehouse or any other buildings or pocket dimensions you own. containing at least a few of every basic explosive known to man. Claymore, charges, dynamite, grenades, stun grenades, smoke grenades… and they'll never run out.

Clothes Cache - 200CP - A big walk in closet in your room containing outfits of every profession. Police uniforms, army, CIA, business suits, clothing for nurses, doctors, ninjas, medieval clothing… everything you'll need for any costume party! (or infiltration mission)

Cabin in the Woods - 400CP - A hidden cabin that you are able to access from any heavily wooded area. No one else is able to find it unless you lead them to it.

Observer Items

Coin - 100CP - A lucky coin. Always comes up the way you want it to (heads or tails), somehow, regardless of any attempts to change it.

Connections - 200CP - A small notepad with phone numbers scrawled on it, detailing several people you know involved in the police force. At base, they will all have a positive disposition towards you, and will accept any help you offer. Updates in future worlds.

Akashic Records - 400CP - No, not that Akashic Records. This one is a pocket dimension that you can access through your warehouse, or through any door. It contains a TV that you can control to see any location on the planet; you can have it record what it sees on a computer connected to the TV, and have it be replayed at will. The room also has a nice and comfortable throne.

Companions

Character Import - 50CP - Import a companion. They receive 600CP in addition to their origin, and any freebies thereof.

Generic Loner/Yandere/Terrorist/Observer -50CP- They receive all the perks of their respective origin; they also receive their free origins item For an additional 100CP, you can make them a diary owner, but if you are also a diary owner, consider the consequences of this carefully.

And yes, the Yandere will be in love-love with you, but she won't try to drug and/or kidnap you, so you can't use her for the **A Yandere's Target drawback.**

Yuno Gasai - 200CP - The Yuno Gasai of a fourth universe, a world without Yuki. Very shortly into your trip (as in, within minutes), she hammers through the fourth dimension near you, and ends up falling in love with you. She has all her canon skills, a diary from another universe (but she is not participating in the 'world' your in's battle royal) that tracks you (such as it tracked Yuki in canon), and the entire Yandere perk line.

Though she'll be deeply in love with (to the point of obsession) she won't ever become violent against you or your companions.

Minene Uryuu - 200CP - The Minene Uryuu of the fourth universe somehow exploded her way into this universe, and now she's decided to follow you around. She has all her canon skills, her diary from another universe (though she is not participating in the second worlds battle royal), and the entire Terrorist perk line.

A Cult - 600CP (discount Drop In) - You have an entire cult of over one hundred followers that will do whatever you say, all sharing one companion slot. The nature of these followers is up to you. If you are a diary owner, you may choose to possess the Clairvoyant's Diary.

Greater Scenarios

Genderbend Toggle: You may choose to genderbend the main characters (Yuki, Yuno, and Akise) if you take this scenarios.

You will forget your purchases in this jump, and the exacts of any scenario, if you take any of the Greater Scenarios.

Right, Yuki?

Required: Loner background. You receive all of the Loner perks and the first Loner item. You also receive the Diary Owner Perk and the [Observer Diary]. You forfeit the rest of the CP, and cannot take drawbacks, except the mandatory drawbacks Powerless and A Yandere's Target. However, you are guaranteed to not die until July 28, in the second universe. If you fail the scenario, you merely fail this jump, not your chain.

Fail Conditions: You die on July 28. Yuno dies before July 28.

Scenario Reward: You become a god of causality, capable of creating matter ex nihilo, manipulating causality, and vast knowledge regarding the workings of time, paradox, causality, and reality beyond even what science can discover (see notes for list of powers). You receive Muru Muru as a free companion.

You must take the place of Yukiteru Amano in Mirai Nikki, and you must keep yourself along with Yuno alive until the fated night of July 28th. What happens there is entirely up to what you have learned in this world, and the choices you make.

If you kill Yuno: Your jump ends, you receive your scenario reward, and continue on in your chain.

If you hold her off, make her truly care about you, and she chooses to kill herself: You'll spend ten thousand years alone (with Muru Muru) in the emptiness of the second universe, until third universe Yuno breaks through the dimensional barrier between

timelines, and you receive her as a free companion. (She inherits the power of the third universes Deus Ex Machina).

A Dark Side and A Light Side

Required: Yandere background. You receive all of the Yandere perks and the first Yandere item. You also receive the Diary Owner Perk and the [Romance Diary]. <u>You forfeit the rest of your CP, and cannot take drawbacks, except the mandatory drawbacks Powerless and Completely Obsessed</u>. If you fail the scenario, you merely fail this jump, not your chain.

Fail conditions: Yuki dies before your "Good End" (you do it). You die before July 28.

Scenario Reward: You become a god of causality, capable of creating matter ex nihilo, manipulating causality, and vast knowledge regarding the workings of time, paradox, causality, and reality beyond even what science can discover (see notes for list of powers). You receive Muru Muru as a free companion. The rest is dependent.

You can probably guess already: you are Yuno Gasai. An abused and troubled girl, the moment you arrive in your place you will find yourself in love with Yukiteru Amano as a coping mechanism to deal with the horrors you have been through and are responsible for. You must keep yourself along with Yuki alive until the fated night of July 28th. What happens on that night determines your fate.

If you kill Yuki: Again and again, for as long as you can, you continue playing the Diary Owners Battle Royale… until your human body ages to much, the timeline rejects you, and you are forced to continue on in your chain. However, your experiences in spending whatever time you can with Yuki, travelling back again and again, give you the ability to use your powers over causality to create stable time loops.

If you choose to take your own life: You reincarnate into your life as the Yuno Gasai of third universe. Eventually, you will break the barriers between dimensions to reunite with the Yukiteru of the second universe, who becomes a companion. You will also receive the powers of the third universes Deus Ex Machina. Having broken the barriers

between dimensions, you are capable of similar feats in regards to “breaking” barriers that work via manipulating or separating dimensions, time, or universe.

Lesser Scenarios

Lesser scenarios do not restrict you like Greater Scenarios do, but offer lesser rewards.

Aru Akise

Required: Observer background. You must take the mandatory Powerless drawback, but you still receive CP for it, and unlike normal it will not remove any intelligence boosting perks. If you fail the scenario, you only jump-fail, not chain-fail.

Reward: A (nerfed*) version of (causality god) Yukiteru Amano as a companion.

You replace the canon character Aru Akise, and your goal is relatively simply: you must eliminate Yuno Gasai so that you can gain your love Yukiteru-kun. That’s your only goal… except it's harder than it sounds.

See, you’re in the third universe now, and somehow not only is Yuno more insane and violent than in canon (due to having killed Yuki twice now), she’s aware of your existence, your goals, and the fact that Aru Akise is now far more of a threat than he was before. She has all the Yandere perks and is desperate to kill you.

What Death Game?

Required: This changes your start to the first universe, approximately eighteen months before canon. You won’t chain-fail or jump-fail if you fail in your goal here- but you will have to deal with Mirai Nikki canon, and preventing the end of the universe.

Rewards: Satisfaction at having saved many lives. Also you receive 600CP post jump to purchase anything you want in this jump, but you don’t get it if you don’t accomplish your goal.

You’re goal is to prevent this Diary game from having started in the first place. Very soon after arriving, you’ll meet with Deus Ex Machina, and you must convince him

(possibly over the course of months) not to start the Diary game. No, you cannot use mind control or force, and charisma perks won't help unless you bring in a really good and sound argument. He himself will have multiple logical reasons for his current plans.

Preventative Measures

Required: This changes your start to the first universe, approximately eighteen months before canon. You won't chain-fail or jump-fail if you fail in your goal here- but you will have to deal with Mirai Nikki canon, and preventing the end of the universe. You will also be two years younger.

Rewards: You receive Yuno Gasai (human) as a free companion. You also receive 300CP post jump to purchase anything you want in this jump, but you don't get it if you don't accomplish your goal.

Your goal is remarkably simply: make it so that Yuno Gasai never falls in love with Yukiteru. You will start one week before Yuno Gasai originally fell in love with Yuki; you're goal is for her to fall in love with you instead. Can you win the heart of this currently pure and innocent teenager with severe mental problems, that has suffered much abuse from her own parents?

(If you do manage to get her to fall in love with you, it will prevent her from scaring away Yukiteru's crush, who Yukiteru will start a relationship with. He'll never start his diary, thus never gain Deus Ex Machina's attention, and Deus will simply work with John Bacchus instead, preventing the Diary Owner's battle royal from taking place--which is what occurs in the third universe, except Yuno Gasai never becomes obsessed with Yuki because her parents had an awakening after her almost-death and stopped being abusive assholes, rather than Yuno Gasai not being obsessed with Yuki because she's in love with you, as in this scenario.)

Drawbacks

You cannot take drawbacks while doing a Greater Scenario.

Ugly - 100CP - In a world of mostly attractive teenages and adults, you just… aren't.

Weirdo - 100CP - You are just plain weird. You dress weird, you look weird, you like skin tight clothing way too much and have a strange way of speaking… you'll stand out a lot.

Partially Blind - 100CP - You are capable of seeing no more than five or six feet in any direction, everything beyond that is a blurry mess..

Blind (requires: Partially Blind) - 100CP - Did I say you were partially blind? Sorry, you are completely unable to see.

Obsessed - 100CP - You're obsessed with someone. Just a bit of a stalker, occasionally taking pictures when they aren't looking, but you aren't quite violent or anything.

Completely Obsessed (requires: Obsessed) - 200CP - You're as obsessed with your target as Yuno Gasai was with Yuki. Full fledged crazy Yandere.

Five - 200CP - As in your age; you are only five years old. Good luck with that.

A Yandere's Target - 200CP - There's a Yandere in love with you! She really wants you and doesn't know what the word "no" means, and you can't change her mind.

Wanted - 200CP - You're wanted by the police for violent crimes. There are posters of you out, and your face shows up on TV regularly.

All versus One - 400CP - All the other diary owners are convinced that you must die, and it'll be impossible to convince them otherwise. You're not just wanted by police, you'll have SWAT after you, a gang of orphans each with their own future diary, a terrorist, and a cult.

Powerless - 400CP - All of you're out of jump powers (including warehouse, excluding body mod) are locked for the duration of this jump. Mandatory for Greater Scenarios.

The End:

Continue?... - There is more to be seen!

Stay?... - You get an additional 1000CP if you choose to stay, along with godhood over your own universe if you wish.

Return?... - Do you truly wish to return home?

Notes:

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Post jump, your diaries power becomes a natural precognitive power you possess.

Powers you get as a God of Causality:

Able to survive without air/sleep/food/gravity/in a vacuum.
Arbitrarily long lifespan..
Capable of creation of matter ex nihilo (but not complex matter, such as life).
Teleporting yourself/other objects.
Capable of destroying matter.
Capable of creating energy ex nihilo.
Capable of causing another "big bang" in order to create the universe.
Capable of fixing problems regarding paradoxes.
Capable of time travel (but with the possibility of paradoxes).
Capable of creating sentient life, but not resurrecting the dead--you can revive the body, but it will lack a soul, and thus not truly be alive. Original sentient life you create will possess a soul.
Capable of highly advanced precognition (but not passive precognition, you have to actively look forward and "search" for a specific event).