

Nichijou Jumpchain +1000

Points added!

Goal:

Enjoy how absurd and hilarious the world is without going insane! I noticed how exhausted you looked after your last few jumps and thought you needed a vacation. You're going to spend 10 years here, but within the world time will move differently than you're used to. The Professor will be in high school at the end of your jump, not college.

Age:

New Student and Student: Pick an age between 14-17.

Professor: Pick an age between 8-10.

Robot: Pick any visible age. Your actual age doesn't matter.

100 to choose your age for any origin. Choose your gender.

Origins:

New Student (Free): You're a new student at Tokisadame Highschool. After attending a student assembly where a guy was shot in the forehead over his right to ride a goat to school, you have the feeling the name of this Jump is either a joke or a lie.

+No memories other than your own!
+You can decide what kind of person you'll be.
-You're going into the world of Nichijou with no previous experience living there.
-You have some way to speak Japanese, right?

Student (100): You're an established student at Tokisadame Highschool, and are already friends with most of the named characters. You're good enough at English class that you can spend most of the time talking with friends. It's like you've been speaking it from birth!

+You already have an idea of how the Nichijou world works.
+Seriously, that's a big deal. You won't be caught off guard by something not shown in the anime or manga.
-Other memories messing with your own.
-What kind of character are you? You may already have a catchphrase or a running joke that happens when you appear.

Professor (200): You could join MENSA if they didn't have an age limit! You're a young child living in the same town at the main characters, and could test into high school with them if you wanted. You may have weird ideas of what can be considered cute.

+An automatic boost to your intelligence to make being a professor easier!
+You have no responsibilities aside from brushing your teeth before bed and finding the best tasting snacks.
+You're really cute.
-You're childish and immature at times.
-If you don't take Robot caretaker or surly animal, you'll be living alone.
-You do still have to make money for food somehow, even if it's patenting something and collecting royalties for the rest of the jump.

Robot (200): Who says robots aren't cute? Hopefully not you, because you're one of them! If you'd like, you can live as the caretaker of an eight year old scientist who periodically installs weird modifications in your body while you're not looking. She's the twin sister of another girl living with a robot nearby. She won't install a wind up key unless you ask or take the drawback.

+Rather than being hurt by regular injuries, your body parts can detach and can be reattached or repaired.
+Discover that you have absurd abilities at random times while still feeling more reliable than Inspector Gadget!
+Let's be honest. Robots *are* cute.
-Taking care of the Professor isn't always fun.
-If someone has a firm handshake they could physically take your hand off.
-If your sense of humor isn't better than Nano's you really shouldn't pick this.

Perks:

My life is on fire! (Free everyone): In moments where emotions run hot over everyday concerns, you react with serious style. If a mundane task or event is suitably important to you, the way it happens will look like it was storyboarded by Hirohiko Araki and animated by Studio Trigger. Hitting a friend on the head with a book during Rock, Paper, Scissors may cause a flash of lightning, followed by a voice exclaiming God is dead. This doesn't improve your success at that task, but it makes you look fantastic while you're doing it.

Jumpers are cute! (100, free New Student): Your unique style is celebrated rather than ignored or well hidden. If you choose to make your Jumper abilities known in a Jump where it won't cause panic or for you to lose the Jump, people will think your dinosaur companion is fantastic and your gigantic weapons are impressive. With this perk a silent student with a Mohawk could have a reputation as an upstanding guy, and a well dressed student could have girls swoon over him as he rides to school on a goat. Without this perk use of your Jumper abilities will be treated like you're using "My life is on fire!" while you're in this jump.

MVP in elementary. (300, Discount New Student): Combine two skills that exist into a new one, like soccer and go or pizza baking and fireworks. You are the undisputed champion of that skill to a slightly superhuman degree, which is rare but not considered strange. You will be able to make friends who are into the same skill and shock people who have no idea it exists. Start a Starcraft Skydiving club at your school or use your biologist baking skills to sell shark-shaped roll cake indistinguishable from an actual shark on the outside! There's probably a prankster who would want to buy something like that. You will find a use for this skill in at least half your future jumps. In Nichijou, somehow this skill has always existed.

A Series of Miracles. (Free for the Jump, 100 to keep in future Jumps. Free Student): Your life will never be boring. When you have nothing to do in class, a friend will start a drawing game with you and comically mess up her turns. When you forget your homework and have to stand in the hallway, you'll

see your principal wrestling a deer. When you think you won't have anything to do that day, your friend will swear off reacting to anything strange you do and give you tons of opportunities to troll her. You can take days off. This perk applies to frustrating monotony. At will, this perk can activate something called "Like Love Mode." It will function normally, but oddly touching moments will be interspersed with the weird and funny ones.

Mangaka. (300, discount Student): Pick a mental or technical skill that exists. You are the undisputed champion of that skill to a slightly superhuman degree, whether it's drawing manga, playing the boke in a Japanese comedy duo, or the handling of lethal weapons twice your size. Things like "winning" or "avoiding the drawbacks of life" won't work. Whatever this skill is, you'll find a use for it in at least half of your future jumps.

CH-CHAN MIO! (600, **discount New Student and Student**): While everyone in this world has the ability to make mundane tasks look fantastic, you have the ability to be fantastic at mundane events. Whenever you use "My life is on fire!" your skill increases proportionally to match the drama of the moment. A high school girl noticing her crush walking arm in arm with someone else would temporarily gain physical ability that would put a superhero to shame, and a scream of pain at being bitten by a dog would have enough power to vaporize a building. It can sometimes allow the user to use anime logic like hammerspace weapons on themselves and others, but that part of the ability is only possible when used for comedy. The other parts of the ability can be used at all times.

It's me-ow! (100, free Professor): When you want to, you can be cuter than an excited kid wearing a cat costume. You can get away with being slightly annoying or immature by acting cute while you're doing it. When you really do annoy someone, they'll be able to tell you're actually sorry if you apologize sincerely. Close friends may ignore that you did anything wrong if they see you feel bad about it. None of this is the real benefit of this perk. The actual benefit is how happy you can make people by doing cute things.

Hakase (300, discount Professor): Is that her name, or her title? You can designate yourself as having whatever job or title you want, and nobody will question how wildly far fetched it is if you can play the part. If an eight year old girl had the ability to build robots, she could designate herself a professor, call her house a laboratory, and other scientists would consider her a brilliant scientific mind. They wouldn't focus on her tantrums or the pranks she plays on her cat. Work at a newspaper office and dress in a suit, and nobody will notice you spend more time mysteriously absent during superhero fights than you do reporting.

Modifications. (600, discount Professor): You can build fully sentient robots and other devices of mad science, and install upgrades in ones that already exist. The only caveat is that everything you build has to be cute, or at least be recognizable as something that would happen in an anime. You could build a robot with super learning abilities, but he would need to use biscuits as a power source. A fearsome rocket punch that makes a lot of noise when it fires or giving an animal clothing that lets it speak would work too. This ability allows exceptions for things you think are cute but that other people don't, like sharks or weird looking robots. If you don't think devastating combat can be cute, try to take Mio's bag when it's full of drawings.

I don't have any special features. (100, free Robot): You're really skilled at hiding that you're not a normal human. You can wear strange clothing, occasionally use your powers, stick a sign that says "the Warehouse" over where you live, and be introduced to people as a dimension Jumper without the world catching on that you're not human. People will realize immediately if you do something like open a portal to another world and step through it. They'll also know if they're actively looking for people who aren't human, but otherwise they'll have no idea.

I do have special features. (300, exclusive and discount Robot): You have a lot of miscellaneous robot abilities installed by your creator, and you have no idea what most of them are! Expect to discover them at weird times, like being so shocked at something you activate jet leg mode and rocket through the roof of a building. Other discoveries could include speed reading an entire manga with the drama of Light Yagami eating a potato chip, accidentally firing a rocket punch across town that knocks out someone you don't like, and dispensing hot tea and warm cake from compartments in your right and left arms without any idea when they were made.

The way things are. (600, exclusive and discount Robot): What's so bad about being a robot anyway? Your pride in your artificial nature has strengthened your body and your soul, increasing your natural durability in comical ways. Instead of being injured by a strong punch, your head may shoot up like it's spring loaded and snap back down a second later. This perk also makes the professor slightly more agreeable. Once per jump, you can call her from the warehouse and request that she installs a "super mode" in your robot body. You have no idea what she'll install or when you'll discover it, but it'll be much more absurd than your normal robot abilities. You could gently knock on someone's wall and crack the side of their house with a Megadeus Punch while a disembodied voice screams out the name of your move.

Equipment:

Classmates. (0): You can import up to three of your companions to this jump to act as your circle of friends in class. Alternatively you could import them to enjoy a break from other Jumps and let them do whatever they want.

Art supplies. (50, free Student): Supplies for drawing manga and carving wooden figures. It comes with a free copy of Helvetica Standard. It's incomprehensible but still funny.

Gentlemanly attire. (50, free New Student): You get a full Gentleman's outfit, including dress pants with matching shoes, a dress shirt and vest, a top hat, and a monocle or set of modern glasses.

4.5%! 4.5%! (50 free Professor): A basket of sweets and baked goods, including a chilled carton of extra rich milk to wash down the rollcake and baumkuchen. If you find any animals especially cute, some of the candy will be themed after them. None of it will ever go bad if you intend to eventually eat it yourself. It's okay to buy a lifetime supply for free if you're a Professor!

Agreeable animal. (100, discount New Student): You have an animal agreeable enough to you ride them to school! It can be a goat, a panther, a huge dog, or any other animal large enough to ride. Occasionally people will challenge your right to arrive at school on something other than a bike, but they'll relent when you remind them it isn't against school rules.

Surly animal. (100, discount Professor): You get an intelligent animal who considers him or herself your superior. He or she acts more independently than a usual animal of their type, but you'll still need to take care of him or her. They're immune to physical and emotional damage to let you mess with them without feeling bad. It would be funnier if they could talk! They will never help you in combat of any kind except to kill normal insects.

Pocket change. (100): You'll always have enough money to do what you feel like doing. You can buy drinks for your friends at lunch every day, eat at trendy restaurants, go to karaoke bars, and order monstrously sugary venti coffees without worrying about payment. This effects future jumps similarly to "My life is on fire!" If it's something mundane, you have the money.

Armory. (200, discount Student): How did these get on this list?! This is a collection of lethal and usually oversized weapons that range from grenades to tripod mounted miniguns. They are surprisingly light and user-friendly, allowing them to be drawn and set on target with incredible ease. They don't do much more than annoy people in this jump, but they could be deadly in future ones.

Butler. (200, discount New Student): You get a Butler! If you're facing a minor problem or annoyance like opening a door while you're holding things, picking yourself up after surviving an almost harmless gunshot wound, or repairing a tear in your outfit, a Butler around half your size will appear to expertly lend a hand. He'll disappear afterwards. Even if you aren't, having a Butler around will cause people to assume you're really high class.

Robot caretaker. (300 discount Professor): You have a cute robot roommate! She has the first two robot perks and the physical resistance from the third one, and will do most of the household chores if you agree to help out. She'll be in every home you have in future Jumps unless you don't have one or ask her to stay in the Warehouse, where she'll have fun with your companions. You can choose to purchase her as a companion. If she isn't a companion herself she won't be targeted by your enemies. Her personality is up to you. Feel free to build her "super modes" if you have Modifications!

Voucher for a lifelong friendship. (400, discount Student): If you're ever at the end of your rope and ready to return home because of something disappointing, a random set of your friends from the jump you're in will do something strange and really touching to cheer you up. **Do not underestimate the voucher for a lifelong friendship.** It is the Giga Drill Break of happiness. Calling it a quick way to be cheered up is like someone calling Captain American mildly patriotic. It can only happen once during a jump, and if it doesn't you can redeem it for a fun night of karaoke with those friends instead. If you don't have any friends, three 4channers you had fun posting with will show up dressed as Anons instead. They will never be creeps, murderers, or otherwise dangerous.

Ultimate weapon. (0, Free Student): This shouldn't be here either! This is the legendary weapon of the Nichijou universe, two ~~wooden hair clips~~ cubes of power worn by Mio that give whoever has them ~~nothing~~ almost unstoppable power! Technically these are only a copy. They speak with the voice of Norio Wakamoto and inform everyone around you that they are indeed an ultimate weapon.

~~Mio's drawings.~~

Drawbacks:

Slices of Life. (0): Something weird is going on. You're not in his class, but one of the teachers at your school is always talking about weird ways to kill himself because of current events. There's a ridiculously adorable girl living a few houses down the street who keeps talking about someone named Pantsman, and the Professor has a friend with an age close to hers who's already in high school because of her IQ! Is it possible this Jump has actually gotten *weirder?*

Unreliable friends. (+100): Sometimes it seems like you can't rely on your friends for anything! If you ask them for help on something important, your friends will inevitably be annoying in humorous ways instead of actually helping you. Once in a while they won't be annoying at all, but you'll be so used to it you'll be ready to yell at them anyway.

IT'S MY RELATIVE'S BAG! (+100): You have something you're intensely embarrassed about, and will go to any lengths to keep people from knowing about it. It could be a crush, a hobby, your nature as a Jumper, or anything else like that. Perks that hide things won't work on it. If anyone finds out, expect to turn white as a ghost or beat the shit out of them. Not even your friends are immune.

Professor, please remove it! (+100): You have a wind up key sticking out of your back that you're unable to remove. It's really annoying to sit in chairs or sleep with it. Sometimes people will think you're a robot even if that isn't true.

Crazy temper. (+200): You have a really sensitive temper, and don't react well to things not going your way. A friend getting your lunch order wrong could turn into a huge argument in the middle of your class, or you might scream at your best friend for making a long series of mistakes before realizing she hasn't done anything wrong. It's possible to work things out, but it won't be fun getting angry so easily.

Deer lord. (+200): A certain male deer has a bone to pick with you, and he won't stop following you around and headbutting you in the stomach! If you kill the deer you don't get any points, but if you manage to become friendly rivals with the deer through regular fighting you can take him as a companion. Being able to talk with the deer would help. His strength scales with yours, making him as difficult to defeat as a regular deer would be for an old man in a bulletproof vest with wrestling training.

Sometimes I'm a bear. (+300): You have an older sister who likes to play pranks on you. Sometimes they'll be harmless like stealing parts of your food from the fridge, but other times they'll be really weird and out of place. She isn't above making you late to school, chasing after you in a costume, and mugging you for laughs.

No response to selamat pagi? (+300): You have some of the worst luck in the jump. Your jokes fall flat, your friends have no idea how to play games like Rock, Paper, Scissors, and you get trolled on a daily basis. You're part of a lot of physical comedy gags. Sometimes raw meat and heavy objects will fall from the sky and hit you in the head.

Moving on:

Stay here:

Where else are you going to find a universe this entertaining? Your affairs are put in order at home, and you stay in the world of Nichijou. Back home, the lives of your family and friends gain a tiny portion of the fun yours now has. They somehow know they have you to thank.

Go home:

You've had enough of this insanity! You end your chain and return home, keeping all of your benefits and companions from this Jump and your previous ones.

Move on:

You've finished your vacation, and now it's time to get back to work. You move on to the next Jump. Who's to say you can't return here anyway once you finish your chain?

"…What do you mean, the other Slice of Life vacation jump had a small benefit at the end? Fine, I'll throw something in. Somewhere in your warehouse is an indestructible Blu-ray disk with a run time of around 13 hours. Make of that what you will."

Notes:

Much like the Fallout Jump, the world of Nichijou is much larger than what is shown in the anime and manga. Also much like the Fallout Jump, not everything seen in the manga and anime is reflected 1:1 in this world of Nichijou. It's definitely still faithful to the source material.

Given that C-CHAN MIO! Is a pretty vague perk and Nichijou is a really weird setting, I should probably clarify some things about how it works. Those clarifications are below.

C-CHAN MIO! functionality where comedy is not the only reason for the ability's use:

In general, there aren't any real consequences in Nichijou. Someone could trip into someone else, become a Toyko Fireball, and then Japan would be fine the next day. Jumpers can purchase a limited version of this effect with the free perk called "MY LIFE IS ON FIRE!" Within the Jump, there are no real consequences for almost anything. Except if you take Slices of Life and try to hurt Yotsuba. Then you take the "No response to selamat pagi?" Drawback for no extra points. For Science. You monster.

However, the capstone perk C-CHAN MIO! explicitly does not function the "no consequences" way in future Jumps. If, in a future Jump, you got mad enough at someone to punch them through three buildings with C-CHAN MIO! those buildings would stay broken and that person would be very dead. Somehow their body would have stayed together long enough to go through three brick walls, and it may have looked incredibly badass, but that's about the only "weird" thing that would happen. They would have been physically damaged accordingly.

While this isn't spelled out in the perk's description, a "mundane event" is considered an event or activity which most people would say is mundane. This could be, for example, an arm-wrestling match. However, if you have a perk that gives you super strength, that does not make the arm-wrestling match "not mundane." It is still a mundane event, only now the person doing it is super-strong. This does mean that C-CHAN MIO! stacks with perks, armor, technology, and anything else considered a direct extension of yourself so long as the mundane event requirement is met. If you want to challenge Coop in Megas to an arm-wrestling match in your Jaeger and one of his insults really gets to you, you can use C-CHAN MIO!

In situations like the above, exactly how C-CHAN MIO! Will function is debatable. Some might say it only boosts your personal strength, helping you move the actuators with more force and do better at arm wrestling. Some might say it boosts your strength of spirit, increasing your drift compatibility or helping you not to "chase the RABIT." If you're incredibly, extremely angry, some might say it boosts your entire Jaeger out of some weird shonen logic, because at this point it's literally an extension of your mind and body. All of those interpretations are 100% correct. None of them are more or less canon than any others.

C-CHAN MIO! Is not a substitute for Spiral Energy or WoD Archmagehood. It will never make you a True Fae or any form of reality altering god. It does synergize with magic casting and other similar perks like it says in the fourth paragraph, but C-CHAN MIO! By itself can never allow you to cast magic. It doesn't

necessarily have an upper limit to its strength, however. The only limit to the help it gives is how emotional you feel about something, which is what determines how powerful the perk is at any moment.

C-CHAN MIO! functionality where comedy is the sole reason for the ability's use:

In situations where comedy is literally the only point, C-CHAN MIO! can allow you limited toonforce abilities. For example, you could hit a boy you liked with weapons you pulled out of literally nowhere without hurting him or yourself.

Thanks to the posters in the thread for making suggestions.