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JUNGLE DE KOU!

Introduction

You receive 1000 Jungle Points.

Natsume Rokudo is a normal ten-year-old Japanese girl. A normal family, a normal school life, and an all-around normal life.

That is, until her archeologist father brought home an ancient idol from his expedition in New Guinea. This idol resulted in her being visited in her dreams by Ahem, the mighty god of the Earth. He warns her that Ongo, the god of destruction, is soon to awaken, and bring ruin to the world once more.

To fight this evil, Natsume is taught a rather suggestive dance that allows her to transform into the voluptuous Mii, goddess of flowers, fertility, and reproduction.

The very next morning, Natsume is greeted by a young boy claiming to be Ongo. Ongo displays none of the aggression or malice that Ahem warned of. Though the destruction he can evoke by pure accident is proof enough of his power.

This series of events introduces no shortage of chaos into the life of Natsumi, Japan, and possibly even the entire world.

Somewhere in the midst of this chaos, you show up. Whether or not you play a direct role in the events that will unfold is up to you. You will remain in this world for a single year.

Backgrounds

The Human or Vessel Backgrounds can enter as Drop-Ins.

Human - 0 JP [Age: 10-30]

You are a regular human being. No divinity, no great destiny, just a regular Japanese citizen. Your town is soon to be visited by a number of unexplained phenomena, and a new buxom heroine who stops them. Feel free to sit back and enjoy the show.

Vessel - 400 JP or 500 JP [Age: 10-30]

A formerly normal human, who somehow formed a connection with a nature spirit. The deity in question has a consciousness of their own, and fuse with you to transform. For an additional 100 JP, you are instead bound to the memory of a fallen deity. Other than a few lingering memories, you retain full control when transformed. In both cases, you are able to assume the form and power of this spirit through an extremely embarrassing dance.

Spirit - 400 JP or 600 JP [Age: several centuries]

You are the spirit of some aspects of nature like wood, flowers, destruction, etc. You have a handful of minor powers related to your domains. However, you have been reduced to the form of a deformed imp-like version of yourself. You can only use your full godly power through elaborate drawn-out rituals. For 200 JP, you retain your full power. While interfering with mortals is frowned upon, there's nothing actually stopping you from doing so.

Spirit Domains

Incompatible with Human Background.

All spirits have 1-3 aspects of nature they hold mystical authority over. You may unlock more applications in time, but you start with 1-3 abilities at least tangentially related to your domains.

Mii, the spirit of flowers, fertility, and reproduction could control thousands of flower petals with enough strength to send a whale flying, grow to giant size, or calm those lost to madness by embracing them in their chest.

Ahem, the spirit of Earth (particularly on a spiritual level), could reach humans in their dreams, cause their wooden spear to extend, or use said spear to purify evil spirits, even if said spirit is an embodiment of destruction itself.

Ongo, the spirit of wood and destruction, could summon extremely destructive winds or energy blasts, and use any round, wooden platform (like a table or stump) to create a portal to summon beings from elsewhere on the planet, even with only a vague description of what he was summoning.

Rongo, the spirit of water, was able to control any body of water for miles around and use them as tentacles to strike down an aircraft at flight altitude. They could also use a pool of water to scry for the location of anything they might be seeking.

Use these examples as a point of reference for the scale of your own godly abilities as a Spirit or Vessel.

Skills & Abilities

Two discounts per tier. 100 JP Perks discounted to free.

Welcome to the Jungle - 100 JP or Free for this Jump

In this world, physics is at the mercy of fanservice. Girls' will lose their clothes in battle, or constantly expose their panties by accident, or have their boobs bounce around with a mind of their own at the slightest tremor, etc. Togglable post-jump.

Slapstick - 100 JP or Free for this Jump

As long as a friend or ally did something to anger you, you will be able to physically assault them with no lasting consequences. Even if you leave them bleeding, they'll be physically fine in a few minutes, and won't even hold it against you.

Boys Will be Boys - 100 JP

You can get away with blatant sexual harassment, even towards friends and family. They may lash out at you in the moment, but as long as it doesn't cross the line from "harassment" into "assault" it won't impact their bond with you in the long term.

No Time for Shame - 100 JP

You feel perfectly comfortable in your own skin, even while exposing yourself or making a scene in front of others. Either you simply felt no such shame in the first place, or simply possess the willpower to ignore your embarrassment when necessary.

Quiet Kid - 100 JP

People expect you to be weird by default. Whether you're ranting about New Guinean magic or performing a sensual dance in the middle of class. Once the initial shock has passed, people quickly write it off as you being eccentric, thinking no less of you for it.

This Belongs in my House - 200 JP

Like Natsumi's father, you have a talent for stealing items from your workplace. Even if those items are valuable artifacts from an excavation site, you can smuggle them home without a trace. This becomes less effective the more frequently you do it.

Preview - 200 JP

At random intervals, you will experience dreams depicting battles from ancient times. These dreams will always provide hints or outright demonstrations of new spells or techniques that will be vital to resolving an impending conflict in the waking world.

Outer Beauty - 200 JP

Like the spirit of flowers Mii, you possess a level of physical attractiveness that is frankly obscene. Even those with vastly different standards can agree that you look amazing. You can expect to be the center of attention wherever you go.

Inner Beauty - 200 JP

Rumor has it, Mii was once the wife of Ahem. Yes, *that* Ahem. Like him, even if you act like a pervert and look absolutely grotesque, you have no issue getting 12/10 beauties to fall for you. That is, as long as you aren't as disgusting on the inside as the outside.

What Am I, Chopped Liver? - 200 JP

Stealing the spotlight is a specialty of yours. As long as you deliver the finishing blow of any conflict, bystanders will treat you as if you did most of the fighting from the start. It doesn't matter how obvious it is that you just jumped in at the last second.

Shoddy Seal - 400 JP

When escaping or creating mystical seals, you have the option to leave the seal "ajar". In other words, they become more of an apartment than a prison. You can enter and exit these seals as you please, without any indication of your presence. This can act as a mode of transport by sealing yourself into accessories.

Maternal Embrace - 400 JP

You give off such strong motherly (or fatherly, if you'd prefer) energy that those who spend a significant amount of time around you can start to see you as their actual parent in their heart. If you physically embrace someone with such feelings, the comfort they'd feel could ward away madness and even mind control.

Super Deformed - 400 JP

Once per jump, you can survive situations that would otherwise kill you, in return to being trapped in the form of a chibi version of yourself. The only way to utilize your full power in this form is through elaborate drawn-out rituals. You will be trapped in this form for 10 years, or until the start of the next jump.

Material Affection - 400 JP

Your loved ones have a weird habit of stumbling upon objects of extreme significance when looking for a gift for you. Not every Christmas will include a sealed god of destruction, but you can expect to amass a disproportionate amount of historically or scientifically significant artifacts over time.

Media Darling - 600 JP

Despite what many comics would tell you, when you publicly assume the role of a superhero, it's received oddly well. The military is cooperative instead of combative, the media often downplays collateral damage instead of using it to smear you, and the public spends far more time singing your praises than asking who you are or why magic is suddenly real.

All in a Day's Work - 600 JP

As long as the current conflict remains sufficiently lighthearted, collateral damage tends to be repaired overnight and bystanders all receive a degree of plot armor. If an enemy is actively trying to commit murder, this won't save their target. However, as long as they don't succeed, any buildings or people flung sky-high as an unintended byproduct will be back to normal within the week.

New Guinea Magic - 600 JP

The same magic used by Ahem to seal away Ongo. By sacrificing a portion of your vitality, you are able to seal away even a stronger opponent into an inanimate artifact for at least a few centuries. Should the difference in power be too great, even sacrificing your entire life may not be enough. It is also easy to break the seal from the outside by simply damaging the artifact.

Two Good Reasons - 600 JP

Your chest (or a similarly sexualized body part) is simply hypnotic, literally. When you draw attention to them, onlookers lose their train of thought and recent memories become fuzzy, even if they don't witness it in person. Perfect for manipulating someone's emotions, or just minimizing reliable eye-witness accounts. Less effective on those with no sexual desire.

Companions

Must be a Foreigner - 100 JP to 400 JP

You may import or create a companion to join you in this world. They receive 600 JP to spend. They may gain more points from Drawbacks. Each purchase after the first doubles the number of companions you receive from this option to a maximum of 8.

Overseas Trip - 100 JP to 400 JP

You receive a slot that may be used to recruit a (non-spirit) native of this world as a companion. Each purchase after the first doubles the number of slots you receive to a maximum of 8.

Divine Favor - 100 JP or 200 JP

With each purchase you receive one of the canon spirits as a companion. For the base purchase, they are confined to a chibi form where they can only use their full power by possessing a mortal or performing a drawn-out ritual. For an extra 100 JP, you instead receive them at their prime, no matter how little sense that makes. Meaning you could receive Ongo that can use his full power without the evil spirit possessing him, or even Mii herself, despite having died centuries earlier.

Equipment

One discount per tier. 100 JP items discounted to free.

Voice of the People - 100 JP

Every week you will receive a newspaper with an odd tendency to cover events you had some involvement in (even if only you know what that was). This is a good way to gauge the public's opinion towards you and any alter egos you might be maintaining.

Student of History - 100 JP

Every week, you may receive a backstage pass towards a public museum exhibition of your choice. You'll be able to enter ahead of time for free and get closer to the pieces than should probably be allowed. Try not to mess with any cursed artifacts.

A Rare Delicacy - 100 JP

You receive a small fridge that seems to somehow contain an infinitely replenishing supply of fresh whale meat. Anything within the fridge is frozen in time until opened. Try not to make yourself sick by eating whale meat for every single meal.

Ritualistic Tool - 200 JP

You receive a rustic item of your choice that decreases the time and difficulty to cast any ritual-based magic. This could be a spear, a necklace, a mask, or even a codpiece. You must somehow directly involve this item in the ritual itself. This can't take any more than 10-20% off, but it's better than nothing.

Magic Mirror - 200 JP

This small pool of water is a magic tool used for scrying. It can be used to search for a person anywhere in the world, but only if they do something to draw attention like publicly displaying their power or causing some major disaster. This even works if nobody else knows that they were involved in that event.

Backup Dancers - 200 JP

Once per month, you are able to summon dozens of lesser spirits. Their appearance is up to you. When summoned, they will produce music that enhances the power of any spell. A spell that could destroy a car could destroy a school, a spell that makes you grow thrice as tall would have you towering over buildings, etc.

Little Birdy - 400 JP

Your own Grumman E-2c Hawkeye measuring 57 feet 5 inches from nose to tail, measuring just under 18 tons with a cruising speed of 26 knots, typically holding five crewmen and used for observation and tracking purposes. Comes with a manual. The US doesn't know you have this. It'd be best that they never do.

Spare Battery - 400 JP

This magic necklace is currently empty but has the ability to hold the spirit of a fallen ally. Through a 20-40 second ritual, the wearer can briefly assume the form, abilities, and personality the spirit had in life. If someone attempts to forcibly remove the necklace, it will release a massive (but nonlethal) electric shock.

Stolen Artifact - 400 JP

A strange ancient idol. This statue is abnormally receptive to any sealing-based techniques. Even a god of destruction could be trapped within (if you know the spell) for centuries. That said, breaking the seal is as simple as removing the two large gems attached to the statue. So try to keep this in a safe place.

Drawbacks

No drawback cap.

Prepubescent Problems - +100 JP

You will be going through the absolute worst puberty has to offer for your time here. All the anxiety, hormonal imbalances, general lack of foresight, and so on. This is even true if you are far too young or old to be going through puberty.

Aged Like Milk - +100 JP

Oh dear god. As if Ahem wasn't bad enough. You are a grotesque racist caricature in the flesh. You are all-around hideous in appearance. With bug-eyes, crooked teeth, a skinny fat build, an inexplicable unwillingness to fully cloth yourself, etc.

Token Pervert - +100 JP

You are a shameless pervert. Whether it's wearing a codpiece in public or stealing a girl's panties to wear on your head, you have no sense of decency. This never extends to the point of outright assault, but you'll do everything shy of that.

Worth It - +200 JP

Almost everyone in this world seems to be some kind of pervert. If the prior drawback makes you a 10 on the perversion scale, this makes everyone else around an 8. Regardless of your gender, everyone is constantly perving at you to some extent. You can't seem to feel anything but embarrassment and disgust at this.

900 Year Fiancé - +200 JP

You are being stalked by a god/goddess who is convinced you are trying to steal their fiancé. There is nothing you can do to change their mind, and their attempts to prove their superiority over you often involve attempting to destroy you and anyone unfortunate enough to be caught in the crossfire.

In for a Penny - +200 JP

You are terrible at controlling the output of your powers or their side-effects. You summon a whale only to flood the city, you call up a storm only for you to be swept up in it as well, etc. Almost any attempt to solve your problems with supernatural forces ends up making matters worse in the short term.

Pygmy - +300 JP

Like at least two other entities here, you have been trapped in the form of a powerless imp. You can only use your supernatural powers by possessing a human vessel to assume your original form and power. However, they can only maintain this form for a few minutes, during which they are in full control.

Hey Macarena! - +300 JP

Your supernatural abilities or transformations can now only be utilized by performing some lengthy and embarrassing dance. No matter how many times you do this, it never feels any less humiliating, even if such a thing normally wouldn't phase you. This even applies to abilities from outside this world.

Your True Nature - +500 JP

The darkness in your heart has grown so strong it has become a separate entity. At some point in this jump, it will seize control of your body and use your power to rampage. You must constantly fight them for control internally, but having allies on the outside to slow them down will help significantly. If you fail to fend off this evil spirit, they will fully consume you, ending your Chain.

Endings

Go Home

You decide to end your Chain and return to your original world.

Stay Here

You decide to end your Chain and remain in this world.

Move On

You decide to continue your Chain and move on to the next world.

Notes

Jump by Gene.

Regarding Shoddy Seal:

I feel like I didn't do a great job of explaining why this is a good thing. For example, you could be "sealed" into a pair of earrings. Meaning an ally can wear these earrings to carry you with them at all times, and you're free to leave whenever you want.

Regarding Spare Battery:

You can release the spirit held within at any time, but if they came from a past jump they will immediately return to their original world. Meaning you won't be able to just recapture them later.

Regarding Multi-Faceted:

To use a canon example, the evil in Ongo's heart grew so intense over the centuries that it completely overpowered his own will. When it took control, it transformed Ongo from a little chibi imp to a city-destroying kaiju. The difference here is that allowing a spirit to grow within you is a conscious choice for you. The longer they fester, the stronger the power they grant, but the higher the risk of them going berserk. You're unlikely to have as extreme a case as the evil spirit within Ongo unless you allow an aspect to fester without any oversight over multiple centuries.

Until a spirit develops its own consciousness, you can re-absorb them into yourself at any time.