Eyeshield 21 Jump

Version 1.0.1



Welcome to the world of Eyeshield 21. This is a world much like your own, though there are minor differences. But for the most part it's an ordinary, mundane world. I can't even describe it as a world that revolves around a sport, though the story does. And not just any sport, but the exciting and passion filled world of Japanese high school American football.

All across Japan teams of hopeful youths are preparing for the Spring Tournament, ready to put their hopes and dreams on the line in a game where you either win or you're worse than trash.

Now what someone like you will be doing here is another question, but I'm sure you can find a way to be entertaining. Whether you'll follow along as a fan, join a team,

or even hold back your great powers and struggle to the top with everyone else, you'll be here for 10 years. Depending upon your age and your school this could give you 3 chances at the Christmas Bowl and then there's the Rice Bowl to aim for. But you'll need these:

+1000 Championship Points

Remember: We won't beat 'em. We'll kill 'em!

Position:

Select a single position. It will determine your discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead. Regardless of your position you're a high school student, though you may choose to forgo memories and connections in this world to be a Drop-In, though even then you will be enrolled in a high school.

Manager: Do you even play? You might be more of a manager for the team than a player, though if you've got the physical stuff this background won't stop you from being a part of the team. Still, you'll find skills to help you support the team from the sidelines here instead of to play on the field.

Captain: Here you'll find the skills to lead a team. Some of it is to be a quarterback, but American football is ultimately a game of intelligence and strategy, and here is where you will find the skills and abilities to be its central control tower.

Runner: Here you'll find the skills to be one of the best runners in Japan or maybe even the world. These would make you a good running back, but you aren't limited to that position. Still if you want to chase after the speed of light this is where you'll find the things to help you.

Linesman: This is where you'll find the skills and abilities of the most powerful position on the field. You might not be a center, but you'll find those things to help you make your way and stand tall on the front line. Show them your power.

Offense: Or maybe you want to be a receiver, or a tight end, or any number of other offensive roles. This is where you'll find skills suited primarily to playing in these offensive roles, though many of these abilities do overlap with ones useful in other positions.

Defense: Cornerback, lineback, or something else, the defense isn't just played by the linesmen, and you'll find skills focused on more defensive roles here.

Team

You may choose to be part of one of the following teams. This will ensure you've (somehow) been accepted into the appropriate highschool, and if you don't drop-in you'll even have joined their football team, or their cheerleaders if you prefer:

Amino Cyborgs: An escalator school for a medical school famous for its sports medicine. They're something of a tournament crusher, having made a habit of selecting a sport and dominating its tournament through the application of dietary supplements and the scientific method. This year they're going after American football.

Bando Spiders: A contender in the last tournament, and with a player who was last year's Tokyo MVP, they lost almost the entirety of their team to recruitment from Teikoku after last year. Since only their kicker stayed from the first string they've started to become a kick team, though at least the MVP will be returning, though due to school regulations he won't be able to play until the semi-finals of the Christmas bowl.

Deimon Demonbat: You've been accepted into Deimon. Of course, it had too few applicants this year so accepted everyone who applied including Natsuhiko Taki so that's not much to be proud of. Still the legendary player Eyeshield 21 will soon be making his debut here.

Dokubari Scorpion: A team that's at best second rate, reliant on their quarterback's skills in outthinking and outguessing their opposition. Still we've seen what one strong player can do to change such a team.

Germany: This won't guarantee you're in the world cup, but you're part of a German football team. You'll… not really be part of the story in Japan, but Germany has the most football teams in Europe and about as many as Japan so you can expect to be encountering your own set of quirky and exciting football teams and challenges.

Hakushu Dinosaurs: You're part of the Hakushu Dinosaurs. They've traditionally been a weak team, but their new center has incredible raw power, and their quarterback is shrewd and skilled. Put together they might tear their way through to the Christmas Bowl.

Hashiratani Deers: A well established and respected team known for their mastery of the fundamentals and techniques.

Koigahama Cupids: You're part of the Koigahama Cupids. Every member of the team has a girlfriend, so you'll be expected to have one too.

Kyoshin Poseidons: A team that, if you don't do something, will be recruiting for height this year to go along with their new ace who decided to get serious about the sport after meeting Notre Dame Middle School's ace runningback Eyeshield 21.

Militaria: This won't guarantee you're part of the World Cup team, but you're part of a team from the fictional country of Militaria. Little is known about Militaria except that their team seemed to have a military theme and were way below Team Japan in quality though seemingly a good deal above Team Russia.

NASA Alien: An American team chosen for an exhibition match against Japan. Its coach, due to experiences in the NFL, refuses to let black players play, and has managed to drive out all but one of them. You can also use this to be part of another American team.

Noroi Occultists: Far from the strongest team in the tournament, losing miserably against someone other than the Demonbats, but the school seems to have an obsession with the occult and goth style uniforms.

Oujo White Knights: Their golden generation challenged the Shinryuuji Nagas in a way no other school had in the history of the tournament, but they've graduated now, leaving only a few particularly talented players and a big question of whether the new generation will be equal to the one that came before.

Russia: This won't guarantee you're in the world cup, but you're part of a Russian football team. You're… not really part of the story until the World Cup, if you make it in, and the Russian team doesn't have any notable strengths, being simply a cakewalk for back up players deemed too weak to play as part of Team Japan. Still it should probably be easy for you to become number 1 in Russia. As such this team has no Team Perk that is discounted for it, but you'll at least have weaker competition. This can be used to be part of a team of any country, other than Japan, Germany, Militaria, or America which was part of the World Cup.

Seibu Wild Gunmen: A team with a Western theme, and a coach that's a bit of a cowboy obsessed English teacher. They're one of the strongest teams in Tokyo, and one of the teams to really watch out for.

Shinryuuji Naga: The strongest team in the Kantou region of Japan. They're an all-boys school with a strong Buddhist theme who train with waterfall meditation. They also have the geniuses Agon and Ikyuu who remain unmatched in Kantou.

Taiyou Sphinx: Located near the beach, this school is famous for its surfing culture and fixation on ancient Egypt. Their team is noted for its heavy, powerful line comprised of particularly large linesmen.

Teikoku Alexanders: The number one team in Japan since the institution of the Christmas Bowl. They recruit heavily from the best players all across Japan, and have around 200 members of their team, meaning that to actually get to play you must rise up through extremely harsh internal competition.

Yuuhi Guts: A school famous for its sports teams, unfortunately those other than American football. Its American football team is known for their guts, determination, and extremely brutal training but simply lacks any strong players.

Zokugaku Chameleons: A team which seems to be primarily comprised of delinquents, and as much a biker gang as a football team.

Gonbei Benefactors (100 CP): Or maybe it's another name. You're part of a Japanese high school whose team went completely unshown in manga. In fact you'll be bringing in your very own team, as you can import and/or create up to 11 companions with a Position of your choice and 700 CP to spend each. They'll all be part of this team alongside you.

Location:

You'll begin at the school fitting your chosen team, a recruitment flyer for your chosen team in your hand, if you're not already part of the team.

Age and Gender:

Your age will be fit for being a high school student. You may choose your gender freely, though most American football players are boys and most girls around here are managers or cheerleaders.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Carpenter (50 CP): You are a trained carpenter and builder. You might not be leading the construction of a skyscraper all on your own, and aren't a fancy architect, but you know enough to lead a group of people building (or repairing) a house, even if you'd need someone with more specialized skills to lay the electrical wires and plumbing.

Cheerleader (50 CP): You've got a knack for hyping up crowds of fans, and coming up with cheers and chants. You won't be able to guarantee that a crowd is on your side, but you can get the ones who are excited and cheering on the team.

Polyglot (50 CP): You pick up new languages with ease. Even something like trying to learn a half dozen languages at once would be possible for you, without ending up speaking an accidental pidgin.

Biker (100 CP): You're good with a motorcycle, able to drive one through narrow gaps between cars, over leaps, and just generally in ways that seem a bit more like Hollywood stunts or as if physics is a little softer when it comes to the way you can control and move your bike.

Magnum Kick (100 CP): You've got a wonderful kicking leg. While this won't give you incredible accuracy on short range kicks, when you kick things you can kick things further and higher and you don't lose as much accuracy with distance. Kicking the ball in for a field goal from 60 yards, or even further, might be possible for you.

Special Technique (100 CP): You possess a signature technique for football. Maybe it's a special pass which flies longer and straighter, maybe it's a move to get around someone trying to block you, maybe it's a one-handed tackle, or any number of other special techniques. Whatever it is when used in the right circumstances it works better than it should and you seem to be able to give 110% with it. It won't always be easy to pull off, but as a tackle it'd have more stopping power than it should, as a technique for a linesman it'd be better at knocking someone down, as a pass it'd be more accurate and harder to intercept, etc. If it comes with additional downsides – such as a pass that's less accurate than your norm – you might even see a further increase in certain aspects – said pass might be much higher power and faster making it harder to intercept. Some of these might even be useful outside of football.

Demonic Stamina (200 CP): Playing both offense and defense in a football game is tough. It's large amounts of high intensity physical exertion without only one real break, since 90 second time outs aren't much of anything. But it's something you've got the stamina and endurance to do. In fact your stamina is in general pretty good across the board, and you'll find that it improves more easily. This won't let you break any hard and fast limits, but your limits are higher than they were before.

Fair Play (200 CP, discounted with No Cheating drawback): When you are entering into a competition, you may toggle off all perks, powers, and special abilities which would give you an unfair advantage in said competition or which would be considered 'cheating.' You can turn these back on with an act of will if you wish, and they automatically will turn back on when the competition ends or if it is interrupted by danger.

You can also use this to turn them perks, powers, or special abilities off at other times. In case you need to train fairly.

Friends Made Along the Way (200 CP): You find it easy to bond with others through sportsmanship and competition. This isn't going easy on them, but by matching them fairly upon the field and putting your hopes and dreams on the line, you find that it's easy to build bonds not only between you and your teammates, but with your rivals and foes as well. Even if you crush their dream of victory they are unlikely to hold it against you, and instead simply hope you can carry it to the end since that way they at least lost to the winners. This applies with competition, not heated actual battle, though.

Hacker (200 CP): You are an expert computer hacker. With access hacking someone's computer to steal their e-mails or send one wouldn't be beyond you, nor would preparing a USB with everything needed to let someone else do it from simple instructions, and hacking the big screens of a stadium to display your promotional film wouldn't be hard for you either.

Mobile Artillery (200 CP): Usually it's hard to aim and throw a pass when you're running, especially at full speed. You're special. This won't make your passes any more accurate, at least not when you're standing still, but you find it easy to aim and throw while running. It'll slow you down a bit – unless taken with **4d Movement** – but only while you're throwing and you'll be just as much able to aim and throw while sprinting as standing still.

Rookie (200 CP): When you match your skills in a contest against someone who is more skilled than you, and presents a challenge for you to overcome, you will find yourself learning at a greatly accelerated pace, developing new skills and making marked improvements over the course of each confrontation and conflict. There's only so much you can learn in a single game (or fight) still, and if they're far enough above you this won't necessarily be enough to win, but you can expect to learn and internalize something new when you face a superior opponent and go the distance against them.

Unspoken Teamwork (200 CP): You excel at working on a team with others and learning their habits and behaviors to develop an unspoken coordination where you know their abilities to a level as to be able to simply know where they will be without looking, and to be able to understand how your and your teammates' unique skills and capabilities work in the team and how they complement and synergize with each other.

Godspeed Impulse (300 CP): Your reflexes are extraordinary, especially your visual reflexes. They might not be at the maximum scientifically possible for a human, but they'd be close at 17, and reflexes normally peak in the mid 20s so you could expect them to reach that peak in your prime. Not only can you react and process things quickly, however, but your reflexes come with extremely good reactions and instincts for how to avoid or fend off threats, allowing you to weave through traffic at high speeds or properly gauge a physical response to an attack whether you should dodge or parry.

True Genius (400 CP): You possess vast talent for sports and athletic activities. Your body is naturally excellent, and even if you didn't bother to practice or train you could be one of the better players in a high school league (as a high schooler). Partially this is because you learn physical skills at a massively accelerated speed, simply taking to them naturally such that you could learn to ride a bike on your first try, and generally learn any athletic skill much more quickly than an ordinary person. Of course training and practicing could still help you, either to obtain true mastery, to learn how to deal with a variety of other situations, or because this doesn't just improve the speed at which you learn skills, but at which your body develops and grows from exercise. This perk won't put you at 'peak human' yet, but with training and dedication matching or breaking any world record is probably possible for you.

Manager Perks

Team Mom (100 CP): You possess the skills necessary for a manager of a high school sports team. That means you know how to handle the logistics and maintenance of sports equipment and the club space, manage scheduling and organization of club events, and have a keen eye for observing game performance from the sidelines.

Model's Looks (200 CP): You're pretty. Oh so pretty. Even if "Miracle" Ito doesn't sign you up for a contract, you've got the sorts of looks to catch the attention of others, and if you put the effort into making yourself look nice you really might be scouted as a model or an idol.

Honor Student (400 CP): You're smart. You're not some world-class genius, at least not with just this, but you have an excellent memory, good observation skills, and you pick up information quickly. You could easily be one of the brighter students in your class, especially if you put the effort into studying, and you will find that you learn new things, at least when they are primarily mental and not based on physical coordination or ability, quicker than others.

Trainer (600 CP): You might not be the best to choose plays and tactics on the field, but you are an expert in guiding the physical and athletic training of others. You're good at identifying the best training to suit your subjects, and at identifying flaws in their skills and techniques and how to make them fix these flaws even without them necessarily realizing what the flaw or difficulty is.

Captain Perks

Throwing Passes (100 CP): You have an excellent arm, and eye, for throwing, and are able to throw passes, or other things, a good distance with surprising accuracy.

Fakes (200 CP): You are highly skilled in bluffs, feints, and misdirection. You have a wonderful poker face, understand how to get people paying attention to one part of your action to miss another, and how to fake a tell so as to lead opponents into a trap.

Command Tower (400 CP): You excel at field tactics. You have a fine tactical mind, that is good at assessing your current situation and the status of things around you and making a decision based upon that. This isn't limited to American football, though this does come with a strange grasp of how American football functions, and its rules. The better you understand the rules and options available the better you can apply this tactical mind.

Psychological Warfare (600 CP): You have an intuitive understanding of psychology and how to manipulate it. Whether it's pissing someone off enough to make them make a mistake before a match, tricking someone into an action, or something else, you understand how people think and how to use psychological warfare to manipulate their actions and behavior. Even when you're not actively manipulating it, you excel at recognizing people's personality and behavioral patterns.

Runner Perks

Coward's Path (100 CP): You find it easy to recognize and visualize the paths you could move through to escape or avoid obstacles, and are adept at recognizing which one has the best chance of escape and where a narrow path is possible.

Balance (200 CP): Like Yamato, you possess an unusually exceptional sense of balance. This sense of balance helps you to fend off attempts to knock you down, or off balance, and to do things like running across snow without slowing down.

Golden Legs (400 CP): You are by nature one of the faster sprinters on the field, and with effort you could reach the so-called 'speed of light' like Sena and Riku. This will in general increase your running speed, and make it easier to improve your running speed further. This won't let you break any hard and fast limits, but your limits are higher than they were before.

4d Movement (600 CP): You possess extreme maneuverability and ease of turning and movement even when running at top speed. You can change your speed, accelerating or decelerating, on a dime, and with practice you can learn to move around obstacles without slowing down, or even completely reverse your direction while only slowing slightly. You will in general find it easier to maneuver and change your speed, especially at your top speed, no matter how fast you become able to run.

Lineman Perks

Language of Strong Men (100 CP): You are able to communicate in the language of powerful men. This allows you to express complicated ideas, or long explanations with single simple words or a few monosyllables. It can, however, only be understood by strong, manly men. This can even work via writing. Normally you'd have to be a strong man yourself to speak this, but since you're paying CP that is waived in your case, and you can even understand it if you aren't a strong man.

Football is Fighting (200 CP): Football is a violent sport, especially here. One person goes as far as to use Hollywood kung fu moves. You've got a talent for incorporating combat techniques into sports in rules legal ways. You might have to tone them down, but you excel at incorporating combat skills into sports, in forms that avoid injury or permanent harm, or if you prefer merely just lets you reduce them enough to not be illegal to use in sports.

Strongest in Japan (400 CP): Well you're not necessarily the strongest, but you are exceptionally strong for your size. This won't give you the sheer size, weight, and power that comes with it that Kurita, Gaoh, or the linesmen of Taiyo Sphinx possess, but like Komusubi you pack more power than others of your size. This will in general increase your strength, and make it easier to improve your strength further. This won't let you break any hard and fast limits, but your limits are higher than they were before.

Explosive Power (600 CP): Gaoh is stronger than Kurita. Don is stronger than Gaoh. But when Kurita needed to protect his friends he managed to overpower Gaoh and later Don. Like Kurita you find yourself able to draw on emotions to boost your physical strength, especially the desire to protect others. Your strength won't be increasing by an order of magnitude, or probably even doubling, but this is still multiplicative, meaning the stronger you are the larger the boost.

Offense Perks

Flexibility (100 CP): You're naturally very flexible. You might not be as flexible as a gymnast, but if you trained and practiced you could be.

Jumping Power (200 CP): You possess excellent jumping skills. This won't put you at the level of Honjou Taka who practically seems to be walking on air, not on its own, but you are capable of some truly impressive leaps and are able to jump higher than most receivers, and somehow you seem to fall slower after a leap, almost as if you were able to glide slightly.

Catch Max (400 CP): You possess a truly impressive ability to catch things. This isn't merely your ability to reach out and grab an object that is passing by, and hold onto it without fumbling it, though that is impressive in your case. Nor is it just that your grip strength is disproportionately high compared to your overall strength, though it is. You excel at following the trajectory of thrown objects, or flying ones or projectiles. You might need some practice and training to deal with curve balls, but once you've seen a few throws, all it might take for you to catch someone's ball is a glimpse at it behind your back when they threw it, and if you were really familiar with a thrower you might not even need that. You could even predict the erratic bouncing of a kicked ball with surprising ease. You're one of the best catchers in the world.

Utility Player (600 CP): You have a body that naturally gravitates towards the athletic, making it easy to gain and maintain the body of a top class athlete. On its own this perk won't give you any stand out physical trait, or push any one trait to the very top of the athletic world, but you'll have no notable weaknesses either and with minimal effort will have the body of a capable athlete in every aspect.

However, you will also find that training one aspect of your body seems to have significantly reduced benefits across the board. Work on your leg muscles and while your arm or neck muscles won't see as much of a benefit they will receive some. This applies to training for sports, and physical activities, as well, where practicing one role in a sport will help you with across the board skills as well, so if you practiced catching footballs your throwing and running would also improve albeit to a much reduced extent.

Defense Perks

Stop ‘em Dead (100 CP): You possess an excellent tackle, and are highly skilled in stopping runners in their tracks. You might not have the strength to perform a one-handed tackle like Shin or the speed to catch up to someone like Sena, but you’re good at screening runners, and understanding how to move yourself into the path of another to prevent them from moving past you.

Eye on the Ball (200 CP): If you want to follow a runner, you don’t watch their hands, or their feet, or their eyes. You watch the ball clutched to their chest. When you focus on a single individual, or object, you excel at following where it will go, and telling which way they’re really going. This focus also helps you predict how people will move and act in other physical confrontations, such as identifying feints and fakes in a fight.

Cornerback (400 CP): You possess an excellent awareness of your surroundings, one which allows you to passively keep your awareness of the position of other individuals while focusing on a single opponent. Even off the field this will help you stay aware of background events and circumstances while your focus is elsewhere, helping you to keep track of everything happening around you.

You also excel at running backwards, able to run backwards almost as fast as you can run forward.

Assessment (600 CP): You are able to quickly assess and size up the nature of opponents. You’re pretty accurate when it comes to how they function, and things like recognizing that the fast runner is highly experienced and trained at running but an amateur at football afraid of collisions, but you might guess the wrong reason for it. Despite this unreliability when it comes to ascertaining the why of individuals skills, when it comes to sizing up an opponent in a field you are able to quickly recognize every relevant detail to determine what level of skill and ability they possess and pick up an incredible amount from a simple cold reading.

Team Perks

Each of the following perks costs 200 CP, and is discounted if you chose the proper team.

Ace (Teikoku Alexander): You've got that certain something that comes with being the ace. Even if you're not actually the best player on the team, you carry an air of reliability about you which seems to inspire your team and allies to try harder and put their faith in you as long as you keep striving.

Chameleon's Tongue (Zokugaku Chameleon): Your arms are abnormally long. They're not a gorilla's arms or down far enough to be a knuckle dragger, just on the very upper end of the human range, but they seem to be able to stretch out and reach further than even their abnormal length accounts for.

At the start of jump you can toggle this on/off for each alt-form individually.

Cupid's Charm (Koigahama Cupid): You have a way with the ladies (or the guys), being good at flirtation, establishing a romantic relationship, and at maintaining one. You might not have the looks of a model, but you have a knack for being a pretty good boyfriend (or girlfriend) and for sparking romantic interest.

Demon's Chance (Deimon Demonbat): When you're losing in a competition you can rally yourself and your determination, and make the chance of a comeback increase. Your drive seems to increase, along with your ability to coordinate and work together with your allies, you'll push yourself just that much further past your normal limits, and even your luck seems to improve for the sake of making a comeback. The further behind you are the stronger this effect is – a single goal behind and it won't do much, but 35 to 0 and you and your team could suddenly surge in competence. Unfortunately, while this can activate many times in a tournament, don't expect it to activate more than once per 'game' or match, and it will only work until you've made your comeback. Once you've caught up it won't stop them from overtaking you again, so be careful when you use this.

Dragon's Focus (Shinryuuji Naga): You possess intense concentration, focus, and self-control, enabling you to ignore distractions and maintain calm under psychological tricks and attempts to irritate you. This also helps you to perform meditation to calm and relax or focus your mind. Unfortunately this perk is completely useless at dealing with sex appeal or carnal urges.

Endless Guts (Yuuhi Guts): You possess a seemingly endless supply of determination and guts. It seems to be practically impossible to make you throw in the towel, and as long as the chance of success is greater than 0% you can find the resolve to push forward and try. These guts also give you the ability to pursue your goals passionately. You'll always be able to find something to excite your passion.

Genetic Advantage (NASA Alien): Americans possess a genetic advantage in sports over the Japanese, and blacks possess an advantage in sprinting over everyone else. Well you might or might not be an American much less black, but you do seem to possess a natural advantage when it comes to physical capabilities. You're just a little bit better in all physical fields and aspects. You're a little faster, a little stronger, and have a little more stamina. This is only a small edge on its own, but the increase to your maximum capabilities if you train and build your body for them is noticeably greater than this raw increase.

Also this genetic advantage seems to pass on to your children and their children with surprising reliability.

Military Training (Militaria): You have gone through military training and bootcamp. This might improve your initial fitness a little, and does give you experience with acting in a squad, but mostly it just means you know how to use military hardware. Still if your football career doesn't take off, you could probably join the army or the self-defense force.

Monumental Mass (Taiyou Sphinx): You're big. You're simply abnormally large for your age and background. This increases your height, but more it increases how broad and heavy you are. This additional weight seems to make you even harder to forcibly move, or push down, than it normally would, and likewise harder for other people to stop when you start moving, all with minimal effect on your own speed and maneuverability.

Occult Curses (Noroi Occultist): Through traditional Japanese magic you can lay minor curses on others. This takes time and repetition and causes the target minor misfortune and bad luck (emphasis however on minor). Generally the events these curses could cause could easily be mistaken for sheer happenstance or coincidence, someone slips in the mud, or they catch their pants on something and it gets a small hole, but as long as you perform the proper rituals you can hex people with (minor) misfortune.

Photographic Memory (Germany): You possess photographic memory. Not only does this make your memory excellent in general, you are able to very easily remember movements and actions you have observed with perfect visual memory.

Prehistoric Savagery (Hakushu Dinosaur): You're not stronger than you were before, but your blows seem to cause more harm and damage than they should. This is true of your true combative strikes, but this is even more true of more casual strikes, tackles, and semi-violent acts. If you were large and strong enough you could easily break a quarterback's bones with an ordinary tackle, and even as a more average player people will be getting bruised and feeling the pain from your tackles.

Quickdraw (Wild Gunmen): You excel at extremely quick passes and throws. Not only can you aim and throw a pass in about half the time of an ordinary quarterback, you will find that this improves the speed of your aiming with all things – whether talking about throwing, shooting, or something else.

Shogun Training (White Knight): You excel under exhaustive, spartan training. Not only do you seem to find the most brutal, and exhaustive training regimes to be more tolerable and easier to perform under than others, but you seem to gain more from extremely difficult physical training than others and to recover from it more easily and quickly.

Spider's Kick (Bando Spider): Your accuracy with kicks would put most quarterbacks' passes to shame. You're extremely accurate with kicked objects of all sorts, knowing how to control where you launch them with extreme precision and even being skilled at things like compensating for heavy storm winds.

Sports Science (Amino Cyborg): You possess extensive knowledge and training in sports science and the scientific analysis of various sports. This gives you a strong foundation in science related to physical fitness and recovery, as well as the movements of the human body. You might never have written a proper thesis on the subject, but you probably know more about sports science and the kinesthetic and physiological aspects of sports than people with related PhDs. Though try not to underestimate the importance of skill and mastery of fundamental techniques.

Standing Tall (Kyoshin Poseidon): You're tall. This adds about 10 to 25 centimeters (a little under 4 to shy of 10 inches) to your height. When you're dealing with someone shorter than you this difference seems to be exaggerated in ways that are beneficial to you, almost as if the difference was doubled up to a difference of ~5% but only in ways that would be beneficial to you.

Strong Foundation (Hashiratani Deer): You possess an excellent foundation in the basic skills and techniques of American Football. This won't give you any flashy special moves, or top end skills that few can master, but your skill and expertise with basic techniques is beyond even other experienced players. You'll find that in other sports and fields of physical and athletic activity, while you do not pick up the basics faster than others initially you find it easier to move from 'competence' to 'expertise' and 'mastery' with basic, fundamental techniques.

Tell Reading (Dokubari Scorpion): You excel at reading people's tells and picking up small details of stance or position that reveal planned actions. You are skilled at using the smallest details of people's behavior to predict their actions and plans.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Football Uniform (1 Free): This is a football uniform for your chosen school. If you'd prefer you can swap this out for a cheerleader's uniform.

School Uniform (1 Free): This is a high school uniform for your chosen school.

Inline Skates (50 CP): This is a pair of inline skates. You'll find them surprisingly easy and natural to use and to keep your balance in.

Winnings (300 CP/400 CP): This is 20,000,000¥ or roughly $200,000 in mid 2000s money (approximately ~$330,000 in 2025). You'll get the equivalent in local currency at the start of each jump.

For 400 CP you instead get 170,000,000¥ or roughly $1,700,000 in mid 2000s money (~$2,800,000). You'll get the equivalent in local currency at the start of each jump.

Hyperspace Arsenal (400 CP): This is a large variety of submachine guns, rifles, rocket launchers, flamethrowers, and other modern (circa mid 2000s) military grade man portable weaponry. You are able to pull these weapons out from behind your back, as if plucking them from some portable subdimension, and they will reload, repair, and maintain themselves while in this subdimension, returning to this dimension if left unattended for a significant length of time.

Little Black Book (500 CP): This is a small, black notebook. This small, black notebook will automatically fill with extortion and blackmail material on those you interact with, slowly building up embarrassing, illegal, or illicit information about them seemingly through passive osmosis as you interact with them or in close proximity to them; you won't have to directly talk to everyone in your high school to get material on them. This is however only information as to what embarrassing, illegal, or illicit things you might be able to hold over them; if you want actual proof you'll have to get it yourself.

Manager Items

Video Camera (100 CP): This is a personal video camera. It's not a full size professional news or cinematic camera, but is a high end model for the small, personal size and has unusually expanded battery life and storage space.

Cream Puffs (200 CP): This is 100 professionally baked cream puffs delivered to your warehouse, or another property you possess, weekly. Guaranteed to be fresh, and perfectly baked when they arrive.

Custom Big Rig (400 CP): This is a big rig truck. It comes with a fully painted, both the cab and the trailer painted in a style of your choice with full, detailed van-art, and the trailer is surprisingly comfortable to sleep in and live out of, though it doesn't have a bathroom or running water.

This truck is unusually easy to drive, and comes with a drivers license for driving a big rig, apparently valid in any and every country. It also comes with a remote control which can be used to drive the truck by remote like one might a remote controlled toy truck, though this doesn't include a video link on its own so you'd be driving it blind.

Captain Items

Play Cards (100 CP): This is a deck of cards with various football plays on them. Each play has an epic illustration to help people memorize it. If you draw a card from the deck it will always be the appropriate one, and the card backs can even change color to indicate the risk level you see in a play.

The deck will add more cards as you formulate or learn more plays, and it can even get cards for non-American football sports plays.

Hell Hound (200 CP): This is an unusually smart dog. While it's definitely not human level intelligence, it is closer to that than a dog should be, and for an untrained wild dog it is surprisingly able to understand a large number of commands and words. It is also strong enough to break rocks with its teeth.

Oxygen Capsule Vehicle (400 CP): This is a hyperbaric oxygen capsule. Resting within this oxygen capsule significantly speeds healing and recuperation. In addition to that, this hyperbaric oxygen capsule has been mounted onto a segway which can be controlled from within the capsule, allowing the patient mobility as they rest within the capsule.

Running Back Items

Super Cold Ice Pack (100 CP): This is an extremely cold ice pack. When this ice pack is applied to a hurt muscle it will temporarily fully negate the pain. The longer the pack is on the longer this pain will be negated, though there is an upper limit before keeping it on won't help keep the pain away any longer. This pack is always cold when it's needed.

Eyeshield (200 CP): This is a football helmet with a colored eyeshield. You've got a doctor's note saying you need it, and the colored eyeshield hides your face strangely well. Oddly, wearing the helmet even seems to deepen your voice, and while it's far from absolute it makes it somewhat harder than it should be even then for people to recognize you when you're wearing it. If you don't change your behavior it won't stop people, but they won't recognize you just from your chin and build at least.

Good Cleats (400 CP): This is a pair of really good cleats. You won't need a different pair for astroturf instead of grass, since they seem to always be the proper type of cleat for a certain terrain. In fact they never seem to slip even on things like ice. You can still fall or lose your balance, but it will be because you lost your balance, someone knocked you, or the ground broke beneath you, and not because your feet slipped out from under you.

Lineman Items

Fireworks (100 CP): This is a large stockpile of unsold fireworks. These fireworks resupply automatically over time if used.

Unbreakable Mouthpiece (200 CP): This is a titanium mouthpiece. You'll find that as long as you're wearing it your teeth won't be damaged. It is also significantly harder to break than your entire head, or any part of you.

All You Can Eat Yakiniku (400 CP): This is a meat grill either in your warehouse or a property of your choice (this can be reselected at the start of each jump). It comes with a supply of enough meat to let you eat until you were sick and will continuously resupply itself so that it can always completely satisfy your hunger no matter how big of an eater you are, though it is calibrated to your own eating ability so sharing with others might leave you a little hungry, though given it provides enough to leave you absolutely bloated from overeating you could probably feed multiple people with this especially if you're a big eater. Again it's not calibrated to 'how much you need to eat' it's 'how much you can eat if you pig out.'

Offense Items

Bananas (100 CP): This is a bunch of 5 bananas. You'll get a new bunch of bananas replacing any that were eaten, destroyed, or lost every day.

Face Mask (200 CP): This is a pretty normal face mask as might be worn in Japan when one has a cold or the flu. It's good for keeping your sneezes in and preventing you from spreading germs. It does, however, reduce your oxygen intake noticeably. If you wear it for more than a day, even while sleeping, you'll find that you receive a temporary boost to stamina when you take it off for about an hour, with the boost increasing the longer you keep the mask on. You can take it off briefly for bites of food and to drink stuff, just not for more than a few minutes at a time. Wearing during training also increases the effect of training on your stamina.

Modelling Contract (400 CP): You've made a deal as a model. Maybe it was with "Miracle" Ito, or someone else, but there's an agency selling pictures of your face, albums with your voice autotuned to music till no matter how badly you can sing it sounds acceptable, and a lot of other merchandise. This gets your name and face out there, and can even get you a good number of fans if you've got looks, and the better the merchandise sells the more money you'll make from your cut.

Defense Items

Boar Meat (100 CP): It might not be a balanced diet, but this is several pounds of meat from a wild boar – guaranteed to be healthy and not riddled with parasites – which will be delivered to your warehouse or a property of your choice every week.

GPS Device (200 CP): This is a GPS device which will show your location on a map, much like a modern phone's map app. This device, however, doesn't need batteries, and while it does need a satellite link to provide maps of places you've never been before, it will automatically map out locations you have visited.

Weight Set (400 CP): This is a set of weights for training and exercise. You've got dumbbells, barbells, an exercise bench, and even some weight machines. What's important about these weights is that when you are using them to exercise you can cause them to grow heavier than they should be up to the maximum you can safely lift and use to work out. This won't affect their weight if you try to use them as weapons, or let you change how much they weigh for someone else, or even make you so heavy you break the floor, but just seems to affect how much resistance they have against your muscles when you're working out with them. Still no matter how strong you become this is a set of weights for you.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a position and may select a team, even one that's different from yours, though in that case they will be attending a different high school and be on a rival team. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Mascot (100 CP): Do you want the Deimon Demonbat? Or maybe you'd the Seibu Wild Gunmen's gunslinging cactus or the Noroi Occultists' scarecrow or the NASA Aliens' alien? Well with this you can take your team's mascot along with you as a companion. It will be a little chibi entity, capable of talking and maybe something like flying for the Demonbat or having skill at gunslinging like the Seibu cactus, though don't expect anything too powerful from this. And expect some weird looks if you let it walk around town since these are normally only 'real' in the omake and videos made by Hiruma.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may not receive CP from any drawbacks except red drawbacks unless you take Here to Play Ball and may only receive CP from a maximum of 5 drawbacks.***

Only One Shot (Special): Your stay in this world is reduced to 1 year, giving you only 1 try at the Christmas Bowl and denying you the chance at the Rice Bowl altogether. However to make up for not having to put up with them for a full decade, you only gain ½ the normal CP from drawbacks.

Here to Play Ball (+0 CP): You're here to play American football, and you must earnestly strive to do so for your time here. You don't have to win, and you won't chain fail for not playing for a while, but you must play it regularly, or you'll find yourself increasingly desperate to get onto a team and play in a serious competition and tournament.

Alcoholic (+100 CP): Aren't you too young for this? Where are you even getting alcohol? You're an alcoholic, and yes you can get drunk, even if you're something that should be biologically impossible for.

Flawed Ability (+100 CP): Running speed, stamina, or strength, choose one. You are not only unexceptional in this ability, but you're significantly below average in it for a Japanese high school student. You'll need to train and exercise diligently not to have it slip further behind, but nothing you can do will raise it up to even close to the average for someone your age.

You may take this drawback 3 times, but it will count as 3 separate drawbacks.

Flinging Shit (+100 CP): You should not be allowed to throw a ball, or really anything for that matter. Your aim when throwing anything is absolutely terrible, about the one place you can be guaranteed to hit is where you want to. Throwing a successful pass is definitely impossible for you.

Human Drama (+100 CP): You'll find yourself learning the stories of others, their passions and their dreams, and growing to care about them. This is made worse by how you are now quite the compassionate bleeding heart. Unfortunately for many, even most, of these individuals for them to achieve their dreams will somehow or another mean your own, or those of people you're close to being crushed. Can you stand the pain of walking

to your goals on the shattered hopes of people you can't help but feel camaraderie with? And yes, if you're playing football this will involve other teams having sob stories about their hopes for the Christmas Bowl.

Indecent Exposure (+100 CP): Put your pants back on! You have an odd tendency to strip yourself in places where it is very much not appropriate. Thankfully you won't take your uniform off during a football game, but you might end up finding some reason to strip naked in the middle of a run across town for training.

Man of Few Words (+100 CP): You'll find yourself having trouble saying more than one or two words at a time, and even then they'll be short ones. You're about as long winded and eloquent as Komusubi, and this won't give you the ability to speak the language of strong men. This will even go over to other forms of communication such as writing, or even telepathy. Hopefully your friends can figure out the full meaning behind your single words.

Samurai's Duty (+100 CP): Your father, or another loved one, is ill. It has become your responsibility to dedicate yourself to taking their place, and carrying their company on your shoulders. This will require many hours a week, and eat large amounts of your free time. You might manage to play football (or even go to school) on the side, but you'll find your free time massively reduced by your need to devote yourself to daily work and labor.

Gambling Debt (+100 CP/+300 CP): You are 20,000,000¥ in debt. You'll find yourself completely cut off from out of jump sources of wealth during your time here (even after you pay off this debt), and that any attempts to monetize your out of jump items will fail. Until you pay this debt you'll be dealing with escalating amounts of force and interference in your life to collect it.

For the higher value you're a terrible gambling addict who is willing to put it all on really poor bets and have no judgment of what's a good gamble. No matter how much money you make, you'll find yourself alternating between 'broke' and 'scrambling to pay off debts to shady individuals' and you will be paying these debts because their attempts to collect will escalate dangerously.

Always Someone Better (+200 CP): Whatever your role on the team, you find yourself over and over and over again butting heads with someone who is somehow if not better than you at it, then surprisingly good at negating it. If you're a receiver you'll find yourself in catching battles with incredibly good catchers and cornerbacks. If you're a runningback you can expect to have to deal with rival runners every bit as fast and

linebackers who are adept at stopping you. And if you're the plan guy behind your team you'll be finding your rivals every bit as cunning, clever, and capable of pulling out the most wild and creative plans.

Blackmailed (+200 CP; incompatible Deimon Demonbat): Hiruma has obtained some rather embarrassing and problematic information on you, and he will be blackmailing you throughout your stay here. Thankfully he's honorable about football and he won't make you throw any games or force you to endanger your football career if you obey, but he will be sending you on information gathering missions, errands, and generally using you as a tool when you're not playing American football. Still he somehow knows all about your powers and abilities and will be making full use of them and sending you into rather difficult situations, and unlike with Rui he won't let you loose from this blackmail just because you do one or two favors. Before you think of disobeying, you really don't want him giving this information to your Benefactor.

Taken with No Cheating you can use your powers to help in American football related activities in complying with this blackmail, but not in any ways to help your own football career.

No Cheating (+200 CP): You still have all of your special powers and cool items and abilities. Unfortunately none of them can help you in American football. Whether it's training, playing, or even scouting out opposing teams, you will find that all anything you possess from other jumps which would give you an unfair advantage simply can't be used when it comes to American football. This includes superhuman fitness, or intelligence, or superhuman luck. Things within the limits of humanity, that is this world's humanity, are still allowed to you, though, as is anything purchased here, and in your every day non-football related life you can have everything you'd normally have (unless you start trying to use it to sabotage your rivals).

Tech Destroyer (+200 CP): You should not be trusted with technology. The more sophisticated and advanced the technology in a device the more likely it is that you'll break it when you use it. Vending machines and train turnstiles are usually safe. But you go through old, non-smart cell phones far too quickly, and probably can't have a computer. This applies extra to any out of jump items you deal with, with anything more advanced technologically than about the 1970s being doomed quickly even usually indestructible devices, and anything more technologically advanced than the year 2000 being doomed the moment you try and bring it into the jump; best to leave things in your warehouse.

Torakichi's Delusions (+200 CP): Since when was Monta literally a gorilla? Why is Ikyuu a flying robot? When did Shin's trident tackle become a literal lance charge? The more imaginative takes and themes of the characters have become a lot more literal and true, and you'll find that even second rate football players become superhuman on the field. And the better they'd normally be at football the better they become. And these games have just got a lot more dangerous, as people's tackles have become real, magically empowered lance charges or kaiju force bites or worse. Except everyone else treats them just like normal tackles receiving no more injuries than they would have if things had stayed normal, but for you these are very real dangers. At least all these powers on the football field will make your own stand out less when you use them on the field.

Total Idiot (+300 CP): You are an idiot. When it comes to football you are better, at least smart enough to play though you won't be forming strategies, but when you're off the field you'll be giving Natsuhiko and Otowaru a hard run for their money on who is stupidest (it's you).

Unathletic (+300 CP): You are subpar. Physically you are reduced to a level where you are athletically below average for a Japanese high schooler in all aspects, including your athletic skills. You will be reduced to a level of athletic ability no greater than Yukimitsu's when he first decided to join the Deimon Devilbats. You are not necessarily stuck at this level, as you can, through hard work and effort, slowly regain the effects of any perks you purchased here which provided you with talents or above average physical capabilities. You will not be able to reach the level those perks would have provided an average individual after practice and experience, but you will be able to get close, but it will take a great deal of effort and training, and nothing you have from outside of this jump will help you there and even those from this jump will have to be trained up to functionality.

Taken with Flawed Ability this will push the flawed ability even lower.

Defeat Ends the Dream (+400 CP, requires No Cheating or Torakichi's Delusions): You must now play American football consistently at a tournament level, including exhibition matches and a variety of other matches between seasons for your time here. And you must win. If you lose even a single match you will fail your chain.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

On physicality boosting perks and where they put you:

In general: The manga gives real numbers that make sense for real humans; 4.2 seconds for a 40 yard dash is crazy for a high schooler (it's the NFL record, and Usain Bolt years after his peak at an NFL event got 4.2 seconds) but it's not truly superhuman (just super highschooler), and the benchpress numbers make sense. The manga also has them doing things that are definitely beyond these numbers; Sena catches up to a motorcycle thief, yes through heavy traffic slowing the cycle down but still insanely fast especially for someone who was established not to be going at his max speed (as it still knocked him out at the time), and Komusubi lifts up several people off the ground on multiple occasions vastly exceeding his max bench press.

True Genius is a larger boost than Genetic Advantage or Utility Player.

A specialized perk will reliably give you a bigger boost than True Genius.

While True Genius is transparently based on Agon, it's not unique to him. Ikkyuu, Taka, probably Yamato, Clifford, etc. Agon also has Utility Player, Godspeed Impulse, and Demonic Stamina.

Honor Student vs Command Tower: Honor Student would definitely help with tactics and strategy but Command Tower will make you a much better field tactician than Honor Student. Mamori = Honor Student, decent QBs = Command Tower, Yukimitsu = Honor Student and Command Tower, and Hiruma and Clifford have the entire Captain perkline, one or both of Reading Tells and Assessment and Honor Student.

Honor Student vs Assessment: Honor Student boosts your observation skills as part of a general intelligence boost. Assessment does a much more focused and powerful boost on observation skills for sizing up opponents. Honor Student would help you watch Sena play a game and recognize his nature as an opponent. Assessment lets you do it from one run, and probably with more detail and specifics even then.

Endless Guts and Shogun Training could both be said to fit the Devilbats, the Yuuhi Guts, and the White Knights. The Devilbats didn't get those because the Devilbats as the main characters got to show off a lot more abilities and features, so went with the one that was definitely and clearly theirs and theirs alone. The White Knights got Shogun Training because it was re-emphasized with them over and over again, and 'good defense at

football' didn't make a good perk, and 'good teamwork' was far too unspecific. But their school was famous for its tough, shogun training, and their Fuji training was directly compared to the Death March.

Tell Reading vs Psychological Warfare/Assessment/Eye on the Ball: Eye on the Ball is better at telling what a single opponent will do, but Tell Reading works on more than physical actions. Assessment is more about assessing abilities than specific plans, though it probably can do the latter although probably not quite as well as Tell Reading. Psychological Warfare is probably better than it even at its specialty, though having both would make you noticeably better at predicting someone's behavior than having either one alone.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Numbers in Winnings had gotten crosswired, slightly reduced the price of the higher level version because of the amount when crosswires were fixed (now it aligns to their trainer's brief winnings when he bet on them against the Nagas).