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メインキャラクターデザイン
小玉有起
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ダンガンロンパ
GUREN FIVE
ファイナ

What would you call a hero? A policeman? A soldier? A scientist? Well to Harmony, the mysterious girl from space, “hero” means one thing: yankiis, and that’s who she’s sought to help her save the universe.

In hot pursuit are the Gears, a mechanical species of space bikers that ravage every world in their path. Harmony is from one of many planets destroyed by the Gears, but is that really all there is to it?

Her search for heroes has brought her to Kyuren Private Boys’ High. Known as the den where “the worst delinquents in history” hang out. It proudly boasts a reputation of having a deviation value that shows the highest class of delinquents in the entire country.

Using her irresistible figure to pit these boys against each other, she finds two suitable candidates. Raku Itsushima, a boy boasting inhuman durability and willpower. As well as Fumito Tsukumo, the new transfer student that beat all the strongest fighters in the school within minutes.

Giving them each one of her high-tech Boost Suits, she puts them to work finding heroes suitable to wear the remaining three, forming the Guren 5. Alongside the Gears they fight along the way, they will also be impeded by the Holy Quintet, 5 heroes of justice dawning similar Boost Suits, and led by Harmony’s older sister Kaine.

Will the Guren 5 be able to fend off the Gears? Will the Holy Quintet acknowledge their heroism? What are the Gears seeking to achieve, and how does Harmony and Kaine’s father fit into all of this? You’ll be here long enough to see it all first hand, so buckle up, and prepare yourselves for a journey of yankii pride, familial bonds, heroic ideals, and the fate of the galaxy itself. This is **GUREN ⚡ FIVE.**

+1000 Choice Points

[Origins]

This is where you get to pick out your species. Picking either Origin doesn't lock you into that side of the conflict. A Gear can help defend the Earth, and a Hero can turn their back on it to serve the Gears. Your age will be determined by a roll of 1d8+14, and your gender is the same as it was last jump, you may pay 50CP to change either.

↯ Hero

You're a human. You may have been scouted by Kaine, to become one of her elite Holy Quintet, or the excitable Harmony, to count yourself among the rugged Guren 5. Both groups are made up of five members, so you can either add yourself as an inexplicable sixth, or take the spot of one of the original members. You will be given a Boost Suit, that will let you fight on-par with the inhuman Gears.

☼ Gear

You are a mechanical life form, essentially a robot. You don't know why the Gears do what they do, but you probably don't really care either. If you do for whatever reason, well nobodies going to miss one measly Gear going AWOL. Your robot body is far tougher and stronger than a human, but those annoying Boost Suits can still do a number on you. You may have been sent as a pure combat unit, or maybe you've been on Earth for years, infiltrating their society to cripple their ability to defend against the incoming invasion.

[Hero Perks]

The below perks are half-off for Heroes, and the first perk is free!

Individual Abilities

↗ 100CP, Free Hero

Boost Suits enhance not only physical abilities, but also one's most notable quality. You must pick one characteristic or skill to enhance beyond what most people are capable of. Maybe you're unnaturally tough, or strong, or filled with compassion, or good at lying.

I Haven't Lost Yet

↗ 100CP, 50CP Hero

No matter how many times you get beaten down, you haven't lost until you give up. Your will to win will never diminish, no matter how many times you fall, or how much pain you're put through. This refusal to lose is infectious, and can encourage others to fight alongside you.

Do I Need a Reason to Fight?

↗ 200CP, 100CP Hero

What good is red tape when the world is at stake? You will never face tangible consequences for butting in on matters of saving the world. Showing your grit and sincerity in saving people will rally those with similar goals behind you, even if they officially should be handling this.

I'm a Delinquent Now Too!

↗ 200CP, 100CP Hero

Yankii isn't just a look, it's a way of life, or... maybe it is. By dressing up as a type of person, those around you will accept you as one. This won't change systematic information, dressing as a worker won't give you a paycheck, and just a lab coat can't trick a key card scanner.

Perfect Timin' I Was Just Getting Bored

⚡ 400CP, 200CP Hero

Saving the world is great and all, but what comes after that? Nothing, apparently. Publicly performing world-changing acts never interfere negatively with your daily life. You'll be recognized as a big deal, but people won't target or worship you for it, unless you want them to.

Why Are You Alive?

⚡ 400CP, 200CP Hero

Heroic sacrifices aren't necessarily permanent, when those you care about are involved. Sometimes when your allies sacrifice themselves for a good cause, they'll just show back up, completely unharmed, free from any afflictions or controlling forces. Only works when it's at least somewhat ambiguous whether a "sacrifice" will actually kill them.

For my Pride.

⚡ 600CP, 300CP Hero

You have a will and pride that's simply mesmerizing. You can easily get others to follow your lead, even if you clearly have no plan. Your ability to enforce your will can even bolster your strength, either physically, or by smothering the wills of others. You can force a stronger enemy to fall before they're even close to worn out, just by overpowering their will to fight, or even punch people out of mind control.

[Gear Perks]

The below perks are half-off for Gears, and the first perk is free!

Living Machines Can't Love

☼ 100CP, Free Gear

It's just silly to think that cold calculating machines could ever feel anything as inefficient as love. You can control your ability to feel the emotion of love. You may choose to rid yourself of it entirely, or give yourself the ability to feel it, if you lacked it before.

Being an Idol is Fun!

☼ 100CP, 50CP Gear

What better way to control the mindless human masses than through idol culture? You have the makings of a hit idol. You're singing voice and natural charm can easily win even the most jaded hearts. This also makes others less willing to suspect you of any wrongdoing.

A Fantastic Experience

☼ 200CP, 100CP Gear

I'll just say it outright, you are stunning. So sexy, it's literally out of this world. You can wrap the opposite gender around your finger. One vague promise from you is enough to plunge an entire school into a battle royal. One glance at you can change people's entire world view.

Who's The Strongest Person in This School?

☼ 200CP, 100CP Gear

You're a master at talent scouting. Whether it's idols or "heroes" you're looking for, you have the intuition to find those with untapped talent and recognize their potential on sight. Even if they aren't willing at first, you always know just what to say and do to get them onboard.

The Foremost Technical Ability in All of Space

☼ 400CP, 200CP Gear

You're a brilliant inventor, capable of making some of the greatest inventions in the galaxy. Such as cars that can fly through space, radars for detecting Gears, phones that speak directly into the brains of others, guns that teleport targets into space prison, and more.

You're You, Ain't 'Cha!!

☼ 400CP, 200CP Gear

Your inner yankii gives you the power to resist and break free from forceful control over your mind or body. Even if the form of control shouldn't be able to be resisted, or if your mind should be gone. If you can't break free, that just means your spirit wasn't strong enough.

Let's Use Our Secret Weapon

☼ 600CP, 300CP Gear

You seem to have a sibling of your own. Between you two, you have the ability to fuse into one being. You'll take on a form that towers over buildings, and multiplies your combined strength enormously, enough to catch a city-sized meteor. Your new form can have an aesthetic of your choice, but it defaults to a delinquent/punk-rock look. Taking this perk gets you A-Grad Creations for free.

[Companions]

Use the below options to get yourself some allies for this world.

Huh? A New Member?

★ 50CP/ Per for all

Each purchase of this option lets you import one of your companions from past words into this one, or make entirely new ones. They get 600CP to spend, and can gain up to 200CP from Drawbacks. Importing into the opposite origin of your own may lead to some mistrust.

You're Gonna Help us Crush The Gears Once N' For All

★ 50CP/ Per for all

With each purchase, you have the potential to companion someone already in this world. You'll repeatedly run into them on good terms, and if you can get their informed consent, they're free to join you on your journey into future worlds.

A-Grade Creations

★ 100CP, Free and mandatory with Let's Use Our Secret Weapon

You have a sibling of your very own, whether an older or younger one. You may argue, but their disposition greatly compliments your own. They must be the same Origin as you, but they received all the same purchases you made in this jump.

The Chosen Heroes

★ 200CP for all

With this purchase, you are able to get your own group of heroes. This is a group of 5 companions, taking up one companion slot. You may choose to import five companions into this up-front, gaining freebees but no CP, or convince five characters in-setting to fill this role.

[Equipment]

One item of each tier discounted half-off, and one 100CP item is free!

Boost Suit

★ Free and exclusive to Heroes

This special combat suit takes the form of an armband when not in use. When activated, it forms an outfit that enhances your physical abilities to superhuman levels, and provides a single unique power or additional boost depending on your defining trait. See Notes for examples.

Throbbing Method

★ 100CP for all, 50CP with discount

You appear to be something akin to the owner of an underground (in a literal sense) music club. You can rent this out to aspiring musicians as you please. Should you desire it, mechanical beings will have an odd tendency of wandering in and finding reasons to reveal themselves.

Shut Up!!

★ 100CP for all, 50CP with discount

A simple but effective weapon for dealing with the Gear menace. You are in possession of a pair of machine guns. They have the power to do at least some damage to a Gear. If taken as a Gear, you may have these installed into your body, and transform your arms into them at will.

What's This Now? Telepathy?

★ 100CP for all, 50CP with discount

This handy little cellphone is the perfect tool for staying in contact with your comrades. Rather than calling people on their own phones, this lets you contact their minds telepathically. You must be on good terms with your target to call them, and the range isn't infinite.

Little Trifle

★ 200CP for all, 100CP with discount

This laser gun looks like something out of an old cartoon. Zapping an incapacitated target with this will teleport them into space prison. A space prison will be available in future jumps, and they don't seem to have any trouble with this, as long as the guys you send are guilty.

Bright Light

★ 200CP for all, 100CP with discount

You possess a visor capable of unleashing devastating laser blasts. At the weakest, you could destroy a car in one shot. With a few seconds to charge up, you could obliterate houses. If taken as a Gear, this visor can be build directly into your head.

Inciting Chaos

★ 200CP for all, 100CP with discount

You now wield an electric guitar that also doubles as a powerful sonic weapon. Just one strum releases a sonic boom that pushes away most humans within several meters. If that doesn't do the trick, each blast is accompanied by an intense electricity shock.

How Refreshing

★ 200CP for all, 100CP with discount

This cute little microphone has the ability to induce sleep in those listening. You can even make it so they wake up without any memory of the events prior. This takes a few minutes to take effect, so you'll need an excuse to keep them listening for a bit.

Deluxe Gangster-Style Spaceship

★ 300CP for all, 150CP with discount

This may look like your own run-of-the-mill badass car or motorcycle, but this is actually a highly advanced spaceship. You can drive through space like you can on the road, travelling planetary distances in hours. You don't seem to be in any danger from the vacuum of space either.

Troublesome Enemies

★ 300CP for all, 150CP with discount

You are in possession of a highly advanced missile launcher. This is small enough to carry on your person, but this missile will obliterate everything within a half kilometer radius. Missiles are replaced yearly. If you're a Gear, this missile can be deployed directly from your body.

Little Stray Cats

★ 300CP for all, 150CP with discount

One of the Gears secret weapons. These gigantic mechanical weapons resemble cats dressed up like delinquents. They don't have any special gadgets or weapons, but their bodies are plenty destructive as-is. You receive three of these to order around as you please.

The Fruits of my Research

★ 800CP for all, no discount

This is the peak of scientific ingenuity. You possess a unique substance that behave like organic cells, but is in fact wholly mechanical. These cells can infect any organic being on contact, transforming their body into that of a machine, one wholly under these cell's control. This even enhances their special abilities. You're free to reprogram the cells, but by default, they will show you unflinching obedience. Should you be a Gear, your entire body is composed of these cells, letting you mechanize others through touch, or even fuse entirely with other beings.

[Drawbacks]

Take any Drawbacks you like, but Companions may only gain 200CP.

'Cause They're Cool

★ Get 50 more CP

It seems you've watched a few too many dramas in your time. You're hopelessly obsessed with yankiis and yankii culture. That said, your understanding of delinquents has clearly been painted by stereotypes and dramatizations. The reality may very well leave you disillusioned.

Who The Hell is Lucky?

★ Get 100 more CP

You're... well, an idiot. You're hopelessly gullible, and often take people at their word, even after they've demonstrated themselves to be a liar. You'd seriously believe that your ally's house burned down, while you're sitting inside said house, unburnt.

You Guys Just Say Whatever You Want!

★ Get 100 more CP

Every yankii drama needs an antagonist, I guess. You're obnoxiously condescending. You look down on others as idiotic children, and every word that comes out of your mouth is an insult. You genuinely believe it all too, which only serves to piss people off more.

A New Stage of Evolution

★ Get 200 more CP

Sick of all the failings of the human race, you've grown dangerously obsessed with efficiency. You loathe all things that aren't immediately vital, be it love, friendship, fighting, war, it's garbage that needs to be removed. You have no interest in any opposing views on the topic.

Why am I Breaking Down Now of All Times?

★ Get 200 more CP

What's this? Whether you're human or Gear, you're body doesn't seem to be in good shape. It will tend to break down at the most inopportune times, requiring immediate maintenance. In the case of non-gears, this means a medical treatment of some kind. Maintenance is always time consuming, and neglecting it will leave your body all but unusable.

Was That Your Big Sister?

★ Get 300 more CP

For whatever reason, you're body just can't handle your powers. You can sustain your true form, with all your powers, for a limited amount of time. This duration is effectively random, ranging from a couple minutes to half an hour, with a long cooldown before you can change again. You'll spend most of the jump in a depowered child form.

Thank You For Everything

★ Get 300 more CP

It appears that Selonia, the creator of all Gears, including Harmony and Kaine, has taken the initiative in incapacitating you. He has infected you with his mechanical cells, enslaving your body and powers. Your mind has been left unchanged, only to helplessly witness him use you to accomplish his insane goal of mechanizing all life. In the process, you will be turned against everything and everyone you hold dear. You will regain your body only when Selonia has been destroyed.

[Ending Options]

Everything that begins must eventually come to an end. Hopefully you enjoyed the ride while it lasted, but where will you be off to now?

The Earth Was Saved, Thanks to You All

↯ Go Home ☼

Work Hard to Become More Like Allies of Justice

↯ Stay Here ☼

We'll Catch Up to You Guys

↯ Move On ☼

[Notes]

Jump by Gene

You're free to use anything in the item section for importing, as long as they're roughly the same type of item.

Canon examples of Boost Suit abilities include:

"Hard" - A straight durability boost. The wearer barely notices most hits, even punches that supposedly hit as hard as meteorites.
"Attack" - A Straight attack boost. Can wreck most Gears in one hit.
"Lie" - Can hypnotize a target to believe any one lie told by the wearer. The stronger a target is, the shorter the duration of the hypnotism.
"Love" - The user can heal the injuries of others in seconds.
"Explosion" - The user can cause things they touch to explode.
"Cut" - The wearer can summon a blade of energy that can cut not only physical objects, but insubstantial substances like air or explosions.
"Speed" - Just a straight speed boost. Exactly what you'd expect.
"Supremacy" - Can control gravity to force enemies to prostrate.
"Admiration" - Can copy the Boost Suit powers of those they admire.
"Calculation" - The user can calculate the quantitative parameters of a situation, such as chance of success, or the time something will take.

Not much to say here. It's a short and simple series, only 14 chapters.