

Generic Battle Shōnen Jump
v1.0
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Shōnen. This popular genre of Japanese comics are written to appeal to adolescent boys and center around genres and themes that authors, artists, and editors feel would resonate with that demographic. While there are a variety of different types of Shōnen stories (battle, sports, supernatural, etc.) this particular jump revolves around the tropes, ideas, and more that are commonly found in battle shonen specifically and the world a jumper visits using this jump document is either a generic world where these tropes are real facets of the world, or an appropriate setting (some commonly accepted examples of battle shōnen include Naruto, One Piece, Hunter x Hunter, Chainsaw Man, and My Hero Academia, though there's a wide variety to choose from) either in lieu of a dedicated jump document or alongside a dedicated jump document.

Battle Shōnen worlds can be quite dangerous, and without the proper slate of abilities you may be in for a tough time. Thankfully your benefactor has you covered and has arranged for you to receive a healthy stipend of points for you to use before you venture into this world for the next decade of your chain. Enjoy your time here, jumper, you'll

surely come away from this with an assortment of powerful abilities and hopefully a renewed appreciation for stories about bonding through brawling and growing up.

Take **1000 Shonen Points** to fund your adventures.

Author's Note: This jump document is inspired by battle Shōnen and is intended to allow jumpers to explore worlds touched and informed by things ranging from the infamous *Talk-No-Jutsu*, Boys Will Brawl, to things like transformation scenes and quirky power systems. Of course this jump document will also allow jumpers to snag such things for themselves and gain new powers and possessions that are clear, often loving, homages to this popular subgenre. There's a lot of overlap between battle Shōnen and, say, adventure or fantasy Shōnen and it's entirely possible that one source will dub a Shōnen a battle Shōnen while another would call it an adventure Shōnen. Have fun with it.

Starting Location

If you are utilizing this as a supplement and attaching it to a different jump, use that jump to determine your starting location. If not feel free to pick a place that makes sense given your origin. This genre of stories takes place in a variety of settings and anything from the middle of the ocean, to a city on fire, to deep space, or even places like a bustling Japanese city or a small magical school could be appropriate places to begin your journey.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 10 years old.

Origins

Drop In [Free]
The drop-in origin; a common staple of jump documents. Like many other drop in origins this origin is for those who wish to experience the sensations of entering a new world with zero additions to their memories and no local history. The only new things jumpers using this origin receive upon entry to this jump are perks and items they purchase here.

Plucky Protagonist [Free]
Hmm… You may suddenly be feeling a powerful wave of determination. If you aren't careful you'll proudly proclaim that you'll be the king of the pirates and that those who doubt you will believe it someday. That said, it's worth acknowledging that plenty of these protagonists have tragic backstories and untreated trauma.

Support Character [Free]
Support characters in the sorts of settings this jump covers run the gamut from skilled rivals who inspire, motivate, and often infuriate the protagonist to intelligent peers of the main characters, all the way to friendly faces who protectively give the hero some

thoughtful advice, a safe place early in the story, and have a way of both shaping the protagonist and being shaped by them.

Villain [Free]
It is not at all uncommon for villains in this genre to be enormously powerful figures possessing near incalculable power and a variety of real resources and goons. It's also not uncommon for these monstrously powerful figures to have played real roles in both the past of the world and the past of the specific protagonists fated to have epic clashes with them in the future.

Perks

Origins get their 100SP perks for free and the rest are discounted to 50%. ***<u>All boosted versions of capstones are available without the Powerful Past perk but they will cost 800 points (which is discountable if you are selecting the one keyed to your origin) instead (and this requires purchasing the base perk but the 800 is then the TOTAL cost of the perk rather than an additional charge you have to pay)</u>****.*

General [Undiscounted]

Artstyle [Free]
The art of shōnen stories is extremely stylistic and visually eye-catching to help ensure young readers are entertained and kept glued to the pages. This perk allows you to visually modify whatever worlds you go to from here on out to reflect the artistic trends of shōnen worlds. This means that, if you want, you have the ability to ensure that every world looks like something you might see in *Naruto*, *Bleach*, or the like.

Shōnen Soundtrack [Free]
The soundtracks of various anime are some of the best parts for casual anime watchers of things like *Attack on Titan* or *My Hero Academia*. This perk gives you a soundtrack that reflects the musical stylings of this genre. You have a theme of your choosing, and if you'd rather have an original one you'll get one that reflects your character. Others can't hear this soundtrack unless you'd allow them to do so.

Trope Techniques [50 SP]
Hmm… This is an interesting, though cringe-worthy technique. With this you have the power to tap into tropes and leverage them to empower yourself and your allies. Unless you stack multiple different tropes on top of each other the buffs you get from this will never be massive but with this you can gain power from shouting the names of your techniques before you use them, or the like.

Power Compatibility [Free for this jump, 200/400 SP to keep]
Many battle shōnen stories feature prominent and sometimes surprisingly intricate systems of supernatural power. From *Naruto's* Chakra system to the layers in *Bleach's* multifaceted systems for the powers of the various kinds of creatures that inhabit its setting, there are a range of systems of power a jumper exploring shōnen stories may encounter.

This perk guarantees that you have the ability to use these various powers and understand the rules governing them and while you are in this jump you find that you have a natural intuition for how to do this. The specific powers you gain with this perk become fiat-backed even if you don't take the perk with you but in such a case they become static and unable to be further trained. If you wish to keep this perk and guarantee your ability to make use of the various power systems you stumble across in the future, then you can pay 200 SP to make this perk a permanent part of your toolkit. Additionally for paying to keep this perk you also get a 3x training multiplier, making all of your training more effective. But there's an additional upgrade you could attain if you pay 400 SP instead.

By investing 400 SP into this perk you gain something special: a method keyed to you in some way that allows you to study, understand, and eventually replicate the abilities of others. This could be something of a special bloodline trait you happen to possess (due to purchasing the perk), or a testament to your utter fascination with supernatural abilities, but you have the power to observe powers and copy them, making you well and truly compatible with powers in ways that are sure to surprise and even intimidate others. This does have some limits, with power sources that are derived from external things like devil fruits not quite being immune to this (you can study the sources of powers and create artificial sources) and hard coded rules such as techniques that necessarily require special genetic traits being things you can merely study (not replicate) unless you get your hands on the genetic material in question. That said if you wanted to enhance such traits, mere study is enough for you to figure out how to push them further and higher so you could discover new stages to something like a bloodline trait if you had the means to study one properly…

For examples of what this would work with, regular jutsu from *Naruto* are affected by this as are things like *One Piece's* haki powers. By itself this perk could allow you to eventually create artificial devil fruit if you snagged non-artificial ones to study (or studied devil fruit users to a truly ridiculous degree). If a power is, in some loose sense of the term, "Natural" then you can study it and replicate it within the bounds of the above rules fairly easily. If a power is wholly artificial (Compound V type superheroes, and Serum-granted Super Soldier status are within this group of powers) then you can study it, discern its source, and figure out how to recreate the source for your own use.

Powerful Past [400 SP]
Look over there, jumper! That guy is the son of a world-famous scientist who discovered a new field of energy. That girl is the daughter of the mayor of the village! That kid is the secret love-child of a world famous assassin and the man who was supposed to be her final target. That man is the last remaining member of his clan after a serial killer targeted them, years ago, sparring only him.

A peculiarity that some eagle-eyed shōnen readers might notice after reading their fourth story in the genre is that characters that matter tend to have distinct backstories. There aren't many noteworthy characters who have regular backgrounds. And now you don't have a regular background either.

While you can decide the specifics of this yourself, you now have an in-jump history that matters and gives you access to both connections and real power in some way. Maybe you're a secret demigod born of a slow-burn romance between an alien goddess and a particularly exceptional human? Perhaps as a baby you were infused with the essence of a sea monster giving you a special kinship with fish and the like? There's something about your background, and you can decide the specifics of this between jumps (changing it freely but only between jumps, and it needs to make sense in a given jump so you can't decide to be a half-ghost capable of possessing people unless there'd be precedent for that in a given setting), that marks you as special. This perk also ensures that some aspect of your background causes people to feel something towards you, perhaps it's pity if you're an orphan whose story is tragic, or awe if you're a miracle (be it of magic, science, or both). If you opt to be a drop-in you still receive the benefits of having a powerful past in a slightly altered form: you will quickly meet prominent

figures and find that they take to you with remarkable ease, and the effects this has on your reputation is greatly boosted, as well as affected by the powers you possess, use, and your apparent nature (allowing a hero to more easily gain trust, a villain to more easily inflict fear, etc.).

This perk is a capstone booster, amplifying the effects of all 600 SP perks.

Drop In

Nondescript [100 SP | Free for Drop In]
Many Shonen protagonists (and oftentimes other pivotal characters in these stories) are known for their distinctive and unique looks, so much so that the notion of a manga's main character being identified by their hair features several distinct Shonen examples. This is an odd peculiarity and you refuse it. If you go out of your way to look nondescript and to not attract attention you receive a subtle boost to your power, a boost that gets magnified if you go against protagonists and other significant characters. This also buffs your skill at blending in, making it a little easier for you to take advantage of this.

A Normal Teacher [200 SP | Discounted for Drop In]
A teacher has a responsibility to their students. Many responsibilities, in fact. But we should all be able to agree that it's unacceptable to perv on our students… right? No? Well, that won't do, will it?

You're different from the many mystical perverts that wander this world, jumper. You're not some quirky instructor whose skills as a teacher will only really come to the fore when you find exactly the right student. Nor are you someone who requires uncouth payments to teach your students. No, you're a regular, in terms of your ethics and teaching style, teacher. You're just stupendous at teaching your students in general, with you being a highly skilled educator whose regular methods get remarkable results, whether you're teaching one child with a list of idiosyncrasies a mile long or a class of mischievous youngsters who need discipline. Teaching people counts as training for you (specifically tied to what you're teaching) and teaching bright students makes this training altogether more effective: essentially you get more training by teaching bright pupils and watching them excel at their studies. This also makes it worlds easier for you to find jobs in education in this jump and future jumps alike.

If you wish, this also improves your ability to catch educational wrongdoing from those tasked with mentoring today's youth and see them brought to justice. And this comes with a conditional boost to your power that only activates when you are protecting your students from harm, with you becoming significantly more powerful for the sake of protecting those learning from you. Let no one think they can harm the next generation in your presence, for you will make them rue the day!

An Adult Mind [400 SP | Discounted for Drop In]
Strategy. This is an advanced tactic only rarely utilized in battle Shōnen (and typically only by mentor characters and/or villains). You are, to the dismay of your opponents, exceptionally good at coming up with strategies rather than being some sort of "Battle genius" who can improvise a plan a mile long after seeing an opponent's first move or some other sort of silliness.

Your mind is a powerful thing and your ability to plan gets buffed when you utilize it before a fight rather than trying to come up with a plan when fists are already flying. Beyond this, whenever you're making plans that involve fighting people with unknown power sets you get a little bit luckier and your tactics get the slightest edge that can give you the means to come out on top provided you actually exercise this perk in the first place.

A Straight Fight [600 SP | Discounted for Drop In]
A lot of unfairness can happen in a fight in a Battle Shonen setting. Whether it's a protagonist losing a fight only to get a last-minute power-up, or their friends coming in and saving them from an enemy that primarily exists as motivation for a training montage, all the way to a villain who enormously overpowers any locals appearing at the worst possible time just to mess up a climactic confrontation between two rivals. This perk does away with that.

When you face foes, it comes down to a simple matter of skill and power. No more lucky breaks, no more power of friendship, no more empowering speeches in the midst of a no-holds-barred punchout. It's just your foe's fists and your own fists. And it's about your skill vs theirs, none of this cop-out power-copying or theft stuff; what's yours is yours and your opponents need to be ready for a straight fight. Attempts by them to steal or copy your stuff will backlash, with the power and potency of their means of stealing or copying powers determining how strong the backlash they face happens to be.

The Anti-Shōnen [Capstone Boosted]
First and foremost, you're *The* anti-shōnen. What this means is that the tropes that underpin this world fail against you. This is remarkably noticeable when you think about fights, as during fights against you efforts (even those not by the person or people you're fighting) to utilize shōnen tropes to bolster your foe backfire. Inspiring speeches are undercut by embarrassing declarations that leave your opponents flustered, breakthroughs caused by fighting stun your opponents and when you punch them the blows are especially painful, etc. This is so potent that even AFTER fights your opponents don't get the benefits that typically accompany such things such as rest that ends with them stronger than before (the infamous Zenkai Boosts for example) or with them gaining new mentors and allies. You learn, quickly enough, how to be selective with this. But that's not where this ends.

Some of the friends you've met since you arrived here have noted your ability to put up a fight against those who talk with their fists and come to understand each other through mutual concussions and fisticuffs. They've found your unusual resilience to the tropes of this world interesting and nurtured your understanding of the tropes that affect this world, which have been noted and jotted down by scholars and the like. It turns out those tropes have really annoyed you.

How is it possibly fair that someone you nearly ended a few weeks ago is now suddenly stronger for having endured the vicious beatdown you gave them?! It's not right that someone who was powerless yesterday is now suddenly the person who holds the powers of… the Dragon Mega God of Heroism and Abs.

This perk gives you both an encyclopedic knowledge of the tropes of this world (and this updates in future settings to include relevant tropes keyed to whatever settings and jump documents you visit), and the rather odd ability to grow more powerful by stopping tropes in their tracks.

Each time you encounter and prevent a trope, something your senses are supernaturally attuned to, you get power from it. This power is essentially training for any of your abilities that you wish to use this training on, permanently, albeit weakly, honing yourself an inch further. Preventing a particularly important instance of a trope from occurring, rewards you with a special mini-perk, with the specifics depending on the sort of event you changed and how you changed it. If you prevent a meet-cute in a romance story you may get a mini-perk that makes you good at disrupting canon romances. If you overcome a trope and stop a canon death you can get a mini-perk that massively amplifies your healing skills and improves your ability to stop someone from dying. Accidentally stopping a trope only causes you to get a small buff and perk, but if you purposefully prevent tropes from happening then the rewards are bigger and more in line with your intentions.

Plucky Protagonist

Heart of Gold [100 SP | Free for Plucky Protagonist]
There's just something about media for kids and teens… Like most protagonists of this kind of series you have a spectacular, shining heart. Your innocence and kindness is a powerful thing, especially if you've been wronged by those you're being kind to. People are struck by the kindness you show, and you find it easy to make friends.

But now there's also a pragmatic benefit to your kindness. You have a personal, weaponized ability to draw on the *Power of Friendship*. The more friends you have, and especially the deeper the bonds you have with your friends, the easier it is for you to make breakthroughs when it comes to your abilities and talents. This is especially true if your friends are tied to what you're training in some way. From thinking about your best friend: a local kick-boxer somehow letting you kick a little bit more effectively to daydreaming about your crush: a local witch, making a spell you cast hit just a touch harder, this is a handy ability.

Genuine friendship always benefits this perk far more than a transactional one. But one can become the other with enough time and care. This also serves as a creativity and teamwork booster, with it scaling the closer you are to those who work with you. If you were some sort of firefighter, or member of a crew of pirates or ninja squad this could be quite potent with the teammates you work alongside every day… Your foes ought to beware the power of friendship.

Master Mentee [200 SP | Discounted for Plucky Protagonist]
It is curiously common for shōnen protagonists to start as less than average when it comes to their personal skill with any local supernatural power systems that exist in their verses. While protagonists in this genre usually have healthy determination and rock-solid willpower, and it's very common for there to be some sort of secret skill or background quirk that will eventually come to light that helps make up for initial difficulties they had first learning to utilize the powers of a given setting, there is a final secret ingredient to their eventual success as users of local power systems: their ability to find and persuade extraordinary mentors to take them under their wing. Even among shōnen protagonists you're exceptionally good at finding teachers and persuading them to mentor you.

This manifests in a number of ways but first and foremost it makes it so that the more skilled someone is at something the better they are at teaching you, specifically. This also allows you to instinctually understand how to make them feel protective, and you gain a localized learning boost that scales to match the teaching skills of those who are tutoring you (and grows stronger the lower the number of students they have). What an odd cheat ability, jumper…

The more you are taught, the more your powers become yours. This grants you a special resistance and partial immunity to power theft, with it being possible to temporarily copy some parts of your powers but it being impossible to steal them. You can, of course, give them up willingly, but your powers are yours and the more you train to understand that and to better master your powers the more wholly they become a part of you.

Pressure + Training [400 SP | Discounted for Plucky Protagonist]
Make diamonds. At least when we're talking about protagonists and not coal or anything. With you any and all training you do builds up within you, steadily improving your talents at whatever you're attempting to train but you need to understand the formula that is the name of this perk if you want to really make the most of your status as a protagonist.

The training part of this manifests as training leading to results that are readily visible as normal but the secret sauce here that is key is it is now necessary for you to go out and experience high-stakes situations, such as battles in order to attain real, dramatic, properly shōnen level and scale breakthroughs when it comes to skills you train.

The "Pressure" part of this little equation is that all the training you've done will catalyze in the furnace of battle (or other dangerous situations). In the midst of battle you'll experience dramatic, showy buffs to your overall power that depend on both the quality of the training you've done and the threat posed to you and those you care about in the battle (or other danger) you're in. After the battle is over the buff you received in the moment will lose its most dramatic qualities but you'll retain a large amount of it as a permanent buff. The more training you do and the more dangerous and/or high-stake the battles you participate in the higher an amount of the buff will resist fading away, encouraging both diligent training and regular battle.

Fists Of Friendship [600 SP | Discounted for Plucky Protagonist]
There's something… stupendously optimistic about your fists and the powers you wield. Like many shōnen protagonists you have the ability to understand people just by fighting them. Whether you're just training and sparring with someone (though in this case this is less powerful) or you're in a high-stakes, life and death fight, when you hit and get hit by people you gain insight into their true character and, if you wish, they can gain insight into yours. The longer you fight with someone, or the more frequently you train with them, the better you get at understanding them and if you give them permission the better they get at understanding you. This transcends everything from language barriers, to prejudice, and if the connection is strong enough it can overcome differences in mentality produced by being members of different species and even break mind control! This is not so literal as to be limited to you punching people but refers to any attack by you and by your opponents, even supernatural rays or special eye techniques.

If there's any chance someone can become your friend, this perk and enough time or a long enough high-stake fight can lead to someone abandoning their prior convictions and joining you. As a final benefit this also gives you control over the lethality of your abilities, allowing you to use your strongest attacks without fear of killing someone.

Talk-No-Jutsu [Capstone Boosted]
Your past has taught you about hardship. Your present teaches you about power. But you hope that your future teaches you about peace. You gain an aura of innocence, optimism, and joy that can give even amoral and alien creatures pause. And when you speak you find that you are truly incredible at knowing how to persuade people to stop hurting others and to join you in making the world a kinder, happier, better place. Your words are the sort that capture hearts, engender loyalty, and give rise to dreams. You have the

ability to get people to reconsider their deeply held beliefs just by talking to them, and this effect grows more powerful if you talk about negative, hateful, and inaccurate beliefs.

Still, as incredible as your words are, there will always be people who believe they have no recourse but to embrace hate and pain. When you find such folks you can combine the empathetic weight of your fists with the potency of your words and break through to them a punch at a time.

One more special property of this enhanced version of this perk is it makes friendship into straight power. The more friends you have, the more people who are honest (with themselves if no one else) about needing you, the stronger you become. The depths of their needs also empower you further, so if someone needs you to beat up the thief who stole their purse the buff you get won't be as significant as the buff you'd get from someone needing you to defeat their lifelong tormentor and abuser. With this your charisma truly does become a potent weapon in your toolkit. The more people you help, save, and who you befriend, the greater you become. This is a pleasant passive bonus but if you choose to draw upon it more actively you can trigger a rush of memories and flashbacks that remind you of who, and what, you're fighting for that and for a short while every one of your attacks, techniques, and abilities becomes stronger, even temporarily breaking old limits if you have enough memories and are fighting for a sufficiently worthy cause, giving you the ability to do the impossible.

Finally with this ability you gain the power to discover positive, restorative, and healing uses for any ability no matter how hateful or purely destructive it may seem. You'll take a cursed mark and turn it into a thing of beauty!

Support Character

Privileged Power [100 SP | Free for Support Character]
You come from money and have all the benefits that come with that. You are educated, well-connected (for your age), and even if you are affected by tragedy you find that there is a potent weight to privilege and the like that shields you from the worst possible consequences of being, say, orphaned at a young age. Amusingly, the younger you chose to be the more potent this becomes, with you gaining more protections and benefits from it if you're a young child than if you're a teenager, but the older you start a jump as the more educated you are and the more connections you can use as weapons in their own rights which means this is more effective for teenagers and the like if they don't become victims of tragedy, but is a powerful protection for younger people if they happen to be the victims of an unpleasant backstory. This also gives you a touch of control over your backstory in this, and future jumps, though this does not mean giving you powers or the like, it is more akin to controlling where you start a jump in and what your family does for a living.

A Kind Gesture [200 SP | Discounted for Support Character]
Your kind gestures have weight. When you perform an act of kindness it will ripple in ways that are both visible and (initially) invisible. If you spot someone being bullied and you tell people to lay off, not only will you actually be heard and your wishes respected, perhaps your act of kindness will someone the boost to their spirit needed for them to stick around long enough to get a chance to become someone great. Maybe feeding someone starving gives them the energy needed to make it where they need to go and in turn they get a chance at a fresh start. Beyond this, people remember your acts of kindness and when push comes to shove your kindness inspires more kindness. It may not be much, but in these kinds of stories even lone acts of kindness can start a chain that saves the world.

Love Interest [400 SP | Discounted for Support Character]
There's just something about you, jumper… You have the sort of looks and air that attract admirers like moths to a flame. You are especially good at attracting the attention, particularly of the romantic variety, of significant characters (with this being even more effective on both protagonists and villains). Such individuals are very likely to try and gain your affections, and are open to hearing out requests you make. Beyond this, when people with feelings towards you act in your best interests (and act primarily driven by a desire to help you) they receive a boost to their competence that scales with their feelings towards you and the importance of what they are doing relative to you. So if they are acting to save your life from an urgent, imminent threat they receive a dramatic boost to their competence, skill, and power.

There's a secondary, very important layer to this special kind of buff as well. You receive equivalent buffs to your powers keyed to your love interests (so when you try to impress someone or act in their best interests your competence and overall power improves). If you train alongside those you have feelings for then they, and you, receive buffs to the effectiveness of the training, and this buff also scales to match the intensity of the feelings of everyone involved.

Best Friend [600 SP | Discounted for Support Character]
Everyone needs a best friend. And you, and indeed other Shonen characters, are no exception to this rule.

You have a special ability to find and truly connect with a few people per jump. These people you connect with are fated to become more than friends and indeed, in their own right, family. Your closeness with them and their closeness with each other is not only a powerful emotional anchor that grounds the lot of you it is a tool that allows you to reach each other and to snap each other out of moments of madness, sorrow, and other significant states, as well as perform incredibly potent team attacks and even understand each other without words.

When you meet someone who is liable to become one of your best friends, as defined by this perk, you immediately form a strong bond and find that getting along with them, in your own way, is incredibly easy. The more time you spend together the easier it becomes to read them, to be read by them (if you'd want to be) and to cooperate with them. You can trust them and they can trust you, and even if life takes you in different directions your bond will see through all things, making it possible to save them or for them to save you. This perk does tend to prefer protagonists, but if you sense it kicking in you can just refuse to build a connection and it will eventually wear off and pick a new person, this time taking your opinion more into account.

Rival [Capstone Boosted]
Some people have best friends. Some folks have rivals. You have both. And you are both.

A rival, in these kinds of stories, is someone who challenges you and pushes you to be better, to become smarter, to get stronger. Rivals aren't always friends, but the best rivals tend to be both competitor and companion, ally and (in specific contexts) adversary. And this is the kind of rivalry you form with someone else of your choosing. You are linked to your rival: your successes are mirrored, and felt, by them, and their successes are mirrored and felt by you. As you get stronger they get stronger, and when one of you fails you both feel it (though not in a way that distracts you or them depending on who is feeling it). Your rival's growth ignores limits and their training is felt by you, with you giving them the means to push past ordinary limits no matter how strict said limits usually are. The same rule is true in your favor as well, with training you do finding ways to overcome normal limits and the like and echoes of your training being felt by your rival.

At various points in your story your rival and you will be given cause to compete against each other, and to clash. If you embrace this and you go all out, both your rival and you yourself will experience emotional epiphanies that push you further than training endlessly will, and that are quite synergistic with the training you are doing and will come to do in the future. If your journeys lead you apart then moments when you come together will be all the stronger for it, with you and your rival coming to each other's defenses at the last and most impactful moment and with you by each other's side, no amount of corruption, temptation, or mind control will last long enough to do more than slightly annoy you or your rival. Finally, the more intense your rivalry becomes the harder it is for non-rivals to really get you down and do much against you. Important enough foes can overcome this, but it takes surprising effort on their part. This rule is,

unsurprisingly, mirrored for your rival: it becomes much harder for people outside of your rivalry to really harm you unless they are major, named foes. Don't overestimate, or rely on, this but it's a nice defensive booster.

Villain

Selfishness & Sadism [100 SP | Free for Villain]
You are the bearer of a Selfish Power that lives only for itself and its own desires- by acting in a selfish manner at the expense of others you will gradually build up a charge, once this charge reaches a certain threshold you'll be granted a 'revelation' gaining a new power or vastly deepening the reach of an existing ability. This threshold increases the more impressive the boon you'll gain from reaching it.

Your Selfish Power is not just empowered by egotism it's also a cruel thing that can twist and distort whatever it touches. Even if you use your powers to heal someone or fix something you can choose to infuse your abilities with your will, allowing you to twist or corrupt those who receive your "kindness". This can manifest in a number of ways such as making those you heal feel pain if they disobey you, or rendering them more susceptible to your influence. When you do these kinds of things you find that your powers are altogether more effective, making you quite capable of healing people with a normally selfish power, in exchange for requiring some level of selfish or sadistic intentions.

Menace [200 SP | Discounted for Villain]
You're terrifying, even without trying you emit a passive aura of Killing Intent that inflicts everyone in your vicinity with fear proportional to the difference between your power and theirs, you can with focus increase the strength of this Aura to the point that it can kill those significantly weaker than you outright and force the slightly more impressive weaklings into terrified awe. You may choose to exclude certain people from this effect, and your equals and superiors will be entirely unaffected.

This also allows you to gauge the relative strength of others, and gives you a keen eye when it comes to figuring out who would be interested in and open to working for you.

Levels To This [400 SP | Discounted for Villain]
You are the Final Boss, a Real Villain among Villains, so it would be a real shame if you were to be weaker than the mere mini-bosses faced along the way right? You fortunately won't have to worry about such a small matter as you will always be significantly stronger than your strongest minion, capable of defeating them with at most moderate effort. It doesn't matter how powerful you or they were prior to their recruitment and this strength will manifest in a way suited for you and your abilities.

This only works on minions, so teaming up with another major villain won't see you becoming stronger than them but if you persuade such a person to work for you in a way where they know you are the boss then you can find your power skyrocketing.

World Shaper [600 SP | Discounted for Villain]
The grand villains of Battle Shōnen stories are almost invariably titanically powerful, colossally influential figures. You are no exception to this curious trend, possessing an outsized level of power in an extremely real sense. What this perk grants you is not just a direct buff to your personal power but a rather nifty booster that causes you to grow in power as you participate in world-changing events. The more the current shape of the world is due to your actions the more powerful you become, with this translating

political and economic power into personal power. The nature of the social power and influence you wield foreshadows how that affects your personal power with an easy example being the more economic power you wield the more stores of energy (be it supernatural or otherwise) you possess. The more indirect influence you possess the greater your charisma based and mind control/influencing powers become. The greater the nation you lead the more directly powerful each of your attacks become. The grander your empire the mightier you will be in turn. Let your enemies know that the more strings you pull the easier it would be for you to flick them out of existence.

Twisted Mirror [Capstone Boosted]
But not all Battle Shōnen villains are powerful rulers of countries or ancient aliens from beyond the stars. Sometimes a really compelling villain is not compelling because of the kingdom she rules or the mystical power in his wand, but because they are a clear and direct cautionary tale telling you the tragedy that would have happened if the protagonist went in a different direction at a critical point in their life. You are now capable of gaining more intimate, personal-scale power when you face off against someone like you. The more you have in common with a foe the more you grow in battle against them. This only provides minute, nearly impossible to detect bonuses against people with the most common, surface-level commonalities with you such as if you're a human man who is fighting a human man. Once you go beyond surface level shared traits you start to see real buffs, such as if you're fighting a relative or if you're fighting someone with the same techniques as you, and the more you have in common the more crushing the buffs you get become. You permanently retain a portion of the buffs you've gained from this perk in the future, and the more you encounter people with the same specific similarities to you the stronger the buffs become, meaning that if you're a human man and you face enough human men even that buff will eventually become something noteworthy.

You also possess a form of vile, villainous talk-no-jutsu that is especially good at pausing fights and telling people to listen to you. The more blows you've dealt someone, and the more you have in common with them the easier it'll become for you to convince your foes to join you and to become your underlings, and especially your apprentices. Those who succumb to this become loyal servants and students, and you find that the more abuse you make them endure the more loyal to you they become. This is a very dark skill, jumper, be careful with it.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 SP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Drop In

Locally Owned Eatery [100 SP | Free for Drop In]
Everybody's got to eat. From plucky young heroines to villains who are weirdly obsessed with snakes and the like. Food is the great equalizer and so it makes sense to capitalize on that. You own this restaurant which serves phenomenal food of your choosing. This restaurant makes you a nice, tidy little profit and is run by loyal followers who do any of the work you don't want to do.

This place naturally attracts characters of great renown in this setting and future settings and people in it are astoundingly peaceful, even and especially when they aren't otherwise known for being peaceful. It turns out that they aren't them when they're hungry. With this you can peacefully interact with all sorts of characters, and get to know when they are at their happiest: with stomachs full of delicious food.

Book Of Tropes [200 SP | Discounted for Drop In]
This encyclopedia is a handy device that you can leaf through and use to learn about every trope. It is attuned to whatever the genres of the jump you're in happen to be, and you can use it to read about the tropes that dot the world you're in. This is also a handy trope breaker, allowing you to show people tropes they are playing into. If you show them a trope they are unknowingly leaning into you can snap them out of it and get them to behave in a way in line with common sense (or at least that is not a part of a tropes if you're dealing with someone who is still a villain or otherwise unpleasant).

Hero Academy [400 SP | Discounted for Drop In]
These kinds of stories center around youthful, oftentimes teenaged protagonists. Many of them feature schools in some sort of capacity though the exact capacity will certainly differ from setting to setting with some; *Assassination Classroom*, *Naruto*, *Rosario + Vampire*, featuring a school prominently (though in the case of *Naruto* the school's significance only lasts a few arcs) and plenty of others not falling into this category. Still, the local youths need an education and you're as qualified as anyone else in this setting to give them one, so now you have this.

This wonderful item is a popular academy that naturally attracts talented young pupils of all sorts. It's a profitable place, to be sure, but it's also an opportunity for you to mold

the minds of the future. You have the ability to teach students in this establishment any of the powers you possess, though it does take more effort and personal tutoring to teach them more impressive abilities (for the sake of simplifying what could be a lengthy discussion if you're teaching someone a perk or something the more expensive the perk the harder it is to teach them, requiring more personal tutoring and the like). In each jump you naturally attain followers with skill in relevant systems of power and abilities that are more than happy to join your ever-growing school. There is a curiously potent aura that naturally draws in young people from across the setting, with its effects growing stronger the greater their power and potential with them always arriving under circumstances that make them interested in learning and gaining greater skill over whatever areas you have teachers ready to teach them.

This academy grows in size to accommodate the students and staff, gaining more luxurious amenities and classrooms as it grows larger. It also has a powerful aura that serves as a training and learning booster that grows more potent the more students learn on the campus of your academic institution.

Plucky Protagonist

Meaningful Merch [100 SP | Free for Plucky Protagonist]
This item is something tied to your past. It could be a symbol of your people, a prized possession, or even a reminder of a friend and a promise. This item is always something that feels like, in another life, it'd be easy to market and make a quick buck off of but its real power lies not in how cute or fashionable it is but in its meaning to you. This item is a part of your backstory and interacting with it in some significant way (such as adjusting it if it's a straw hat or playing with it if it's a part of a sport) will serve to help you relax and meditate, allowing you to calm yourself and to enter a thoughtful, reflective state. In this state your creativity is boosted, as is your ability to reflect on your training and other sorts of study you've done, which can allow you to make new breakthroughs while in this state or otherwise better prepare for exams and the like. If broken, stolen, or otherwise lost, you regain this item the next time it makes sense for it to appear such as a friend returning it to you if lost or it appearing next to your bed the next time you go to sleep.

Favorite Food [200 SP | Discounted for Plucky Protagonist]
There's something with Battle Shonen protagonists and food. I suppose it has to do with all of that running around, fighting for their lives? This is a lifetime supply of a food of your choice with some special characteristics depending on the specificity of the food in question. If you are general about it this item gives you an infinite supply of the food you selected, which you can share with people but it otherwise lacks special qualities. If you are specific and ask for, say, a specific restaurant's signature dish, you can get that food three times a day and that food greatly enhances your willpower and bolsters your recovery. The more specific you get in this description the more potent the effects but the fewer times a day you can get the dish. You can share the food with others regardless of the specifics of your chosen dish.

Proof of Identity [400 SP | Discounted for Plucky Protagonist]
For some reason many protagonists of these stories are not actually proof of the idea that the only thing that matters is hard work and sometimes creativity but actually secret inheritors of a small genetic loan of a million mana or something equally outlandish when said aloud. When a protagonist's secret backstory is revealed, reactions sometimes run an impressive gamut, ranging from respectful surprise to fearful disbelief. This item is incontrovertible evidence of your backstory, whether you're the byproduct of secret government experiments into cloning a super cool warrior or the lovechild of a prince and a commoner making you a princess and in line for the throne. Beyond that this item also allows you to get the trust of those tied to your secret past such as the allies and friends of your parents, or tying you to the people you were once only secretly related to after they learn about your true identity. This item also powers up efforts of yours to tap into your backstory, whether it's you finding new abilities easier to master or you simply leaning into the skills of your family or others that are critically tied to your backstory, such as your teachers or bosses, with training and the like related to such things becoming three times as effective as they'd otherwise be. This item also serves as proof of your identity to the friends of your friends, and if you make a secret connection with someone anonymously you can use this to prove that you are who you say you are. The more connections you make the stronger this item becomes

and the more its effects on training related to the connections you've made and innately happen to possess become.

Support Character

Career Classics [100 SP | Free for Support Character]
Whether it's a ninja's kunai or a pirate captain's ship, plenty of careers have basic material requirements. And now you are well-equipped when it comes to possessing the barest essentials needed to do your job(s). You find that you are always well-equipped to do the job(s) you're expected to do, and while you may lack the skills you'll never lack the regular items needed to do the work those who rely on you expect you to do. This is for general things, so if you're a doctor and you need to cure an extremely obscure disease with a hyper specific cure then you're still out of luck but you'll have the tools needed to patch someone up or perform basic first aid.

Shōnen Stylings [200 SP | Discounted for Support Character]
Some Shōnen stories feature characters well-known for wearing repeats of the same outfit day after day. Sometimes there's reasons for this, like a character wearing a uniform or something to that effect, but often it's never outright explained and the audience is expected to just handwave such things away. In those cases outfit changes, particularly long term ones, signify something significant has occurred in some way. You now possess a closet that is packed with copies of the same outfit. There are minor variations in this closet for special occasions such as beach episodes or when you go to the mountains but even these variations are strikingly similar to the base outfit.

The outfit changes subtly over time to mark your journey, gaining new traits and becoming all the better for it, becoming more durable, becoming better suited to your role in combat, even giving you whole new abilities if it's changed enough. When you achieve something truly significant the whole outfit changes and from here on out the changed outfit is the new baseline, though it retains all of the buffs of the previous outfit and amps them up a bit. What it means to achieve "something truly significant" is up to you, with it taking your goals, methods, and traits into account when determining whether or not an achievement is good enough to enhance or transform it. People are also suitably impressed by the outfit as it changes, but at worst it'll never be seen as inappropriate or otherwise get you in trouble.

Privileged Package [400 SP | Discounted for Support Character]
Oh are you the Privileged Rival? If you aren't you might end up getting swept up in that role. This is an item that guarantees that you are a part of a very wealthy, rich family that at a minimum has an impressive home estate, with servants, access to high quality gear for a variety of careers, plenty of connections among other wealthy families and influence over families that are less powerful in the community they are a part of. Your family also loves you and they already have dubbed you their heir, with everything passing to you if anything happens to them, with this being done in such a way that it can't be subverted by unscrupulous forces. This estate retains changes and grows in future jumps, as well as whenever you willingly expand your family, always having room for them to live in luxury. You can select the sort of businesses your family is involved in that gave them their influence and wealth when you purchase this item.

Villain

Minion Army [100 SP | Free for Villain]
A good villain has to have a supply of henchmen and you're no different. From here on out in each jump you visit you find that you gain the service of a loyal, seemingly endless, army of generic minions. This army provides you with a few different tiers of minions, with the most basic of the minions being two dozen laughably low level grunts but there being a seemingly inexhaustible supply of them that allow them to be replaced within days of falling. There are three lieutenant level minions who are worlds stronger and are easily on par with even mature, seasoned supporting characters in action and combat based anime and manga like this. These followers only get replaced, if they fall in battle, months after falling. There's also a single unique minion in this group who is powerful enough to fight several named characters simultaneously and come out on top, but if they die they don't come back until the start of the next jump. At the start of each jump from here on out this army grows, taking in new generic versions of baddies native to the setting, including new lieutenant level characters, but it's much rarer for you to gain new unique minions with them only appearing either every five jumps or in new jumps if you truly embrace the role of the villain in the past jump. Still these are fully new additions to the army and not cosmetic swaps, and that means that this army gradually grows and over the course of a long enough chain can become a veritable empire of evil minions eager to do your bidding. You can also recruit people into this army which will result in them becoming followers who can follow along your chain.

Cruel Community [200 SP | Discounted for Villain]
This is a secretive place that is loosely acknowledged by the rest of the world as your stomping ground and from which you are legally permitted to indulge your wicked instincts without reprisal from the rest of the world so long as you keep predations limited to this one community. It is a perfect place for you to perform all sorts of inhuman experimentation and for you to encourage your darker followers to slake their sadism on the locals and each other. People in this community are uncommonly susceptible to your dark charisma and many will volunteer to be guinea pigs in your experiments. This community also naturally attracts both the desperate and the dastardly, with the former finding themselves in need of sanctuary and desperate enough to accept virtually any treatment if it means they can escape their pursuers and outside obligations, which they will. The rest of the world recognizes your territory as your sovereign turf and avoids messing with it short of you invading other places or murdering heads of state (or equivalently dramatic acts). The villains that flock here agree to join your faction and obey you, in exchange for license to torment those who live here when not obeying you.

This place is replete with scientific labs and places to engage in cruel sciences. You find that the crueler the science you engage in here the greater the breakthroughs and inventions that come out of this place. Engaging in your darkest impulses will lead to foul and yet indisputably amazing discoveries, techniques, and more. If you are willing to be cruel you will find that your work paves the way to a new world. One where your power is absolute. This place also grants you, essentially diplomatic immunity with other countries preferring to treat you as the head of a community worth respecting rather than try to fight you and the horrifying minions you've assembled, in hopes that by giving you all one place to befoul and corrupt your cruelty will be contained.

Secret Library [400 SP | Discounted for Villain]
This collection of books covers every fighting technique and supernatural ability you know. It details them all quite rigorously and updates as you practice them more and more, gaining more information about the techniques as you get more comfortable using them, eventually reaching a level where it details ways to improve said techniques and methods to teach these abilities to other people. The improvements to a given technique eventually improve it in every way, making it easier to use, faster, stronger, and even showing you how to modify it such that you get, essentially, spin-off techniques. One critically important component is that if you master a technique to a truly prodigious degree the books reveal how to teach these techniques to those who don't know them and even people who shouldn't be able to use them. This includes if there is a genetic component to such techniques though the greater the hurdles in the way of someone learning a technique or ability the harder it is to teach them.

One method of simplifying someone learning a new technique is if they input their knowledge into an empty book in the library, and the more knowledge they put into a book the easier it is for them to learn a technique, functioning as a sort of exchange of knowledge. This is one important method of overcoming a significant enough hurdle such as someone who lacks any ability to use magic learning a resurrection spell, but even then offering the library knowledge of a weak technique can only go so far as far as getting what is needed to learn a powerful technique.

This collection of techniques and abilities is yours, and you find it incredibly easy and simple to learn techniques others have voluntarily written down in books, and books covering techniques you've seen others perform appear if you study the technique closely enough and get to see it performed many times, but it's still not easy for you to use those books to leapfrog into performing the techniques or abilities yourself (though it's possible, you just need patience and creativity to eventually get the knack of the technique or ability in question). Your ever-expanding library is a powerful tool to bring to the negotiation table and to get others to cooperate with you.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend SP to import companions into this jump, giving them 600 SP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 SP per person you do this for, or you can spend 200 SP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 SP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 SP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Leave When The Plot Ends [0 SP]
This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 SP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Power Acclimation [100 SP]
This drawback causes you to not immediately understand how your powers work. You possess a rough understanding of your powers but do not understand every detail about them, and need to experiment to figure out their full limits.

Chuuni [100 SP]
Ah yes, this thing. You now suffer from *Middle School Second Year Syndrome*. This unfortunate malady causes you to experience delusions of grandeur that are tied to your origin in some way. This is not great, but can be overcome with willpower and an appropriate sense of self.

True Shonen Character [200 SP]
This genre is not exactly well-regarded for its treatment of some characters or subject matter and now you're gonna deal with some of the more annoying tendencies of this. You can choose to be an embodiment of some of the worst facets of this, making you a shocking sex-pest who frequently takes opportunities to peep on and harass people of your preferred gender and/or sex, or to be a victim of such predations that will inevitably get played for laughs. For an additional 200 SP you can choose to be both an almost-criminal-level pervert and a victim of perversions.

Trope Talk [200 SP]
Tropes are now at risk of taking over your life. From things like characters shouting technique names to people punching each other so hard they become instant best friends, tropes are now radically more present in this jump and their effects are much heavier, with even the Drop In perks and items only helping so much. You will be in for a decade of cliches with this.

Villain's Favorite [400 SP]
There is a powerful villain with a wholly unpleasant interest in you. For reasons that will depend on your power and their particular brand of villany they want you. They may want you to come to them willingly, and thus try to persuade you or force you to come to them, or they want your skin and just be willing to burn you and everything you love to ashes if it means they can claim you in a way that they view as important. It is very likely this villain either has some means of coming back from the dead or has some nightmarish apprentice who has contingency plans in store if they fall, so expect this drawback to haunt you at least twice even if you are strong enough to end the villain when they first appear.

Contractually Obligated Punching Bag [400 SP]
You're in the sequel written by another author who quite frankly is only here to fulfill a contractual obligation. And they don't like you. Expect to find yourself nerfed, useless when it makes no sense to be, praising the intelligence of idiots, and otherwise embarrassing the you who lived ten years ago. At least you're still on the cover?

Tragic Backstory [600 SP]
Oh no. This is quite unpleasant, jumper. With this you've set yourself up for a time that is guaranteed to be a real tear-jerker: your backstory is now soul-crushingly sad, with your friends and family being brutally tortured or outright murdered, and you falling to near-ruin. People take pity on you but they also view you as a bad omen and refuse to go

near you, in all but the cases of the most opportunistic or truly the kindest and you'll always struggle to determine which motive drives those who do dare befriend you. Even the power of friendship can only help you so much, and it'd take truly unearthly charisma to begin to undo this with just words. As you prove yourself some folks may grow bolder and some of the superstitions around you will lose their potency but this drawback isn't quite so easy to overcome. About halfway through your time here an enormously dangerous threat will come to your home and barring legitimately overwhelming OCP will bring havoc and ruin to where you live and to where your friends live. It will deal grievous harm to those you care about and it is very likely that at least one person you care for will die. This part of the drawback can be overcome if you are strong enough but it would take a colossal amount of power to stop the menace that threatens your home. By default you remember taking this drawback, but if you wish you can receive an extra 200 SP for it and instead you won't remember taking it at all.

Shonen Escalation [600 SP]
So Battle Shonen stories possess a curious… affinity with escalation. Even America's favorite live-action Shonen series; Supernatural, has an absolutely absurd ladder of escalation, with the protagonists initially struggling to prevent ghosts from wrecking havoc on cars and new home owners, to them quite literally staring down God after having worked their way through creatures out of ancient Christian mythology. Other classic Shonen series, like Naruto for example, begin as grounded series that involve the supernatural but also center personal-scale human on human conflicts, before eventually evolving into a series that features what is essentially kaiju battles against literal aliens. One Piece, a silly series about pirates facing down the navy and embracing anarchistic lives on the ocean evolves into a series world-spanning stakes whose final foes are the leaders of the world government itself, themselves empowered beyond belief by exceptionally powerful examples of the setting's power system. And now your life is destined to follow a similarly absurd evolution where, at the start of the jump, you'll be helping your fellow youths prepare for exams or teaching the next generation of adventurers and warriors, only to slowly find the stakes and the scales of everything getting amped up higher and higher, with you and your allies going from engaging in grounded interactions with regular people to facing down primordial demigods who are unthinkably ancient and who themselves may be the fonts from which powers native to the setting flow forth by the time you're in the jump's final months.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-**Mini Changelog:** This jump document was created on April 27th, 2026, and version 0.1 was shared on April 27th. This version of the jump features both perk notes: such as the descriptions given for some of the protagonist perks, and the more complete descriptions given for several Drop In perks. This will obviously change as we advance toward a more completed stage. On June 14th the final perks were added, pushing this to version 0.8. Items, and drawbacks are what remain. On June 15th, 2026, the final details like drawbacks and items were put in place such that this jump was ready for publication and version 1.0 was released to the world!

-The clause that stipulates that all capstone boosted perks can be purchased in a capstone boosted state without the booster if you pump up the cost of the capstone is intended to be a general rule in my jumps featuring capstone boosters moving forward. Not everyone digs capstone boosters but I don't want to force you to play this game we all love in such a pigeonholed way, and this is generally my attitude towards things like mandatory drawbacks (though I do feature them very rarely in my jumps).

-Big thanks to friends and digital acquaintances in various places who suggested ideas, made comments, and otherwise helped out with this! I reached out to a few different places and got some wonderful ideas, and it's very probable that more ideas will manifest as different friends lay their eyes on this jump document and feel ideas come to mind. And a special thank you to the anonymous homie who suggested drawback ideas. Drawbacks are my least favorite parts of writing jumps and getting help with it is always appreciated. Specifically the idea for the tragic backstory drawback and the writing of the Contractually Obligated Punching Bag drawback were done by a nameless homie whose contributions are dope.

-A very specific idea, the impetus behind the *Anti-Shonen* perk (and the whole drop in origin) came from SpaceBattles. A comment left by Belial666 about being saying no to local tropes made me laugh and inspired the origin's central gimmick of refusing and refuting the tropes.

-Another specific thanks goes out to PriorPossible834 who shared a bunch of their ideas for the villain origin. The perk names and the meat of the perks are written by them (aside from the capstone) but I also added bits to each of them.

-I've actually wanted to make this jump since I worked on my Generic Betrayed Protagonist jump (In the middle of 2025), which is my first manga jump. It just took me a minute to tap into my wellspring of jumpmaking energy in such a way that this felt like a fitting jump to sit down and begin to work on.

-The cover image is a collage of shonen stories I found online. I found it before I redubbed this jump the "Battle Shonen Jump" but most of those specific stories fit within the subgenre pretty neatly so I'm fine with it.

-Master Mentee is really good in a lot of ways, but damn it's an exceptional superhero and cultivation perk. Nice. I love cross-genre utility.

-More so than most of my Generic jumps this one is really good when paired with an actual example of the genre. Though, purely by accident, this is also solid when it comes to genres like cultivation, and other progression fantasy stories due to similar underlying literary DNA that both genres take their general routes from.