Version 0.1
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This is not a happy place, Jumper. It's a world similar to your own, but with a very major change that began 15 years ago from the birth of a particular girl born with horns on her head. Her name is Lucy, the first Diclonius, and events from her past have given her a very deep hatred of humanity in her heart. From her telekinetic power known as 'vectors', other Diclonius have been born to human parents all over Japan with a similar condition and powers, many born with an inherent hatred of mankind. Some are free of this murderous drive, others still follow it all too willingly when humans turn on them or make their lives miserable. They are all driven to kill and replace humanity, one newborn Diclonius at a time.

Minutes after your arrival, Lucy will escape the Diclonius Research Facility with a head wound that will temporarily suppress her murderous true personality, washing her up onto the shores of Yuigahama Beach with amnesia. She will be found by Kouta and Yuka, beginning the events of the series proper, should you allow it.

What sort of future do you plan to carve for this world in the next ten years, Jumper?

For your trouble, +1000 choice points. Do what you do best.

Age: Drop-Ins and Diclonii are 14+1d8, Born Soldiers and Researchers are 23+1d8.
Gender: Same as previous jump. Diclonii can optionally become female for free. Spend 100 points to choose both age and gender.

Location: Your location isn't determined by roll this time, but by fate. Your background will determine where you begin in-jump, though most of the jump is centered around the city of Kakamura, Japan. Where you go from there is up to you...or perhaps not.

Backgrounds:
Drop-In [Free] – You find yourself awakening on the shores of Yuigahama Beach with the taste of sand in your mouth, being the person you were before you stepped into this world. Should you choose to remain, you will find Lucy, and eventually Kouta and Yuka. Or you may walk this world free to do as you please. Fate has no hold over you and your heart, Jumper: go where it suits you.

+ No memories of a miserable, ruined life before now…
- ...or any you didn't come with, anyways.
+ Nobody knows who or what you are. Odds are, you're something very new and strange…
- ...perhaps something to fear and hate?

Researcher [100] – You were at the top of your class, one of the best in the world...that's why you were quietly enlisted as part of the Diclonius Research Institute. Whether from fear or curiousity, you have participated in grisly experiments to test the capabilities of Diclonius and weapons that could be used against them. Whether compliant from afar or dealing the experiments personally, you are compliant to horrifying experiments kept secret from the eyes of the law and the public. Whether or not you can live

with this is a different story entirely. The jump begins in the Diclonius Research Institute immediately after Lucy's escape, with several of your co-workers dead and a serious problem on your hands.

...hm? That doesn't suit you? Should you desire to take a less...unsavory background, you are instead an agent of Saseba, a counter-intelligence agency of the Japanese government. You have infiltrated the Research Institute and while you are every bit as brilliant as your counterpart, your true mission is to find the Institute's secrets. Now that its pet project has escaped, perhaps you have a chance?
+You are a brilliant scientist called in to research Diclonius, among the best in the world…
- ...and you carry many terrible secrets, too.
+You've learned much about Diclonius and how to properly fight or handle them…
-...often through torturing them through grisly experiments
+Perhaps you have your sense of morality intact and plan to do something about this…
-...but you're either an undercover agent or largely on your own.

Born Soldier [100] – A rampaging Diclonius is a human's worst nightmare. One day, out of the blue, several dozen innocent people can be torn to shreds by the power of vectors. Sometimes, peaceful capture just isn't an option. That's when they call you in. Whether a member of SAT or a mercenary unit of your own design, you are a monster killer, born and bred. You've just gotten a call from the Diclonius Research Institute that a specimen of theirs has escaped, and you're given the chance for a very handsome pay in return...you begin at either the Diclonius Research Institute or a personal apartment in Kakamura.

+ You're a trained, hardened military veteran…
- ...you've seen your fair share of people die, whether from other humans or Diclonius
+ You're skilled enough to fight a Diclonius with only modern weapons…
- ...but nothing more.
+ Whether by luck or skill, you've managed to avoid a real wound from a vector so far…
- ...but if you do, expect your superiors to have words with you regarding your...erm, reproductive faculties.

Diclonius [500] – You're not human. You were never human. You were born to human parents but they knew the moment that they saw the horns on your head, you were going to grow up to be a monster. Maybe they held onto you, protected you, tried to teach you better...maybe they hated you and made every waking moment of your life miserable. But one way or another, your powers developed and men in coats came to take you away. From there, you either begin in the Diclonius Research Facility with memories of being horrifically torture and experimented on, or hidden away somewhere in Kakamura City, living off of scraps and trying to survive all on your own. Your parents are likely long-gone or long-dead, leaving just you and whatever you can make for yourself…

+ You have the extremely powerful ability to use telekinetic vectors, along with the ability to heal quickly…
- ...but those have their limits, and can destroy your body completely if overused.
+ You are part of a new race, one that can spread easily…
- ...and you are feared and hated for it. Don't expect many friends.
+/- Your new memories and a voice in your very DNA compels you to kill as many humans as possible, to spread your kind through vectors. How loud and how powerful this voice is will be dictated by your personality and feelings: The more violent you are, the louder it is.

Perks: (All origins a 50% discounts on perks that match them, while receiving their 100 perk for free)

[Drop-In]

Clear Mind [100] – This is an unsavory, awful world full of the stupid and the cruel alike. But you have something they don't: a sense of conviction, and an idea of what you need to do and where you need to be. In a time of trauma or atrocity, you can control your emotions well enough to view the situation objectively and act on your feet, letting you take action when others would freeze from fear or despair. Once the excitement has passed, any leftover emotion will catch up to you, but you will never again be a victim to a frail heart.

Thin Ice [200] – This is a place of psychopaths and the broken. One wrong word or misstep will turn you into a new target...or just a bloody smear on the pavement. It's important to know when to say something and when to keep your mouth shut. You gain an instinctive danger sense for when you're about to say or do something that will make someone immediately attack you, along with a vague idea of what actions or words will temporarily appease them. As a bonus, you're slightly better at detecting traps or incoming attacks.

Hollow Heart [400] – No, not you. You're still very much yourself. But something about you appeals to the broken and the damaged, tormented souls full of angst or trauma. You will draw in – perhaps even attract – such people, and inspire loyalty in them from the simplest acts of kindness to them. Should they heal or become better people, this effect is no longer enforced...perhaps they'll remain with you anyways, or perhaps you'd prefer they stay that way. It's up to you, after all, Jumper. Oh...and I'll warn you, this tends to draw in the possessive or those who do not want you to leave them alone. Do be careful.

Because It's You [600] – You're not sure what it is about you. Maybe you don't look very threatening, maybe you were nice to them, maybe you just look too much like a lost puppy to be worth killing. The murderous and the monstrous will overlook you on the battlefield – a Diclonius will harmlessly walk past you, a Kaiju will prefer a passing bus for a snack instead, and the serial killer would feel bad if they ended up killing you. They will even make an effort to avoid harming you, so long as you stay out of their way or don't linger for too long. Should you have a weapon drawn or some indicator you can fight, or actively work against these beings at any point, this immunity is lost. Provoking them intentionally obviously makes this dissolve, as well. Still, being overlooked means safety...or an advantage.

[Researcher]

Like a Scalpel [100] – Keeping your nerve is important when working with delicate materials...or experiments a normal person wouldn't have backbone for. Your hand-eye coordination becomes very precise and meticulous, and you can completely separate your muscle movements from any mental stress or distress you may have. You can do what needs to be done, separate of your own feelings or hesitation on the matter.

A Little Nerve [200] – Goes a long way. Pain can be an effective tool in discerning the effectiveness of a weapon or ability, or a dangerous distraction when you're doing delicate work. When enacting a

medical procedure on a willing subject, you can operate on them painlessly without anesthetic without triggering any kind of shock or discomfort (aside from the fact they can't feel pain and their insides are being operated on). This includes any modifications you may make to them. Alternatively, you may make a procedure twice as painful for a living subject, from which you will manage to collect data and enact the operation twice as quickly as you could before. All in the name of results, right?

Necessary Evil [400] – Ethics doesn't have a place in your line of work. The outside world disagrees and would rather you be limited, held back in some way. But still, you must push forward. This perk gives you immunity to the law so long as your work can be justified 'for the greater good' of the abiding entity that enforces said law. Trying to devise a cure or weapon for Diclonius to distribute openly to Japan will make the Japanese Government turn a blind eye to your actions or insanity so long as you show signs of results, but trying to do the same thing with the intent of keeping the results for yourself or sell to a foreign entity will quickly tear away your diplomatic immunity. You're also better at covering your tracks – paper trails suddenly end, evidence is more easily cleaned, and co-workers keep their mouths shut.

Destroyer of Worlds [600] – Finally, you've made a breakthrough. Before the incident at the Institute, or perhaps mere seconds after your arrival, you managed to comprehend what makes a Diclonius and what makes them tick. You have become a savant of bioengineering and genetics, unmatched by anyone in this world. More than just mundane science, however, you've come to understand how Diclonius DNA works, and it has given you twofold abilities: In anything you genetically modify, you can instill a 'voice' to a singular purpose in said being. Non-sentients will singlemindedly work towards this purpose, in sentient beings, it will be a subconscious impulse that will intensify with the right stimuli, and will be difficult to resist. Secondly, you understand the telekinetic vectors, and while giving humans this ability may be beyond your understanding, you know how to make handheld or helmet-clad devices that humans can wield them with.

Your new understanding of Diclonii doesn't enable you to make a vaccine for them right away, but it's just within your reach...just close enough you may be able to avert this tragedy before it begins. Or would you rather intensify it and let them roam free? That choice is yours.

[Born Soldier]

Didn't Forget Basic [100] – The biggest part of becoming a soldier is training. Keeping yourself fit, keeping yourself ready. You know how to properly operate and use any modern (20^{th} or 21^{st} century) weapon in existence that isn't considered fiction in reality. This is limited to infantry-sized weapons, however. Your aim and coordination also improves slightly.

Squad Cohesion [200] – Some people believe in fighting a Diclonius mano-a-mano, or completely disregarding their own teammates for a shot at vengeance or glory. You have a name for these sorts of people: Idiots. When you have a numerical advantage, even against an obviously superior opponent, you know how to use that advantage to the fullest. You become a tactical thinker, and excellent at directing a squad-sized team. This is often enough to tip the scales of the battle in your favor, though winning it will still be up to the skills of yourself and your team. You're also a lot better at keeping said teammates alive, often surviving battles with minimal – perhaps even zero – casualties.

MOVE! [400] – Getting into close contact with a Diclonius is suicide, not helped by the fact their vectors are totally invisible to the untrained eye. But through a combination of muscle memory, instinct, and pure luck, you've trained yourself to deal with it. You gain a 'sixth sense' for the location and movement of invisible attacks directed at you, directing you to move and dodge at just the right time. You also pick up a knack for exploiting flaws or weaknesses in an enemy's powers or methods, picking up on their downsides and ways to use them against the enemy quickly. Be warned: This grants you no superhuman ability to follow up your instincts, and sometimes, it's just too late for you to move.

Badass [600] – What the fuck did that little bitch just say about you? You may be human, but you're not some wimp picked up off the streets. Your combat ability in both CQC and gunplay is almost superhuman, able to make an accurate trick shot with a rifle on a rainy day with your eyes closed. You can also take an absurd amount of punishment without dying: lost an arm? Walk it off. Lost your leg? Grit your teeth and crawl to victory. You can take considerable amounts of physical punishment and pain only to shake it off with pure grit and determination. Be warned: This is stubborn determination, not a supernatural power. Once the battle is over and the adrenaline stops flowing, your wounds will catch up to you in a hurry, and you may well be dead without help depending on the nature of your injuries. Something as blatant as decapitation or having your entire body torn to shreds won't leave much for you to do except die, as well.

[Diclonius – All perks in this tree are Diclonius-only.]

Mark of a Devil [Free, Mandatory/100] – You were born with two vestigial horns on your head. They can be hidden with a hood or some sort of hat, but they're an immediate identifier of who and what you are. These remain a fixture on your head for this jump, post-jump, they can be activated or deactivated on any form in your possession. What? You want this for yourself as a human? Or your companions?...why? Alright, fine. For 100 points, you can acquire this perk and even attach it to any companions you have for free, though it won't grant Vectors or anything besides horns attached to the brain. Weirdo.

Vectors [Free, Mandatory] – This is what you're really interested in, right? You have the ability to create telekinetic vectors, which take the shape of human hands invisible to the naked eye. At the lowest intensity, it can phase through objects and people. At higher intensity, it can shred a human's insides apart like wet tissue paper, and can even be seen by the untrained eye when used at full power. This has limits, however. They have a range of two meters, and only 14 can be generated at a time. You can opt to push these limits or use vectors at their full power at all times...but doing so will quickly destroy your body from the inside, until you melt into a mess of flesh and blood. You can eventually increase your range and number of vectors to a much greater number, but doing so will require time to train your vectors and being able to push yourself without destroying yourself. Do you like playing with fire, Jumper?

Vectors have a variety of uses, from ripping humans apart to collecting distant objects without actually touching them, and even repelling bullets. However, explosives or bullets of a high enough caliber can 'pierce' vectors, so it is best not to rely on them as a universal defense. Also, reinforced and durable metal is resistant to the vectors – take note that their strength is far from infinite. But perhaps you'll find a way to eventually overcome that weakness? Or perhaps not. Do as you will.

Seed of Chaos [Free, Mandatory/200] – Vectors do not merely rip and tear. They also create a subtle but powerful infection in the human body that will make all of their future children be born as Diclonius. This is a constant, uncontrolled, and natural effect of your own vectors. It is something you will be feared and hated for. Worry not, Jumper, this infection will become completely sterile and your vectors will be free of it post-jump...unless you spend 200 points. Then you may spread the Diclonius Virus or stay your hand from using it as you please from every jump onwards.

Inhuman [Free, Mandatory] – You look human, in some fashion, but you're not quite made of the same stuff. You now have a slight regenerative healing factor, healing from injuries that would hospitalize a human for months within merely hours. It's not enough to regrow lost limbs or organs, but you'll find severe wounds quickly cauterized and loss of limbs will not bother you as much as it normally would. You also find it easier to re-attach said limbs, so long as you manage to gain SOME medical help.

[The following perks are Discounted for Diclonii, but can be bought by any background.]

Scavenger [200] – You have to make due with what you have, even when the world around you gives you so little. You can now survive in either an uncivilized environment or any urban environment that actively hates you, or one you need to hide from.

Like An Angel [200] – A smile, a laugh, something that makes those around you think you may be really human after all. You will look more vulnerable and endearing to those who speak to you, making enemies underestimate you, and ordinary people to think of you as harmless or sympathetic. This only works until they see evidence to the contrary, of course...like when you tear their heads off for daring to try and kill you.

Killer Instinct [400] – They can't run. They can't hide. You will find them, and tear them apart. You can subconsciously sense the presence of enemies in the same 1-mile radius as you, though you will have no idea how well protected, armed or how many they are – just a general idea of where they are. This, of course, lets you make use of any increased Vector range you have...or anything else you can't use your eyes for. Careful – this turns into a blind game of cat and mouse if the enemy is particularly manueverable, and it may be smarter to confront them directly.

Of Many Hands [400] – To be able to control and use Vectors effeciently, or perhaps to manage your time effectively, you need to be able to multitask. To focus on multiple tasks at once with equal brainpower. Now, you can do just that: Your multitasking ability has improved to the point you can use all your vectors at once while still being able to concentrate on your body and immediate surroundings. This can be applied to mundane tasks, as well. Be warned: The more you space out your multitasking, the more you will gain 'tunnel vision'...anything that plans to catch you by surprise or acting somewhere your attention isn't split to will be a danger.

I Know My Voice [600] – The DNA Voice continually compels you to slaughter and butcher humans like cattle. Whether or not they deserve this, it is what it is: A voice. Nothing more. You now gain the ability to discern when your own emotions and thoughts are truly your own, or an outside voice is trying to control you. No matter how subtle or powerful it is, you will recognize it for what it is. This gives you some resistance to the DNA Voice if you are a Diclonius, and in future jumps, you may purge your mind of all outside influences once per week.

Items (All backgrounds receive their 100 point items for free, all others that match gain a 50% discount):

Cash [100, Free for Drop-In] – You gain 510,000 yen, nearly $5,000 US dollars worth of money. Can come in card or physical cash form. Spend it wisely.

A Ticket to Nope [200, Discount for Drop-In] - Well, that's strange. You have this weird, blank ticket. Every time something awful or dangerous is about to happen in an area you normally hang out or reside in, the ticket will suddenly be free admission for a hotel, plane ride, or bomb shelter out of that mess. It only works once per month when 'punched', though. This sanctuary only lasts until that particular disaster has passed. Be warned: This may not be too helpful if something is after YOU, specifically. Also, if the entire planet is in danger, your ticket is not only nonfunctional but you have a much bigger problem on your hands.

A Sadist's Crossbow [400, Discount for Drop-In] - Who designed this awful contraption? It's a modern crossbow, but instead of firing bolts, it fires barbed, spiked balls that inject a deadly neurotoxin into the target's bloodstream. Without medical attention, the target will die slowly and painfully. Should this not be your style, you may instead receive ordinary bolts. You will receive a steady supply of one, but not the other, once chosen.

Maple House [600, Discount for Drop-In] – Congratulations on acquiring the deed to your new Japanese-style mansion, Jumper! This cozy little place comes stocked with enough food and furniture for nine people to live comfortably for a few months. It will be situated in a place of relative safety in the city, and you'll find you and your companions get along better than you normally do when everyone is inside. Post-jump, this can be attached to your Warehouse or dropped in a location close to where you begin in future jumps, and you will automatically know where to find it.

Scalpel [100, Free for Researcher] – A superior cutting tool. It's an ordinary scalpel, meant to use as a delicate (or not-so-delicate) aid when performing surgery. However, this scalpel functions surprisingly well as a weapon in the hands of its user, and is sturdy as well. In short, this scalpel is perfectly functional as a combat knife.

Tranquilizer Gun [200, Discount for Researcher] – The best possible specimen to recover is a living one. This is an ordinary pistol designed to fire tranquilizer rounds instead of bullets. The drugs are strong enough to knock out a human with one well-placed shot, though things like Diclonii or monsters will need more than that. There's nothing special or magical about the ammo, but it can be easily modified to inject something else of your own creation...ammo is replenished each week in your Warehouse, but any modifications you made will need to be re-done.

Operating Table [400, Discount for Researcher] – A scalpel and a gun is nice, but you really need a little more than that. You need a canvas for your work. You will acquire a room in either a fully stocked laboratory from your chosen organization or an abandoned laboratory far from the eyes of others. It will have an operating table, all surgery equipment you could possibly require, metal restraints, and so forth. You will find any biological science done in this room will be twice as effective and efficient, and is designed to be difficult to escape. Post-jump, this will be attached to your Warehouse.

Anti-Diclonius Technology [600, Discount for Researcher] – The best toys? You save for yourself. You gain a metallic jacket that will physically restrain and suppress the powers of an individual you place within it...this requires time and careful effort, to where trying to slap it on someone in an ambush or combat is impossible. This is designed only for human-sized targets, and trying to make a bigger restraint is incredibly difficult, though not impossible. In addition, you receive a blueprint for a highly advanced attack craft...one that can use and disrupt Vectors that Diclonii use en-masse. It calls upon using the pineal glands of Diclonii to be used...or their still-living brains for an even stronger variant. Or you could throw it away, of course.

Peacemaker [100, Free for Born Soldier] – There's no peace here, fuckhead. You gain a modern, 21st century six-shooter of your choosing, and ammo that will replenish each week in your Warehouse. No trying to use this to get 'six-shooters' from other or more advanced settings, you cheeky shitstain. Even a monster like a Diclonius will be in pain from a shot from a good revolver, so put it to good use, you stupid fuckwit.

Packing Heat [200, Discount for Born Soldier] – This shit right here? That's what I'm talking about. You receive a single modern assault rifle available in the 21st Century and a steady supply of ammo. What, you think that's the same thing as the last one? Well fuck you, here's a better deal. You get that AND six frag grenades that will restock at the same time the ammo does.

Monster Slayer [400, Discount for Born Soldier] – Diclonius think they're such hot shit, using Vectors to deflect bullets or tear you and your colleagues apart. Well, fuck them, and fuck you too. This is an anti-material rifle that can rip a hole through tank armor. Not only that, but the specialized ammo it comes with can pierce supernatural or 'magical' defenses a lot better than an ordinary limp dick bullet ever could. If you're some kind of NERD or know one, you can find a way to engineer the bullets to be used for smaller guns, too.

Cyborg [600, Discount for Born Soldier] – You didn't ask for this? Well fuck you, you bought it, you moron. Your limbs and torso have been replaced with something the local eggheads have cooked up. You're stronger, faster, and tougher than any ordinary human...maybe even the average Diclonius. You can bench press a car, survive automatic fire, and outrun an Olympic athlete. The best part? Diclonius vectors have a hell of a hard time getting a hold of you, as does most supernatural bullshit – it takes a lot more power and force to get past your new limbs. Fixes itself up, too, so you can get yourself patched up just by taking a breather. If you ever lose any of your shiny new parts in battle, you'll find replacements in your Warehouse. Post-jump, you can convert this into either power armor like some Iron Man wannabe Jackass, or keep 'em for good.

Companions:

Never Alone [200] – Oh? You already had friends to bring with you? How nice for you. You may import up to 8 companions of your choosing, all of whom get a free background...except for Diclonius. They also get 300 points to spend. Or maybe you want some new friends. Or maybe you never had any. That's fine. You can 'buy' new companions using this option, as well.

Share the Curse [400 – Discount for Diclonius] – Why would you want to inflict this fate on your own friends? You may import up to 8 companions into the Diclonius background, where they receive the appropriate memories and freebies, and 300 points to spend.

One Of My Own [600/200] – Through fate or circumstance, a Diclonius has taken a shine to you. Perhaps you pity them and want to show them a better life. Or you just needed an extra name to tick off the ‘to-do’ list, or a new weapon. It matters not. For the low price of 600, you can acquire one Diclonius of your choosing as a companion, who will be sane and well-adjusted despite their likely horrific backstory. Hm? Too expensive? I understand...for 200, you’ll receive a Diclonius companion anyways. And they’ll never want to let you go. You will gain the ‘MINE!’ drawback for this version for no points. Either way, they gain all Diclonius freebies and 300 points to spend as you see fit.

Drawbacks:

So much to choose from, but so little points...well. If you’re so determined to make your own life difficult, you may take up to +600 points worth of drawbacks.

Nana’s Everyday Life [+0] – How strange. Events unfold mostly the same as they did before, but after a point, it becomes obvious the universe is out for one individual in particular: The Diclonius named Nana. Her life will transform into an utter, living hell that will lead to a tragic and miserable end. Unless you do something about it. How sentimental of you. Should you befriend Nana and prevent her grisly fate, you may take her as a companion for free. You saved a single life. Feel proud.

DNA Voice [+0, Mandatory for Diclonius] – Humans. They’re such awful, awful creatures. They did so much to you. To others. To themselves. Kill them. Rip them to pieces. You will feel insatiable bloodlust and murderous urges towards human beings, and this effect is only mitigated slightly by any human companions. Indulging this urge using your Vectors will make them stronger, but your sanity thins a little more each time, even if you’re slaughtered millions before now. Resisting it, especially in the face of what you will encounter in this world, will require a supreme effort of will. This effect and its benefits fades post-jump.

I Never Left [+100] – Something awful haunts your memories. Blood. Screams. Or just a really, really bad day. At inopportune moments, you will encounter things that will remind you of this event, and it still stun you with vivid images from that past. Expect nightmares.

@%@#^@! [+100] – Aren’t you a foul-mouthed little prick? Almost everything that comes out of your shithole mouth is some form of cussing or insulting someone, even if that fuckface you’re insulting is your best friend or some horseshit. You’re gonna freak out a lot of people, you stupid fuck. No, I don’t care if you’re psychic or write stuff down or some limp-dick bullshit, you’re gonna cuss your fucking head off.

Selfish Bastards [+100] – Why is everyone here such an awful person? Every person you meet and interact with in this jump will be awful, sadistic, or apathetic at the bare minimum. You will never be believed or helped by any of them, and they will often betray you on a whim. Trust no one.

All Alone [+200] – There’s nobody here but you. You have no out-of-jump companions, and nobody will ever be your ally or friend long enough to actually help: they will either be utterly useless or will abandon you at the first opportunity.

Calling You Home [+200] – The Research Institute has somehow discerned your true nature, and believe your Jumper nature may be the key to reversing the Diclonius Virus. This is a lie. In truth, Chief Kakuzawa believes you to be a threat to his ‘new race’, and has pulled strings to have you killed. You will be hunted by both mercenaries and specialized soldiers equipped by the Research Institute, and while they will be easy to deal with depending on your abilities and experience, they will steadily adapt their tactics to fight you on even ground.

MINE! [+0/+200] – A Diclonius considers you the absolute most important person in their life. That’s good. But they never quite grasped things like ‘sanity’ or ‘morality’ well. And they’ll do anything, ANYTHING to make sure you stay by their side forever. They will be strong enough to be threatening to you and your companions and ONLY you and your companions, and will often seek to ‘remove’ any companions or bystanders. Or anyone who vaguely inconveniences you. Or anyone who you smiled at. Any companions they ‘remove’ are unavailable until jump end. Being permanently incapacitated by this individual counts as chain end...but now it’s just you and them. Forever. Should you survive this to the end if you bought them as a companion, they will be somewhat easier to manage and a little more sane after the jump...though still just a LITTLE clingy...or a lot. They lose their insane power scaling post-jump, of course.

Hunted [+300] – The Unknown Man has set his sights on you, and he will not rest until you’re dead. He’s somehow acquired technology that will make him a deadly foe, and killing him will only be a temporary measure. He knows everything you can do. He knows where you’re weakest. He especially knows where any companions you have are weakest. Do not let him take any of them alive.

Jumper! [+300] – Seems you took a nasty blow to the head, Jumper. You’ve lost all pre-jump memories, including your background memories...and you’ve been reduced to a child-like mentality and intelligence, to add insult to injury. At times, when in danger, your true personality will resurface along with all knowledge of your skills and powers, but it will quickly be suppressed again minutes after it seems safe. This can only happen once per week, to boot. You will never completely regain your true self until at least four years into the jump. Even then, the two personalities may not necessarily...agree...to the point where re-integrating the two will not be an easy or painless affair. Should you fail to reconcile the two contrasting personalities or the ‘childlike’ one remains dominant, you will lose the chain.

Arm and a Leg [+300] – Somehow, someway, you will either lose both arms or an arm and a leg in this jump in an incredibly painful fashion. Whether by intent or accident. They will not return until the jump’s end, and shapeshifting or healing factors won’t restore them. Even if you can adjust for the difference, you will regularly be assaulted by a splitting phantom pain that will bypass any resistance you’d normally have to such. Can you survive like this?

Jumper’s Everyday Life [+600] – No powers. No perks. No items. No companions. No Warehouse. That’s the least of your worries, however. The entire universe and all living beings within it have decided on one single thing: You must suffer. Diclonii will single you out for a human to rip into pieces and leave alone at the last second, in agonizing pain. The scientists will ‘study’ you for no reason and then dump your body out on the pavement. Soldiers will use you for target practice. You will be abused and beaten and subject to all manner of horrible agony, and if at any point you break mentally from the stress, your chain is over. Don’t worry: most of them won’t be killing you. You couldn’t be alive to deal with more if they did, after all. Pushing your luck too long or aimlessly accepting your own suffering

will lead to your death and chain end, of course...but pushing forward and living on will give you only a temporary reprieve before more soon follows.

You survived. Whatever you did in this world doesn’t really matters. What matters is if you want to keep going after all you’ve seen and endured. All drawbacks are removed, though I imagine some of the scars might linger. What do you want to do now?

Go Home – I understand. This world of senseless stupidity and violence may have been the straw that broke the camel’s back. You will return home, with all you’ve gained. As a consolation prize, your mental state will be healed and you may voluntarily suppress any memories of your chain as you desire.

Stay – Stay? Stay here? Truly? Well...I’m not one to judge. You will stay in this world of Diclonii and humans, and see either the conflict to its end or live in the world you’ve created. You gain 1000 more points as a consolation prize to help you survive, and if a Diclonius, the DNA Voice will become quiet and your Vectors achieve planetary range.

Move Along – Carry on, brave soldier. You will resume your journey, taking all you’ve gained with you. Whether you simply don’t care or have the strength of will to continue...I will be watching with interest, as always.

Notes:

Being a Diclonius will make you an ‘anomaly’, same as any companions you have. You will have been ‘born’ as a Silpelit in background, but you will gain the same capabilities as the ‘Queen’, Lucy, on the date the jump truly began.

Taking both Nana’s Everyday Life with Jumper’s Everyday Life will earn an especially agonizing experience for both the Jumper and Nana. Expect to become a paraplegic before the jump is actually over.

Any Diclonii companions bought will come with any canon disadvantages or problems they had, but they will be free of the downsides such as the virus and short lifespans post-jump. OC Diclonii or imports are the same as the Jumper from the get-go: able to reproduce sexually and having human lifespans.

A male Diclonius is an immediate anomaly. Expect attention from the Research Institute and other Diclonii VERY quickly.

If a Researcher takes Calling You Home, the Chief has already left the Institute and you receive an anonymous tip from your benefactor saying you’ve been outed as a Jumper or a traitor. You get 24 hours of a head start to leave the facility before the hunt truly begins.

You can use I Know My Voice to purge the Jumper! Personality, but only after the initial four years have passed and if you’ve managed to at least assert yourself as an identity once again. This will be more difficult than it sounds, but it will cut the time you need to do so in half.

In case it needs to be said, no, companions cannot buy other companions.

Changelog:

0.2: Made Mark of the Devil buyable for other backgrounds, added more text and points to companion options, added new perks to Diclonius tree, added more clarification to notes. Added 3 new drawbacks. Added age and gender options and rolls.
0.1: Made the jump.