
犬夜叉
INUYASHIKI LAST HERO

Inuyashiki Jump v1.0
Made by Whole-Series and Nerx

Japan! Seriously, that's it. No monsters, demons, ghouls or ghosts. No shadowy organizations harvesting little kids. Just regular modern day japan with regular modern day japan problems.

Well except for the fact that aliens exist. Yup, tiny little aliens. Nothing else is known about them. And the only contact they have with humanity is when they crash into two unsuspecting humans, killing them. They end up rebuilding them using what they have at hand, which unfortunately were weapon-grade robots, capable of completely destroying earth. They promptly leave, not wanting to be around for the aftermath.

Speaking of which, you start the morning after said event, waking up in an appropriate location for your origin.

You have 1000cp, good luck!

Age and Gender

Choose both freely.

Origins

All can be drop-ins.

Bystander



You're nobody important, just another faceless member of the crowd. You go to school (or work), go home, then repeat the next day. You can choose to start either at your home, or at your school/job, having just woken up from a nap after a long night.

Family Man



You have a family, a loving one. You work hard everyday to provide for them, and their smiles when you get home is what keeps you going through any hardships. You can start at your house, or at the doctors, having just received a clean bill of health.

Outcast



You're an outsider, a loner, or maybe just a loser. Point being is you don't fit in, anywhere. But that's okay, you're used to the loneliness, and what few friends you do have are always there for you, through thick and thin. You start at either your home, or your friends place, having just finished hanging out with them.

Yakuza



You work for the yakuza, whether as a lowly street thug, or as the boss of a local gang. No doubt you are feared, and (maybe) respected by those below you. If you do what you're told, and excel at your tasks, you will no doubt find yourself quickly rising through the ranks. You can start at either your(?) house, or at a safehouse, having just completed a task and awaiting your new orders.

Perks

100cp perks are free to origin, one floating discount for 200cp, 400cp, and 600cp each.

General Perks (Undiscounted)

Theme song (Free)

You get a personalized theme song! This can play in your head, or from your surroundings, with no one acknowledging or questioning it. This can also be any song of your choosing.

Hiroya Oku Style (Free)

Do you like the style of Inuyashiki, Gants and Gigant? This perk allows you to apply this aesthetic to this and future worlds, as well as letting you look like you were drawn by the mangaka himself.

Hiroya Oku-esque (100cp)

Like Hiroya Oku, you are skilled at designing stories and making art. Besides that, this extends to related works such as live action adaptations and even 3DCG variants.

Occupation (Free/100/400cp)

As the main plot line ends in only a week, you will need something to do for the rest of your time here. This job will be perfect for you, including being fun, fulfilling, and with a flexible schedule, as well as paying a very good salary. If you ever lose your job, you will get a new one in 24 hours. Instead of having a job chosen for you, you can choose any job that would be available in Japan, such as a restaurant owner, police officer, pilot, politician, salaryman, mangaka, actor, pornstar, teacher, and more. This perk is free in jump, but if you pay 100cp you will get a similar job in future jumps, ensuring you always have a source of income. Finally for 400cp, you will also be able to keep any career advancements between jumps i.e. if as a politician you become president, you will either be president in future worlds, or will have a similar position of power and responsibility.

Unique Fighting Style (100cp)

You have a unique fighting style that efficiently incorporates your abilities into itself, making you that much more effective in combat. This style can be anything from kickboxing, to grappling to straight flailing around, but you can be assured that it will be effective.

3-D Fighting (100cp)

This gives you the internal balance and spatial awareness necessary in order to effectively fight in 3 dimensions, including upside down and sideways.

Detection (200)
You can detect when acts of violence are being committed using the same abilities you have. For this jump, you will know when either Hiro or Inuyashiki are using their powers to hurt people. In future jumps this applies to all powers you possess.

My Hero (400cp)

You are the hero of your own story. Or rather, someone else's story. This ability lets you choose, at the start of every jump, to set yourself on the rails to doing what you do best. This speed runs you into chances and opportunities to do the most good, the most bad, or, to remain in the background, depending on your goals. There will be challenges for you to overcome, and greater benefits to reap. These challenges and rewards will depend on your own goals and your origin, but they will be fair, and worth it. This also has the side effect of allowing you to condense the main story plot into a much shorter time, down to just a week.

Thus also acts as a Capstone Booster, upgrading all the 600cp perks.

Robot Body (600cp)



Also known as the Alien Weapon Unit, this is a body created by the aliens for the purposes of the two dead humans, now three.

You were with the other two humans when they were killed, thus being restored with the same type of body. This changes your starting location automatically to the park where you were restored.

Unfortunately not much is known about its capabilities, though what is known is detailed below.

Immortality and Immunity



Your new body requires no maintenance on your behalf and is resilient enough to withstand conventional firearms and military-grade firearms, though maybe not tanks. You are also completely immune to human disease.

Flight



Your body is capable of flight using a jetpack with two thrusters that fold out from your back. The altitude and the duration of flight is indefinite, including being space capable.

Inhuman Strength



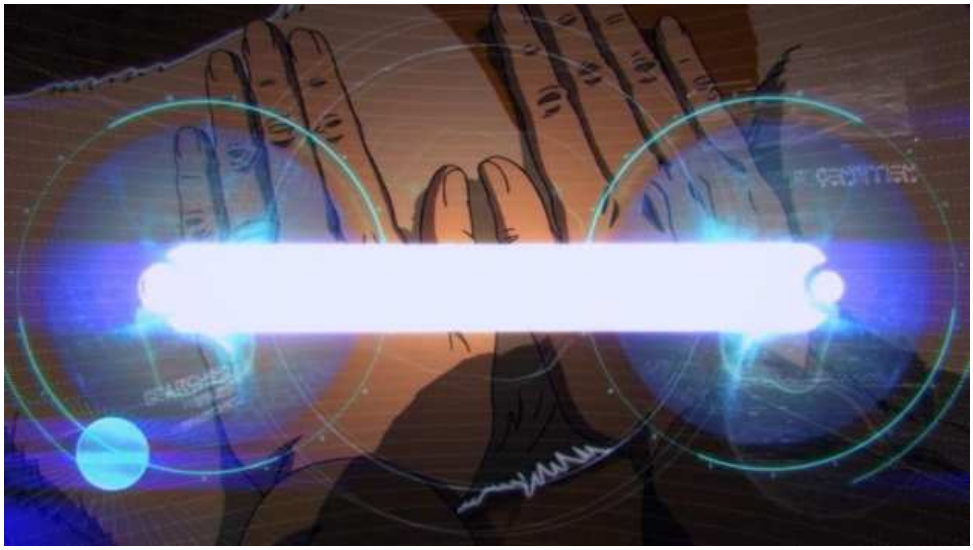
The strength of your body is enough to throw several people into the at once or to be able to lift multiple planes simultaneously without straining the host or causing damage to the plane. It is also capable of ripping out parts of a meteorite with ease.

Direct Tech Interface



Your body is able to interfacing with any technological equipment. This includes accessing satellite links, cameras, both CCTV and personal, social media sites, and government databases. It is capable of remotely manipulating banking systems, automobiles and seemingly all electronically connected screens. It is possible to extend your other powers through an electronic medium. It can locate a person provided they are in the vicinity of technological equipment such as a phone or computer. Other electronic devices like cell phones can be integrated into the body's system, with functional USB ports being replicated on the body. Of important note is that you cannot use this to interfere with another unit's functions. To give an idea of what this can do in conjunction with the onboard A.I., it can scan the faces of several people, some with their faces half turned away or with their backs turned, comb through the internet to find their identities, and post that info along with a previously auto recorded video, all in the span of 30 seconds.

Healing



You are capable of curing all kinds of wounds and diseases in living beings, including animals. You can also resurrect something that is recently deceased. It is unknown if you can reverse the effects of aging. This is done either by touch or by placing both hands above the body.

Enhanced Sight and Hearing

You are capable of hearing all sounds within a large range, limited only by your audio processing capacities, and seeing clearly within a radius of 100 km.

Simulation/A.I.



Due to your mind inhabiting what is essentially a super computer, you are capable of running extremely fast and accurate simulations in order to determine the outcome of an event, provided you have enough input data, though this is relatively easy, as the advanced A.I. you now possess automatically scans and records any relevant data you might need, including for things you haven't thought of yet.

Overcharge

An ability that can only be used sparingly, this can instantly repair your body from major damage & powering up your systems and overcharging the supercomputer to increase your strength, reinforce your structure, increase your flight boost for a short period of time. This can cause a non boosted unit to destroy its arm from punching you, with you capable of easily punching through and destroying part of their chest.

Autopilot



When you fall unconscious due to damage or extreme trauma, the center of your processing unit will assume control of your body and will neutralize any remaining hostiles present in your vicinity. This takes the form of a camera that protrudes somewhere out of your body.

Built-in Weapons

There are four known kinds of weapons in the unit.

• Multi Laser Ray and Multi Rockets



Usually activated when unconscious. These can be used as a non-lethal method of crippling an opponent or used as an explosive guided laser ray. They can be activated outside autopilot by exposing the weapon hidden in your body. These lasers can be directed and course corrected. Alternatively you can have mini multi rockets, which you can control the directions of through your supercomputer. These rockets can cause an explosive impact, and require a few seconds to reload before firing them again. You can pay 50 cp to have both.

• Invisible Laser Weapon



Like a laser ray but doesn't make any sound or leave any trace of light or gunpowder. Can be activated without exposing the interior part of the robot. The laser is also able to travel through multiple screens to shoot from a safe distance. As long as you are facing

someone, including through a screen, whether or not you can see them, it will affect them as though you shot them in person. It can also be used like telekinetic bullets, used like a regular handgun or a full-automatic rifle.
It also functions as a cutting beam.

• Arm Cannon



A large, long cannon located inside of both of your arms. When activated, the arm cannon is exposed from the arm. The arm cannons can do a massive amount of damage, creating small craters around an area and can even vaporize strong materials such as metal. The arm cannons require a few seconds to charge up before it's ready to fire. They can be activated at any time.

• Self-Destruct Mechanism



As the name implies, you are capable of self-destructing yourself, destroying yourself and producing an explosion bigger than a nuclear missile while also creating a blinding light that could be seen from thousands of miles away. Activation sequence requires you to push both of your eyes inward and it takes a few seconds to go off. One of these explosions can destroy half an asteroid that is half the size of earth. Obviously this will result in your death barring other abilities.

Weaknesses

Your new body requires copious amounts of water to function, and will become unable to move without it, though you will still remain conscious. Normally your body would be incapable of digesting food, but through the grace of CP, you can consume anything and gain energy from it.

While you are invulnerable to most human weapons, you can still be damaged by another unit. You are also still capable of feeling pain, though it is possible to power through it to counter attack or flee. Sufficient pain will instantly knock you unconscious, prompting the autopilot to take control.

Your new body is also highly intuitive to your wants and needs, capable of altering itself as needed. Examples include the aforementioned telekinetic bullets, done by making a gun gesture and a "bang" sound, though this is likely merely a way for the user to intuit the use of the weapon, whether than something necessary to its function, as the AI interprets and recreates the desired effect. This could even possibly be used to emulate a sniper rifle, by using your eyes to zoom in, and having your hands mime holding a rifle.

This also means that the autopilot, and subsequently the body as a whole, will not do something that you would not do yourself. Though, the AI may know more about you than you do yourself.

The units do not appear to affect the user mentally through any means, and the aliens that made the unit do not appear to have any control over it.

While your new body has many features, it is left for you to discover them on your own. The ease with which this is possible may depend on your personality.

Post jump this can become an alt-form, or a robot body that you can transfer your consciousness into.

That is all included for free, however for an extra 50cp you gain some extras.

You gain an extra A.I. system dedicated to the automatic use of your abilities. This allows you to set certain criteria for your abilities to activate. This allows you to set your abilities to automatically activate in certain situations as well as allowing them to always be on, without you having to think about them.

Additionally, these automatic and passive uses do not cause any drain on your energy, allowing them to be active indefinitely. Subsequently, this gives you a kind of 'sixth sense', making you very hard to sneak up on.

You can also integrate any weapons or tech you currently have into your body. This works in future jumps as well, allowing you to seamlessly integrate any new tech you come across.

Bystander

Mentally Well (100cp)
A lot of people you are going to meet here aren't exactly mentally stable. This prevents you from freaking out due to trauma, to an extent. While you will still be extremely upset, even to the point of tears, after just a few minutes you will be calmed down. This doesn't prevent or heal mental trauma either, it just lets you deal with it while having a cool head.

Unimportant (200cp)

You just aren't very interesting, at least to those who are looking for someone to pray on. Anyone looking to harm or torment someone will pass you over for someone else, thus, you won't be the target of any muggers or criminals, and even someone just looking to pick a volunteer for a show won't pick you.

Humanization (400cp)

You have the ability to change and humanize people deemed to have fallen deep into evil. By befriending someone, you can help them feel empathy for others. This must be a true friendship, as you must truly care about them. If you stay with them, they will turn to the light, however you being hurt would most likely make them snap back to worse than they were. But as long as you still care about them, they will never be too far gone for you to help them.

Lucky (600cp)

You are incredibly lucky, in a sense. Rather than "Winning the 10 million yen lottery" kind of luck, your luck is geared toward giving you a peaceful, mundane life. You won't have any severe medical issues, no costly car troubles, and no unexpected bills. If there was ever a terrorist attack or a mass shooting, you can be assured you wont be caught in the middle of it. This extends to your close friends and family as well. Additionally, should you put yourself in a dangerous situation, you will be given ample opportunities to escape and even fight back.

> -Capstone Boosted: Scratch that, now you ARE lottery lucky. Forget winning the 10 million lottery, you're gonna win the 100 million lottery, every MONTH. Now you are guaranteed a peaceful life, an extravagant one at that. Additionally now instead of just ignoring you, criminals will be more inclined to be somewhat protective of you, dependent upon their disposition and capabilities. Though, do be careful, as some of your new "friends" might have a twisted concept of what constitutes "acceptable force".

Family Man

Good Parent (100cp)
You are a good parent, one who can take the stress of managing the grind of daily life even as you keep the family from falling apart.

Hope (200cp)
Whether due to finding a lost dog, or just happening across some lost money, you are able to find a ray of hope in even the bleakest of times.

Love (400cp)

Your heart must be filled with love, as you are able to subvert your powers to serve good intentions. Whether finding ways to use a power non lethally, or dishing out karmic punishments, you can intuitively find ways to make harmful abilities helpful.

No Good Deed Goes Unrewarded (600cp)

The more good you put into the world, the more good you will receive back. You will become more powerful and discover new uses of your powers, your life will improve, and you will be happier in general. This is a recursive feedback loop, as the more good you do, the more good you and your life gets, the more good you can do, thus making your life even better. This can be done for your own selfish desire to have a good life, as long as you DO do good. This will continue without limits, eventually spreading to others, though this will take years if not decades.

> -Capstone Boosted: Now when you do good, you encourage others to do good as well, thus encouraging more people. This continues spreading out like a blooming flower, making the world a better place, one good act at a time. You can also be assured that when you try to help, you won't make things worse. This doesn't happen quickly, but over the course of a decade or 2, you could end up turning a war ridden, selfish, corrupt country into a utopia on earth.

Outcast

Blending In (100cp)

Whether on purpose or as a result of your life, you are very good at blending in and going unnoticed and being seen as an average guy. As long as you don't do anything extraordinary or otherwise draw attention to yourself, you will never seem out of place or suspicious. This of course only works if you are allowed or expected to be somewhere.

Selective Empathy (200cp)

You are capable of turning off your capacity for caring about someone. This can be done completely, partially or not at all, and for each individual.

Hate (400cp)

Your heart must be filled with black, considering how intuitively you were able to use your powers for causing death and destruction. Your will guides them to even more destructive ends, even to the point of expanding and evolving more cruel and malicious means to do so.

Spread the Suffering (600cp)

As you perform acts of evil, your power will grow, and you will be able to think of more ways to use them. Eventually, you will begin to think of eviler acts you can perform, and even more ways to cause suffering.

> -Capstone Boosted: When you perform evil, it leaves people with an important lesson. Nothing matters, and no one is going to save you. This soul crushing experience brings out the evil in people, causing even the most kind hearted individual to commit acts of unspeakable evil. Seeing their neighbors act evil will cause them to act evil as well, resulting in an ever escalating downhill slide of society. This effect is so severe, that over the course of a couple of decades, you could turn a utopian paradise into a cesspool of violence, hatred, and pure evil.

Yakuza

Human Gorilla (100cp)
You are a veritable monster if a man. Nearly 10 feet tall, your arms have more reach than a katana, you are tall enough to knee someone in the face while they are standing up straight, and with proportional strength and "endowments". Your constitution is similarly mighty, feeling practically zero pain, being able to easily endure having your wrists cut open with minimal treatment and being able to walk around with your face half smashed in. This also comes with a large amount of courage and loss of inhibitions, as standing in front of a woman holding a katana while you are both naked won't even faze you. You also get a awesome looking tattoo that covers a fifth of your body.

Intimidating (200cp)



You are VERY intimidating. Simply standing in front of someone can cause them to start shaking and sweating. This also causes people to be more submissive, and receptive to certain "acts", though not happy or eagerly. Even crime hardened yakuza will be intimidated by your presence.

The New Boss (400cp)
By rising through the ranks to the top and staying there, you become the new norm. Essentially ingraining yourself into societal systems where you are seen as an institution. Instead of dealing with you directly people will find reasons to ignore you or delay justice. Kidnapping, murder, and worse, all will be ignored, both by the police and by the general populace. Other evil people will also ignore you, or even seek to serve under you, even if only to prevent themselves from becoming your new victim. However, keep in mind this will not prevent those truly heroic individuals from trying to stop you, as well as those seeking retribution for your crimes. You can also "claim" people and property as yours, preventing others from messing with them, provided that your reach & influence is sufficient enough.

THE Boss (600cp)

Your ability to run your organization and its extensions is almost supernatural, with them acting as if they are an extension of your will, whether that's summoning a meeting of the top bosses without any fuss on a moment's notice, having coverups available around the clock, or having your minions abduct people on your say so immediately without delay.

> -Capstone Boosted: Now, your organization benefits from any of your passive abilities, though not to your degree. Where as you could intimidate ANYone, they will at most be able to intimidate someone as powerful as a mayor. While you

could get away with pretty much anything, they will only be able to avoid people calling the cops, though any officer already there WILL attempt to arrest them. You can choose what perks this affects, and you can lessen their strength if you desire.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes and such.

You get one 100 free and the rest are discounted to 50%. You get a 300 CP stipend for the Items and Warehouse Addons sections.

Generic

Cash (50cp)
A large amount of cash, equaling 100,000 yen, or 10,000 usd. You will find the same amount on the 29th of every month. Tax free, will not be questioned by the authorities. Can be purchased multiple times

Wardrobe (100cp)

A standard wardrobe full of clothes, of varying sizes, colors and designs. You can also choose to have it be filled with the mundane clothes if anyone you meet in this and future jumps.

Restaurant Card (200cp)

This special card can be used to eat at any restaurant for free, including takeout and delivery. Simply show them the card, and everything will be taken care of. Can be found in your pocket the next time you look if ever lost or damaged.

ISS (400cp)
The International Space Station. What more do you want me to say? A ship comes by every month to restock supplies and to give you a ride to and from the station. Retains any upgrades done by you. Self maintaining.

Bystander

One-Piece Manga (100cp)
One Piece manga, apparently it's good enough to delay death when a serial killer is close by. Updates weekly, forever. Can help you forget about any life troubles for a little bit

Police Station (200cp)
A standard police station. By coming here you can leave an anonymous tip about any illegal activities, and it will never be traced back to you. Additionally, you will occasionally receive tips from here about upcoming criminal events that will happen.

Jumpchan (400cp)
No, not your benefactor, silly. Rather this is your very own 4chan/twitter. What this does is allow you to disseminate any info you want to anyone it everyone, VERY quickly. Posting anything here will have it spread to its intended targets in just 24 hours, regardless of the number of people. Can also be used as a place to chat and hangout with people, as you have admin status, and the site will never go down for any reason.

Family Man

Smart Phone (100cp)



A pretty standard smartphone, though this one can help you with any electronic hacking jobs you might have. It can also be used as a vector for your abilities.

House in the Suburbs (200cp)
A very nice two house, fully furnished, it has enough rooms to comfortably house a family of 10, Paperwork fully taken care of, and rent free. This also includes several blocks of surrounding neighborhood, all crime free, and a perfect place to live a peaceful life.

The Friend of My Enemy, Is My Friend? (400cp)

More a person, than an object. Whenever you have a nemesis/antagonist or overarching enemy, a friend of theirs will come to you offering aid, as they care for their friend, and only want what's best for them. They will do everything they can to help you, as long as it doesn't involve hurting their friend too badly. Your enemy won't pursue them either, as they can't bring themselves to hurt their closest friend. Use this opportunity well, as should they die, they won't be replaced until you have a new antagonist. Should you defeat your fiw in a way that is acceptable to the ground, you can take the friend as a companion for free.

Outcast

Hoodie (100cp)

A comfortable hoodie. Wearing it will bring comfort and serenity of mind. If ever lost or damaged, you will find it again the next time you check your wardrobe.

Abandoned City (200cp)

You (somehow) have access to a completely abandoned city, which strangely enough still has all its utilities fully functioning. While small, it was a wide range of buildings. These include fully furnished hotels, skyscrapers, and even several stores of varying goods (which seem to replenish themselves each week, how odd). It is so far away from anyone else that even massive explosions going off wont draw any attention. If any part of the city is destroyed, it will be fully repaired in a week.

New Leaf (400cp)

Again, not really an item, more a way out.
Basically, should you ever TRULY decide to change and grow as a person, this family will be there for you. They are an average family, possibly one of someone you know, who will forgive you and take you in. People will see that this nice family has accepted you, so they will understand that you are trying to change, and will SLOWLY but surely forgive you for your misdeeds. However, if you at anypoint willingly go back to your old lifestyle, this family will be heart broken, and will be unavailable for the rest of your current jump or for 10 years. If you stay on your new path till the end of your jump, you can take the family as a free group companion.

Yakuza

Weapons Cache 100

A secure cache of mid grade weapons, including melee weapons, such as solid metal bats, katanas, and brass knuckles, as well as ranged weapons, such as pistols, smgs, and carbines. For 50 more, this will also include high grade weapons, such as high caliber sniper rifles and grenade launchers. Has enough weapons to output 20 people with enough ammo to last a month. Refills every month if anything is taken out.

Posh Hotel Room 200

A penthouse suite, fully furnished with a view of the city below. It has a double king sized bed, comes stocked with many illegal substances and has completely soundproof walls.

Knockout Drug 400

This is an extremely potent tranquilizer, capable of completely knocking out anyone in 2 seconds. Additionally, when they awaken they will have no recollection of anything that happened during the last 24 hours. You get a case of 10 syringes that refills completed every month.

Companions

Can import any companions into these options, gaining 400 cp each.

Family (100cp)

A loving, caring family. Makeup is up to you, as well as disposition, though they will always love you deep down.

Loyal dog (100cp)

A cute, friendly dog. Is very affectionate and protective, and listens great. Comes with a complimentary box and leash.

Best friend (100cp)

A friend who's been with you always. Will do everything they can to help you, even if you don't return the favor.

Underlings (100cp)

A group of 20 loyal subordinates. Can be used as guards. None are extremely well trained, but can take on most aggressors. They count as followers, slowly growing in numbers over the course of a jump, retaining any number in future jumps. They also grow in strength with time. Can be purchased multiple times. You can have them inhabit any properties you own, with them taking on appropriate roles, such as a gang or police officers. If you pay an extra 100cp they will be upgraded to highly competent, well trained individuals. Suck as becoming a small mafia, or a swat team. You can teach them yourself if you wish, and they will retain any training and upgrades. Purchasing any property plus the weapons cache will give you weapons appropriate for the circumstances, such as assault rifles and sniper rifles for a swat team.

Canon Companion (100cp)

Maybe you have your heart set on someone special. For 100cp, you can take any of the main cast, except Hiro and Inuyashiki, who cost 600cp each.

Drawbacks
No limit

Manga/Live-Action toggle (0)

You can take this if you would rather go to the manga or live action version of this world.

'Hiroya Oku'-verse (0)

Remember how I said there are no monsters? Well with this option there can be. This makes it so that Gantz, Gigant, and others all take place in the same universe.

Banned From Russia (100cp)

You are banned from entering Russia, ever.

"Old" (200)

You have a condition that makes you look like you're in your 80s even if you're only 40. Thankfully this doesn't come with any associated illnesses.

Shortie (200)

Your arms and legs are disproportionately short, compared to your body, which is also much shorter than usual.

Emotionless (200)

You feel nothing, no happiness, sadness or anger. This doesn't make you a bad person, as you can still teach yourself to do good, you just won't feel anything if you do or don't. Thus will cause others to judge you harshly.

Booty Goon (200/400)

Some random gangster has decided to "pursue" you, regardless of your looks, gender, or orientation. Weirdly he looks and sounds like Kiryu from the Yakuza series. For 400, you are powered down to your body mod when he is near.

Psychopath (300)

You have no problem killing and torturing innocent people, including kids.

Pushover (300)



You're weak, and a coward. You wont fight back if someone yells at you, and you wont fight back if someone pushes you. This doesn't stop you from defending yourself if your life or someone elses is in danger, but anything less than a life threatening assault and you will just let people walk all over you, literally.

Home Is Where the Heart Breaks (300)

Your family dislikes you, thinking you are unreliable and not worth much. Home is not where the heart is.

Drugged (300)

You've been drugged. While you have not OD'd yet, you are very close, and you are in a very bad place. I suggest you get out of there as soon as possible if you want to live. You also have very obvious needle scars on the inside of your arms.

"Hero" (400)

You believe you are the hero, and no evidence to the contrary will ever dissuade you if this, no matter how many horrible atrocities you commit. Afterall, you're the hero, so anyone who opposes you MUST be the villain.

Homeless (400/600)

You have no home, and are forced to live on the streets. Some teens may try to burn you alive, and post it online. You are unable to use any powers to build any kind of shelter. For 600, you are also kicked out of your warehouse.

Suicidal (600)

At some point, something horrific happened to you, and it has traumatised you severly. Due to this, you have extreme suicidal feelings, and should you ever be exposed to something that makes you remeber that event, you could very well off yourself then and there.

Cancer (600)

You have terminal cancer, leaving you with just 6 months left to live.

Yakuza's favorite (800/1000)

A member of the yakuza has taken a liking to you, this is not a good thing however, as this will end up with you kidnapped, drugged and "used" many times. You will not be able to fight back, and you will occasionally wake up during it, unable to do anything to stop it. For 1000cp, this is instead targeted at one of your companions, one of your favorites. You will not be able to stop it from happening.

Jumper Mania (800/1000)

You are infamous, known all over the country. Everyone hates you and they want to end you. For 1000, this extends to the world. Expect every able bodied person to gang up on you at once, and eventually the police and military will get involved.

Scenarios

The Dawg



Rather than your normal starting location, you start in a cardboard box by a river. You are now a dog, optimally a shiba inu, but you can be any breed you want, as long as it is cute and fluffy. You take the place of Hanako, and it is your job to look after Ichiro's wellbeing, and, following his death in a week, must keep his family stable and together for the following 3 months as they grieve.

Succeeding gives you a dog alt-form and an aura that calms others by being in your presence. You also gain the ability to dodge FTL attacks, by instinctively knowing they will happen a few seconds in advance.

You also gain the Loyal Dog companion for free, who gains the same aura and instincts.

Rival



This individual is, well, it doesn't matter. Their looks and personality dont matter either, so feel free to customize them as you wish. What does matter is that they never lived the life you did. Whether it was better or worse, it has left them with a mindset that is the exact opposite of yours, save for maybe one exception. They want you dead. And they have all the same powers you do.

To succeed in this scenario you must either kill them, or befriend them, though both will be equally as hard.

Succeeding will turn them into a companion, bringing them back if they died, and making them friendly. Now instead of being your exact opposite, they act as a sort of bounding board, allowing you to see any ideas from both perspectives.

You also gain the ability to beat any opponent that is equal to you in power by staying true to yourself and your convictions.

Meteor



The end is near as a world ending asteroid is headed your way. It will impact in 7 hours. As a consequence of this, society has broken down, with widespread panic and chaos, following the announcement from POTUS.

To succeed you must stop the meteor from destroying earth and then bring order back to the world.

Succeeding grants you the ability to call down one such meteor every jump, or every 10 years.

You also gain the ability to break any law without consequence in the event of a world threatening scenario.



Alien Research

Remember those aliens no one knows anything about? Well now it's your job to find out about them. What they are, where they live, and what they are doing on earth. How? By studying the weapons they left behind. You must acquire both Hiro and Inuyashiki's robot bodys, take them apart, and learn everything you can about them. This will take a VERY long time with human technology, but it IS doable within a human lifespan, if just barely. Of course the most difficult part will be getting Hero to cooperate with you. There is also the matter of the meteor that is headed to earth, that will take both of them self destructing to destroy. However having a robot body yourself would allow you to speed things up massively, though there is still the problem of the meteor.

Succeeding in this monumental task will grant you both Hiro and Inuyashiki as companions, a robot body yourself if you didn't already have one and finally the ability to bring back the recently deceased by granting them a robot body, with or without the weaponry. This can also be done on living people.

The End…?



Go Home?

Stay?

Continue On?

Special thanks to Hiroya Oku for creating this amazing story.

Danger Level: Except for Hiro and Inuyashiki, the world is no more dangerous than normal earth. The only potential issue is the meteorite, but that will be taken care of by Hiro and Inuyashiki self destructing to destroy it.