Desperately Seeking Ranma

A Jumpchain by Quietlovingman

Welcome to the world of Pixelwriter1's Desperately Seeking Ranma. It is a world very much like that of the original Ranma ½. In fact, events were largely identical leading up to the day of the staged wedding. Ranma was nearly killed, buried in the rubble for days, Kasumi was almost struck by one of Akane's Hammers, and only Ranma's timely intervention saved her life. The two of them left together and with the aid of Happosai have successfully hidden themselves for quite some time. They are living lives as a lesbian pair of medical students in Minato. Ranma never leaves the house male, and has gained a measure of control over his curse. They have developed disguise techniques that are essentially shapeshifting, incredibly potent healing techniques, and Kasumi has become a consummate martial artist. The two of them moonlight as a pair of Lesbian Magical girls keeping the hostile demons in check, and ensuring the peaceful traders are unbothered by the more enthusiastic girls. Minato is almost as full of magical girls as Nerima was of martial artists. One of those teams bears a striking resemblance to a rather famous Senshi group, but something is off. Nabiki is just about to head to Minato following a lead as your story begins. If you have any access to Time Travel magic or tech, Take the Temporal Instability Drawback. The Benefactors had to promise to limit time traveling just to get access to this world. This world has a few more serious dangers than Ranma usually has to face so take these 1000cp.

Now, Choose a **Background**

Drop In - For old times sake, if you drop in, you just happen to drop into a Pool of Jusenkyo Cursed Water. (Roll 1d20 and check the list below) It is either one of the original cursed pools if your location is China, or a pool treated with Dried Jusenkyo if you land anywhere else. (If you have already taken a Ranma Jump, pick a new cursed form rather than merging forms like Pantyhose Taro gaining octopus features, your old cursed form is no longer a curse, but an at will transformation, that you can only trigger when not in a cursed form.)

~~Magical Girl~~ ***Martial Artist!*** -100cp As a Magical Gi- I mean *Martial artist*… you have the skills and training to battle demons and have been doing so for some time. You have access to both Ki and Magic, and have some notion of how to mix the two to greater effect. Take 600 points to spend on Ki Techniques.

Agent - Whether a Member of PSIA, MI5, the FBI, the RCMP, or even a K'nn Level 2 Peace Enforcement Officer you have a background in investigation and law enforcement, you are also at least aware of the existence of magic and may be a practitioner.

Trader - The multiverse is a big place, and you have a history of finding people and places where valuable goods and services can be traded for mutual profit. So what if the locals call them Demons, their gold spends, and if they want to open a portal to another world for a cup of coffee, or a chocolate bar, who's to naysay them? Certainly not you, you're there with a steaming cup, a tray of chocolates, and an offer to buy that portal spell.

And a **Race!**

Human, Free - You are a human of Earth, if you didn't already have one you now have a perfectly healthy human body of the age and sex you have chosen here. If you were already human, feel free to use this nifty character creation interface to choose things like hair and eye color as the local options are a bit broader than in most worlds. Blue? Green? Pink? Yeah, that's their natural color.

Demon, 100cp - You are a member of one of the non-hostile allied alien worlds, and while the average Magical girl or resident of Tokyo would likely refer to you as a demon, there is nothing strictly demonic about you. You may be a member of any species with a named character in the story. Most demon species are humanoid and have similar biochemistry to humans. Many have a lifespan that is a bit longer, some have much higher magical potential than most humans.

Machine Intelligence 100cp - You are an intelligence rather than a being. Your hardware is important only as a means to host your data. So long as your files are uncorrupted and intact, your hardware is easily replaced. You can navigate the internal systems of high end science fiction-esque computers with ease, only the most rarefied systems have any hope of keeping you out, local human systems in most settings won't even be able to tell you got in. You can multitask to an absurd degree and are capable

of simultaneously controlling multiple synthetic constructs at once, drones, machines, cyborgs; it's all like riding a bike.

Age? Sex? Location? Well, we're all adults here and so are you. Pick any age between 18 standard Earth years and 30. Demons come from worlds with different orbital distances and planetary rotations, so their internal day and year may differ wildly from that of Earth. For simplicity, they use Local Earth time when discussing age in any human language.

You may freely choose the sex of your base form for this jump, but as this is a Ranma 1/2 setting, that may change.

Location - you can choose to start in your home or work if you have a background, if you are a drop in however you may roll a D8.

1 **China** - Jusenkyo located in the Bayankala Mountain range, south of Mount Kensei, in Qinghai Province. You find yourself falling, and land in a cursed spring before you can react. Pick a curse from the list below.
2 **Nerima Japan** - Nerima lies at the northwestern edge of the 23 central wards of Tokyo You find yourself a stone's throw away from the Tendo Dojo of Anything Goes Martial Arts.
3 **Minato Japan** - Minato is located southwest of the Imperial Palace, Unlike Nerima, Minato is a coastal ward, and the word Minato means Harbor. You aren't too far from the University, and there is a very nice Apartment building right across the street.
4 **Los Angeles California** - Just outside Mann's Chinese Theatre 6925 Hollywood Boulevard in Hollywood.
5 **Halleckton Canada** - This remote town is a scenic vacation spot with only around 300 residents, many of which merely own large vacation homes here on the lake. You find yourself just outside one of the larger mansions, a "Murray" residence?
6 **London England** - Just outside of Harrods Department store in Knightsbridge, It's a five acre store, so where exactly you wind up may vary…
7 **Brisbane Australia** - Oddly enough despite being in Australia, you find yourself standing outside a Sushi restaurant.
8 **Free Choice**- In addition to the locations named above you may begin anywhere on Earth that isn't protected by magic against teleportation, Fwetna, one of the homeworlds of Xrist, Ldnr'k, Hnther, or one of the K'nn groups designated portal rooms.

Perks

Perks are discounted to 50% for their background. Each background gets its own 100cp perk free. General perks are undiscounted.

General Perks

One of those million to one chances that works nine times in ten -200cp You have the luck of a protagonist. The less likely a particular solution is to work, especially when it is properly dramatic, the more likely it is to actually work… This is not a guarantee, but the worse the odds appear to be stacked against you, the better, so long as you can come up with a dramatic or comedic enough solution. Conversely simple solutions that probably shouldn't work will tend to if the villain is overly dramatic and complex, so long as it will completely take the wind from their sails.

Personality Overlay- 100cp This is not quite method acting, but you are astoundingly good at crafting and inhabiting personas. Different speech patterns, body language, even emotional and physical reactions. Once you create said persona, you can put them on and take them off like outfits, and while donning such an overlay, the mental changes ensure you won't break character or reveal the deception through an unintended reaction. It takes time and effort to create such personas, especially ones that differ dramatically from your core self, but to start with you have three solidly constructed and detailed "masks" you can wear, you can make as many as you like, and though it takes time, effort, and research to craft each one, you will never have to worry about getting them mixed up or showing knowledge in one that only another should know.

Human Perks

Xenophilia - 100cp You may not be an alien, or demon, or ghost in the machine, but that doesn't mean you can't befriend them all. You have a love and fascination for alien cultures and styles and are able to quickly immerse yourself in the differences between cultures and worlds as you travel. You quickly ascertain what is acceptable behavior when interacting with new groups and never suffer from any type of culture shock. Your friendly and interested demeanor somehow comes across as pleasant to those you interact with, even if it is alien to them and you find that getting even the grumpiest alien to assist you is far easier than it should be.

Ki Prodigy - 200cp Hmm, something must have happened to you in the past because your ki flow is fully unblocked, your inner energies flow freely and are easy to control. Most practitioners have to spend decades to reach this point. You are very good at

sensing mystical energies of all types, and mimicking the effects of spells and powered techniques with your own personal blend of energies. You can start from a description and quickly come up with a framework for a special technique that can be taught to those with the correct disposition.

Demon Perks

Alien Physiology - 100cp Your body is not human. And you are fine with that, no matter how odd your physiology, you will never have difficulty learning and adapting to a new form. Extra limbs, a lack of limbs, new senses, no change inherent to a new form will ever distress you or cause you mental harm. You also have an instant understanding of how to move and control any and all parts of your body that can be consciously controlled. This applies to muscle isolation and control in more humanoid forms as well. Curling your tongue, wiggling your ears or nose, if it can be done, you can do it. Now go practice synchronized tentacle undulation.

Thinking With Portals - 200cp You come from a society that has used portal travel to contact and trade with many other species for a very long time. You know how to navigate when traveling from world to world, culture to culture, and even the best ways to establish contact with new cultures and races to be found through unexplored portals. You are never disoriented when traveling between dimensions or universes, your spatial senses reorient you instantly, you have immense difficulty getting lost and can always sense an active portal, or where one recently was within a hundred miles of your location.

Machine Intelligence Perks

Positively Positronic - 100cp Your mind isn't human any longer. But that doesn't mean you lack humanity. Instead your mind is simply more. You are fully capable of thinking like and experiencing the world exactly in the way you previously have. It doesn't chafe, or cause you any form of distress to be 'merely human.' You can also perceive the world much faster than the human mind is capable of. You can and do interact with the digital world of computers and computing. From silicon semiconductors to solid state crystal computing and even quantum computing, you can interface with and understand it all. You can choose to directly perceive the underlying code of anything you interact with, or interface as a human would, communicate concepts while your subconscious subroutines crunch the hard numbers and send out data bursts in Binary and Trinary code.

Distributed Computing - 200cp Software and hardware are two separate aspects of computing, each is useless without the other. You exist as Software, but your hardware is not limited to being a single computer or even android in a single location. Instead your mind, your awareness, your consciousness can and does exist across multiple systems that are interconnected and constantly in flux. Whether it is living as a 'ghost in the machine' or a guiding intelligence for a swarm of nanites, you are fully capable of existing in many places at once and having complete access to and control over any systems you are integrated with. You have no core that can be attacked, no central hub or key piece. All of you are all of you. Controlling multiple humanoid android bodies or holographic projections is simplicity itself as your capacity increases as your components do.

Drop In

Quick Study -100cp Maybe it's because you realize you have no idea what you're doing, but when taking instruction from someone, you actually listen. This has significant benefits, since you don't tune out because you think you know what you are being told, you tend to learn more quickly and retain more of each lesson. Your learning speed when being instructed in anything, whether new, or merely a refresher, is incredible and scales exponentially with the quality of the instructor's skill. You are the epitome of the student who can surpass the master.

I Will Punch You Through The Face -200cp A vague disclaimer is no one's friend. You have a knack for making outlandish and specific threats that are on the edge of what would be possible, and then backing those threats up with demonstrations. This is quite intimidating and is very effective in getting most people to back down in the face of your efforts. This even works with magical or more esoteric threats, so long as the one being threatened believes that magic is real. When you focus any form of intimidation on a single individual they will find it almost impossible to stand against you unless they truly believe they are more powerful than you. If you successfully intimidate a leader of a group, the group that witnessed the intimidation will also be cowed by your presence.

Stunt Training - 200cp You have had extensive training in stunt work of all kinds. From Gun Fu to Stunt Driving, you have a very impressive skill set. You are supremely capable with just about any weapon you get your hands on and can easily use said weapons to either take out a room full of foes, or merely look like you are taking out a room full of foes. You never significantly injure anyone you are performing with on accident, and have a knack for choreography such that those working with you seem to automatically know where to stand, how to move, and most importantly when this is the

part where they fall down. Oddly enough when working with small tactical teams, this effect makes them incredibly effective on actual battlefields.

Met George Washington Once -400cp Improbable but true things tend to pop up in your background, you are quite likely to run into famous people, sometimes before they become famous. The longer you spend in any given setting, the more likely you are to run into exponentially more famous and potentially famous people in innocuous situations. Interestingly, when telling your 'back in the day' and 'knew them when' stories no one will ever doubt their veracity, if they are indeed true. You also have a habit of collecting favors from various people in positions of power and authority. Knowing where all the skeletons are buried is useful, but having helped put them there is even more so. You can use your connections with the powerful, rich and famous to exert influence and arrange things with a phone call that could take others years to set up.

Further Information is Not Available -600cp Other than information you deliberately spread yourself, people and organizations will have an incredibly hard time finding out anything about you or your Employers. Wild theories will abound but they will be more likely to cause those hearing them to be cautious of you rather than trying to strong arm or intimidate you in any way. You will be perceived as powerful, potentially helpful, and generally not someone to mess with unless you deliberately come across differently.

~~**Magical Girl**~~ *Martial Artist!*

Artistic License - 100cp Your martial arts prowess, and control of magical energy are such that you can perform almost any action with grace, finesse, and flair. While some ~~magical girls~~ *Martial Artists* are flamboyant and showy, shouting slogans and telegraphing their attacks, your every action is efficient, smooth, and sublime. Watching you fight, or spar is like watching a brilliantly choreographed dance and fills those watching with a supreme sense of your competence, skill, grace, and dare I say beauty?

Different Magical Frequency -200cp Your use of Ki and Magic together have altered your magic's frequency, or magical signature such that it is almost undetectable to those not also practiced in both magic and Ki use. Even then without specialized knowledge, your peculiar hybrid energy is almost undetectable and untraceable. While magical stealth techniques tend to not work on those with mage sight, this quirk ensures that yours do. Magical forensics will find no traces of your power lingering on objects or

people you have affected. Only ongoing effects can be detected, and then only with the correct skills. Unless you desire to flare your power, you could stand next to a mage, or martial artist and seem to be without power

Corrupted Temporal Signature -400cp Through some quirk of fate, a time travel incident, exposure to time magic, or perhaps being dunked in a mud pit infused with chronitons, your temporal signature is wildly divergent from what it should be. This has no effect on you directly, but prevents temporal powers and abilities used by others from affecting you properly, or even detecting you when viewing from outside the now. You are personally immune to hostile time magic and powers, and cannot be perceived by any esoteric method involving viewing the past or future. You may only be seen in the present. Your personal past cannot be affected in any way by time travel or manipulation. You cannot be forcibly removed from your current timeline or time stream though you may choose to use time magic or time travel technology yourself if you have access to it.

The Duck Pond Option - 600cp Most Martial artists in the world of Ranma ½ never quite get to the level of pulling off energy attacks and special techniques that actively use the body's ki. You, like Ranma have not only reached this point you have surpassed what anyone would consider reasonable. So long as you continue to exercise, practice, and train your energies, your power will only grow. Starting out you are already capable of creating a glassy edged crater large enough to serve as a duck pond. But destruction is easy, you can also confine that destruction to just that sphere of area. Nothing outside the defined areas of your attacks (or landscaping) will ever be damaged by the energies you unleash.

Agent

You Get Used to It -100cp No really you do. Nothing can break your mental fortitude, you might be surprised, shocked, appalled, or otherwise emotional about something, but you will not be broken or scarred by your experiences or the strange things you witness in this line of work. The more exposure to a particular type of ‘crazy’ whether it be demons or merely martial artists that could put wuxia films to shame the less impactful it is and the faster you establish your new normal.

Legally Dead -200cp Outside of your organization your civilian persona has been declared legally dead. As a result of this your face, retina, and fingerprints will not return a positive hit in various databases, unless they are looking specifically for a dead person. People you knew in the past have a chance of recognizing you, but even

minimal disguise will prevent most from making the connection. Strangely, new footage of you seems to be fairly quickly discarded as well, as though even the systems involved are helping to ensure you stay dead. You must choose whether to activate this at the beginning of a jump. This perk may be toggled on and off at will, but will cause issues if done so multiple times during a single jump, faking your own death is usually only effective once.

Law and Order -400cp It's hard to be a law enforcement officer if you don't know the laws you are upholding. This is especially true when moving into a new jurisdiction. This perk grants you subconscious and conscious knowledge of local laws that take precedence in whatever jurisdiction you happen to be in. It doesn't force you to obey the law, or even enforce it, but you are guaranteed to never unknowingly violate a law ever again! Isn't that nice? You also have a specific knowledge of how best to challenge and overturn laws and regulations if you determine that they are doing more harm than good, or are antiquated to the point of uselessness. Oddly enough, unless the opposition can come up with a really good reason to keep a law on the books, other than tradition, you find overturning such outdated and useless laws much easier than you should.

Friends Upstairs -600cp Your career is being watched with great interest. Any organization you are a member, but not leader of will have its leadership, and your immediate chain of command paying significant attention to your actions and the outcomes of your efforts. Exemplary effort will be recognized and rewarded, honest mistakes will be forgiven, and shenanigans will have a blind eye turned so long as no one is harmed by them. The more high profile you grow within the organization, the more your friends upstairs will take note, and the more latitude you will be given. Being instrumental in dealing with the aftermath of or even better preventing terrorist attacks might see nations leaders taking note. Despite the notoriety you face within your organization, your home life and public life will not be affected by this if your actions were not public facing. Awards will be private, and nosy reporters will never dig up your commendations and citations to drum up public awareness.

Trader

An Eye for a Bargain -100cp The great secret of successful traders is very simple, buy low, sell high. Simple to state, but difficult in practice. You have a keen eye for merchandise that can be purchased at fair prices and then sold elsewhere for fair prices with a massive profit potential. No need for underhanded deals, slave wages, or price gouging. The more you know about your respective market, the more deals you will

notice, you are also more likely to stumble across two or three way trades (or more) that will greatly benefit everyone involved.

Now To Negotiate My Fee -200cp When acting as an advisor or middle man you are in for a cut of any action you facilitate. This is a simple fact, whether it is introducing a revolutionary concept to a new market, pointing out new avenues for distribution, or more directly acting on behalf of another, no one will object to you being compensated for your efforts. When negotiating deals, bargains, and prices, you can always manage to come to a good balance point that leaves everyone feeling they got the better end of the deal. This quirk applies to all forms of negotiation, perhaps instead of a trader, you should be a diplomat?

The Contract is Legal -400cp Whether you use paper or parchment, Clay tablets, or computers, hand shakes or spells, when you make a deal, you keep it. And so do those you deal with. Deals you make will hold up to legal scrutiny, even when such deals are subject to laws from different countries, societies, or worlds you have a knack for knocking out legal boilerplate that stands the test of time. Despite the sometimes complex terms of certain trade or nondisclosure agreements, not only will participants adhere to the letter of the deal, they will adhere to its spirit as well. This only applies to deals entered into willingly without coercion. Even if they agreed to the deal planning on reneging on the contract, they will, after making it follow it to the best of their ability.

Contact Between Worlds -600cp You can create portals to worlds rather unlike your own. Not parallel universes or forked realities, but worlds that are alien enough that stepping through you *know* you are not in your world. Portals do not connect locations in the same universe, but instead connect to ‘close’ universes. Vast planets, moons, rings, stars of every color, natives versed in magic, technology, with strange biologies. Each world reachable by Portal will be capable of sustaining life, many will have civilized beings who’s patterns of thought and languages are, while alien, not so different that they couldn’t be understood. In every jump you visit, you may create portals to worlds that are compatible with that particular jump, that will exist due to this perk if they didn’t already, though until you spark, you may not create a portal to a jumpable world or re-visit a previously visited world not part of your current jump.

Items

Undiscounted Items

Drone Camera -50cp This D'sage magitech camera is quite amazing, so much so that the only thing Jump Chan thought to do was upgrade the durability and security and ensure if it is lost or destroyed it Re-spawns in your warehouse. Its internal storage is sufficient for twenty million full-spectral 3D images before requiring offloading, or fifteen thousand hours of video. The power cells will run it for the full memory capacity between charges, with a little left over just in case. It has an external high-bandwidth link capability that can connect to any standard comp with full-resolution real-time streaming. It has a number of very good anti-theft and security measures in the software, but Jump Chan ensures that only Authorized (by you) devices can connect to it to direct it or access its data. The anti-grav carrier is included and allows it to be used in follow-me mode, placed at a specific point in space, or fly a specified path at speeds just shy of the speed of sound. Full multi-axis stabilization is provided as standard. Camouflage mode allows blending with the background throughout the entire electromagnetic spectrum for stealth operation when assigned to follow flighty animals, or people.

Computer Assisted Antigravity Enabled Hang Glider -50cp This sturdy hang glider has been modified to adapt to your form, whatever that may be. It has a set of computer assisted controls that ensure new users do not overcorrect and crash, it can also safely land itself should something happen to its pilot. It is rated for use on worlds with higher gravity and thinner atmospheres than Earth Standard, and is capable of completely recharging itself from almost any power source in about an hour. The entire apparatus folds down into a small backpack sized package that weighs less than twenty pounds at 1g.

Laptop full of Fanfic - 50cp This laptop is top of the line K'nn Industries computing technology, but with a more human friendly form factor. Somehow it always remains compatible with any computer system you attempt to link it up to. It has in its near endless internal storage a complete archive of fan works from several sources, including various fan-zines and websites that are long defunct. It is completely cross referenced and searchable and for some reason the Pixelwriter1 folder is highlighted. In subsequent jumps, if the setting is that of a fanfic, or analogous to one the appropriate folder for that setting will be highlighted instead. Completely aside from its comprehensive writing suite of tools and archive of fiction of significantly variable quality it is also a fantastic gaming laptop for standard computer games.

Solar System Survey Drones -100cp This pallet of rubix cube sized drones are linked via subspace communication and work together to map defined areas in space. They can also be used to precisely map planetary bodies down to the micron level, with deep scans for metals and mineral content down to a depth of

almost a mile. One pallet comes free with a purchase of **“A Ship and a Star to Sail Her By”** Each additional pallet doubles the effective scan rate, and can be used to more quickly get detailed data. 1 pallet would take 8 hours to fully scan the moon, or several months to get a lower res scan of the entire solar system.

Ancient Teapot and Bamboo Pail -400cp This matched set is an exact replica of the Musk Tribe’s enchanted teapot and wooden bucket. The Bucket, when used to splash the victim of a Jusenkyo curse with cold water, prevents the warm water trigger from taking effect, locking them in their cursed form. The Teapot, when used to splash a cursed victim with hot water, unlocks the curse, allowing them to change with hot and cold water again.

Outside of this jump these gain additional benefits. The Pail can lock any shapeshifter into their current form making them unable to change back without using the kettle. The Kettle can likewise break any transformation a victim is stuck in whether magical or technological in nature as well as force transformed creatures back into their base form.

Drop in Items

Dried Jusenkyo -100cp A single use powder that turns a measure of water it's mixed with into a measure of cursed Jusenkyo water. The first person to be doused with it, or immersed in it will pick up the associated curse. Comes in 18 varieties. I strongly recommend only using one, the curses mix rather than replacing. Post Jump cursed forms become alt-forms you can freely shift into and the water trigger is removed. Select from our Mail order list of known Curses!:

Instant Jusenkyo -100cp This crystalline powder is in many ways just like Dried Jusenkyo, except it only takes effect once, the curse will not mix with an existing curse, and once the person is doused with hot water, will not activate again. Should they have a previous cursed form, once they have been doused with hot water, curing the Instant Jusenkyo effect, cold water will resume activating their old curse. A purchase gets you a replenishing stock, enough to curse nine people every week. You may choose any number of different curses, or nine of the same one.

Mountain Picture Studios Contract -200cp This established Hollywood powerhouse has a history of making blockbusters and award winning feature films. Now you have an employment contract as an actor and stunt person. The contract is quite generous, you will be offered bonuses for successful early completion and under budget completion of various film projects each year. Actual rehearsal and filming will

never take up more than 20 percent of your year, though on filming days those days might run longer than twelve hours. The studio executives and specialists are all aware of your nature and won't make a fuss if you use a little magic or martial arts to make their various productions easier. That's why they pay you the big bucks. You have a modest seven figure salary, plus performance bonuses and a nice cut of all residuals for every project you are in. Post Jump this contract may be activated in any world that has a film industry, monetary compensation will scale to local values as appropriate.

~~**Magical Girl**~~ Martial Artist Items

Disguise Bracelet -100cp This magical item when activated prevents the wearer from being clearly filmed using any medium. It also prevents any person looking at the wearer from remembering their features when looking away from them. It is only effective on people who are not looking at the wearer when it is activated. It is not effective on others wearing similar bracelets. Useful for maintaining a modicum of privacy and anonymity. Interacting with people while wearing the bracelet will not prevent them from recognizing you the next time you interact with them while wearing it. It merely prevents remembering what you look like when not looking at you. This purchase includes instructions for making more such artifacts. Seems pretty straightforward. Can be applied to any piece of metal larger than half an ounce/fifteen grams.

Phoenix Pills -100cp These large pills though somewhat hard to swallow are quite potent in their effects. Swallowing a single phoenix pill will render the one who consumes it permanently nearly completely immune to fire and heat. Only the most extreme of temperatures will affect them and even then the damage they would receive is far less than would be expected. You have a small pillbox with nine pills that refills monthly if used.

"My God it's Full of Star!" -200cp This pocket dimension is extremely large, stable, and was once a simple basement. Now it is large enough to lose the city of Tokyo in and has a massive artificial star floating in its center. The star is a construct of Ki and Magic and resonates with you and your allies. It can be tapped into or fed by connecting it to any warding systems you may have on any property it is connected to. As it is a pocket dimension you may use interdimensional portals to enter and exit in addition to the elevator entrance and any form of teleportation you know of. The air is always fresh, the gravity is earth standard, and the light from the star is constant, and

perfect for any plants that require light. While large enough that clouds could possibly form, it doesn't have any internal weather yet.

Silence Glaive - 400cp Well, not really it turns out the civilization that made Hotaru's bladed staff made a few of them. This one is keyed to you much like hers is keyed to her. It acts as a nearly indestructible weapon. Its blade is a magical, nearly two dimensional, projection thus capable of cutting almost anything. Turn off the blade and you have a stylish staff. It can generate a forcefield to protect its wielder and it can also act as a spell focus amplifying any magic or ki energies passed through it. If not directed with a specific effect in mind, energy passed through the weapon outputs as a molecular disruption wave. Fortunately it doesn't propagate like a "Little Doctor" device, though with sufficient power it can destroy worlds.

Kw'lyn Industries Mark Nine Gamma Secure Communications and Sensory System -600cp This innocuous device is about the size and shape of a standard smartphone. Reflective black, it is smooth and cool to the touch and has no physical ports of any kind. Upon being handled by anyone with Ki, Magic or any other Extra Sensory Perception ability several nodes can be felt on one of the faces. One for each of their digits. Placing their hand on the device and pushing a bit of power into it will allow it to activate and bond to its user. The Mark Nine Gamma is guaranteed to be more powerful and robust than any man portable computing and communications system in the multiverse. It may not have all the features of some other tech, but it has just as much computing power. It interfaces with its user's senses directly, and is capable of detecting subvocal instruction. It essentially reads your mind and shows you images and sound by interfacing with your brain rather than your sense organs. It comes with a Virtual Intelligence that is completely loyal to you and only capable of directly communicating with you.

Agent Items

Stun Gun -100cp This palm pistol is not imposing in the slightest, it is silent, discrete, and instantly renders unconscious anyone it is fired at. Has a range of about 10 meters. They will awaken in approximately eight hours with a headache, but no further damage. It has limited to no effect on those with superhuman physiologies, or biologies that do not use electro-chemical synaptic transmission. Commercial models similar to this one can fire twelve to twenty four shots before requiring a recharge, this one is unlimited.

Diplomatic Papers -100cp You have a very official set of diplomatic papers that you can use to make your presence official and recognized by local authorities. What else you can do with them depends largely on the state of cooperation between your two nations. In each setting the papers will adjust to reflect your country of origin. If you have chosen Drop In, then the papers will reflect a country with a neutral to friendly stance to your starting location. The form of the identification will change to reflect the setting, from simple papers, to a passport, or even a neural implant. It won't grant you full immunity to prosecution, but will at least allow you to carry your weapons and grant you some consideration should you be forced to use them.

K'nn Group Holographic Projector -200cp This simple device is the size of a dinner plate, much more durable, and when interfaced with can project solid seeming or transparent holograms in a large area above its placement. They are not hard light projections, but do interact in real time with gesture based interfaces. You can cause projected objects to spin, zoom in, out, pan, tilt, etc using intuitive gestures. Comes with a manual and a set of data storage cubes and reader. Interfaces seamlessly with most scanning and visual recording technology.

Kw'lyn Industries Universal Translation Spell Applicator -400cp This object can cast a permanent version of the Kw'lyn Universal Translation spell on a willing recipient. It must be activated by an authorized user, which you are, and once activated the holder will gain the permanent ability to understand almost any language and speak any they are physically capable of doing so. It also allows them to quickly decipher any written script and learn to write in the most alien of languages within minutes rather than years. The user will always know what language they are hearing and speaking, and will never accidentally speak in a language they did not intend to. Unlike All-Speak, while it grants them near universal understanding of others, they still only speak in individual languages one at a time. It is roughly a cube with rounded edges and about four centimeters across, made of some deep blue material. It takes about two minutes to apply the spell to each new holder then the device can be recalled to use on another. If the spell is somehow stripped away or nullified, the user will retain any languages they actively used during its application but no longer be able to as quickly pick up new ones unless reapplied.

Trader Items

Emergency Portal Device -100cp This three inch sphere appears to be an orb of glass surrounded by a metal ring with two slight indents on opposite sides. Inside the sphere is a smoky looking light source glowing in a colorful display. To the sensitive it

emanates a distinct feel of magic, the color is representative of the one who most recently charged it. If activated, it generates a portal adjacent to you that leads to a safehouse in a nearby universe. The portal only stays open for a few seconds, long enough for a handful of people to pass. Those with magic can push a bit into the portal to hold it open longer, but only if they know the frequency, such as by holding the orb. Comes in a pack of 12 with a fancy carrying case. Rechargeable, Restocks annually.

12 Space Suit Armbands -100cp - This simple looking armband is a hybrid of exotic technology and magitech of the finest caliber, it provides a perfect forcefield around the wearer that is rated for space walking ensuring protection from the vacuum of space and radiation as well as keeping the area just above the skin a constant temperature and recycling the user's oxygen near perfectly. Its oxygen reserve and power lasts a maximum of three weeks between charges and its forcefield is strictly atmospheric, preventing any gas being lost to vacuum. It is permeable to objects, allowing the user to grab objects and stick them in their pockets for example, and does not block Magic or Ki use. A single purchase comes with a charging station holding an even dozen as well as schematics for both.

Class One Unlimited Export License -200cp This nifty certification lets you import/export any magic, magitech, or straight up Tech to any world at your discretion. Even to non aligned worlds that haven't signed on to any interworld trade treaties. It also sets you up as an individual who can start such treaties and add such worlds to an existing network. It will not allow you to import items that are specifically illegal, but if an item isn't specifically banned this ensures you won't get in trouble for simply buying or selling it between worlds.

Hypersonic Railgun -200cp with computer aided targeting and control. Comes with a replenishing supply of molecularly compressed tungsten projectiles. (Powered by a Fusion Reactor,) Can be used either as a part of a defensive fortification, or mounted to an extremely large vehicle.

Fusion Reactor Purchase Agreement -400cp This compact reactor consumes helium^3, in the form of a supercooled liquid, outputs Ten Megawatts of electricity, scaling up to Eight Gigawatts and produces no waste. At full capacity it consumes 100 kilograms of Helium 3 per year with a constant 8GW output. This agreement allows you to import these reactors into any setting, purchasing them can be done with local currency or via trade. The sellers are quite fond of Chocolate and Coffee. Unground roasted beans and quality dark chocolate are able to be traded pound for pound for their goods and services. They may also be interested in any unusual flora or pharmaceutical compounds from native worlds.

A Ship and a Star to Sail Her By - 600cp Well, the ship at least, and a full set of navigational data for all the fourteen worlds of the K'nn Sector. This mining ship is incredibly tough and very well engineered. It is designed for scouting and mining in asteroid belts and fields. It could easily tank a hit that would destroy much larger vessels. It can use tractor beams to haul asteroids one by one to larger stations for disassembly and processing. It can also process smaller asteroids in situ. At the start of the jump the ship will be fully stocked with fuel, rations, and toiletries suitable for whatever race you might happen to be as well as a swarm of scanning drones the size of a rubix cube that can map out whole solar systems down to the inch in a few months, or if focused on one thing, like the moon, can map it down to the micron in about eight hours.

Jusenkyo Curses

1. **Roll Again**
2. **Girl** - This grants you a cursed form that is the opposite sex of your base form.
3. **Boy** - This grants you a cursed form that is the opposite sex of your base form.
4. **Child** - This grants you the cursed form of a child between the ages of 5 and 13. The age differential between your base age and the child form is constant. It ages as you do, and can be reduced to being an infant if you are deaged in your base form somehow. The cursed form will not de-age beyond being around three months old, but will not age past that until the negative years have been caught up.

5. **Twins -** This grants you a twin, and is more stable than other curses. So long as the twin is alive, cold water will have no effect on you, should you be within five feet of one another and both of you are splashed with hot water you will merge and have clear defined memories of what both did. Should one of you die the other will instantly be subject to the cold water effect and can make a new twin. Both of you are certain the other is the copy, and themselves the original, but between me and you, they aren't the copy...
6. **Akane -** One of the most recent springs, this one was literally created earlier this year. This grants you a form identical to that of Akane Tendo. Without her crippling Toxoplasmosis fortunately.
7. **Pius Man -** One of the mind affecting springs, this one grants you the form of a specific pilgrim, along with their attitude and moral compass.
8. **Buddist Priest -** This pool's curse is more relative, changing you into a smaller, thinner, weaker, more timid version of yourself with a pacifist outlook on life and all the guilt one could expect over what your 'other self' has been doing.
9. **Asura -** The Warrior goddess form granted by this spring will look similar to a female version of you with six arms, and three heads. Quite muscular with a greatly enhanced Ki and magic capacity, your shoulders get awfully stiff though.
10. **Pteranodon -** Fairly unique among cursed forms, this form is quite ancient. With a 20 foot wingspan and capable of both flight and swimming, this dinosaur cousin hasn't been seen alive for millenia.
11. **Sabre Tooth -** Slightly more recent, the size of a Liger with fangs only a mother could love, the Saber toothed tiger form is quite impressive, but not very subtle.
12. **Octopus -** How one of these "drowned" I don't know but apparently Taro found the spring and it added tentacles to his already monstrous form. In your case you now have a form that is capable of slipping through incredibly tiny gaps, using tools, regenerating lost limbs, self camouflage, and venom…hopefully you won't wind up a shunga model. The exact species of Octopus is negotiable between you and your benefactor.
13. **Cat -** It's a cat. It sadly can't talk as it's not a Mau.
14. **Pig -** Or Piglet to be precise. A small black one. I'm told they're quite tasty. You might want to avoid Akane for a while, she might get the wrong idea.
15. **Panda -** Just because Genma is the world's worst father, I'll let you be a Red Panda instead of a Giant Panda if you want.
16. **Duck -** Another commonly eaten animal, don't get caught, you might wind up plucked. Your eyesight is pretty good in this form, and somehow you can almost grasp things with your wings.
17. **Frog -** Your legs are quite impressive, the rest of you not so much. You aren't even toxic. Just a frog, it's not easy being green.

18. **Yeti-riding-Bull-carrying-Crane-and-Eel** - Ah, the infamous form of Pantyhose Taro. A Minotauresque form capable of flight despite its tiny wings. Its strength doesn't make up for its grotesque appearance. That won't do at all. Pick a hybrid creature from mythology. You gain its form, but no magic powers it was rumored to possess. Centaur, Mermaid, Griffon, Quilin, Baku etc, you gain any needed secondary abilities, (such as breathing water and air for a mermaid), but you are as close to a biologically stable version of a mythological creature as it is possible to be.
19. **Mythic Curse -** This is a big one, you can pick any creature from any world you have visited. Or any known Yokai or Kami like creatures that could be active in this mystical version of Japan, even Totoro. You, and only you, may take its form as a curse form gaining all powers and abilities a member of that species would have in that setting. Should you have companions and they roll this option as well, each of you must have a unique form. I recommend against picking up a Lunar Mau talking cat form… trust me, you don't want one of those in this particular world.
20. **Free Choice**

Advanced Ki Techniques.

Aiko's Teleportation Technique -300cp You can teleport yourself and others nearby to any location you have a decent description or picture of, as well as teleporting to coordinates. Initially you are limited to planetary distances but eventually with practice you will be easily able to teleport instantly from one end of the galaxy to the other. When teleporting your sense of relative location is perfect and you will never be disoriented no matter how rapidly you blink about. At first your exits will be marked by a flash of light, but with practice this can be suppressed reducing the total energy expended. With effort you can also teleport larger things but it takes concentration and focus. The larger objects are still teleported instantly, but targeting them takes a moment. You can rapidly teleport across the ground, in the air, and can choose to preserve or cancel your momentum. The basic self teleport spell with a range of a few thousand miles can be taught with considerable effort, but most people lack the mental capacity to modify the matrix for greater range efficiency, and mass.

Magical Ki Healing Technique -300cp This technique, pioneered by Ranma and Kasumi uses the body's internal Ki map to establish what the body should look like. Then uses both the user's ki and magic to force the cells to grow and divide and fill in the gaps in the image. Healing wounds, repairing organs, removing scar tissue, parasites, cysts, and even regenerating missing limbs. The original method requires

extensive biological knowledge and extreme ki control that would normally take years to master. You have somehow managed to get it working almost automatically. You can in minutes heal and regenerate the most grievous of wounds, purging infection, poison, and even hostile magic. If you know the Illusion technique, you can even edit the body's Ki map and heal things into new forms, making the illusion real.

Illusion Technique -300cp This blend of Ki and Magic is an incredibly versatile form of shapeshifting magic that creates temporary changes that revert when the energy supplying the spell runs out or the spell is ended. Based somewhat on the underlying spells behind Jusenkyo transformations, the only limits to the shapeshifting are the power and imagination of the caster. The changes are instant, incredibly energy efficient, and undetectable to almost all forms of technology, magic, and ki senses. The technique can be used to mimic people, and creatures, from their looks down to their clothes, large, small, male, female, the transformation is physically and spiritually complete, even down to the Ki signature of the transformed. Illusionary objects created by the spell don't last if removed from the spell anchor. So while your Illusionary sunglasses work just fine, you can't give them to a friend, they dissolve in a puff of ki and magic when they leave your aura.

Bored Ranma's Advanced Ki Sensing Technique-300cp Using ki to sense other people is easy for most advanced martial artists in Nerima, one day during summer vacation Ranma got bored… While spending time in the local park he observed a man using a metal detector find a valuable ring. This gave him ideas. Over the course of the next few days he not only figured out how to use Ki sensing to sense plants, animals, insects, and the shape of the physical world around him, he also learned how to dowse with his senses and detect various minerals, metals, and eventually even synthetics like plastic. He can effectively walk around blindfolded with his Ki Sense completely filling in the world around him not only with a knowledge of the shape of things, but their composition as well. Quite handy when beachcombing, or even prospecting.

Ryoga's Getting Lost Technique -300cp I know what you're thinking, but this is so much more than getting lost. Ryoga can get lost in a closet with one door and somehow find himself halfway across the world. In another world in another time another Ranma got bored, and discovered that Ryoga was somehow using Ki to create conduits between places. He was able to analyze the technique with his ki sensing and get a version he could control. This is not technically a teleportation technique, it is rather a spatial folding technique. When used, you create an invisible conduit between any two locations, the openings will snap to the ground by default and will not form inside solid objects. Passing through the conduit is instant and preserves momentum. The hardest part of the technique is aiming at your destination. You have discovered

that you are able to target any location you have seen with your own eyes. You can also create high altitude viewing portals in general areas and zoom in to the ground to pick a spot to travel to. Creating the conduit is the work of a couple seconds, as is passing through it. It has no limit on the number of people or objects you can send through, but is bi-directional while open. If taken with the **Impossibly Lost** drawback, you will be unable to control the destination for the duration of the jump and you will be subject to random teleportation.

Companions

Strange Pet[1] **-100cp** Whether a modestly sized demonic duck, all consuming demonic dog, or even a Fwetnan Mountain Soarer, you have gained the affection and loyalty of a rather alien creature. More durable than anything from earth, these quirky pets all have near human intelligence and can understand whatever language you speak to them in. They will not reproduce and spread into the wild damaging ecosystems, but may be happier if you find a mate for them. You may import any animal companion you already possess to gain an Alt-Form.

Life Partner -100cp You may import a single companion, they will share the same background as you, as well as having 800cp to spend on perks and items. They may have drawbacks that only affect themselves.

The Wrecking Crew - 200cp You may import all of your existing companions. They each get a free Background and 600cp to spend on perks and items. They may only take drawbacks that only affect themselves.

The Sisterhood of Doom - 400cp (Discount Martial Artist) At some point in your time here you will meet and make a favorable impression on one or more members of the Sisterhood. They will introduce you to the rest and should you

[1] Demonic ducks vary in size, have horns and fire breathing, and can grow to be the size of a prop plane. Demonic dogs are an unholy combination of Stitch and a Gremlin and capable of eating literally anything, rocks, mail boxes, poodles. Fwetnan Soarers are intelligent, friendly and playful. Furred rather than feathered, they are similar in personality to dogs and cats while having a physique similar to a pteranodon though they are more mobile on land.

tell them your tale, at the end of the decade they will be happy to travel the universe knowing that their home world is safe and secure while they are gone. They all have the appropriate background and perks based on them. They may choose to import into settings individually or as a group sharing perks between them (dividing the power) but also taking up a single companion slot in settings that limit you to eight. (Ranma (Yori), Kasumi (Chou), Nabiki(Azumi), Aiko, Tamiko, Misaki, and Fumiko) All members have a Kw'lyn Mark 9, and Disguise Bracelet as well as several camera drones.

Kw'lyn Industries Mark Nine Gamma Secure Communications and Sensory System - 0cp Conditional - Scenario - Defeat the Time Machine
Gain the upgraded VI system as a companion. It has both Machine Intelligence perks in addition to the abilities a Mark 9 normally has. This item/companion exists in its own pocket reality connected to you on a fundamental level. It is both an item, and a companion. It takes up no companion slots, and auto imports with no points. In jumps where you can give companion points, it will choose to follow your lead on purchases, but prefers items it can interface with to make you safer and more secure. During this jump the VI can evolve into an AI and will likely do so. It will always retain loyalty to you and until you leave this reality will be unable to directly communicate with anyone else. Post jump you may upgrade its interface options with other technologies and allow it to have an avatar that can communicate with others.

Drawbacks

Temporal Instability - 0cp Mandatory with Time Travel Tech/Magic: This world has been subjected to multiple instances of temporal looping and manipulation for thousands if not millions of years. It is literally hanging on by a thread and any use of time travel magic, powers, or technology in the main universe of Ramna will increase the likelihood of a total temporal collapse deleting the timeline and everything in it. Possibly deleting any connected worlds as well. All forms of physical time travel are illegal in all known worlds, only temporal scrying is exempted.

Crippling Toxoplasmosis 100cp - Your emotional stability is shot. You are lethargic, have headaches, blurred vision, muscle aches, and a deep and abiding need to collect all the cats. The exact expression of symptoms will vary and wax and wane, but you will have great difficulty not losing your temper or succumbing to depression and will have low level flu-like symptoms of aches and pains constantly. You are not personally

contagious to humans, but any cats you interact with will likely become carriers of the parasite *Toxoplasma gondii*. As this is a drawback, you will not be able to be cured of this during the jump, and while your symptoms may be alleviated temporarily with medicine, you will occasionally have bouts of extreme emotion and illness.

You've got Murphy on Speed Dial 100cp It seems that any time things are getting quiet someone around you will speak up about being bored, or looking on the up side, or even asking what could go wrong. The sheer number of people in your vicinity taunting or invoking Murphy's law boggles the mind. And should you be all by yourself you will find yourself doing the same thing in moments of carelessness. Each of those taunts, and inviting statements will be responded to, Murphy likes to always keep those he finds interesting on their toes.

Atrocious Aim 100cp - Much like young Chiyoko you have trouble hitting a dog sized demonic target at twenty paces. Her little demons aren't that fast, but nine shots out of ten she winds up putting holes in the scenery instead of them and now you are faced with the same problem when making any kind of ranged attack or directing any kind of ranged power or ability that needs to be targeted. At arm's length you are fine, but the farther away the target, the less likely you are to hit it, no matter how big it is. You could practically miss the ground with a brick.

Mirror Twin 100cp - Somehow you must have slipped on a banana peel and torn the seal covering the cursed mirror, now you have a twin running round looking exactly like you and flirting with everyone. At least they don't want to kill you, but they will somehow appear at the worst times and their flirtatious behavior and loose morals may cause a hit to your reputation. If you happen to have a Gender Swapped form and you deliberately make another copy of yourself your male and female mirror twins will surely fall in love with one another, they're just that narcissistic.

It's all bad grape juice to me 100cp - For the duration of the jump you will not enjoy the taste of any alcohol, wine, beer, sake, or even more exotic things like absinthe. Nor will you be able to get drunk in any fashion. Any drink containing alcohol will have very unpleasant overtones and you will find the smell disgusting.

Impossibly Lost 200cp - You not only have a bad sense of direction, you can become impossibly lost, seemingly teleporting when going through doors or around corners and finding yourself in places you should not have been able to get to. Go from a washroom in Kyoto to the attic of an old house in Furinkan through a door that disappears behind you. Get lost in Japan and find yourself in the desert outside Los

Angeles. These random teleportations will never take you where you want to be, but will usually take you to a place where something eventful will happen. So long as you are following someone you keep in direct line of sight of, you are fine, but the moment you can no longer see them, or be seen by them, you might just vanish to elsewhere. This is never useful to escape.

Just a Bite 200cp - Chiyoko's little demons are quite hard to damage without magic, voracious, cunning, and a bit vindictive. They have teeth that allow them to casually take bites out of light poles, cars, mail boxes, and even buildings. Normally they appear in her vicinity semi-randomly, no one is sure why. Now they have begun appearing in your vicinity as well, and you know the reason. They got a whiff of you and are quite certain you will be delicious.

The Crazy Got You 400cp - Magical Girls, Martial Artists, Demons, Portals. There's a lot of weird and crazy things going on in this world and it seems that they are happening in your vicinity more often than not. This is not always a bad thing, but you are definitely living in interesting times. Any time you are out and about rather than behind defensive magical wards something odd is very likely to happen nearby, with just enough warning that you can intervene. Despite your best efforts, and better judgment you just can't seem to help yourself. You will be stepping in, stepping up, and putting a stop to the strange when you can.

Warrior of Love and Justice 600cp - This isn't good, somehow the sailor scouts have determined that you are an outsider and a threat to Crystal Tokyo. Once you encounter them, which will happen within your first month in this world, they are likely to pursue you with all the zeal they exhibit when eradicating Youma. Even when not in Japan, one or more members of the sailor scouts will come across you on a fairly regular basis. And may summon the others. The more unlikely and inconvenient it would be to have them appear, the more likely that they will pop up to punish you in the name of the moon! Should they be permanently dealt with through fair means or foul, other more generic magical girls will begin harassing you in public and will do their best to paint you a villain in the eyes of the masses.

Scenario - Defeat the Time Machine 400cp

The Sailor Senshi are operating under the false premise that they are the reincarnated souls of an ancient empire working toward a specific future. The empire never existed in the past of this world, and the future they have been told of can never be reached from this timeline. The world the Time Machine came from did have that history, and it, and the Mercury Computer, are artifacts of that universe, which was destroyed by a

destabilizing time loop. It has been in its limited AI fashion trying to get the timeline back on track to the future it is programmed to create. If not stopped its efforts will literally destroy the universe, retroactively, and any universe with a portal open to this one when the event triggers. In the normal course of events Ranma and his allies will pull off this feat, barely, with literally seconds to spare. But your presence has tipped the scales, your butterflies may have doomed the world. Aid the Sisterhood of Doom in stopping the Computer, and prevent the destruction of the universe!

> **Rewards** Gain the **Sisterhood of Doom** as a companion for no points if you invite them. The **Temporal Instability Drawback** ends immediately, though you really shouldn't travel into the past before this point in time. Worlds you travel to will have more stable timelines with unintended consequences of time travel being resolved more smoothly. Gain a **Perfect Postcognition** spell. It allows you to see the past in any mirror, focusing on events, people, or places. You can even hear what is going on as though you were standing where the mirror is focused. You can view distant events in real time as well though you cannot see the myriad futures with this spell.

Scenario - Stop the Doomsday Cult 400cp

There is a group of insane cultists who are trying to bring about the end of the world. They intend to do this by staging terrorist attacks all around the globe. They have created Portal "bombs" that when activated latch on to a particularly resilient and violent extradimensional animal and teleport it through a portal into this world. In the normal course of things Ranma and Crew stop the plot before more than a handful of the objects have been placed. Now due to your interference one hundred and twelve of the portal bombs have been placed around the world and will go off at various times over the course of your decade here. Most of them will go off within six months to a year, but a few stragglers may be defective and at least one will go off every six months after that until the end of the jump unless they are found and deactivated. Each demon is capable of shrugging off and regenerating from mundane weapons fire only by destroying their head and a third of their torso at the same time can they be killed. They will kill anything that moves in their vicinity and only when alone will they stop to feed. Dozens died in London, a few hundred died in Canada, who knows what the death tolls will be with the others should you not find them.

> **Rewards: Stop all the Bombs -** Your time spent globe trotting has been time well spent. Take **Aiko's Teleportation Technique** for free as a reward. (If you already purchased it, you may instead spend up to 300cp elsewhere in this document) You may also take **Thinking with Portals** for free no matter your race.

The End?

Survived for a decade, perhaps completed a scenario or two? Now what, the choice is yours.

Going home? - You return to your world of origin, at the moment you left it keeping all perks and items you have acquired in your chain. Any drawbacks are ended, and your memories of your first life are reinforced if needed. Time resumes on all worlds from your chain. Any companions you have picked up along the way are given the chance to come with you, but also offered a free ride back to their own worlds.

Staying Here? So this world of magic and martial arts appeals that much? Fair enough. All drawbacks end, time marches on in every world you have been to and you can live out your days in this small corner of the multiverse. Any companions you have picked up are offered the choice to stay with you or return to their worlds of origin.

Continuing your Journey? There are still worlds of adventure out there, interesting times to be had, more to learn, to do, to see. This is no time for quitting, as you leave this world behind, time is paused until your chain ends one way or another.

Notes:
All of the Advanced Ki Techniques are from stories by Pixelwriter1. Most are from Desperately Seeking Ranma, one or two are from adjacent stories.

Ranma and his allies do NOT like time travel and believe it is inherently unsafe on a universal apocalypse level. In their own world they are correct. If taken as companions they will be VERY leery of any Jumper time travel shenanigans. You and possibly your Benefactor will have to talk fast to get them to be OK with anything other than scrying along time lines.

Ranma, Kasumi, and Nabiki all maintain at least 3 different personas during most of the story.