ANGEL BEATS! JUMPCHAIN

Please let me believe what you believe... Let me believe that life is wonderful.



I felt like I heard it Because I felt like I sensed it
Just now, in my heart that has begun to tremble I felt it come again
Some hundred million stars vanishing I saw them off
Waved goodbye And said "Good for you"

This is the afterlife. Here, souls who died with lingering regrets are given an opportunity to live out the youth they never had and find the peace necessary to move on. But this world is not without its own conflicts. A battle rages between the Afterlife Battlefront (SSS), a group of students determined to fight against the God they blame for their unfair lives, and the enigmatic student council president, a girl with angelic powers they believe is an agent of that God.

Will you join the rebellion, or try to pass on?

You have **1000 CP** to spend.

ORIGINS



You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.

Drop-In (Free)

You awaken in this world with no prior connections. You are a blank slate, free to forge your own path and discover your purpose here.

SSS Member (Free)

You are a member of the Shinda Sekai Sensen, the Afterlife Battlefront. You fight against God and his supposed angel, participating in wild operations, and generally rebelling against the system.

Student Council (Free)

You are a member of the Student Council, tasked with maintaining order and helping students behave. Your primary duty is to curtail the disruptive activities of the SSS, often through direct confrontation.

NPC (Free)

You are, for all intents and purposes, a normal student. You are not a true NPC, but you are immune to many of the strange rules of this world. You won't be obliterated, ensuring you will remain for the full ten years, and you cannot be killed, making it nearly impossible for you to fail your chain while here. You could live out a peaceful school life like this.

PERKS



The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.

=== General Perks ===

Deathless (Free and **Mandatory**)
In this purgatory for the deceased, it is not possible to truly die again. You can still be injured and feel the associated pain, but you will recover from even the most fatal of wounds within a few minutes.
This perk is only active in this jump, but for **200 CP** you can take part of this perk with you. This grants you a single death reversal in future jumps.

Obliteration (Free and **Mandatory**)
Should you feel completely fulfilled and at peace with your life and past, you can choose to pass on peacefully. This will end the jump early and is not considered a chain failure.
This perk is only active in this jump, but for **200 CP** you can take part of this perk with you. In future jumps, reaching a similar state of total satisfaction won't end the jump, but it will have the effect of deterring most obstacles that would prevent you from leisurely enjoying the time you have left.

=== Drop-In Perks ===



Heartbeat (100 CP)
Medical knowledge and skills, allowing you to perform first aid, diagnose illnesses, and even undertake more complex procedures with a high degree of success.

Shadow of Regret (200 CP)
You can draw strength from your unresolved issues and regrets. The more turmoil you feel about your past, the greater your physical and mental fortitude becomes, turning your inner pain into a source of power.

Donor (400 CP)
When you give up something to help someone else, the effect is magnified beyond reasonable expectation. The recipient will not only benefit immensely but will also be inspired to pay that kindness forward to others.

Acceptance (600 CP)
You help others find peace with their circumstances and themselves. The people you guide will never forget you, even after you are gone. You could turn a mortal enemy into a lifelong friend simply by showing them that you understand and care about them.

=== SSS Member Perks ===



Weapons Training (100 CP)
Proficiency with a wide array of weaponry, including melee weapons, firearms, and even heavy ordnance. This covers everything from how to use them to how to maintain them, and some mechanical knowledge.

Leadership (200 CP)
You possess a natural talent for leadership, combining tactics with a charisma that inspires loyalty and camaraderie. This skill also helps you form genuine, lasting friendships.

Trap Master (400 CP)
A genius-level talent for creating and assembling increasingly eccentric yet remarkably effective traps. This engineering also extends to planning and executing large-scale operations, such as using giant fans to steal meal tickets during a rock concert.

Memory Crafting (600 CP)
You can craft any object from dirt simply by imagining it and understanding its basic construction and function. With just a rough idea of how something works, you can create weapons, machines, or even entire structures from the ground up. Advanced constructs require more knowledge.

=== Student Council Perks ===



Hand Sonic (100 CP)
You can manifest a blade from each arm, and this perk grants you five versions, each with a different form and function. By crossing these blades, you can unleash Howling, a sonic blast capable of incapacitating foes.

Distortion // Delay (200 CP)
Two defensive skills: Distortion passively deflects incoming ranged attacks and enhances your natural healing. Delay allows you to evade melee attacks with incredible speed, creating an opening for a swift counterattack.

Harmonics // Overdrive (400 CP)
Harmonics creates a perfect, conscious copy of yourself. Overdrive is a passive ability that boosts your physical capabilities. This boost is diluted among your clones the more you create. Additionally, you can sprout angelic wings that grant you true flight, and look very cool.

Hypnosis (600 CP)
Through eye contact, you can induce powerful visions and implant false memories in others. This can be used to make someone feel completely fulfilled, causing them to lose all motivation to fight you or even obliterate on the spot. You can trap targets in false realities and manipulate their entire perception of the world.

=== NPC Perks ===



My Song (100 CP)

You are a gifted musician, skilled at composing and playing music, writing heartfelt lyrics, and singing from the heart. You know how to make people feel emotions through music, even just by humming a tune.

Peaceful Observer (200 CP)

You know where to be present to witness important events without getting caught up in them or being caught in the crossfire. You can passively watch the story unfold from a safe and unobtrusive vantage point, or actively engage with it without becoming the main focal point of it.

Scot Free (400 CP)

You avoid most punishments by default. You can nap in class without the teacher noticing or screw up a major operation with your friends without being forced to take part in the batsu game that follows. Someone else will probably end up taking the punishment in your stead.

School Days (600 CP)

By focusing on your desire to be with specific people, you can find yourself in situations that allow for close, stress-free interaction. You can have fun and talk with friends without interruption, or even encounter your enemies in circumstances where conflict is the last thing on their minds.

ITEMS



Freebies (Free)
Drop-Ins and SSS Members receive a melee weapon and a firearm of their choice. Student Council members and NPCs receive a set of school supplies and a musical instrument of their choice. Everyone receives a uniform.

Meal Tickets (100 CP)
An infinite supply of meal tickets. These can be used in any cafeteria or restaurant to get any meal you desire, even items not on the menu. The mapo doufu is spicy but especially delicious.

Construction Manual (200 CP)
A manual detailing the workings and construction of things from weapons to machines to structures in the setting you're in. Flip the manual open to a random page and find relevant information on almost anything technical.

Angel Player (400 CP)
A computer program that allows you to design and build your own skills. It comes with a user manual to guide you through the process.

Computer Lab (600 CP)
A lab filled with computers capable of modifying the very parameters of the world you are in. You can make one major change to the world's fundamental rules or several smaller, less impactful changes.

COMPANIONS



Import (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks. Each companion imported or created this way gains **200 CP** to spend. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains **an additional 200 CP** to spend.

Canon Character (200 CP)

Choose any character from Angel Beats to become your companion. In order to convince them to join you and leave this world behind, you'll need to help them pass on first. Help them obliterate during this jump, and you'll meet them again at the start of your next jump.
They get all perks from the origin that fits their background and **600 CP**.

True Love (Free, Requires **Shadows** drawback)

Choose a canon character, custom companion, or imported companion. This is your true love. The person you're meant to be with. Your soulmate. This should be a blessing, but in this world, this afterlife, it's a consequence. Love represents the most powerful force that could keep someone anchored to the afterlife instead of moving on. This world is meant to be a temporary place where people work through their regrets, not a permanent paradise. As such, this is what causes the Shadows to appear in the first place.
They get all perks from any origin and **an additional 600 CP** to spend.
This can be purchased additional times for **200 CP** each.

Yukina Matsuno (100 CP)

A peppy girl who is always late to meetings despite having dozens of alarm clocks. She's hardworking, upbeat and very athletic. In her past life she was the captain of her school's track team, a skill she developed from years of having to sprint to class. She's a caring person who loves strawberry jam and strawberry sundaes.
She receives all perks from the **Drop-In** origin and **600 CP** to spend.
You can import a companion into this role.

Kyoko Fujimura (100 CP)

An intelligent, mean, and violent tsundere tomboy who served as class representative in her past life. Bold, loud, brimming with confidence, and willing to use force if necessary. When she gets angry, she has a tendency to throw various books at people with deadly accuracy. She enjoys banter and, despite her aggressive exterior, she's a good cook and loyal to those she cares about. Also had a beloved younger twin who isn't in this world.
She receives all perks from the **SSS Member** origin and **600 CP** to spend.
You can import a companion into this role.

Rin Natsuki (100 CP)

A socially awkward girl who struggles to communicate with others. She loves cats obsessively and takes care of strays around the school despite being allergic to them. She has some cat-like mannerisms, occasionally hissing when upset, but becomes surprisingly passionate when she's comfortable with someone. When she plays baseball she's an ordinary no-con even with her godly lack of control.
She receives all perks from the **Student Council** origin and **600 CP** to spend.
You can import a companion into this role.

Aoi Soramura (100 CP)

An outgoing but perpetually exhausted girl who falls asleep anywhere and everywhere. She works at the school store and loves telling ghost stories, often staying up late searching for supernatural phenomena. Has a tendency to misinterpret innocent statements as innuendo, getting flustered easily. She's surprisingly knowledgeable about the school's various secrets.
She receives all perks from the **NPC** origin and **600 CP** to spend.
You can import a companion into this role.

DRAWBACKS



You can gain a maximum of **+1000 CP** from drawbacks.

Amnesia (+100 CP)

You arrive in the afterlife with no memory of your past, though you retain knowledge of how to use your perks. This lack of personal history can make achieving obliteration difficult, since you won't know what your regrets are. You might regain your memories if someone can help you remember them.

Baka (+100 CP)

You are a dumbass. Your intelligence takes a significant hit, but as an upside, this also makes you more courageous. As a downside, this makes you a bit self-sacrificial even. You can't die permanently here, but it still hurts.

Catalyst (+200 CP)

Most individuals who form a meaningful connection with you find peace and obliterate within a matter of weeks. People will disappear from your life before you've had a chance to say thank you, or goodbye. While this is a good thing from some perspectives, it can be emotionally exhausting.

Unfulfilled (+200 CP)

You lived an unhappy or unfulfilled life, and you carry that weight with you. You will not be able to leave this world until you find your own peace and allow yourself to be obliterated. You can stay longer than the standard ten years if necessary, but you cannot move on until you are ready. If taken with the **NPC** origin, you lose your protection against being obliterated.

Barnacle (+400 CP)

You have a deep-seated fear that if you are obliterated, you will be reincarnated as something pathetic, like a roach or a barnacle. For you, obliteration means a chain fail. If taken with the **Unfulfilled** drawback, this drawback deactivates after ten years, allowing you to pass on safely. If taken with the **NPC** origin, you lose your protection against being obliterated.

Shadows (+400 CP)

The world's failsafe mechanism has been triggered. NPCs will begin to transform into hostile shadow creatures that will relentlessly attack you. If you are consumed by one of these shadows, your soul will be lost and your chain will end.

Graduation (+600 CP)

Your time here cannot end until everyone else has moved on. You are tasked with helping every single soul in this afterlife find peace and pass on. Only when you are the last one remaining can you finally leave. If it takes longer than ten years, so be it. You have all the time in the world...



ENDING



Stay Here:
You may choose to end your journey here, remaining in the afterlife. You will live out your existence here, perhaps helping others find their own peace or turning this place into your personal Eden. No failsafes will trigger.

Go Home:
You've found the closure you needed. Your journey is over. You may return to your original world and the life you left behind, or reincarnate into a new life, but you may keep your perks and items no matter what you choose.

Continue Your Chain:
Having completed your time here, you and your companions may move on. Your experiences and acquisitions are added to your collection as you prepare for the next link in your chain. I hope you can find what you're looking for out there.

NOTES

>shadows?

The Shadows may or may not trigger on their own without your intervention.
If you spend longer than 10 years in this world for whatever reason, the Shadows will likely be activated.

>custom companions?

The custom companions are based on girls from other Key games:
Nayuki from Kanon, Kyou from Clannad,
Rin from Little Busters, Ao from Summer Pockets
If you're curious what regrets they might have had in life that would have landed them here, go play their games and see for yourself.
P.S. If you'd rather just have the actual girls instead of custom companions, go for it. It'll be a while before I make a Clannad or Little Busters jump.

>best girl?

Yuri.
It's a travesty that the anime was cut down from 26 episodes to 13.
It is a TRAVESTY that the VNs were cut down to a single release with the rest being funneled into a gacha collaboration.

>why are there so few items?

It's just not a very item-heavy setting and I didn't want to add a ton of filler.

If your jumper is unsatisfied with their life from before they became a jumper, this is a good place to get some closure on that.

For any questions about specific numbers, wank it.
For any questions about how things work, watch the anime.