

Area D - Inou Ryouiki Jumpchain



by deaderthanddeath

On an otherwise normal day 12 years ago, a bright light could be seen from all across the world. This light was from the brightest star in the southern hemisphere, Antares, going supernova. On that same day, a mysterious island suddenly appeared, in the shape of a "D". Soon after, people all around the world started to develop superpowers, but in most cases, those who had gained abilities used them to destroy, murder, and commit all sorts of crimes. To deal with these newly named "Altered," a mysterious remote island prison named "Area D" was built on top of the new island.

You begin your time here just as Prisoner Ship 303 sets off towards Area D. Here, take this:

+1000 CP

Origins:

Gender is the same as your last jump, and your age is determined by $1d8 + 10$. Both can be changed for 50 CP each. Any origins can be taken as Drop-In, and nobody will question your presence.

-Inmate: Whether you're innocent or a criminal, the fact remains that you're an Altered, and the world hates you for it. You're already a prisoner of Area D, or are on the run if you are not.

-Guard: You work for Area D as a guard to enforce the rules of the prison. If you are not in Area D, you are probably hunting a runaway Altered. But, if you're an Altered, make sure nobody knows, alright? I'm sure many would like revenge on someone like you.

-Outsider: You don't work for Area D, and you're not a prisoner either. Perhaps you helped build it, maybe you're running experiments on Altered, or just appeared one day? Either way, you don't exist within the system proper, both in Area D and in the outside world.

Locations:

Roll a 1d6 to find out where you start.

-1: Prisoner Ship 303: As it turns out, you are a part of the latest batch of Altered being shipped to Area D. Careful though, as one of the guards is going to turn on the rest.

-2: Area D: You wake up in any generic location inside the prison portion of Area D.

-3: Guard's Quarters: Seriously, who thought it was a good idea to bring their family here?! You find yourself outside Area D, somewhere near the guard's quarters. If you're an Inmate, you are probably the first Area D escapee, and if you're the type for revenge, the families of the guard's are close by...

-4: Village in The Middle Of Nowhere: You wake up amongst the ruins of a snowy village, destroyed years ago. This is the place where Rei began his revenge against mankind. Maybe if you were here a few years ago, you could stop it.

-5: Ango Agatha's Lab: Well, shit. You wake up in Ango Agatha's Lab, the main antagonist of the series. You better be working here, or you gotta get out quick and pray you don't get caught.

-6: Free Choice: Lucky you! You get to pick where you start.

Perks:

General:

-An Altered Biology (Free For All, Mandatory For Inmates): I guess your lucky Jumper, not many people get to choose if they're Altered or not. Well, except for one, but even then Rei's a weird case. Both your biology and dimensional wavelength now match that of an Altered, giving your body a minor but extremely noticeable boost to all physical abilities, plus the actual reason you came here, access to the powers section.

-Creative (-200 CP): As uncreative as many are with their powers, a surprising majority of the characters here constantly find new ways to apply their powers, a trait you now share. For example, using a hammerspace to store oxygen to breathe underwater. Or maybe, you could figure out how to use that nifty healing ability of yours to bring back the dead as powerful zombies!

-Undead (-300 CP): You died, but someone brought you back. But you're not human anymore Jumper, you are a zombie. A unique existence brought about by the doctor Soga, your physical strength has increased to the point where you can restrain most strength-based Altered; your nerves are deadened allowing you to completely ignore pain, and you no longer have the need to sleep. However, due to your body being dead, it cannot naturally repair itself, but you can repair your body by sewing it back together; and unlike Mariko, you can keep your emotions. And all of this is just for a baseline human, so imagine an Undead Altered!

-Hydra Phenomenon (exclusive to An Altered Biology) (-400 CP): Nearly every Altered only has a single power, even though it may seem not like that for some. However, a very rare few actually do have multiple powers, and this is called the Hydra Phenomenon. You now have this rare trait, but unlike others who wield this, you actually live up to the name of the mythical beast. Just as the Hydra has potentially infinite heads, you can wield as many Altered powers as you like, however you don't get a stipend for any powers after the first.

Inmate:

-Feared (-100 CP): I mean, this IS a prison, after all, there are some legit criminals here. Maybe you have been here a while, or are actually a dangerous criminal, but either way, you can bring out an aura that can both fear or intimidate those with weak wills.

-Perceptive (-200 CP): In a fight, it can mean life or death if you can figure out your enemy's power or how to defeat them, but unlike others, you seem to have a knack for that. You can easily spot out and connect the dots faster than most other people. This is useful for finding out an opponent's powers and weaknesses, and how to exploit them best in the surrounding environment.

-Snap Out Of It! (-400 CP): For some reason, it seems that whenever you're around, mind control just seems to fail. You have incredible luck when it comes to freeing someone of any sorts of mind control, from hypnosis to mental blocks. Even the ones that cannot be broken can find themselves falling apart when you're the one breaking it. This isn't an automatic process however, it takes some time, depending on the severity of the issue. Your luck also renders you immune to such things happening to you, any attempts just sliding off of you.

-Supernatural Luck (-600 CP): Throughout your life, you often found yourself in a lot of bad situations, yet you always found yourself getting out of them just as easily. As it turns out, you have an incredible amount of luck, both the good and bad kinds. This means just as you're

increasingly likely to find yourself in crappy or dangerous situations, there will always be a solution to get out of it, one that can always be reached. This is also a one-up, allowing you to miraculously survive something that would kill you. This can be shut off at the beginning of a jump.

Area D:

-Guide (-100 CP): Wait, what? Just like NuiNui, you look like a cute, small animal, which for some reason makes people trust what you say just a little more. You can also change between your normal form and this form any times you like.

-Bend The Rules (-200 CP): The higher ups really like you, huh? As it turns out, any rules that an organization has are a lot more flexible when it comes to you. However, this does nothing to actually protect you from the consequences when you inevitably break those rules.

-An Unrealistic Tag Team (-400 CP): When everything is on the line, and something must be done, it's probably a good idea to put away that Altered racism, especially when they're the only ones who can actually help. You can easily put aside prior judgments about others, and do the same in others, which becomes even easier in desperate times. This allows you all to work together without incident. But beware, after whatever happened is over, everyone is likely going to go back to who they were before.

-Warden (-600 CP): Does Area D actually have a Warden? As it turns out, it does, and that is you. You were selected for the job because of your skills and talent in fear and intimidation, prisoner management, guard management, finances, and really any other skills that involve keeping superpowered people locked up. In future worlds, you can become the Warden of any prison in that world, even the ones that don't need one.

Outsider:

-Just A Doctor (-100): You're pretty humble, aren't you? You have the knowledge of someone who has gone to medical school and graduated, and some natural talent in it as well. Of course, you can instead choose any other profession to gain this perk's effects in. And because I have to say it, you can only choose a single profession.

-All According To Keikaku (-200): Keikaku means plan, which, coincidentally enough, you are very good at. You have an incredible knack for planning, and the skills to back that up. Not only that, but it seems you have luck on your side when executing your plans, making it easier to do so. Of course, this doesn't mean that the plan will succeed, only that it won't be shut down before it can start.

-Hypnosis (-400): You have always had a knack for mind, but only after countless years of studying has this talent truly grown. You now have an incredible amount of talent and knowledge on how to manipulate the human mind through machines and techniques, allowing you to create mental blocks, alter memories, and even brainwash. And if you could already manipulate the mind with a power? Well, now your talent and knowledge is a lot more effective.

-Time-Space Sciences (-600): Now how do you know all this? I thought everyone on Island D died when it shifted dimensions. Somehow, you have both great talent and knowledge directed towards creating machines that can manipulate time, space, and dimensions. Eventually with even more experience, you should be able to create Altered, as they are the byproduct of multiple dimensions being pulled together in one point.

Items:

Any items bought here that are destroyed or lost can be found in your warehouse at the end of the day, unless otherwise specified.

Generic:

-Gang (-200): Makes you the leader of an above-average gang, composed of both normal humans and Altered, though the real gift here is a few (up to 5) powerful Altered that lead the gang when you're not around. All of them may or may not be brainwashed, as they are all extremely loyal to you. These are followers, not companions, but your leaders can be. If killed, your followers will respawn next jump.

-Time-Space Transfer Device (-1400/-800 CP): The fuck is this? This large device (which resembles the net of a tesseract) is supposed to allow dimensional travel, strong enough to transport an entire island, but it has a fatal flaw that makes any living being inside the radius of travel die horribly. But what you probably want this for is its unique side effect, as any Altered who touch it have their power massively amplified. For example, a power that could transform a human into an Altered could be enhanced to effect the entirety of humanity at once. Alternatively, you can buy this for -800 CP to just get the blueprints.

Inmate:

-Complimentary Snacks (-100): How did you sneak these in? Somehow, you have a regenerating supply of snack foods and drinks equal to around half your body's mass.

-Illegal Items (-200): Guns, swords, bulletproof vests, you have it all. Somehow you have a regenerating supply of weaponry equal to around half your body's mass. However, you can't have anything more powerful or complex than a modern-day rifle, so no nukes or laser guns.

-Territory (-400): Congrats, you are now the boss of a portion of Area D! The population is made of Altered of average strength, with some above average, and all the people here are loyal to

you. Your territory does have some Eclipses, but only effect Altered, which makes them pretty useless in other jumps.

Guard:

-Guard Gear (-100): As a guard, you should have your own equipment, no? You have access to the standard body armor and weapons for a guard of Area D, which are strong enough to defend against and kill some Altered, though it is useless against stronger ones, though I suppose that's why you have the tank. Yes, you didn't read that wrong, as tanks are used by the guards here. You have enough to equip a few people, but you still only have the one tank.

-Eclipse Cell (-200): Eclipses are unique events that cause any Altered inside to lose their powers, and any mutations from those powers, but they are prone to shutting on and off at times. However, there are some permanent Eclipses which are used to keep extremely volatile and powerful prisoners in check. You now own one of these cells with a permanent Eclipse, but its effects are not just limited to Altered anymore, but to everything that has powers. It also helps that this cell is maximum security.

-Prison (-400): You now technically own Area D, but you don't hold the position of Warden in this Jump unless you have the perk. But this means you can bring Area D into future jumps, plopping it down anywhere you like, but it can't be removed until the Jump ends. Only contains the prison portion, meaning it doesn't contain any of the advanced sciences that brought Island D to Earth in the first place. Also contains guards to run the place, along with an armory to arm them.

Outsider:

-Lab (-100): A top-of-the-line lab (for this world) filled with things for whatever experiments you desire. Test subjects nor lab assistants included.

-Eclipse Cancellor (-200): Taking the shape of a strikingly familiar cube, this device has a unique effect. When turned on, any abilities that have been shut off in its radius will turn on again, making the affected immune to power erasure, unless the device is turned off or destroyed.

-Island D Blueprints (-400): You now have the blueprints to Island D, aka Area D before it became a prison. Included are blueprints for tech a good few dozen years ahead of modern day Earth, letting you build your own Island D. Curiously, there seems to be no trace of the blueprints for the Time-Space Transfer Device.

Altered Powers:

Give 200 AP for this section, and can convert on a 1:1 scale, but you can't convert your base AP into CP. Only one power unless Hydra Phenomenon is taken. Powers are capable of evolution, but there are many factors that influence the process.

-Effect (Free): What does your power actually do? Can you phase through objects? Command the elements? Break down matter into component parts? Transform into an ever-evolving monster of destruction? Whatever it is, you can create the actual effect of your power here for **Free**, though its strength will depend on whatever level of **Power** you choose.

-Range: What is the area that your power can affect or function within?

- Touch (Free): Your power can only affect yourself, or it can affect whatever you touch.
- Close (-100 AP) Your ability can affect anything within your general area, which is around 10-15 feet.
- Long (-200 AP) Your ability can function within the range of a standard city block.
- Huge (-300 AP) Your power's range goes up to a mile, and for an extra **-100** for every mile after that.
- Variable Range (-200 AP): Alternatively, your range isn't fixed, able to increase and decrease, but this is limited by some factor, like your emotions or the size of a room. For example, an Altered had telekinesis that could only affect objects in the room they were in, no matter the size of the room.

-Power: How strong your power actually is.

- Weak (Free) Your ability is weak, comparable to Van Der Walls Binding ability, who can walk on walls and not much else. Powers like these are like a trick the user has, not their main weapon.
- Average (-100 AP) Your power is often compared to abilities like Hundred Fang Blade or Watchmaker. This makes your power average among most Altered, not really standing out.
- Above Average (-200 AP) You're not the average Altered, are you? Your power's strength is near the likes of Ability Mimicry, Jin Kazaragi's own ability. This places you in the above average, which many of the people here are.
- Strong (-300 AP) Now this is just unfair. It seems your ability is as strong as Goz's King Of Beasts or Rei's Power, thus making it something truly above all other powers.

-Potential: The ability's versatility, how many things can it accomplish other than it's straightforward use.

- Straightforward (Free) Your power is extremely straightforward, making it hard to do much else with your ability other than its primary function.
- Bendy (-100 AP) Your power, while relatively straightforward, can be applied in other ways. For example, Hundred Fang Blade could create new blades on Tatara's existing blades, allowing for the creation of a forest of blades.
- Flexible (-200 AP) Your ability is flexible, allowing it to be used in a variety of situations. As an example, Deserted House can be used both defensively and offensively, capable of absorbing physical attacks and releasing it back, or somewhere else.
- Omni-capable (-300 AP) Huh. It seems your power can really do anything! It can be applied to literally every situation, with the only applicable candidate for this being Ability Mimicry, which can copy powers and thus allowing it to be used in every situation.

-Limitation: All powers have some sort of limitation, but some are worse than others. Unlike the other sections, you can take as many limitations as you like. These are not Jump drawbacks, but a part of the power, so they will not disappear after a Jump ends.

- Simple (+100 AP) Your power has a relatively simple limitation, for example, it might draw upon your stamina to function.
- Serious (+200 AP) Your ability's limitation is a serious one, though it is something that can be planned around. For example, you could see the future, but can't hear anything in that future, or you have a copying ability but can only have one power at a time.
- Terminal (+300 AP) Oof, I guess you're really not lucky. Your power's limitation is a very big one, which probably makes you use it very carefully. Maybe your power turns you into a mindless, voracious monster ruled only by feral impulses as long as your power is active.

Companions:

-Import/Create (-50/-200 CP): Import or create companions, and can pay 200 CP to import or create 8 companions. Companions get 800 CP, and 200 AP if they're an Altered.

-Canon (-50 CP): This allows you to take a canon person here as a companion, as long as you can convince them. Can be bought multiple times.

Drawbacks:

-From The Beginning (-100 CP): Instead of arriving as Prisoner Ship 303 sets off towards Area D, you begin years in the past, one day before Antares goes supernova and Island D appears.

-Gynax Ban (+0 CP): Let's be real here, the ending was rushed, and wasn't really that good. But with this, you can make it so those events will never happen, nor any of the events after the time skip. You can keep anything in the last few chapters you do like in the world if you want.

-Replacement (+0 CP): Replace a canon character, as long as you have their abilities and any perks that were inspired off of them.

-Small Child (+100 CP): Jumper becomes a small child, with a mental and emotional state to match. Loses all physical boosts from inside and outside jump, and you will be treated like a child, at least until you grow up.

-Those Damn Altered! (+100 CP): Oh, you are one of *those* types. Choose between humans or Altered. You really hate them, to the point where you are willing to blow up an entire city if it means ridding the world of some of those filthy bugs.

-Kazaragi Sibling (+100 CP): You are now the third of the Kazaragi siblings. This means that you will get caught up in the plot, and Ango Agatha knows of your existence and wants you back.

-Lotus Flower (+200 CP): Something horrible happened Jumper, and you have been blamed for it. Both Altered and normal humans hate you, even if you didn't do it. While it's possible to change the opinion of individuals, it's not for the general population.

-Eclipsed (+200/+300 CP): It appears that when you entered into this world, an Eclipse formed around you, but when you left it you found out that you no longer have any access to outside powers, perks, and your warehouse. For an extra +100, you also lose access to any perks or powers from this jump. Don't worry though, you get everything back post-jump.

-Scarred (+200 CP) (Only for Altered): Due to an incident in your past that scarred you for life, you have a strong mental block around your power. This makes you unable (and unwanted) to use your power on anything but the smallest of uses. It will take something big and important to get you to use your ability's full power.

-Kazaragi's Ire (+200/400 CP): You have now gained the ire of one of the Kazaragi siblings. Choose between Rei or Jin. While you may think they won't be able to do much, Jin is the protagonist, his friends will join him, and his power has been upgraded to be able to copy yours, regardless of any protections, and Rei has an entire organization at his beck and call, and his power will be able to affect you regardless of protections. For +400 CP, you can have both gunning for you.

-Jumper Phenomenon (+300 CP): It seems your benefactor has been busy. After you arrive here, all of the Altered in the world will suddenly gain a copy of some of the perks and powers that belong to you, with each having a different set. Depending on what you have, you probably made the world a hell of a lot worse.

-Hypnotized (+300 CP): You and your companions have been hypnotized by Ango Agatha, though it is possible to break out, just not under your own power or your companions.

-Doomed World (+300 CP): Instead of finding yourself on this Earth, you find yourself on an alternate one, the one where Island D originates from. It is a doomed world, with Island D being the last chance of survival for it. You, along with other scientists, must create Island D, gather people to inhabit it, and safely travel between worlds. Oh, and did I mention you must do this without your powers, perks or warehouse? Don't worry, you will get them back after you accomplish your goal.

Notes:

V1. Jump is created and published

V1.1 Various typos fixed and grammar issues changed, fluff added, some things clarified, locations added, and more drawbacks.

-In future jumps, any Altered affecting perks, powers, or items will work on any superpower that is innate to a person. For example, Rei's power couldn't affect cybernetics or magic systems, but could affect chakra natures, magical affinities, or Quirks.

-Altered abilities are achieved through dimensional shenanigans, and are formed when a person dimensionally collapses (aka fuses) with another version of themselves, and always without them knowing.

-The Eclipses in the Territory item can affect those whose powers are similar to Altered, like Parahumans from Worm.

-Supernatural Luck effect's are not just limited to getting into and out of bad situations.

-Thank you to everyone who helped make this jump better!

-Canon example of some powers if help is needed:

Ability Mimicry (Cost with stipend)

- Effect (Copy powers.)
- Range: Touch (Free)
- Power: Above Average (0 AP)
- Potential: Omni-capable (-300 AP)
- Limitation: Serious (Only 1 power can be copied at a time) (-100 AP)

Deserted House (Cost with stipend)

- Effect (Hammerspace to store items.)
- Range: Touch
- Power: Average (100 AP)
- Potential: Flexible (-100 AP)
- Limitation: Simple (Storage space is equal to mass of the body) (0 AP)

Space-Eater (Cost with stipend)

- Effect (Create spheres that send anything inside into another dimension, where it is slowly disintegrated.)
- Range: Close (100 AP)
- Power: Stronk (-200 AP)
- Potential: Flexible (-400 AP)
- Limitation: Simple (Only 3 spheres at a time) (-300 AP)