

Tenjou Tenge Jumpchain



Once upon a time, school was our sanctuary.
It was a battleground. A paradise.

Welcome to Toudou High! A school with the express purpose of creating the ultimate warrior.
This is all part of a plan spanning thousands of years, which will come to fruition sometime during the year that you arrive.

You start one week before Soichiro Nagi and Bob Makihara transfer into the school.

Roll 1d6+14 for your age. Free choice on gender.

Origins

Delinquent: Drop-in option

White Feather: Part of the Martial artist faction

Red Feather(200CP): Part of the Supernatural Power Faction

General Perks

Basic Ki Proficiency- FREE

I got Ki, you got Ki, we've all got Ki! At Toudou, there are only two types of people that don't learn how to handle it to some degree: nameless mooks and those that believe that it goes against their discipline("B-but, muh Lucha...")

Martial Art Discipline- First Purchase Free, additional purchases 100CP

Choose a mundane martial art. You are now proficient in it.

T&A- 200CP

For a bunch of highschool students, their appearance is positively pornographic...which is par for the course for "Oh Great!" Now you too have such a boost to your appearance.

Ki Molding- 100CP(Requires T&A)

You know an advanced Ki technique that allows you to alter your physical form. This is within semi-reason of course. Maya Natsume uses this to go into a little girl form, under the excuse of reducing energy consumption. Emi Isuzu uses this to hide dozens of knives on her person...and hundreds of pounds of fat. Using this technique to transform into/disguise as someone else is apparently impossible though.

Seven Dragon Gates- 400CP(Discount First Purchase)

Most of the heavy hitters in this school, if they didn't start off with a superpower already, have taken the time to awaken their affinity with one of the seven naturally occurring Chakra Gates within their body. Each of the gates are attuned to a specific element. For more information on the seven gates and examples of how they are used, please refer to the following link:

https://tenjoutenge.fandom.com/wiki/Dragon%27s_Gates

Discountable Perks

Choose one perk at each tier(100, 200, 400, 600) to be discounted

Loud and Crude- 100CP

First thing you'll notice is that everyone here is very loud, and their language is...sailoresque. Now you too have a penchant for foul language. Better yet, noone seems inclined to just drop everything and slap the shit out of you for what comes out of your mouth...to a limit.

Dirty fighting- 100CP

What the hell, Jumper! Why would you use a box lunch as a shield? Yeah, I get it. You're not above using underhanded tricks in pursuit of victory...but you better be able to follow through, or else it will end up biting you in the ass.

Jumper-sama~- 200CP

You've got Protagonist Charisma! ...Oh, fine. You got that OG swagger that makes the bi-nope, can't do it.

You know how Soichiro has the attentions of both of the Natsume sisters, even though they should both want his head on a pike(Okay, that honestly should be true of just about everyone except his own father). Yeah, you've got that nonsensical charisma now. Be careful of Yanderes.

The ability known as effort- 200CP

Willpower to keep pushing forward towards your goals, no matter how high they are. While others take shortcuts in pursuit of power and end up stalling, your willpower, tenacity, and patience are enough to, even as a normal human being, allow you to push forward and improve yourself, step-by-step, inch-by-inch. Given enough time, you could even stand toe-to-toe with gods, without ever becoming one yourself.

Soichiro-style Plot Armor- 400CP

Considering how often he picked fights with people who completely outclassed him, it's a miracle that Soichiro didn't die...or at least didn't sustain some form of permanently debilitating injury(Broken spine, Loss of limb, massive brain damage, etc). You'd think that he only made it through to the end of the story because the plot demanded it. Well, looks like you've been afforded the same level of protection as the dumbass. This won't help you win any fights, but it will at the very least help keep you alive.

The power of rhythm- 400CP

If you can pick up on the rhythm of your opponent/s and use it against them, you will have a massive advantage on the battlefield. Like Bob, you've got a talent for picking up on those rhythms...though hopefully, you don't have the same overthinking problem that took him nearly five years to correct.

Five Minute Superman- 600CP

You may have started off as a normal human being, but circumstances have allowed you to pull off something special. For five minutes at a time, you can push your limits beyond that of a human, and fight at the level of gods and monsters. Please note that doing so places a massive stain on your body, and you will likely die if you don't take the time to fully recover between Limit-busting bouts.

Purity of spirit- 600CP

Among those whose power reaches into the realm of the gods, there is a definite trend of the majority of those people being driven mad by their power and becoming monsters. Rarely though, there are those that either learn to overcome the corruptive influence of their power, or are just straight-up immune to the darkness within. One way or another, you are one of those people.

When you purchase this perk, feel free to choose whether you're like Iya Natsume: whose purity rendered her immune to the corruptive influence of her power; or like Aya Natsume: who was for a time tempted by the dark impulses of her power, but was eventually able to overcome them.

8th Dragon Gate- (Limit one per character)

In this world, there are those that are born with not only the basic seven chakras, but an eighth. Those that not only have been born with this anomaly, but have been awakened as well, have been referred to as monsters, demons, or even gods.

Koushin Dragon's Gate- 400CP(Discount Red Feather)

The Dragon Gate of the Rikudou family. The Koushin Dragon's Gate's ability is to inject ki into parasitic insects. There are two known kinds of these insects, a queen and adolescents. The insects are put into the bodies of others and afterwards the user can control the host and make them exert an immense amount of power until the insect's ki is exhausted because of the queen that lives inside of the user's body.

Dragon's Palm- 400CP(Discount Red Feather)

The Dragon Gate of the Hotaru family. It allows the user to boost a person's metabolism and accelerate their healing. This can be done by merely holding the hand over the injury or actually punching the person.

Kabane Blade- 800CP(Discount Red Feather)

The Dragon Gate of the Kabane family. The kabane Blade's ability is to flow his Ki to other objects through scent particles and dust. By doing so the user can shape their ki around the object to make something new, most commonly used to change needles into blades. The user can turn literally any object they have touched into something else, even the floor underneath them.

Dragon's Eye- 800CP(Discount Red Feather)

The Dragon Gate of the Natsume family, known in China as the "Crystal Eye". It allows the user to synchronize with the spirits of all things, thus it gives them a type of prescience that allows them to see anywhere past, present, possible futures, as well as seeing and hearing the dead. It can also be used to astral project and to use psychometry. The Dragon's Eye is known for its capacity to consume Ki indefinitely, so sustaining it too long can cause the user to lose consciousness.

Reading and Imprinting Ki- 800CP(Discount Red Feather)

The unnamed Dragon Gate of the Shojo family. The ability to read a person's ki and imprint it on themselves or others. For more information, please refer to the following link:

https://tenjoutenge.fandom.com/wiki/Mitsuiro_Tokuan_Shojo

Ki of Amaterasu/Magatama Chakra- 800CP

Amaterasu Dragon's Gate is a unique Dragon's Gate that first appeared with Amaterasu and reappears every 1000 years. The gate has the ability to neutralize all special powers. While nearly everyone's energy flows in a clockwise pattern, the holder of the Amaterasu Dragon's Gate is opposite, their power flows counter-clockwise. Since Amaterasu's Dragon's gate flows

ki in the opposite direction of all other gates, it is able to cancel them out. This power can also be changed to instead of flowing counterclockwise, just change to clockwise and with it, the power of neutralization becomes amplification. Post-jump, this works on magic and other energy types as well.

Dragon Fister- 1200CP (Magabara Candidate Drawback Mandatory for 0CP)

...What do you mean, it's called "Dragon Fist"? Anyways, with this immensely overpowered ability, you can permanently steal the supernatural powers of others and make them your own. This does include any of the awakened seven normal Chakras someone might possess, by the way.

Downsides include: If you devour a power greater than you can handle, it will devour you instead...turning you into a mindless monster of destruction. If you devour more powers than you can handle...same as before. If you try to steal Sohaku Kago's power(especially if this is your first jump or you have never bothered training up your abilities), he'll steal your body and reclaim his title of "Susano-o the Swift". Do not fist Soichiro's dad. Finally, this power cannot be used to fist someone with Amaterasu Chakra. Nothing will happen.

Items

Choose one item at each tier(100, 200, 400, 600) to be discounted

Knives, knives everywhere- 100CP

You have a collection of dozens of knives for various purposes. Perhaps if you know the art of Ki Molding, you can store them all on your person?

Set of Wheels- Varies

I'm reminded that there are those of you that don't want to be confined to as far as you can walk, so I'm offering two modes of transport. For 100 CP, you get a motorcycle. For 200, you can have a limousine.

Apartment- 200CP

While you're here, you at the very least need somewhere to put up your feet, so here's a cozy apartment just for you!

House- 400CP

...What? You say that the apartment is too small for you and your club to hang out in? Fiiiine. How about this Japanese-style home much like the ones you've seen in so many other settings?

Reiki: Jumper Edition- 400CP

The Reiki is a ceremonial Nodachi held by the Natsume family capable of dampening the powers of others, or amplifying the powers of the wielder.(The wielder can also use it to weaken their powers) For the original, it was capable of this because it was imbued with the power of Himiko Amaterasu, then later came to house the soul of Princess Sen, a later possessor of the Amaterasu Chakra. It was apparently created by Himiko's daughter, Iya Natsume with the express purpose of awakening the Amaterasu Chakra in her descendant, Maya Natsume thousands of years later... after which, it turned to dust.

This weapon(feel free to choose what kind of melee weapon it is), while not possessed of the robust history of the weapon it is based on, is capable of many of the same feats as the original. It does not, however, house the soul of an Amaterasu chakra wielder, and thus cannot awaken descendants of Amaterasu(or you, if you picked up the Amaterasu Chakra Perk)

Ritual Designs- 600CP

Designs for the ritual designed by Sohaku Kago to amplify and awaken powers in an area. These plans can also be used to dampen powers in an area, whether in general, or targeting specific powers.

Companions:

Jumper Club- 200CP

Import and/or create up to 8 companions. Each gets a stipend of 600CP to spend on perks and items.

Recruitment- 100CP

You want to bring along someone that canonically makes it to the end of the manga alive? I guess you'll have to pay this fee to get the opportunity to convince them.



Drawbacks:

2 years earlier- +0

The year the original members of the Juken Club took toudou by storm. Shin goes mad off of the high of his dragon eyes. Mitsuomi becomes the "Five Minute Superman".

400 years ago- +0

The start of the Tokugawa Shogunate. Princess Sen is hidden away in a castle at the center of a country-wide ritual designed by Sohaku Kago to use her Amaterasu Chakra to awaken and/or amplify the powers of those with dormant or active powers.

Soichiro-Sama~- +100

Like Aya, you are completely devoted(obsessed) with Soichiro Nagi. You poor bastard. If there is no Soichiro around(say, if you take one of the alternate start drawbacks) the object of your obsession is instead someone similarly douchy.

Can't throw a decent punch- +100

Turns out, unless you pour Ki into it, your strikes have no weight behind them. Even when you do *waggles hand*

The madness of power- +200

I have to say, using your powers is very addictive...You will be looking for any excuse to use them. Be careful though, you don't want to turn into a mass-murdering psychopath...right?

Warped Chakra paths- +200

Looks like when you entered this world, all your powers went a little...wonky. It's an absolute pain in the ass to even use any abilities you possess, and even when you do, they're extremely watered down.

Completely full of yourself- +200

Who do you think I am?! I'm Jumper, and I'm the protagonist of this story! It doesn't matter that you're several feet taller than me, and soooo much stronger...I'll still kick your ass with my hands tied behind my back, BECAUSE THIS IS MY STORY!

On Watch- +200

It seems that the major factions of this setting are at least somewhat aware of your existence, and your potential to throw a wrench into their plans that have been cultivating for hundreds of years. Will they try to remove you? Strongarm you into joining them?

Magabarai candidate- +600

Sohaku Kago is considering you as a possible host body...or as feed for Soichiro Nagi. He's also aware of what perks and items you bring to bear. Either way, if he has to break you to get what he wants, he will.

Scenario: Amaterasu, Susano-o, Tsukiyomi... and Kusanagi

Oh, this is going to be fun. For the next year, you have to keep Soichiro from meeting the Natsume sisters and joining the Juken Club(This can be solved by keeping him from going to Toudou).

Next, you have to join the Juken Club and ensure that they win the school tournament.

Then, you have to defeat Maya's Ex-boyfriend with such panache that it cures his heart problem(turns out that his heart issue is a result of wanting to die after fighting his BFF Shin. At this point, I feel like the Mitsuomi/Maya relationship was more of a, "Oh, I have such a thing for Shin, but it will never be because we're both guys... so I'll go out with his sister, Maya instead.")

Finally, you have to kill Sohaku Kago so hard that he doesn't ever come back...preferably without sacrificing someone using Amaterasu power.

Your prize for this feat? After not dying to save the life of Soichiro Nagi and graduating High School, Maya Natsume is free to join you on your adventures!



What do you mean, that's not enough? ...Fine. She also comes with a mastery of her Amaterasu Chakra, and a Jumper Reiki all her own.

...One more thing. In future worlds, you will be recognized as a godslayer where applicable. Whether that's good news or not really depends on the worlds you go to. Additionally, your abilities gain a small boost when facing gods(actual or self-proclaimed).