

Trigger Happy Havoc

DANGANRONPA



SPEAKING

Upupupu... Did you not feel challenged enough by previous jumps? Or maybe you just feel ready to die? Either way, welcome to Danganronpa - I hope you enjoy the killing game!



Intro



...



Ah, the jumper is here! Welcome to the world of Danganronpa. You'll soon be transported to Hope's Peak Academy, where you'll be able to-



WHAT'S UP WITH ALL THIS TALKING? LET'S JUST START THE KILLING GAME ALREADY.



Ahem. The killing game will start shortly after you begin your time at the academy, and from then on, you'll be trapped within Hope's Peak, at the whims of our father.



The jump will end after you finish the game, or alternatively, you can choose to stay a full 10 years! Who knows? Maybe you'll wind up in another killing game!



It'll be up to you to find and reveal the mastermind. Please, stop this killing game!



Or you could just become the blackened yourself. KILL 'EM ALL AND YOU DON'T EVEN HAVE TO WORRY ABOUT THE CLASS TRIAL!



...

Notes



The Mastermind has planned out a place for you in the killing game, but only knows about you what they can learn from your chosen identity, school registration forms and information you let slip before the killing game begins.

📖 Any leftover Monocoins can be kept or spent on the MonoMono Machine during the killing game.

📖 Whilst in this jump, you may remember details of the Danganronpa franchise, but all knowledge pertaining to or suggesting which character is the mastermind has been suppressed until the end of this jump - you'll need to work it out on your own.

👉 By taking 100 Monocoins from your starting balance, you can remove this restriction at the risk of trivialising the scenario.

📖 The mastermind is determined by whoever is the mastermind in the original cast. If your participant list has multiple masterminds or none, randomise the mastermind then adapt their backstory to justify the killing game.

📖 Just for anon, you can also have the Ultimate Luck perk give you Makoto's luck with women - for better or for worse.

📖 If you would like, you may treat this jump as a gauntlet. In doing so, you must take the *Equal Footing* drawback for no points, but are allowed to continue your chain without anything from this jump if you die during the killing game.

Origins

Age

Your age can be determined by rolling $13+1d6$, or $18+3d8$ for Staff. You can choose your age and gender freely by paying 100 Monocoins.

Participants

Roll 1d8 or pay 100 Monocoins to choose who is participating in the killing game. Regardless of which you choose, you are the 17th participant in the game.

1/2 - Cast of Danganronpa: Trigger Happy Havoc

3 - Cast of Danganronpa 2: Goodbye Despair

4 - Cast of Danganronpa 3: The End of Hope's Peak High School

5 - Cast of Danganronpa V3

6/7 - Choose from the options above.

8 - Create your own ensemble cast from the Danganronpa canon.

(Alternatively, there is a list of scenarios further in the document.)

Identity

This determines who you are and the reason you are at Hope's Peak Academy. Choose one from the list below.

Ultimate Lucky Student

- No new memories or personality.
- No connections in the world.

You wake up on a bench outside Hope's Peak academy, with a crumpled piece of paper in your hand identifying you as this year's winner of the lottery to join the school. As far as your fellow students know, you have no talent or extraordinary abilities whatsoever.

Student of Hope's Peak

- The best in the world at one hobby or skill.
- Admitted to Hope's Peak due to your abilities.

You have an ultimate ability which defines you as one of those who can inspire hope for the future. As a result, you've been accepted into the academy and now await the day school starts, unaware of what's to come.

Ultimate Staff

- Work as a teacher in Hope's Peak.
- Trusted by the students.

You work in a teaching role at Hope's Peak, training the students in how to use their ultimate abilities responsibly. When the killing game starts, the students will trust your judgment and advice, and will be hesitant to suspect you as a mastermind or blackened.

Mastermind (-100MC)

- Planned and infiltrated the killing game.
- Has an ulterior motive of your choice.

Although you appear to be an unwilling participant like the other students, you are actually responsible for the cruel game everyone is being forced to play. Whatever your motive for doing so, you must stick to the rules you've decided on and accept the risk of being killed yourself and prematurely ending your plans.

Perks

General



Creative Censorship

(Free for All)

Just like the other denizens of this world, your blood is now an especially vibrant shade of pink. This is a purely cosmetic effect, and people in future worlds will find your luminous blood strange only if you want them to. This can be toggled on and off at will.



Psyche Taxi

(100MC)

Through a great deal of mental exertion, you can call about a Psyche Taxi session. Over the course of a few seconds, you focus on several pieces of related information and uncover a previously undiscovered conclusion or link between them. By imagining three crime scenes, you may be able to work out whether the crimes were committed by the same person, or by picturing a person's mannerisms when they told a lie and a truth to you before, work out whether they were being deceptive in a third statement.



Closing Argument

(100MC)

Once you have gained a full understanding of a situation, you may partake in a Closing Argument, where you effortlessly explain the order and timing of events to all those who are present, causing them to understand the situation in the same level of depth as you do. One would have to be deep in denial to not face the truth after hearing your concise explanation of how their classmate committed murder.



Hangman's Gambit

(100MC)

You have all the information you need to solve a conundrum, and the solution is at the tip of your tongue, but you just can't figure it out. Now, you'll be able to overcome these issues by partaking in a mental minigame where you play hangman with the solution to your problem being the word you seek. If you run out of time or lives when trying to figure out the word in your headspace, you'll find yourself unable to participate again with the same question, no matter how you try to reword it.



Mass Panic Debate

(100MC)

When the class trial becomes heated, people will begin to speak over each other, and it can become difficult to isolate and challenge individual arguments. This is no longer an issue for you, as you can selectively tune out individual voices to focus on a single person's speech at a time, letting you debate the relevant classmate without fear of distractions or irrelevant remarks getting in the way.



Non-Stop Debate

(100MC)

Whenever you hear someone tell a lie which can be disproved by something in your memory, a brief summary of the relevant evidence will appear across the bottom of your vision. At your discretion, you can fire this knowledge as a 'Truth Bullet', giving you the chance to explain the contradiction to them as well as anyone else present. Assuming you do so in a coherent and reasonable manner and your memory has not been altered or is otherwise incorrect, your memory will be taken as fact by all present, and the liar will have no choice but to confess or change their story.



Argument Armament

(200MC)

You may challenge others with opposing viewpoints to yours to an Argument Armament. They understand what you are asking without the need for explanation, and can agree or decline of their own free will. If they agree, the two of you engage in a battle of wits, your forces of will and determination clashing in a combat which takes place within your minds. This battle works like a trial, in which logical arguments and valid points deal damage to the opponent's mind, whilst their points of debate damage yours. In the end, the loser experiences a mental shutdown and passes out whilst the winner's perception returns to the real world where only a few seconds have passed.

This power works best against opponents who strongly believe they are correct (making them willing to take part), but whose arguments are riddled with flaws and contradictions which can be exploited to bring about victory.

Ultimate Lucky Student



Ahoge

(100MC, Free for Ultimate Lucky Student)

You gain a single tuft of hair which sticks out from the top of your head. The shape and direction of the hair will naturally change based on how you are feeling (straight up for shock, drooping for embarrassment, etc.) and you can manipulate it yourself with your mind, but it will never fully stick down.

After leaving this jump, the ahoge can be toggled on and off at will.



Daily Life

(200MC, Discount for Ultimate Lucky Student)

When it comes to making new friends, you're a pro. Just by hanging around someone and making small talk, they'll gradually feel the urge to tell you all about their personal life and form a close bond with you in just a few short weeks of casual companionship. This process can be hastened by giving them gifts, which they'll accept without question. If they appreciate the gifts enough and are predisposed to like you, you could even form an unbreakable friendship over just a few days in this manner.



NO THAT'S WRONG!

(400MC, Discount for Ultimate Lucky Student)

You may attract the attention of anyone within hearing range with a single yell. They will feel compelled to listen to your argument in its entirety before proceeding. This effect does not work if you do anything other than speak or if they are in danger during the allotted time frame.

Whilst in-universe, this power works best to avoid being talked over in class trials, it can be used in a wide variety of contexts, such as convincing an enemy to stop fighting or simply as a distraction.



Ultimate Luck

(can be taken twice)

(600MC, Discount for Ultimate Lucky Student)

You have an innate luck similar to that of Makoto Naegi. This subtle luck works in a turnabout manner, and often starts with what would seem to be a stroke of bad luck, which later turns out to help you somehow. Examples include arriving in a room to find your shower door is already broken, then later realizing the broken door proves you couldn't have committed a crime which took place there.

You can buy this perk twice (keeping your discount if applicable) to have it reach the level of Nagito Komaeda. Your luck is now extraordinary and undeniable - you could fill a revolver with 6 rounds and still win Russian Roulette due to the gun jamming. This luck may still fail rarely, so be careful of relying on it too much.

Student of Hope's Peak



Ultimate ???

(100MC, Free and Mandatory for Student of Hope's Peak)

Choose an ability which defines you, either something you've picked up from your jumping or your chosen **Super High School Level** if applicable. You can now introduce yourself as the 'Ultimate [ability]' and it will be accepted as fact in any setting or scenario.

If you do not choose an ability, this title defaults to the 'Ultimate Jumper', which people will accept as truth, although you will need to explain its meaning first, and extraneous details may not be believed as easily.



PTSD-Free

(200MC, Discount for Student of Hope's Peak)

A benefit of the happy-go-lucky nature most Ultimate students tend to adopt is that they find it very easy to fall back into their quirky routines, even after horrific experiences. You too have this aversion to trauma, and could go from discovering the corpse of your friend to cracking jokes over breakfast with just a couple days of mourning. You'll be horrified in the moment, of course, but once life has gotten back to normal, you'll be able to get away with remarkably few mental scars left on your psyche.



Super High School Level

(can be taken multiple times)

(400MC, Discount and Mandatory for Student of Hope's Peak)

Choose one hobby or skill within reason (fencing, orating, chess, etc.) Your talent with this skill is now as if you had trained in it for an entire lifetime whilst being naturally gifted. Becoming an Ultimate Inventor would allow you to create incredible machines with nothing but raw materials and a couple of hours, whilst being the Ultimate Liar would allow you to weave whole false identities for yourself in seconds with no contradictions or ways to disprove them. This skill can affect your body and mind, so the Ultimate Weightlifter would find themselves at the peak of human physical strength whilst the Ultimate Doctor would have a comprehensive understanding of all known medical knowledge in our world, with the ability to quickly pick up on different medical situations in other settings.

In taking this perk, you may also choose to change your appearance to suit your fellow Ultimate students by optionally giving yourself an unnatural hair colour and choosing an impractical hairstyle which will always stays in place as long as you want it to. This can become an alt. form if you would prefer.



Izuru Kamukura

(600MC, Discount for Student of Hope's Peak)

Just like the one they called Izuru Kamukura, you have a great deal of potential when it comes to Ultimate abilities. With time and training, you're capable of picking up new Ultimate abilities with months of light effort, gaining a level of proficiency which most people couldn't achieve with a lifetime of work. Whilst Izuru Kamukura soon became bored with humanity after mastering every talent known to man, you will not lose your empathy in the process unless you want to for whatever reason.

Staff of Hope's Peak



Untapped Potential

(can be taken twice)

(100MC, Free for Ultimate Staff)

When you look at someone younger than you (after this jump, you may use your jumper's total cumulative age for this), you may instantly see skills and proficiencies they have yet to develop which they would prove to be prodigious in.

You are also able to see at a glance what they are currently skilled at, and how much their skills in those subjects can still be improved before their body or mind reaches its natural limits.

If purchased a second time (with no discount), this power can be used to gauge your own potential as well as that of others.



Ultimate Teaching

(200MC, Discount for Ultimate Staff)

Your teaching abilities are incredible. As long as you have the prerequisite knowledge in a subject, you are able to teach it at an incredibly fast rate and students will understand far quicker than they usually would, never misinterpreting your words and always listening to your guidance. Even with these incredible abilities, the stresses of teaching Ultimate students may still overwhelm you from time to time, so make sure to keep an eye on their explosive personalities.



Talent Scout

(400MC, Discount for Ultimate Staff)

Like Koichi Kizakura, you've picked up a knack for running into Ultimates and similarly talented people. As you go about your daily life, you'll find yourself often encountering those who are among the best in the world at a hobby or occupation, even if they themselves have yet to realise it. If you put some actual effort into your scouting, you could even search specifically for certain talents and find them in an absurdly short amount of time whilst following the slimmest of leads. Looking for an incredible gambler? Head into the nearest casino and chances are that one will be visiting. What about a hacker? Maybe you should check out that new tech shop a friend mentioned the other

day...



Reserve Course

(600MC, Discount for Ultimate Staff)

Not everyone is capable of attaining an Ultimate title, hence why Hope's Peak has a reserve course for those who aren't quite able to achieve greatness. After all, anyone can become good at something with enough time and effort, but no one can ever reach true mastery of a skill if they do not already have the inner potential. From now on, this no longer applies to people you take under your wing. Training in anything that should require innate potential to learn, such as Ultimate abilities or some powers in other settings, can now be compensated for with significant amounts of time and effort.

Over the course of several years, this power will therefore let you help anyone to achieve their dreams through hard work regardless of genetic influences, such as training a tone-deaf student into the Ultimate Musician, turning someone with abnormally low IQ into the Ultimate Chess Player or even transforming a horribly disfigured person into the Ultimate Charmer.

Mastermind



Because I'm a Liar

(100MC, Free for Mastermind)

When you tell small lies with little overall impact, people seem to accept them as truths. If you were to order a meal then lie about having received the wrong food or drive through a traffic light then lie about it being green, people will be inclined to believe you unless they have hard evidence that you are lying. This only works if the lie has little impact on others, and if you tried to get someone fired for giving you the wrong meal or claim that you hadn't hit someone with your car, your believability would stretch too far and they would see through your lie.



Blackened

(200MC, Discount for Mastermind)

You have a sixth sense for working out who around you is a murderer. Anyone who feels that they are responsible for someone's death glows with a black aura when you use this power. This is based on their own guilt, meaning someone who feels responsible for a suicide may glow, whilst a serial killer who believes he is simply freeing the souls of his victims would not.



Reasonable Doubt

(400MC, Discount for Mastermind)

Upon committing a crime with no witnesses, no one will be able to fully accept that you were responsible whilst there is reasonable doubt that someone else could have done the deed. They may hold suspicions against you, but even the harshest judge will hesitate to declare you guilty whilst the smallest possibility that you have been framed hangs in the air.



Punishment Time

(600MC, Discount for Mastermind)

When you weaken someone to the point where you could otherwise kill them with little effort, you can instead choose to activate Punishment Time. A scene will play out which defies logic, in which they will die in a gruesome and torturous manner thematically appropriate for their personality and defining characteristics. Any witnesses to this event will likely find themselves filled with despair which leaves them unable to act, and there is no way to intervene once the punishment has begun. All but the most determined will lose their will to fight after seeing an execution in this manner. Once used, this ability requires a cooldown time of one week before it can be reactivated.

Items

You're getting close to the killing game now, but you have a few more options to help you survive. Choose wisely.

Present Collection

(100MC, Free for Ultimate Lucky Student)

You have a small collection of replenishing presents to fit almost every hobby and taste. The comedic descriptions of these gifts may claim them to have supernatural properties, but their real power comes from their effect on others, as none can refuse these gifts, and assuming you pick out appropriate presents from the collection, you're bound to gain favour rapidly with recipients.

Monobeasts and Exisals

(200MC, Discount for Ultimate Lucky Student)

What luck, you've found a strange remote control that the mastermind must have dropped - but what could it operate? Choose a single Monobeast or Exisal. You are now in possession of this mecha, which can be operated by your new remote control or piloted from within. During this jump, your mech can be found in a secret room within the killing game grounds, but after the jump, it will be located within your Cosmic Warehouse. Be warned, the mastermind will certainly try to take back their robot or (temporarily) destroy it with their own if they find out about your discovery.

Alter-Ego

(400MC, Discount for Ultimate Lucky Student)

You have a small laptop which can attach to a helmet. Upon placing the helmet on a willing sentient being, their brainwaves will be scanned and uploaded to create an AI version of themselves which resides in the laptop. It holds the same opinions of you as the being it is based off of, and is capable of searching the internet or equivalent of the setting you are in and knows any information possessed by the creature it is based off of. The being themselves remains unaffected by the upload of their consciousness.

Ultimate Accessory

(100MC, Free for Student of Hope's Peak)

You possess a piece of clothing, object, pet or other minor accessory which suits your Ultimate persona. This might not have much practical use, but it will always be associated with you by others, and is guaranteed to enhance your unique style. Examples of accessories to draw inspiration from include Junko's hair pins, Yasuhiro's crystal ball and Gundham's Dark Devas of Destruction (training not included).

Ultimate Research Lab

(200MC, Discount for Student of Hope's Peak)

You gain a single research lab corresponding to the ultimate ability of you or a companion of your choice. It is a room filled with everything necessary to hone your talents, with the most high-tech equipment for your profession available. Examples include a complete library of notable criminal cases for the Ultimate Detective or a tennis court with robotic opponents of varying difficulties for the Ultimate Tennis Pro.

This will appear in Hope's Peak during the killing game, but will be an extension of your Cosmic Warehouse in future jumps.

Universal Scholarship

(400MC, Discount for Student of Hope's Peak)

Located in a brown envelope in your warehouse is a document of certification, formally granting you a scholarship to Hope's Peak academy. Whilst this may not prove to be of great use during a killing game, this document will update itself in each new setting to provide a scholarship to the most prestigious academy of whatever world you are currently occupying. It will always be taken as legitimate by faculty, and this document will override any usual requirements such a school may have, such as gender restrictions or minimum test scores.

Qualifications

(100MC, Free for Staff)

You now possess the qualifications necessary to be a teacher, here and in future worlds. This framed diploma will take a new form in each jump to match whatever the expected qualifications to become a teacher would be in that setting. This will not grant you the skills one would develop through obtaining the qualifications the hard way, but it can save a lot of time for those who are already confident in their teaching abilities.

Neo World Program

(200MC, Discount for Staff)

You gain an enormous server the size of a small building in a secret room at Hope's Peak (it will be in your warehouse after this jump) with two human-sized pods attached which can be entered to place your body in suspended animation, allowing you to access a virtual reality simulation which is indistinguishable from reality (aside from the occasional glitch). You may set the parameters and rules of this simulation, and the scenario defaults to a school trip on a place called Jabberwock Island.

It was planned for use as a rehabilitation facility for students who had fallen to despair, but how you use it now is up to your discretion. New pods can be created with time, and pods all access the same simulation but can have separate rules bound to each user.

Hope's Peak Academy

(400MC, Discount for Staff)

You are the the headmaster of Hope's Peak, and will be recognised as such by your fellow members in the killing game.

If you take this item as the Ultimate Lucky Student or a Student of Hope's Peak, you are instead the adopted or biological child of the school's Headmaster.

Outside of this jump, this provides you with an established prestigious school in any setting where such a thing is feasible. This school's appearance and curriculum vary from jump to jump, and it runs itself with no input necessary from you, but each month you will still receive 20% of the hefty tuition fees in the setting's currency. If you wish, your role as that school's headmaster can be a secret.

Motives

(100MC, Free for Mastermind)

You have a series of tablet devices which appear completely blank until placed in someone else's possession. Upon being turned on by a recipient, the device will play a 'Motive Video', giving the viewer a list of compelling reasons to commit murder based on their past experiences and memories. Whilst not enough to make your average person commit murder on its own, these videos are persuasive enough in their arguments to push someone unstable off the edge and make them ready to kill, especially if they really do have a good reason to do so.

Flashback Lights

(200MC, Discount for Mastermind)

Upon choosing this item, you gain a flashlight which, when turned on, can add memories (real or falsified) to anyone you choose who sees its light (which appears identical to the output of a strong flashlight to observers). The memory it adds can be changed to one of several killing game-related presets or customised entirely by someone with skill in programming through an advanced computer in your warehouse.

These memories will cause contradictions with pre-existing memories, and particularly intelligent victims may work out that their memories have been somehow altered.

Killing Game Conversion

(400MC, Discount for Mastermind)

More of a modification than an item, this options allows you to, at the start of each jump, choose to have any properties in your possession undergo a 'killing game conversion'. All exits will be sealed off bar one which is locked with an electronic door system (with a control room appearing in a hidden part of the property), cameras and screens will appear in each room for monitoring and delivering messages respectively, and an area for class trials will appear somewhere in the vicinity. With this, you may start new killing games even in future worlds in places you own with minimal preparation.

Companions

What's a killing game without friends? Each of these options relates to your companions or provides new potential companions for your future jumps.



Survivor

(100MC each)

After the jump, a single fellow survivor of the killing game may choose to join you as a companion. This perk's target is chosen at the end of the jump and can be taken multiple times.



Graduating Class

(400MC)

Upon reaching the end of this jump, the survivors of the killing game can choose to come along with you as companions. The usefulness of this choice depends entirely on how quickly the mastermind is defeated, so consider the purchase to be a gamble which may or may not pay off.



Imported Participants

(100MC each)

For each purchase of this option, one of your companions joins the killing game. They may choose any origin except Mastermind (unless you yourself have Mastermind, in which case they can take the origin to become your co-conspirator) and up to 600CP worth of perks and items. You may also use this option to introduce an OC character who will become your companion if they survive to the end of the jump. Characters imported in this way can be added to the killing game roster or they can replace an existing member of the cast.



Monokuma

(200MC, Discount for Mastermind)

You gain an animatronic Monokuma companion whose movements and dialogue can be directed by you through a remote control, or allowed to simply serve you with his usual personality through an AI.

This companion can also be Usami/Monomi, Monotaro, Monokid, Monosuke, Monodam, Monophanie, Shirokuma, Kurokuma or a small horde of Nanokumas.

They each (with the exception of the Nanokumas) come with retractable claws and strength capable of overpowering an average human.

If destroyed against your wishes, this companion reappears by a Motherkuma unit in your warehouse within the next 24 hours.

Scenarios

If you would like, you may choose a single scenario to take part in.

Whilst not as extreme as the *Equal Footing* drawback, taking a scenario means your powers will be weakened to the extent that you cannot escape the killing game or effortlessly kill all your fellow participants, and all meta-knowledge will be unavailable for the duration of the jump.

Hope's Peak Academy Saga

Only available to: Ultimate Lucky Student

You don't just have to survive one killing game - you have to survive three. You will take the place of Makoto Naegi, playing through the first killing game. You will then find yourself trapped on Jabberwock Island in place of Hajime Hinata as part of the second killing game, before finally facing the trial of the Future Foundation's final killing game. Each purchase of Graduating Class will allow the survivors of one of these three killing games to become companions.

Academy for Gifted Juveniles Saga

Only available to: Student of Hope's Peak

Your killing game has a bizarre twist you have not foreseen. Although you believe you are in the fictional world of Danganronpa, you are actually in an entirely separate fictional world, in which Danganronpa is in of itself fiction, and you are playing a tribute game you volunteered for. You'll take the place of either Shuichi Saihara or Kaede Akamatsu as you work to uncover the truth, at any cost.

Another Episode: Ultra Despair Girls

Not compatible with drawbacks.

Killing game? You won't be in one of those, although your actual situation could be seen as worse. Either taking the place of Komaru Naegi or being a fellow captive in her apartment, you'll find yourself trapped in Towa City during the uprising of the Warriors of Hope. Whether you live or die will depend on if you can stop these devilish children, unless of course, you intend on helping them..?

Love Across the Universe

Not compatible with drawbacks.

This is the option for you if you cannot bear the idea of watching your friends get killed. This scenario will mean that you are not in a killing game at all, but instead in one of the more non-lethal game modes of the series. You could all work together and find love in School Mode, Island Mode or Love Across the Universe, or perhaps you'd rather have a normal three years of school in the Ultimate Talent Development Plan. Regardless, your time here will hopefully be free from bloodshed, and filled with happy memories to look back on.

Re:Birth

Danganronpa Re:Birth was an elaborate April Fools joke complete with detailed sprites, voice acting and music, designed to trick the world into believing it to be a real game in the making. Now, the world presented in the previews for this potential series is real, and you are stuck within this unused killing game in a new academy with an all new cast, where anything could happen.

A New Hope

Only available to: Student of Hope's Peak, Ultimate Lucky Student, Ultimate Staff.
Are you sure you want this? 48 students taken from across the Danganronpa franchise have all been placed under one roof to take part in an enormous killing game. Why has this happened? How are you supposed to find a killer with this many suspects? Taking the place of any protagonist character or as the 49th student, it will be up to you to work to reveal the reasoning behind this cross-continuity conflict. Given the large number of participants, the Graduating Class option will let you bring a maximum of 16 people per purchase with this scenario, although there is no guarantee that this many will survive in the first place.

Once you've completed a scenario, look at the end of the document to see what reward you receive based on your choices in the jump.

Drawbacks

You want to make this place more deadly? Well, if you insist... You may take up to 600MC of drawbacks.

Ultimate Personality (+100MC)

Only available to: Student of Hope's Peak

You gain a bizarre personality quirk to fit your ability, as is common of Ultimate students. An inventor might find themselves dismantling anything they come across whilst a foreign princess could struggle to understand local mannerisms and idioms. Regardless of what you pick, it should significantly annoy and frustrate your fellow students.

Red Herring (+100MC)

Only available to: Ultimate Lucky Student

Remember that Ultimate Luck thing? Turns out it goes both ways. Every time a murder is committed in the killing game, the evidence will always seem to point directly at you, and the others will be inclined to agree with it. Be prepared to start every trial with a handicap, and be treated with a healthy dose of distrust from fellow classmates.

Blackened (+100)

NOT available to: Mastermind

There are two ways to win the killing game - kill someone without being caught, or expose the mastermind. For you, the latter isn't a valid option. If you do not win the killing game via the murder of a classmate, you will fail the jump and be sent home. This drawback also makes your fellow students much better at detective work, and they will easily pick up on any clues you leave behind.

Hidden Monokumas (+100)

Your benefactor has hidden small figurines of Monokuma around the locale of the killing game. There will be 100 in total, and you will have to find and collect them all before the killing game ends, lest you fail the jump. Only you will be able to see and interact with these figures, so your victory will be entirely based on your investigation skills. If you manage to collect all 100, they'll be sent back to your warehouse in their own unbreakable display case.

Something Fishy (+100)

Only available to: Mastermind

Similar to the Red Herring drawback, but this time, their suspicions are right! From the start of the killing game, the other students will suspect you of being the mastermind, and if you can't pull off some impressive subterfuge, you'll likely be found out well before the first trial.

Mastermind's Gambit (+200)

NOT available to: Mastermind

The Mastermind knows more than you might hope. In fact, they are fully aware of your jumping and have a list of every perk and object you've obtained through jumps. They will try their hardest to compensate for these, and to ensure the game is as unbreakable as they can reasonably manage within the confines of the setting.

Genocide Jumper (+200)

Just like Toko Fukawa, you have developed a murderous alternate personality which shares your body. This 'Genocide Jumper' persona is incredibly cocky and bloodthirsty, and will emerge at inopportune moments to take control of your body. Only with great mental strength and a concentrated effort will you be able to wrestle control back when your alternate persona doesn't feel done with their time in the steering wheel. After this jump, the 'Genocide Jumper' can become a permanent alternate personality within your mind, although it can no longer take control of your body unless you allow it to.

Overwhelming Despair (+200)

Choose either Hope or Despair. You have become completely obsessed with your concept of choice, to the levels of Nagito Komaeda or Junko Enoshima respectively. Others will see you as insane, and they might not be wrong to think so, as you constantly invent new mad schemes to further your aims of maximising the hope or despair felt by those around you, even putting yourself at risk in the process.

Monokuma's Despair Dungeon (+200)

NOT available to: Mastermind

You finally escape the killing game to discover...

A whole new kind of killing game. With this drawback, immediately after completing the killing game, you will be forced to defeat the 99 floors of Monokuma's Despair Dungeon, with each floor filled with robotic monstrosities capable of killing you and every other survivor you have in tow. Even if you make it, this drawback comes with the guarantee of losing at least one survivor to the dungeon.

Remnant of Despair (+200)

NOT available to: Mastermind

The Mastermind has a different goal than you may have been anticipating. Their killing game has an ulterior motive - turning you into the new Ultimate Despair, leaving you to spread despair across the multiverse in your future jumps. The manipulation will be subtle, but targeted, and you will likely find yourself cut off from your fellow classmates as you are molded into an ideal form to be indoctrinated into their ideals. Memory manipulation, hypnosis and gaslighting are just a few possibilities the mastermind may resort to in their attempts to break you.

Equal Footing (+400)

NOT compatible with: Mastermind's Gambit

You wanted a fair game? Well, now you have it. For the remainder of this jump, any powers you picked up in prior jumps are unavailable, any meta knowledge of the universe is gone and your cosmic warehouse is locked off. You only have what you purchased here with Monocoins to help you survive. Good luck, you'll need it.

Equal Footing V2 (+100)

NOT available to: Mastermind, Ultimate Lucky Student

For an extra 100 Monocoins, you may also lose all your memories of jumping, and gain fabricated memories and to some extent, a new personality, based off of your background. If you do this, your fate will be out of your hands.

Ending Choice

So one way or another, you've survived your time in the killing game. Now, you have a choice to make. Where will you go from here, jumper?

Live and Let the Languid World Live 	Voyage without Passion or Purpose 	Goodbye Danganronpa 
You return to your world, filled with either hope or despair from your time in the world of Danganronpa.	You remain in the world of Danganronpa, fighting the remnants of Despair or otherwise dealing with the consequences of your time there.	Your journey is not yet over. You move on to the next jump and leave the killing game behind you.

Update Details:

V1.1 - Layout Changes

V1.2 - Fixed border issues on images, buffed the Ultimate Luck power, upped benefits of Despair Dungeon drawback.

V2.0 - All origins except Mastermind are now free. Companion and item section have been completely overhauled. Pseudo-gauntlet option added. Changed two drawbacks to scenarios and added four more scenarios, along with ending rewards. Added Hidden Monokumas drawback. A bunch of general perks introduced - 200CP/600CP Student perks and 200CP Lucky perk have been turned general, replaced with PTSD-Free/Izuru Kamukura/Daily Life. 400CP + 600CP Staff perks changed.

V2.1 - Genocider Jumper, Remnant of Despair, and Overwhelming Despair drawbacks added.

Rewards

If you took on a scenario earlier in the jump, you may now receive a single reward in the form of a perk.

Love Across the Universe grants no rewards.

For all other scenarios, if you ultimately gave in to **DESPAIR** by becoming blackened, helping the mastermind, or otherwise conforming to the ideology of Junko Enoshima, you may select the following reward:

Ultimate Despair

You have given in to despair, and gained this most infamous of titles as a result. You may now drive others to a state of despair simply through your words and deeds, mentally breaking them with a moderate investment of time and effort until they learn to revel in pain and misery. Only those who fully embrace hope in all circumstances could ever hope to withstand this power, but all else will fall if you keep up your torment long enough.

Otherwise, if you instead held strong throughout the jump and embraced the beliefs of Makoto Naegi (and Komaeda Nagito, for a more extreme example) by clinging to **HOPE**, you may gain the following:

Ultimate Hope

When circumstances are at their worst, you must believe the hardest that things will get better. Your optimism is endless, and no matter what happens, you will never give in to despair. This relentless sense of hope will keep you going in any circumstances and will spread to your friends and allies as well, keeping them marching onwards to clutch victory from the jaws of defeat.

What are you doing? There's nothing left for you here.

Unless... you have rejected both **HOPE** and **DESPAIR**.

Then, if you have indeed chosen to walk the way of Shuichi Saihara in rejecting both **HOPE** and **DESPAIR** in the search for **TRUTH**, no matter how it makes you feel, you will gain access to the following reward:

Ultimate Truth

Some lies can lead the world to hope, some truths can lead the world to despair. Can anyone really say which is more right in the end? For better or for worse, you have become a human lie detector, always able to tell whenever someone is trying to deceive or mislead you, regardless of their reasons. This will not let you know the exact nature of these lies, but provides a valuable insight into who can be trusted and who is hiding secrets. Do you have the resolve to pursue the truth, no matter what?