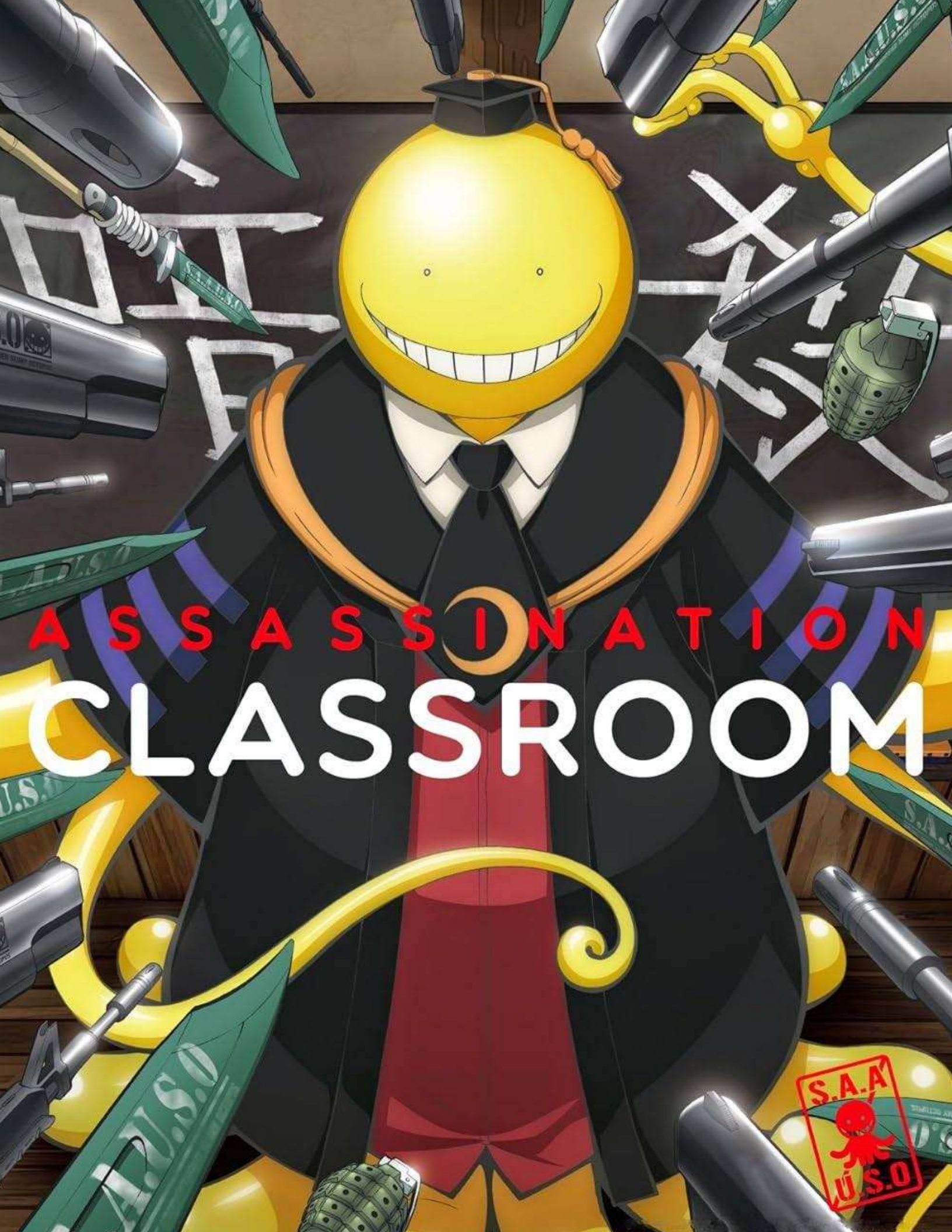




ASSASSINATION
CLASSROOM

- Backstory Time -

You enter this Jump with **1000 Assassination Points (AP)**.

Around the start of the new year, 70% of the moon's mass was destroyed. It happened in an instant, without any clear cause or warning, leaving the moon as a permanent crescent.

Shortly afterwards, a mysterious being approached the Japanese government, taking credit for this unprecedented act of terrorism. The entity could manipulate his countless tentacles with impossible precision, could move or fly at Mach 20 speeds, and was immune to almost all man-made weapons. By all accounts, he was invincible.

The entity stated on no uncertain terms that the Earth would suffer the same fate as the moon at the end of March. However, he gave the government a peculiar ultimatum to avert this fate. As long as he was permitted to serve as the home-room teacher of class 3-E of Kunugigaoka Junior High School, he would spend the next year personally training them into master assassins capable of killing him before Graduation.

Why the entity would craft the instruments of his own demise, or why he would choose this specific batch of junior high students is a mystery. However, seeing no clear downsides, nor any better alternatives, they accepted his terms.

However, class 3-E was an oddity in their own right. While Kunugigaoka is one of Japan's most prestigious private schools, Class E is reserved for the outcasts. Those who couldn't keep their grades up or are guilty of severe rule infractions would be transferred to Class 3-E, or as it's commonly known the "End Class" or simply E Class.

Open discrimination against E Class by students and teachers alike is not only common but actively encouraged. All the while they are forbidden from even entering the main campus, exiled to the old, run-down campus at the top of a treacherous mountain. It is all part of Chairman Gakuho Asano's twisted teaching philosophy. Short of modifying their grades outright, the school will do anything in its power to ensure E Class never has the tools or support to raise their grades enough to transfer out of E Class.

In this sense, the arrival of the entity, which they'd come to call "Korosensei" is something of a miracle. Because not only is he a hyper-competent superhuman, not only is he the target of a 10 billion yen bounty, he's also the best teacher any of them have ever had. One who cares about them as individuals and is willing to put in the extra effort to help them grow as assassins, as students, and as people. Now it's their job to kill him.

You'll be in this world for the next 10 years.

- Physiology Time -

Choose one. Decide gender freely.

Human Being - 0 AP

The dominant species of this planet. They don't have any crazy powers like the other options. However, whether through natural genius or hard work, some have managed to refine their skills to the point where they resemble superpowers.

Autonomously Intelligent Fixed Artillery (AIFA) - 300 AP

You are a similar artificial entity similar to Ritsu. Your main body resembles a large black box with a small screen projecting a human face. As the name implies, you are a highly advanced artillery emplacement designed specifically to kill Korosensei. You were given a human-like artificial intelligence and face in order to qualify as a student, as per his own conditions prevent Korosensei from directly harming any of his students. Your choice of age only impacts the appearance of your avatar, as you're unlikely more than a few days old.

Within your frame is a complex 3D printer that uses a special plastic. The intended purpose of this is to allow you to manufacture and modify new firearms on the spot to increase the effectiveness of your attacks. However, there's nothing stopping you from using this to manufacture anything you want of equal or lesser complexity. Post-Jump this plastic will automatically replenish weekly.

Your mind is constantly evolving. You can process impossible quantities of data, and act with enough precision to control the exact trajectory of hundreds of bullets from an automatic weapon. Naturally, this comes with the ability to clearly perceive the movements of an entity moving at Mach 20 or less. However, this is just your starting point. Your evolution potential extends to improving your own functionality. Your ability to acquire, store, and process information is constantly improving. In time, you'll learn how to project yourself over wireless networks and hack some of the strongest security systems in the world.

By the end of the year, Ritsu learned how to completely decentralize her existence. Her mind was spread between countless servers around the world, allowing her to live independently within the internet and rendering her central physical body redundant. Ritsu only gained sentience as a result of Korosensei's upgrades, but you start out this way, so anything she's capable of is just as possible for you.

This is treated as an altform post-Jump.

Anti-Matter Lifeform (AMLF) – Varies

Despite his alien appearance, Korosensei was once a regular human. Well, technically he was a hyper-competent legendary assassin, but that's neither here nor there. After being betrayed by his apprentice, he was taken as a live test subject for an experiment seeking to create organisms with the capacity to generate antimatter within their very cells. The process led to the affected organisms developing several dexterous tentacles with several odd qualities. Further details can be found in the **Tentacle Time** section, but their most notable attribute is their speed. Antimatter Tentacles (AMT) can accelerate Mach 20 in a flash and enhance the organism's nervous system to allow them to effortlessly keep up with these speeds.

(Partial) AMT Implant – 600 AP – You had a few AMTs directly implanted into your nervous system, likely somewhere on your neck or head. The incompatibility between your body and the tentacles would normally cause constant, excruciating pain without regular maintenance, but for some reason you don't need to worry about that. Even if the tentacles are somehow removed, you retain the enhancements to your reflexes and kinesthetic vision.

(Full) AMT Implant – 1200 AP – By strategically implanting AMTs into vital areas, you were able to grant your body the superhuman speed and strength of an AMT while maintaining a human appearance. Your flesh is still quite malleable, allowing for a degree of shapeshifting like storing small objects within your body. However, your structure is still closer to human flesh than tentacle, so you don't benefit from the more outrageous AMT abilities like regrowing limbs or flight. Your skin isn't vulnerable to Anti-Sensei weapons, but your internal organs are.

(Prototype) AMT Organism – 1200 AP – You underwent a procedure that modified your entire body into AMT cells. Your brain and heart are pretty much the only parts of your body that are vulnerable to injury. This has deformed your appearance to be much larger and obviously inhuman. Even with your body's malleability, there is very little you can do to approximate a convincing human disguise. In theory you share all of Korosensei's physical capabilities. It's worth mentioning that he was a monstrous genius even before the transformation, so it's not completely fair to say you're on his level if you aren't a similar breed of genius. While those with implanted tentacles can match your raw speed, your power and level of control allows you to demonstrate an infinite variety of techniques that simply isn't possible for those with implanted tentacles. Namely flight, and ability that comes to you naturally.

(Perfected) AMT Organism – 1400 AP – A variant of the procedure Korosensei went through, but enhanced to double your output. Your speed caps out at Mach 40, and your physical strength and durability are similarly enhanced. Even right after your transformation, you'll be able to fire off blasts of energy seconds apart, a move Korosensei took months to master and could only use as a last resort. You don't have the shortened lifespan of the original intended recipient of this procedure, but you'll find the mental influence of your tentacles far stronger, making it easier to slip into a mindless berserker rage if you fail to control your bloodlust.

– Dynamic Time –

Choose one. Decide your age freely. Any Dynamic can be taken as Drop-In. You may choose any public space in Japan as your starting point, Students or Teachers of the appropriate ages can choose to start the Jump already enrolled/hired at Kunugigaoka Junior High.

Outsider – 0 AP [Age: Any]

Perhaps at one point you were somebody's student, or maybe even a teacher, but those days are behind you. This covers pretty much anyone who doesn't fall into either of the following Dynamics. Perhaps one of the contract killers after Korosensei's bounty, or maybe one of Karasuma's underlings, or maybe you're a completely unrelated civilian just going about their life. Be aware that as someone who is neither a teacher nor student at Kunugigaoka Academy, it's unlikely you'll be allowed to just waltz into campus without a really good reason.

Student – 0 AP [Age: Any (ideally 12-15)]

You are currently working hard to further your education. Now, this could make you a regular student at Kunugigaoka or really any other school in Japan, as appropriate for your age. You could alternatively be a fully grown adult, apprenticing under a seasoned mentor in your field. Whether that field is politics, art, science, office work, or assassination. If you'd like, you can even choose a canon character to serve as this mentor. That said, Korosensei is only an option if you're a member of E Class, and most other geniuses in this setting are violent sociopaths.

Teacher – 0 AP [Age: Any (ideally 20+)]

You are one of those with the noble task of gently cultivating the next generation or doing anything in your power to filter out anyone who isn't guaranteed to succeed in the first place. Everyone is entitled to their own teaching philosophy. You could either serve as a conventional teacher at Kunugigaoka or another school of your choice, you could be one of the experts hired by the government to help E Class, an experienced drill instructor, or maybe you're just the local big sister who loves tutoring younger kids in your neighborhood.

- Affiliation Time -

Choose one.

Reject - 0 AP [Age: Any]

Maybe you lack talent, maybe you're a troublemaker, maybe you're just an idiot, maybe you were screwed over by circumstances completely outside your control. Whatever the reason, society has decided that you will never amount to anything. You are one of the undesirables. A delinquent, a nobody, a failure, etc. Nobody expects you to succeed, and there are many who find the very concept threatening. For all the discrimination you can expect to face, these lowered expectations give you far more freedom to act without drawing attention.

Chosen - 0 AP [Age: Any]

The dregs at the bottom may call it cruel, but it is simply the nature of society that the strong stand above the weak. You are an elite. Perhaps you were born into wealth and will live your life in easy-mode from start to finish. Maybe you are simply a genius and will find success regardless of whether you put in much effort. Maybe you truly earned your place at the top through tireless hard work. The promise you show is likely to result in abundant preferential treatment, but also enough pressure to maintain that status to drive weaker minds mad.

Professional - 0 AP [Age: 20+]

You're someone who doesn't need to care about gaining or acquiring status. You are already well established in your field of choice. You have enough experience under your belt that it would take either a long pattern of failures, an enormous scandal, or calculated sabotage to threaten your job security. You could be a government official, a professional assassin, or a humble cellphone manufacturer. Of course, that doesn't mean there isn't still plenty left for you to learn, or plenty for you to teach others, if you feel so inclined.

– General Skills Time –

Choose one.

Main Character – 50 AP

Unnatural hair and eye colors are nothing new in anime, but Assassination Classroom stands out in having only a handful of characters demonstrate such traits, with everyone else having completely natural hair colors. By taking this, you may choose to give yourself unnaturally vibrant hair or eye colors. Whether they're blue, green, pink, purple, etc.

Middle Ground – 50 AP

Like a certain assassin savant, you possess an unnaturally androgynous appearance. Regardless of what your actual gender is, you can effortlessly pose as a fairly attractive example of either. Of course, while this is useful in specific circumstances, it can also be the source of mockery. In any case, you may choose on a per-Jump basis whether this perk takes effect.

Wishing To Be Weak – 50 AP

When his tentacles asked what he wanted to be, the assassin formerly known as the Reaper said that he wanted to be weak. Through this perk, you are able to saddle yourself with one or more weaknesses that take precedence over any perks or powers. Whether it's a specific material that's unnaturally harmful to you, a greatly reduced stat, a specific body part you can't regenerate, or maybe something more abstract, like a particular vice or bad habit. You can change what these weaknesses are, if any, at the start of each Jump.

Primal Aura – 100 AP [Free w/ Hidden Blade]

You are capable of emitting killing/malicious intent so intense that it causes those around you to hallucinate the image of a particular animal or animals. Whether it's a snake, centipede, octopus, a swarm of various insects, etc. This aura makes it far easier to intimidate weak-willed individuals, but those more accustomed to such intensity will be less affected.

Non-Killing Technique – 100 AP / 150 AP Per

With each purchase, you may gain mastery of a particular technique for non-lethally disabling a target, whether that be the sun clap, which briefly disrupts a target's consciousness, or Bitch Sensei's Kiss of Death, which stimulates the recipient to the point they collapse, or something of a similar level from your own imagination. For an extra 50 AP, you start out with this technique already fully mastered, like how the original Reaper could use the Stun Clap through a pane of reinforced glass to knock a target unconscious on the spot.

Speed Of Logic – 300 AP [150 AP AMLF]

Korosensei has used his speed to pull off countless nonsensical feats with no real explanation. Like using his afterimages to tutor multiple students on different topics simultaneously, moving regular humans around at Mach 20 without harming them in any way, or using a soft pastry to catch a sniper's bullet. Going forward, you can use super-speed as an excuse to bend logic in small ways like that, though nothing more extreme than the examples given. Of course, this is completely useless if you don't have any kind of super speed in the first place.

Talent – Varies

The notion of “talent” is a tricky concept. Are some people really just so much inherently better at others through sheer dumb luck or is “genius” just the end result of all the hard work and opportunities that those on the outside never see. Whatever its true nature, you have some of it. You may decide whether this takes the form of a natural affinity for comprehending a particular topic, having already tapped into some of that potential to grant you fully developed skills and knowledge on the topic up-front, or maybe somewhere in the middle.

Whatever tier you purchase will, at minimum, bring you up to a level that is well above the average person, but not to the point that others can't catch up to you through dedicated study and practice or simply being a genius in their own right.

Any tiers with “Per” after the price can be taken multiple times for different talents. Any tiers with “*” are mutually exclusive and cannot be taken alongside other starred tiers.

- **Niche – 100 AP Per [First Purchase Free]** – Your talent lies in some skill or topic that isn't obviously practical to either academics or assassination. Whether that be art, entomology, grooming (the literal kind), or something as specific as pudding.
- **Practical – 150 AP Per [First Purchase Free]** – You have talent in some particular skill or topic that is obviously applicable in either academics or assassination. Whether that be something like math, English, social studies, sniping, seduction, explosives, etc. You could even choose something that skims the line between both categories like chemistry/poison, or P.E. / hand-to-hand combat.
- **Varied – 300 AP** – You have mastered countless seemingly random skills/topics. Languages, instruments, locations, events, sports, cooking, polymers, semiconductors, coin collecting, etc. The scope of each skill is far narrower than anything you could buy at the previous tiers, but your mastery is just as deep. There are certainly holes in your knowledge, but no matter what situation you find yourself in, there's at least a 70% chance you'll have some hyper-specific skill or obscure knowledge or to resolve it.

Talent (Cont.) – Varies

- **Genius – 400 AP*** – You are what most people think of when they hear the word “genius”. Much like Karma Akabane or Gakushu Asano, pretty much everything comes easily to you, whether in academics or assassination. Even if you don’t put in any effort, you’ll easily perform better than the majority of your peers. However, if you don’t put in the work to polish this talent, it’s far from impossible for others to negate your advantage through hard work or their own monstrous talent.
- **Specialist – 400 AP*** – On the topic of monstrous talent. Choose one extremely broad field, such as “academics”, “assassination”, “science”, etc. You possess unprecedented talent in this area. Take Nagisa as an example. Despite being the weakest student in 3-E, it was discovered that he possessed a natural talent for assassination. He always intuitively knew the best strategy to pull off an assassination, learn new advanced techniques almost instantly, and hide his aura so well that he could get the drop on all but the most monstrous soldiers or assassins. It’s debatable whether it’s even possible for someone to reach this level through hard work alone.
- **Monster – 800 AP*** – You aren’t just a genius; you barely qualify as human. Much like Gakuho Asano or Korosensei himself, pretty much everything comes effortlessly to you. In addition to an eidetic memory and exhaustive knowledge on seemingly every topic imaginable, your stats in general all border on superhuman. The skill to brutalize far stronger opponents, the intelligence to solve almost any problem you face, charisma that borders on mind control. Skills that take others hours of practice, you perfectly execute on the first try, skills that others spend years learning, you master in days. With that said, intelligence and wisdom aren’t always synonymous. You’re just as vulnerable to short-sighted vices, uncontrollable emotions, or just overthinking to the point you completely lose sight of your original goal.

Tentacle Technology – 1200 AP

It would appear that you once served under Yanagisawa or simply stole his research notes. You now possess a full mastery of the technology behind Antimatter tentacles. With enough time and resources you’ll be able to create your own AMT implants, or maybe even reproduce the procedure that created Korosensei. Naturally, this also extends to an encyclopedic knowledge of all the tentacle’s weaknesses as well as the process of creating all the various Anti-Sensei weapons that appear throughout the series.

– Outsider Skills Time –

Outsiders may receive one of their **100 AP** Perks for free.

Friendly Face – 100 AP [50 AP or 0 AP Outsider]

As they say, you miss every shot you don't take. You always seem to know what to say to involve yourself with people or situations you have no business with. Whether it's convincing the man who killed your father to accept you as an apprentice or acquainting yourself with holders of state secrets. This only gets your foot in the door. Convincing them that you really can be trusted will depend on your own actions going forward.

Mouse Master – 100 AP [50 AP or 0 AP Outsider]

You feel an almost magnetic pull when in close proximity to individuals experiencing deep despair. Simply by staring them in the eyes, you can get a vague sense for the source of this despair. This won't tell you their whole backstory, but general sentiments like "if only I was stronger", "if only I noticed sooner", "if only we never met", etc. will be clear as day to you. With this knowledge, wrapping these people around your finger is effortless.

Defaced – 200 AP [100 AP Outsider]

For whatever reason, you decided to peel all the skin off your own head, including your nose and ears. This somehow poses no health complications. You also gain knowledge on how to not only do the same to others, but transform their skin into a perfectly preserved mask, which you can wear over your own skin-less face. Post-Jump you can transform your original face between its normal, fully-attached state, or a removable mask at-will.

Shinigami Eyes – 200 AP [100 AP Outsider]

Even without any tentacles, Shinigami 2.0's marksmanship and kinesthetic vision were all well past human limits. While sitting in a moving bullet train, he was able to perfectly snipe a specific passenger in another bullet train moving in the opposite direction. While this is still well below what someone enhanced by Antimatter Tentacles could see, You can strike with perfect accuracy even a tiny target moving at Mach 2 or slower. This stacks with **AMLF**.

Disassembly – 400 AP [200 AP Outsider]

Between Korosensei's escape from the lab and showing up at E Class, Yanagisawa wasted no time developing an exhaustive list of every conceivable weakness that could be used against him. Similarly, whenever you play a major role in something's creation, even unknowingly, you instantly receive a perfect understanding of every weakness this creation possesses. It doesn't matter whether it's an organism, a weapon, a martial art, etc. Whether you use this to perfect said creation, or simply to ensure it can't rebel against you, is your decision.

Shadowed – 400 AP [200 AP Outsider]

You have mastered stealth to the point it resembles magic. You just give off this aura that says wherever you are is where you're supposed to be. You could convince strangers to treat you like an old friend, or waltz into a top secret facility without anyone even asking who you are, as long as you don't do or say anything obviously suspicious. You can cause this aura to manifest visually as a shadow coating your whole body that obscures any identifying features, even if you were standing in the middle of a well-lit room. This can't fool electronic systems.

– Student Skills Time –

Students may receive one of their 100 AP Perks for free.

Respected Rivals – 100 AP [50 AP or 0 AP Student]

Even A Class was eventually forced to admit that E Class' opposition was a net positive for both groups. You find that having a worthy rival (whether as an individual or a group) does wonders for your ability to learn and polish your skills. This will have little-to-no effect against an enemy you outclass in every way, but if you find yourself up against a rival that is truly equal or even superior to you, you'll be able to make progress in days that should take weeks.

Cerebral Colosseum – 100 AP [50 AP or 0 AP Student]

While taking any written test, you are able to project the mind of yourself and those around you into an illusionary colosseum filled with monsters representing each question. While you can work together in the illusion, this is all metaphorical. Your ability to defeat the monsters is directly proportional to your ability to answer the question, and in the real world you'll just be filling out the test sheet normally. Nobody will find this remotely odd.

The Shonen Formula – 200 AP [100 AP Student]

Despite being surrounded by the worst of it, the E Class has a knack for bringing out the best in humanity. Barring those devoid of empathy or self-awareness, interacting with you, even as enemies, compels people to change for the better. Assassins will betray their client to avoid slaughtering a classroom, a bully will put their life on the line to make up for their actions, a normally sociopathic enemy will come to genuinely respect you as a worthy rival, etc.

Wavelength – 200 AP [100 AP Student]

You possess an unnaturally acute ability to analyze subtle facial expressions and body language to discern a target's emotions, intentions, and superficial weaknesses. You have also developed a sixth sense for a target's "level of consciousness". During a "gap in consciousness" a target's guard is at their lowest, making them easy to sneak up on. During a "peak in consciousness" a target is excessively sensitive to outside stimulus like pain or loud sounds.

Fallen Moon – 400 AP [200 AP Student]

In a few more years, the moon will collapse in on itself, erasing the last reminder the world had of Korosensei's existence. When an incident you were involved in comes to a conclusive end, it only takes a few short years (usually 5-20) for all traces of it to fade into obscurity. This won't bring back the dead or let the crippled to walk, but destroyed buildings will be rebuilt, paper trails will be burnt, and even if your face and involvement was broadcast on TV, before long it will be forgotten by anyone who wasn't directly involved. Can be toggled at-will.

Finders Keepers – 400 AP [200 AP Student]

How convenient that Akari Yukimura happened to be visiting her sister's lab when Korosensei escaped, and that she happened to find a briefcase full of AMT cells and an unsecured laptop with instructions on how to use them. Once or twice per Jump, you will have a similar stroke of luck where you stumble into some potent piece of top-secret technology, technique, weapon, etc. (complete with instructions) through a series of absurd coincidences that make it almost impossible to tie the theft back to you. You can't control when this triggers

- Teacher Skills Time -

Teachers may receive one of their 100 AP Perks for free.

Outgoing Octopus - 100 AP [50 AP or 0 AP Teacher]

It's amazing Korosensei's existence wasn't revealed to the world sooner. As long as you aren't committing an obvious crime, people will be oddly calm whenever you make a scene in public. It doesn't matter if you French kiss a student in the middle of an assembly, insist on eating your ramen with a loaded gun, or are very clearly a giant octopus in a wig. People will think what they want, but they'll be weirdly determined to pretend like nothing is happening.

Elite Educator - 100 AP [50 AP or 0 AP Teacher]

The main Kunugigaoka campus is so obsessed with filtering out underperforming students, that teaching is barely a priority. By deliberately making your lessons as hard to follow as possible, you can force students to ingest twice as much information in half the time. However, the stress this causes is enough to break most adults mentally, and those who keep up are very likely to develop twisted personalities just to cope with the pressure.

Consideration - 200 AP [100 AP Teacher]

Your students aren't just a crowd of faces. Your eyes are able to see each and every one of them as individuals. You have no trouble maintaining dozens, if not hundreds of meaningful bonds simultaneously, without any of them feeling underappreciated. You have an intuitive sense of how to motivate people. This allows you to effortlessly find the most effective teaching method for every individual student, or just give you leverage to manipulate them with.

Round Two - 200 AP [100 AP Teacher]

As long as you have a flimsy justification for it, you can convince someone to treat you or someone else as family. Whether it's calling someone "brother" just because they have the same powers, or "father" because you taught them P.E. If you happen to be blood-related, your hold on them is so strong that you could force them to give up everything they love to meet your expectations. It should go without saying that this is not good for their mental health.

Assassination Is Education – 400 AP [200 AP Teacher]

Much like Korosensei, you have the ability to mix topics, relationships, or skill sets, and instill that association in others. Whether it's assassination & education, cooking & combat, fishing & electrical engineering, etc. In their minds, these concepts are synonymous, whenever their skill or understanding in one of them improves, so does the other, and it won't take much more time or effort than if they were only training one of the two. In fact, their development might even be slightly faster. You can only use this on any single person once.

Guiding Tentacle – 400 AP [200 AP Teacher]

When you teach a student, you don't just teach them a topic, you teach them how to learn. Anyone who receives your tutelage will intuitively be able to tell how much better your teaching style is to others, and why it's better (assuming it is). Not only that, even once you part ways with your students, your influence never truly leaves them. They'll continue to learn and refine their skills on their own. Their growth will be, at minimum, half as good as it would have been had you stayed by their side to continue teaching them during that time.

- Reject Skills Time -

Rejects may receive one of their 100 AP Perks for free.

Faded Footsteps - 100 AP [50 AP or 0 AP Reject]

While every member of E Class has their own specialty, virtually all of them took to learning mobility techniques. This encompasses two particular techniques. The first is freerunning, or using a combination of running, rolling, jumping, and general acrobatics to quickly traverse a variety of different terrain. The second is Nanba Walking. Said to have been used by ninjas, this uses slow and controlled movements to walk with maximum efficiency and minimal sound.

Unsubtle Ugliness - 100 AP [50 AP or 0 AP Reject]

When it comes to people who hate or mistreat you due to no fault of your own, in at least 90% of cases you'll find that they're as ugly on the outside as the inside. In addition to looking unattractive, everything that comes out of their mouth will be some mix of pathetic and insecure. Of course, there's always the last 10% that are perfectly presentable on the outside, and this doesn't make it any more or less likely for decent people to be ugly. Togglable.

Battering Ram - 200 AP [100 AP Reject]

Despite, or perhaps due to having the face and personality of a raging bull, Ryoma Terusaka is often among the most persuasive students in E Class. By facing complex social or emotional issues with a deliberate lack of tact or subtlety, you can cut straight to the core of the issue. This steamrolls any coping mechanisms or manipulation tactics that would seek to overcomplicate the issue. While effective, don't be surprised if this makes you a lot of enemies.

Hidden Blade - 200 AP [100 AP Reject]

You have an uncanny ability to control your killing intent. You can either completely suppress it to make you practically invisible to those who rely on their instincts until the instant you attack or put it on full blast to make trained soldiers break into a cold sweat. When up against a weak-willed opponent, you can cause your killing intent to spike to such overwhelming intensity during the finishing blow that it traumatizes them for life, assuming they survive.

Child Actor – 400 AP [200 AP Reject]

From a young age, you possessed a prodigious natural talent from acting. What separates this from the general **Talent** Perk is that this manifests in a wide variety of phenomena. You have the willpower to endure constant pain that would drive most mad in hours for years without any outward signs of discomfort. You can subtly manipulate people into different social roles, like grooming someone into a “main character” to attract attention away from you. When you assume a fake identity, you can fool society as a whole, allowing you to forge paper trails so thoroughly that not even government bodies could find anything suspicious about them.

What It Means To “Kill” – 600 AP [300 AP Reject]

Defeating someone in any capacity, in such a way that it deals a major blow to their beliefs or worldview, allows you to “kill” them in a more abstract sense. Perhaps you can “kill” someone’s revenge with a passionate kiss, instantly dousing their bloodlust. “Kill” a soldier’s pride by overcoming their brute strength with technique, causing their reputation to quickly fall apart. “Kill” an entire ideology by repeatedly outdoing those who follow it, causing them to earnestly reflect on themselves. This isn’t quite as definite as killing someone in a literal way. Usually, “killing” someone once or twice will do the job. In exceptional cases you’ll need to “kill” someone as many as 5 times for it to finally stick, but almost never more than that.

- Chosen Skills Time -

Chosen may receive one of their **100 AP** Perks for free.

Exceptionally Elite - 100 AP [50 AP or 0 AP Chosen]

Gakushu Asano is practically the embodiment of Class A's ego. He barely tries to hide how much he looks down on those around him, but his classmates love him all the same. As long as you aren't openly cruel to them, being shamelessly condescending or generally being an out-of-touch Übermensch, has a negligible impact on your ability to form meaningful bonds with your "lessers". Though, ideally you shouldn't call them that to their face.

Corrupt Contractor - 100 AP [50 AP or 0 AP Chosen]

For how much they look down on E Class, A Class rarely leaves anything to chance. You have a knack for framing blatant foul play in a way that sounds completely justified. Whether it be forcing someone into an exploitative contract "for their own sake", "accidentally" forgetting to inform them the contents of a test were changed at the last second, blackmailing them so they have no choice but to take part in a competition that's clearly stacked against them, etc.

Head Start - 200 AP [100 AP Chosen]

You'll find that others, even outside of an academic environment, will place a disproportionate amount of weight on your academic excellence. If you were the top student at the top school in the country, even CEOs of massive companies would treat you as an equal. Once you graduate, if you had excellent grades, you'll effortlessly breeze your way through the corporate ladder of wherever you choose to work. This does nothing if you're a below-average student.

Spider's Web - 200 AP [100 AP Chosen]

You know how to turn even the most negligible interaction into a networking opportunity. It doesn't matter whether they're a comedian you talked with on the bus, a rich kid you met at a party, someone you played baseball against, or an assassin who literally tried to kill you. As long as you part ways with someone on amicable terms, you always know how to get back in contact with them, and how to strong-arm them for favors or free labor in the future.

Perfect Order – 400 AP [200 AP Chosen]

In any social system, 20% are exceptional, 20% are worthless, and 60% are ordinary. However, within any social structure you rule over, you can create a system where only 5% are worthless and 95% are exceptional. It will become common sense within this system that this minority is deserving of any discrimination they face. The minority will live through Hell, while the majority will be motivated to perform at an exceptional level, even if they were formerly just average. Just be aware that this entire system will begin to collapse should the minority ever manage to excel over the majority. Preventing this may require direct intervention.

Rewiring – 600 AP [300 AP Chosen]

You wield charisma that could lead nations if you felt so inclined. Those on your good side are empowered just by your presence, while those on your bad side feel oppressed, even if they hold every conceivable advantage over you. Simply speaking to someone for a mere three minutes allows you to brainwash them outright. They'll be reduced to a zombie-like trance where your words completely smother their own feelings and personality, but oddly not their skill or academic ability. Rush jobs like this rarely last more than a few days, especially if they experience anything that overtly contradicts whatever lies or delusions you fed them. However, with enough time to focus on one target, you can ruin them for life.

- Professional Skills Time -

Professionals may receive one of their 100 AP Perks for free.

Lucky Loser - 100 AP [50 AP or 0 AP Professional]

Loss is a natural part of life. The measure of a man is what they learn from loss. A humiliating defeat may help you devise the perfect strategy for your rematch, the loss of a loved one may save you from going down a dark path of mindless destruction, losing your perfect record may help you realize what's actually important to you. As long as you have the wisdom to accept your loss, you'll always be left a little stronger than before, at least mentally.

Bodacious Body - 100 AP [50 AP or 0 AP Professional]

Simply put, you are absurdly attractive. Whether you're a curvaceous bombshell or a chiseled slab of muscle, you are just a pleasure to look at, even if you aren't doing anything particularly exciting. It's a simple effect, but there's no denying the advantage this gives you in social situations. It's just human nature to want to treat handsome people better. If you have the skills to intentionally weaponize this, you are a force to be reckoned with.

Killer Scruples - 200 AP [100 AP Professional]

E Class' track record for forgiving people that tried to kill them is more than a little concerning. Going forward, you find that people are impossibly forgiving of your past attempts to ruin or outright kill them, as long as you ultimately didn't succeed. You don't even need to apologize or give any excuse for your actions. As long as you can provide a convincing explanation that you won't try to kill them again, it's all water under the bridge.

Guinea Pig - 200 AP [100 AP Professional]

Something about your physiology causes any artificially induced mutations to manifest in the most benevolent way possible, negating the worst side effects and ensuring your body is never any worse-off than before. If you're knowledgeable enough about the underlying concepts, you can subtly steer the transformation in a direction of your liking, like how the original Reaper was able to manipulate the scientists to unknowingly grant him godlike power.

A Real Monster – 400 AP [200 AP Professional]

While Korosensei is the most obviously inhuman, he's far from the only monster running around. Your overall physical abilities are near the peak of what's considered humanly possible, and you can choose one specific physical attribute to boost to superhuman levels. This attribute can be a specific body part, like the grip strength to crush skulls with barely any exertion. Alternatively, you can choose something more general like "endurance" such as how Kurasuma didn't even lose consciousness from a tranquilizer strong enough to fell an elephant, or how he could casually walk off several point-blank explosions in pursuit of Reaper 2.0.

Silver Forging – 600 AP [300 AP Professional]

Can you even imagine how impossible it would be to kill Korosensei without Anti-Sensei weapons? By studying the flesh of any organic, but otherwise "unnatural" physiology, you can create weapons that are effective against beings with that same physiology. Whether it be bullets or knives that liquify their cells on contact, beams that briefly stun them, weak poisons that negate their usual immunities, or even something as absurd as the **Spear of Heaven** or **Shield of Earth** described below. This does work to an extent on sufficiently similar species between Jumps, but if the equivalent in a future jump is significantly stronger than the one you based the weapon on, the potency will be greatly reduced.

- Companion Time -

Old Contacts - 50 AP Per

With one purchase, you may choose to import an old companion or create a new one wholesale. In either case, they receive 600 AP to spend, and may take drawbacks for more points, barring those that cause setting-wide changes. Each additional purchase doubles the number of companions you can import/create through his option.

Hired Help - 50 AP Per

With one purchase, you receive an empty “slot” that can be used to recruit any canon human character from this world as a companion. Characters who once or still wield implanted tentacles are still considered “human” for this purchase. Each purchase after the first doubles the number of slots you receive through this option.

Anomaly - 300 AP

With this, you may attempt to recruit any of the three individuals who have undergone full-body reconstruction through Antimatter Tentacles. You need to acquire their informed consent first, which is much easier said than done.

Even if he isn't going to, Korosensei has no interest in living a long life. If anything, he feels like that would be an insult to all the effort his students put in to assassinate him.

After his procedure, Reaper 2.0 was granted speed and power double that of Korosensei, at the cost of being reduced to a mindless berserker who can barely manage speech. Purchasing him through this option will rectify the whole “only three months left to live” issue.

As for Yanagisawa, he has encyclopedic knowledge of pretty much everything there is to know about Antimatter Tentacles, as they were his invention. This is how he managed to replicate Korosensei's speed while retaining his human appearance. While this makes him an invaluable asset, he's also a terrible person on every conceivable level. He genuinely does not possess a single redeeming quality. To make matters worse, his irrational hatred of Korosensei runs so deep it has made revenge his one and only goal in life.

– Sensei Killing Time –

Requires **Professional** Affiliation, **End Class** Drawback, or either **Challenge**.

Used or lost Anti-Sensei weapons are replaced weekly. Post-Jump, any Anti-Sensei weapons purchased with **AP** will be just as effective on any flesh that has been significantly mutated on a genetic level through scientific means.

Anti-Sensei Material – Varies

Likely due to their contacts with the lab that initially created them, the Government was able to produce a special substance that is able to bypass an Antimatter Lifeform's natural defenses to destroy their tentacles on a cellular level. The physical properties of this material is identical to rubber, making them harmless to any other organism.

- **Knives & Bullets – 0 AP** – A large crate holding an infinite supply of knives and BB pellets made of Anti-Sensei material. Also comes with a wide variety of BB guns to use said pellets with.
- **Grenade – 50 AP Per** – With each purchase, you receive a grenade that has been packed full of Anti-Sensei BB pellets. Be aware that the gunpowder within this makes it somewhat dangerous even to non-tentacled beings.
- **Textiles – 100 AP Per** – An enormous roll of special white fabric made of Anti-Sensei material. Enough to completely cover a school bus. Can either be used in its current sheet form or tailored into a full-body outfit to protect you.
- **Custom – 100 AP Per** – Most Anti-Sensei weapons are mass-produced, but you somehow commissioned a custom piece. You receive an Anti-Sensei weapon in a completely unique design. Whether that be Anti-Sensei garrote wire, Anti-Sensei bat, Anti-Sensei frisbee, etc. You can even have something like a bladed Anti-Sensei sleeve meant to go over an Antimatter tentacle but insulated on the inside to prevent you from damaging the wielder's own cells.
- **Import – 150 AP Per** – You may choose a weapon you already possess to grant Anti-Sensei properties. You may choose whether it also gains a rubber-like composition, or if it remains as effective against non-tentacled targets as before.
- **Formula – 300 AP** – You receive a formula that can be used to synthesize as much Anti-Sensei material as you want.

Anti-Sensei Poison – 100 AP

Several large canisters of a poison that triggers an allergic reaction in Antimatter organisms. Initial exposure will cause them to overproduce mucus, temporarily dulling their senses. Once this passes, it will begin to dull their motor functions, and they'll be exceptionally vulnerable to any hazards their mucus would normally protect against. Can be used in either liquid or aerosol form, but the latter is far more potent.

Pressure Beam – 100 AP / 150 AP

This peculiar projector is able to emit a strange light. When exposed to this light at point-blank range, Antimatter tentacles turn rigid in an instant, paralyzing them, albeit only for a moment. You may choose the form factor for this projector, whether it's large enough you need a truck to lug it around, small enough you can hide it inside your sleeve, or even something like a projector installed directly into a prosthetic eye. By spending an extra **50 AP**, you can have this beam installed into a weapon or device you already possess.

Shield of Earth & Spear of Heaven – 500 AP

The two greatest weapons the government devised to destroy Korosensei.

The "Spear of Heaven" is an enormous satellite. On your command, it will fire a laser large enough to encompass the entirety of the Class 3-E campus. However, this isn't a normal light. It is able to completely annihilate Antimatter Tentacle cells on contact, while harmlessly phasing through any other matter, including other organisms. However, this satellite has one major weakness, in that it requires a full week to recharge between shots. In future Jumps, you may choose to start with this satellite already in orbit.

The "Shield of Earth" is meant to cover for the weaknesses of the spear. By setting up six large projectors at key points miles around the target location, you can create a spherical bubble several miles in diameter. This bubble is made of the exact same light fired by the spear, meaning anything other than Antimatter Tentacles can pass through unharmed.

- Outsider Equipment Time -

Outsiders may receive one of their **100 AP** Items for free.

Impermanence - 50 AP [0 AP Outsider]

Like Reaper 2.0, you have an appreciation for nature's beauty, specifically flowers. Within your Warehouse is a new section resembling a flower shop, containing a variety of beautiful (but otherwise completely mundane) flowers. Any flowers that are destroyed, removed, or simply die naturally will be replaced with a new random species of flower.

Signature Weapon - 100 AP [50 AP or 0 AP Outsider]

Nothing fancy here. You receive one mundane melee or ranged weapon. None of that rubber stuff either; this is meant for killing humans. Though that does mean it's pretty much useless against Antimatter Tentacles. Whether it be a knife, a revolver, sniper rifle, whip, katana, etc. Projectile weapons come with a decent supply of spare ammo that replenishes weekly.

Spray Can - 100 AP [50 AP or 0 AP Outsider]

This small device is designed for spraying poison. This comes with about three cartridges full of a special tranquilizer that is (theoretically) strong enough to down anything smaller than an elephant. Each cartridge is one use, but they replenish weekly. You also receive a few dozen empty cartridges, if you want to try using your own poisons.

Hunting Ground - 200 AP [100 AP Outsider]

A large concrete complex found in a location of your choosing each Jump. Whatever official purpose this once served, you've modified it into one giant death trap. Taking advantage of the labyrinthine pathways, prison cells, security cameras, and variety of traps will give you a substantial advantage against any opponents you fight in here. If that fails, you can go up to the control room to flood the bottom half of the complex, killing anyone within.

Short Leash - 200 AP [100 AP Outsider]

An assortment of about 30 mechanical collars designed to violently combust if forcefully removed. You can also use remote control to trigger or unlock the collars as you please. I shouldn't need to explain how useful this would be for hostage situations. However, as scary as they seem, their design is fairly simple. Anyone with a solid grasp of electronics can figure out how to safely release the lock. Lost or damaged collars are replaced weekly.

Reaper's Scythe - 300 AP [150 AP Outsider]

The favored finishing technique of Reaper 2.0. For how terrifying it appears, the concept is actually quite simple. Within the tip of your index finger is a tiny gun you can fire just by flexing your fingers in a certain way. The bullet it fires is a mere 10 caliber, closer to a needle than a bullet. However, you have mastered perfectly aiming this shot to hit a target's aorta. Their own blood pressure widens the wound to the point they die almost instantly. However, from the outside, it simply looks like the target dropped dead from you pointing at them.

Miasma - 300 AP [150 AP Outsider]

You receive canisters of two custom-made poisons, and several dozen dosages of their respective antidotes. One is lethal, while the other is not. Both are colorless and flavorless, making them perfect for spiking a target's drink. The initial stages of the viruses are identical. Incubation time varies for each individual, but initial symptoms resemble a severe fever. The lethal poison will cause them to form boils all over their bodies before dying in agony in a matter of hours. The non-lethal virus will instead harmlessly pass through their systems.

- Student Equipment Time -

Students may receive one of their 100 AP Items for free.

Treasure Trove – 50 AP [0 AP Student]

How... classy. Well, whether you gathered them for personal use, or as bait for Korosensei, you have a disgustingly large collection of porn mags, catering to a wide variety of fetishes. If you'd rather retain some self-respect, you can instead receive a collection of hobbyist magazines focused on some mundane but specific topic like pudding or entomology.

Reference Material – 100 AP [50 AP or 0 AP Student]

Wait, what? Since when do students in anime actually study? Placed in your warehouse is a colossal assortment of Japanese textbooks covering a wide variety of topics and skill levels. A new shipment of up-to-date textbooks for the current world will be added to the pile at the start of each year. Although, you'll have to take care of disposing of outdated textbooks.

Creamy Dream – 100 AP [50 AP or 0 AP Student]

Once per year, you will be able to call this number. Dozens of trucks and laborers will arrive at a location of your choice for the sole purpose of constructing a giant pudding the size of a small apartment, entirely for free. As good as it looks, it tastes even better, with different flavors being revealed at each layer. Just make sure you can actually finish it before it spoils.

P.E. Uniforms – 200 AP [100 AP Student, 1 Free w/ End Class]

30 sets of E-Class' high-spec P.E. uniforms. They are top of the line in every regard. The shoes are bouncy and the clothes are unnaturally lightweight, not to mention highly resistant to shock, impact, cutting, stretching, stabbing, burning, etc. You could fall nearly half a mile onto solid stone and barely feel anything. You receive special spray cans that can be used on the uniforms to temporarily camouflage them into the surrounding environment.

Family Business – 200 AP [100 AP Student]

Not every student of E Class is completely screwed if they can't get their grades up. Many of them have family businesses they'll inherit regardless of their academic performance. Every Jump, you will have a small business either owned directly by you or owned by your family before eventually being passed down to you. You decide each Jump what product/service this business deals in, whether it's food, repairs, electronics, antiques, etc.

Safety Net – 300 AP [150 AP Student]

Connections trump hard work every time. Whether through blood or business, you have close ties to an exceptionally wealthy (and corrupt) figure. Whatever the nature of this bond, they don't seem to mind offering you frequent and substantial allowances or using their name to get into all kinds of exclusive parties, as long as it keeps you out of their hair for a bit. Just be aware that they are involved with a lot of shady dealings and people. There's no guarantee they'll be able to evade justice forever, so it might be wise to keep your distance.

Ritsu 2 – 300 AP [150 AP Student]

It's a little disrespectful to call a classmate "equipment", but I digress. Ritsu is an Autonomously Intelligent Fixed Artillery. What that entails is explained in the **Physiology** section above. Point is she's a constantly evolving AI within a similarly versatile weapons platform. For whatever reason, once Ritsu manages to decentralize herself, she'll decide to trust you with her old main body, along with a copy of her mind. This branch of Ritsu is loyal to you specifically and will gladly use her inhuman calculation and hacking skills for whatever you may need them for.

Naturally, she retains the evolution potential of the original Ritsu and is likely to continue improving her capabilities in time. Regardless, no matter how intelligent or powerful she becomes, her human emotions will prevent her from going full Skynet.

– Teacher Equipment Time –

Teachers may receive one of their 100 AP Items for free.

Tasteless – 50 AP [0 AP Teacher]

The Teachers of E Class aren't known for their fashion sense. You have a large wardrobe full of all manner of outfits that you should feel embarrassed to even own. Perhaps they're just tacky and all-around strange like those of Aguri Yukimura, or maybe they're sexualized to the point you'd get arrested if you ever tried to wear them, like many of Bitch Sensei's outfits.

Teaching License – 100 AP [50 AP or 0 AP Teacher]

From now on, you will automatically possess a valid teaching license in each Jump you show up in. This comes with ample evidence that can be used to confirm your qualifications, even if there's otherwise no trace of your existence in that world. That said, this won't stop you from being fired if you later prove to be completely incompetent as an instructor.

Hunting Trophies – 100 AP [50 AP or 0 AP Teacher]

You have quite a few stories to tell, and the mementos to back it up. You have boxes upon boxes of small items like matchboxes or cufflinks from powerful and dangerous people all over the world. Celebrities, mobsters, politicians, etc. Now, you don't have an active relationship with these people, but waving one of these around makes it very easy to pretend like you do.

Souvenir – 200 AP [100 AP Teacher]

Ah yes, what classroom is complete without a decorative ICBM. This missile is the size of an adult male. It's technically active but won't explode if you don't want it to. It comes with a complementary launcher, but you won't get a replacement for another year if you use it. Alternatively, you can take a note from Korosensei's book and just keep it around as a good luck charm or just use the thrusters on it as the most dangerous lighter known to man.

Witness-Be-Gone – 200 AP [100 AP Teacher]

While we never see them do it, the government has clearly expressed their willingness to erase the memories of anyone who poses a security risk. You receive all the tools, chemicals, and even a handy instruction booklet to start wiping memories yourself. Naturally, this process is neither quick, foolproof, nor painless, otherwise the government would be using it way more. Still, handy if you have the time and don't particularly care for the recipient's wellbeing.

Passive Income – 300 AP [150 AP Teacher]

Whether through your own brilliance or pure dumb luck, you made some very lucrative investments in the past that are paying off to this day. Even if you don't lift a finger, you'll be able to make millions of yen on a daily basis. The exact amount you make will fluctuate a little from time to time, but not by much and you'll never lose more than you earn from stocks. Naturally, this only manifests in Jumps that possess some kind of recognizable stock market. Don't expect to keep raking in during the post-apocalypse.

Ant Farm – 300 AP [150 AP Teacher]

Your own kingdom of knowledge, or perhaps your petri dish. You are principal and chairman of a prestigious school of similar size and reputation to Kunugigaoka Academy. Also like them, you'll experience bizarrely little oversight from external authorities. Unless you get caught in a scandal of national significance, you'll have pretty much complete impunity to run your school however you want, even if it borders on illegal. You decide whether this is a place where the weak become strong, or where the strong learn to trample on the weak.

- Challenge Time -

Both challenges are mutually exclusive. By completing either, you will be rewarded **600 AP** to spend as you please. You can choose to forfeit any challenge-specific rewards to receive those points up-front. However, doing this makes it so that failing either challenge will result in you failing your entire Chain, even if you manage to survive to the end of the Jump.

To Kill The Strong

Your challenge is as simple as it is impossible. You must personally kill Korosensei. Now, there's nothing stopping you from doing this normally, but taking this challenge adds an extra wrinkle into the mix. Korosensei somehow already knows about what you are and everything you're capable of. No matter how much of an obscene advantage you should logically hold, he's always ready with a new power, strategy, or technique to counter any perks, powers, items, magic, tech, etc. you bring in from past Jumps. If you want to defeat him, you'll have to rely on tactics, in-universe technology, exhaustive preparations, and flawless execution.

If you succeed, you will inherit the legacy and title of "Reaper", the greatest assassin to ever live. When you enter a new Jump, legends of your superhuman skill and lethality will already be in circulation. Your services will be in demand world-wide, and you'll find it surprisingly easy to convince others that this is actually you, or you could just ignore these rumors.

To Die By The Weak

Your challenge is to take Korosensei's place and polish the students of Class 3-E into assassins capable of taking your life. Knowledge is the only advantage you are permitted to give them. So you can't give them superpowers or modify their bodies to bring them to your level. Despite your ultimate goal, you must earnestly do everything within your means (aside from harming your students) to survive. If you want to give them any kind of handicap, it needs to be an apology for a genuine mistake or a reward for making significant headway in their academics. To make matters even worse, the government is holding you accountable for destroying 70% of the moon, and there will be countless regular assassins after your bounty as well.

If you are killed by anyone other than E Class or make it too easy for E Class to kill you, you will die as normal. If you survive to the end of March, you will live but will have failed this scenario. If E Class does manage to kill you and properly worked for it, you will complete this scenario and be allowed to safely revive in your next Jump.

If you succeed, you will inherit the legacy and title of "Koro-Sensei", or the "unkillable teacher". When you enter a new Jump, legends of your superhuman teaching ability will already be in circulation. Your services will be in demand world-wide, and you'll find it surprisingly easy to convince others that this is actually you, or you can just ignore these rumors.

- Drawback Time -

Take as many as you desire and/or can handle.

End Class - +0 AP

You are a student, teacher, or in some way directly involved with the dreaded E Class. Expect to deal with a frankly ridiculous degree of discrimination from the main campus. Normally this would be a curse, but you arrived just in time to receive the guidance and companionship of a certain Mach 20 octopus. This also means you have the best chance of earning that 10 Billion yen bounty, especially if you're one of Korosensei's beloved students. If taken with the **Chosen** affiliation, you likely had a substantial fall from grace right before the start of the Jump.

The Disastrous Life of Sensei K - +0 AP

During one bonus issue, Korosensei ended up facing off against a highschool boy with godlike psychic power. This now takes place in the same setting as The Disastrous Life of Saiki K. Oddly, Saiki himself is adamant about not involving himself with this annoying octopus in any way, regardless of whether or not he's as much of a threat to the Earth as he claims to be. You'll also occasionally come across people who appear almost identical to protagonists of various other shonen manga. It doesn't appear that this is anything more than an odd coincidence.

Live Action Adaptation - +0 AP [Incompatible w/ Koro-Sensei Q!]

You'll be entering the world of the Assassination Classroom Live action movie. It's kind of like an extremely condensed and dumbed-down retelling of the anime/manga story. Frankly speaking, it's not very good. I wouldn't recommend taking this.

Koro-Sensei Q! - +0 AP / +100 AP [Incompatible w/ Live Action Adaptation]

Rather than modern Earth, you arrive in a world of monsters and magic. Korosensei is the hero-turned-demon lord who decides out of boredom to become a teacher for the misfit class of Kunugigaoka academy. What makes the students of E Class special is their possession of odd "bugs" that go against the rules of the world, albeit rarely in any useful way. Any technology you buy in this jump will be twisted through a fantasy lens. Guns become spells, computers become magic tablets, cameras become crystal balls, etc. Chibi art style is optional.

For an extra **100 AP**, you receive a bug of your own. This is something annoying that does more harm than good. Maybe you can only equip the front half of any armor, or any spells you cast are delayed by several weeks, or a metal pan drops on your head and you experience extreme misfortune every time you look down on someone. Something like that.

Living Failure – +100 AP Per [x 4 Max]

Like most characters in this setting, you have issues. You have a notable personality flaw that makes you easy to manipulate, or just exceptionally hard to get along with. Maybe you're a gross pervert, or a raving narcissist, or a sadistic brute, or pathetically insecure. Maybe you're rude, maybe you're an idiot, or maybe you have the worst fashion sense known to man. You may choose any one issue on this level with one purchase. Each additional purchase doubles the number of distinct flaws you must pick, to a maximum of 8.

What A Man – +100 AP

There's no nice way to put this, you're dirt poor. All your clothes come from a thrift store, and you can barely afford to feed yourself without spending all your free time working. Even when you do earn money, it always manages to slip right through your fingers as soon as you get it. If worst comes to worst, you may need to resort to less than legal means of making money if you get really desperate. Naturally, any financial assets from past Jumps will inexplicably be nowhere to be found for the duration of this Jump.

Self-Destructive – +100 AP

This is a step beyond a "bad habit". You have some bizarre quirk that is absurdly dangerous. This could be something that slowly but surely destroys your life around you, like a severe addiction to hard drugs or gambling. Alternatively, this may just be something stupid that places your life in unnecessary peril on a regular basis, like insisting on always drinking soup through the barrel of a loaded gun. Feel free to determine the specifics of this "quirk" as long as it poses a similar risk of losing everything for little-to-no reason.

Unbreakable Chains – +100 AP

You are one of the many in this setting who suffer from an almost comically toxic home life. Perhaps they take every opportunity to reiterate their disappointment in you or obsess over grooming you into a clone of themselves, maybe they just use you as a pawn for their own monetary gain, or maybe they openly express their intentions to keep you under their thumb for life. Whatever form it takes, it will take a substantial amount of personal growth before you can even consider disregarding their opinions or opposing them in any way.

Safe Target – +200 AP

While the discrimination faced by E Class is unreasonably cruel, at least it's mostly limited to the confines of Kunugigaoka. Well, it's supposed to be. For some unknown reason, absolutely anybody who holds any degree of societal power over you will go to great lengths to ensure you are as miserable and hopeless as possible. It's not outright impossible for you to beat the odds and climb your way above those who once looked down on you, but you'll often find yourself working twice as hard to get the same recognition as any of your peers.

Ingenuously Stupid – +200 AP

Gakuho Asano is perhaps one of the smartest and dumbest people in the world. In whatever you attempt, you either take it way too far, or overthink things to the point you end up actively working against your own interests. Your son's friend questioned your parenting? Better beat him within an inch of his life. The underachieving class is catching up to their peers? Time to sabotage the exam. Your student lost his life to bullying? Clearly the solution is to create a new school where bullying is not only encouraged, but a vital pillar of its social structure.

Underdog – +300 AP [Cannot take on first Jump]

I'm sure you've seen this type of drawback plenty of time before. Taking this bars you from accessing any of your perks, powers, items, etc. from previous worlds. Anything you bought in this Jump will be just as available and functional. You do keep your memories, so maybe just that extra experience will give you an edge over the competition. Then again, maybe you just want to challenge yourself to kill the unkillable as a relatively normal human, or maybe you're such a monster yourself and see any further advantage as redundant.

Berserker – +300 AP

You seem to suffer from similar physical and mental side effects as those implanted with Antimatter Tentacles. Your brain is in constant agony, requiring inhuman willpower simply to stay sane. You experience an overall decrease in physical and mental performance between 10%–30%. Your metabolism causes you to regularly feel like you're burning up, almost like a fever. Finally, too much excitement can lead to your brain becoming overstimulated, causing your bloodlust to spiral out of control, sending you into a blind rage.

Dependent - +400 AP [+300 AP for AIFA]

Through some horrific accident, your entire body is paralyzed. You are unable to move, speak, eat, or really do much of anything other than blink, breath, think, or defecate, without constant medical assistance. Not even methods or powers from outside this Jump will enable you to heal or control your body. Getting anything done this Jump will be challenging, to put it gently.

If taken with the **AIFA** physiology, this doesn't affect the functionality of your central body but places a kind of cap on your evolution. You will find it impossible to extend your functionality beyond the range of your stationary main body during this Jump.

Worst-Kept Secret - +400 AP

Somehow, the government already knows all about you. They know all your powers and are already determined to destroy you at all costs. By some miracle, they even managed to devise a variant of Anti-Sensei Weapons and poisons that can bypass all your body's immunities and defenses to destroy your flesh (or whatever it is that makes up your body). Of course, that's all assuming they can actually hit you. The silver lining is they only know what your powers do in an abstract sense. They'll be completely in the dark on any specific techniques or creative combinations of powers you devised to make the most of them.

– Graduation Time –

What does the future hold for you?

Savage Youth Theory – Go Home

You decide to end your Chain and return to your home world.

Self-Reliance Revolution – Stay Here

You decide to end your Chain and remain within this world.

Question – Move On

You decide to continue your Chain onward into a whole new world.

Bye Bye Yesterday – Special Reward [Requires Dynamic: Student & End Class]

In the event you not only play a pivotal role in E Class managing to assassinate Korosensei but do so in a way that leaves both Korosensei himself and all of E Class without any lingering regrets, you will be given four rewards.

The first two rewards are your diploma and an enormous yearbook painstakingly compiled by Korosensei. Their value is primarily sentimental.

The third reward is an even larger book titled “Koro-Sensei’s Rules to Live By”. This personalized guidebook was designed to cover in exhaustive detail any conceivable situation Korosensei could predict you potentially running into in life, no matter how large or small. How much you let Korosensei learn about your otherworldly nature can impact how absurd these hypotheticals become, as he has to rely entirely on information you give him to guess what kind of situations you may or may not run into while traveling to different worlds.

Finally, you will be able to keep an identical copy of the Class 3-E campus and the mountain it rests atop. It isn’t much to look at, but it’s away from prying eyes, makes an excellent training spot, and more importantly holds countless memories. Once per Jump, you may temporarily overlap this property with the version of it back in the original world, for a reunion with the rest of E-Class, or whoever they get to take over maintaining the building. Every time you do this; a year will have passed in their world. Don’t ask how this works if time is stopped in their world, it just does. You can’t take any of them as companions. They vanish back to their home world at the conclusion of the reunion unless you already recruited them during this Jump.

For what it’s worth, you’ll also get a say in how E Class should spend the reward money.

- Notetaking Time -

Jump by **Gene**.

I don't mind people reposting my Jumps on other sites, but if you see someone complaining about a dead link, please let them know I upload almost all my jumps to the /tg/ drive.

With the exception of the Anti-Sensei weapons, which explicitly require a plus-charge, feel free to import into any other items as you feel is appropriate.

Regarding AMLF:

The **AMT Organism** options will naturally be treated as altforms post-Jump. For the **AMT Implant** options, you may choose whether to treat them as altforms or leave them as a permanent addition to your body.

- Tentacle Time -

Further details in the many bizarre attributes of Antimatter Tentacles.

Structure - The interior of the tentacles have a homogeneous, pudding-like consistency, held within a flexible membrane. Tentacles are surprisingly absorbent, but this can often be a weakness, as soaking up too much water can cause them to bloat and become unwieldy.

Camouflage - The color of the tentacles can be altered to project different colors of patterns. This can be done consciously for disguise, but it's common for tentacles to change color automatically to reflect the organism's emotional state.

Digestion - While the exterior of the tentacles is (relatively) harmless, almost any foreign matter that breaches the outer membrane will dissolve on contact. This makes tentacles essentially immune to any modern weapon that wasn't explicitly designed to target their cells. This may also be the reason Korosensei has demonstrated the ability to safely consume pretty much any matter, though it's unlikely they gain any nutrition from this. Oddly, this acidic quality is nowhere to be seen when the tentacle's liquid content is outside the body.

Poison Immunity - Tentacles cannot be harmed by any poison that isn't specifically designed to target their cells. Exposure to poisons will often cause the tentacles to temporarily manifest strange, but ultimately harmless mutations. In rare cases, exposure to certain chemicals can cause tentacles to develop new abilities, like Korosensei's liquid form.

Shapeshifting - Tentacles are shown to be extremely malleable. While they can't stray too far from their basic consistency, with practice they can form a variety of tools or structures like drills, mouths, proboscises, webs, etc. One can even split them apart into even more tentacles, but this divides their speed and strength proportionally.

Mucus - To protect against moisture, tentacles can expel a thick mucus. Coating the tentacles in a thin layer of mucus can somewhat help insulate against water, but it isn't perfect. One can mix a significant amount of mucus into a small body of water to cause it to thicken into a jelly-like substance, completely removing the risk of absorption.

Molting - Once a month, tentacles can cast off a thick layer of skin. This skin is flexible, yet durable enough to defend against military-grade explosives. Molting temporarily dulls the tentacles' stamina and reaction speed. It's unknown if any AMT can do this, or if this is a technique unique to Korosensei.

Regeneration - As long as the tentacle's host is still alive, tentacles are capable of regenerating from any damage in a matter of seconds. Like molting, regeneration temporarily dulls the tentacle's stamina and reaction speed.

Energy Manipulation – An advanced technique involving the energy produced by the AMTs. Whether it be heating up the cells to the point they ignite, firing it as projectiles, releasing it as an explosion, or even crystalizing it into a nearly indestructible shell.

Speed – The most iconic trait of Antimatter Tentacles. Tentacles are capable of accelerating to Mach 20 speeds almost instantaneously. They even enhance the host's nervous system to the point they can effortlessly keep up with these speeds, or at least as well as their unmodified muscles will allow, even if the tentacles are later removed.

Flight – Korosensei has frequently demonstrated the ability to fly at speeds equal or maybe even greater than his ground speed. There are no instances of those with implanted AMTs demonstrating flight, so presumably this is only possible for complete AMT organisms.

Enhanced Senses – Korosensei appears to possess superhuman senses, able to detect even the most miniscule variations in temperature, light, sound, or smell. This appears to be another trait exclusive to full-body AMT organisms.

Strength – Tentacle users are able to demonstrate superhuman levels of force, but this is almost entirely due to their speed. They have surprisingly little brute strength, and even a child could restrain one if they grab on before they can accelerate.

Instability – It was discovered too late that all AMT-based organisms have a chance of destabilizing and creating a massive antimatter explosion. It was a single mouse that was responsible for the explosion that destroyed 70% of the moon. However, it was later discovered that the probability of this occurring is inversely proportional to the size of the organism. Through exposure to a particular silicon-based compound, this can be lowered even further, to the point an entity like Korosensei has less than a 1% chance of exploding. Naturally, this probability defaults to 0% for any AMTs bought with **AP**.

Emotional Link – Antimatter Tentacles are extremely sensitive to the user's emotional state. Bloodlust makes them wilder and more destructive; serenity makes them more precise and gentler; stress can make them sluggish and melty, etc. This is also the reason that if a tentacle user is flustered, their reflexes and kinesthetic vision is reduced to that of a regular human. However, tentacles don't just reflect emotions but enhance them. If one is unable to control their emotions, this can result in a feedback loop that can only end in madness.

Many tentacles users claim that at one point, their tentacles directly asked them what they wished to become. One who wished to be weak might develop a goofy appearance with exaggerated weaknesses, but unmatched control and precision. One wishing for revenge might gain tentacles that are barely noticeable while hidden but demonstrate explosive power in front of their target. One wishing for strength might have their raw stats supercharged, at the cost of even greater physical and mental instability.

Side Effects – There are a number of peculiar physiological changes that occur in those who bear antimatter tentacles.

These effects normally only apply to all those with implanted tentacles, but even if you take that option you will have no such weakness unless you take the drawback Berserker.

- **Acute Pain** – The rejection between the tentacles and the host nervous system can cause constant, agonizing pain unless they receive constant maintenance.
- **Reduced Performance** – The incompatibility with the AMTs can cause interference in the host's neurotransmitters. This causes a 10% to 30% decrease in the host's mental and physical performance, requiring the host to rely more on their tentacles in daily life or undergo even further surgical enhancements.
- **Mental Instability** – The excess energy from the tentacles can at times over-stimulate the host brain. This can cause the host to spiral into a berserk rage that can cause their own body to further degrade while placing everyone around them in danger.
- **Metabolic Instability** – The host will frequently feel as if their body is constantly on fire, while their tentacles are freezing cold. This temperature can reach such extremes that the AMT cells can ignite outright if overstimulated, at great risk to the host.

These effects will apply during this Jump, but will go away once you leave, unless you'd like to hold onto them for whatever reason.

- **Aversion to Water** – Due to the absorbency of the tentacles, users are instilled with an instinctive aversion to large bodies of water. It's not extreme enough that they can't stand even being near water, but it will make them somewhat anxious.
- **Eating Habits** – AMT users universally develop an intense sweet tooth. This may be due to the energy required by their metabolism thanks to the tentacles. Being unable to sate this need will result in symptoms akin to withdrawal.
- **Soft Flesh** – Those with AMTs invariably find themselves obsessed with soft-tissue parts of the human body, especially breasts. This may be due to the tentacles feeling an instinctive kinship with them. This might even apply to anything with similar traits to tentacles, like Akari Yukimura's obsession with pudding, or Korosensei's hyper-fixation with the concepts of jiggling, wiggling, slithering, or tentacles in general.

The last effect will apply in future worlds but is unlikely to be a problem after this Jump.

- **Anti-Sensei Weapons** – While you're unlikely to come across Anti-Sensei weapons in future Jumps, in the off-chance someone does manage to replicate this technology, they will be just as effective on your AMT cells as they would be in this world.