Shinzo

Welcome back to Earth Jumper! This Earth isn't like how you remember, in fact, it's over 300 years into the future and humanity is all but extinct. A new species runs things now, Enterrans, created by humans to help survive a strange disease that threatened humanity. Instead they betrayed humanity and almost wiped them out save one girl who is the last hope humanity has at salvation. Welcome to the world of Shinzo Jumper. You will start out a week before Mushra and the last human, Yakumo, meet. Take 1000 CP you're gonna need it.

Locations

Other than the Statue of Liberty there are not a bunch of known locations, so feel free to start off anywhere on the planet.

Gender & Age
Both humans and natural born Enterrans age at a similar rate from birth to around 25, after which Enterrans will possibly live for hundreds of years choose whatever age you want that makes sense for your race. As for gender, this one does not care, choose whatever you want.

Perks and discounts.
You gain 50% discounts to your perks and items for your origin and your race with 100 cp purchases being free.

Races

Human free +200
You're a normal everyday human. In this world there are rumors that humans are delicious or eating them can grant others eternal life so take these points as most people you meet in this world are gonna try and make you a snack.

Enterrans
Enterrans are artificial organic lifeforms with mechanical amd animal properties; they can mold, contort, and reshape themselves like organic lifeforms. They also possess the ability to absorb the Encards of other Enterrans into their own being, and restructure themselves as a result. Encards are what Enterrans become when defeated. The cards can be absorbed or eaten by other Enterrans to gain some of the defeated Enterran's powers. If the card is left intact, they can come back to life, if the card is destroyed, the Enterran is gone forever. By absorbing these cards an Enterran will absorb all the powers and some of the appearance of the fallen one. There is no apparent upper limit to how many cards can be absorbed. This becomes an alt-form in future Jumps.

Origins - Any can be treated as a drop in.

Warrior - You trained in the art of war.

Scientist - You're one smart cookie.

General perks

Enterran Biology (100/200/400)
Like the Enterrans you turn into a card when you suffer a killing blow. You can be absorbed by your attacker but if you are kept away or spared you will naturally return to normal. Others can revive you faster by pouring energy into you to speed up the process. The only way to permanently kill you is to destroy you in your card form. Also at least in the Manga Enterrans are capable of successfully interbreeding with their genetic donor species, think of that what you will.
This is free for Enterrans.
For 100 you can have this as a non-Enterran.
For 200 you can make Enterrans a part of future worlds.
For 400, you can make every sentient being an Encard when defeated.

Together as One (100, 200, 400)
All Enterrans possess the ability to willingly fuse without being forcibly Encarded. This is usually used by weaker beings to gain access to a pseudo hyper-form to fight off common threats. The boost in power is only equal to the power of the fused beings but it can unlock unique abilities or boost current powers. Such as enhancing the elemental powers of the one being boosted.
For 100 you can fuse with non-Enterrans and gain access to this should you be a human.
For 200 You gain the ability to switch between the make of this pseudo-hyper form accessing the unique individual's powers or abilities.
For 400 You gain access to all the abilities of those you are fused with.

I activate my trap card! 400 (requires Enterran Biology for 200 or 400)
Wait, wrong anime, oops. This allows you to summon those you assimilated into yourself back into the world. They will possess all the power and abilities they had when you Encarded them at the cost of you temporarily losing it. Should they be defeated in battle they will return to you instead of being Encarded again. Anything you summon this way is loyal to you and cannot be used against you. Should you desire it you can permanently give up the assimilated power to return them to life. They will stay loyal to you but can be Encarded again as normal.

Piece of Lanancuras 600
Lanancuras was once a Celestial Guardian of the galaxy. He fell from grace and was sealed away in a meteorite a long time ago, but it seems his influence still exists as you have somehow attained some of his power. This boosts you to the peak of your species and grants you natural agelessness. It also acts as a Capstone booster.

Human

Shere dumb luck 100
This gives you minor plot armor making it so you will not die due to indirect events such as random arrows, bullets or blast flying by. This does not help if those same attacks are aimed directly at you.

Never change 200
No matter what you go through you will never change for the worse. This does not give you the will power to go on forever but it makes sure that if you reach the end of your journey you will be the same or a better person than when you started.

Never Give Up 400
You have the willpower to push through anything and keep going until you reach your goal no matter what comes to stop you.

Humanities Last Hope 600
You have the luck and powers of Yakumo Tatsuro. You will find many strong people who want to help you and overlook your nature as a human (or other hated being). You possess strong psychic powers and a strange ability to influence the souls of Enterrans. But this will have to be trained as most of this is subconscious control that only activates when you are in great danger.

- Humanities Savior - Boosted - You have complete conscious control over your powers. Your telepathy can reach anywhere in the world with some focus on who you want to connect to, your telekinesis can move hundreds of tons and reshape the world around you, however this cannot directly affect living creatures. Your ability to manipulate the makeup of Enterrans has been boosted to affect anything with a soul. Like with Mushrambo you can divide beings into multiple weaker forms separating their power equally among them.

Enterran

Morphic body 100
All Enterrans have some control over their looks but you can take it to another level you can shift yourself to look like any age between a child to elder that will have no effect on your physical abilities except how long your reach is. You can also add animalistic traits to your body on a scale of no difference to straight up furry. There were bug Enterrans and mer Enterrans after all. This allows you to fit in everywhere on Enterra.

Elemental Affinity 200
While not all Enterrans possess an affinity for the elements you can buy one here. Elements like water, fire, earth as seen can be chosen. For an extra undiscounted 400 you can gain control over a more esoteric element such as time, space, or gravity.
This can only be bought once.

Hyper-Enterran (400, 600)
You can take on a Hyper form that boosts all your stats greatly. This form takes on a motif of your choosing from any fantastical creature such as Hyper-Mushra's Phoenix look. It will drain stamina when you first begin to use it but with time you can maintain this form indefinitely. After this jump you can take on a hyper-form of any alt-form you possess, increasing its power and abilities.
For an extra undiscounted 200 Cp you can grant this hyper form to any living being in future jumps.

I'm no ones pawn 600
Mushrambo for all his powers and abilities was still corrupted by Lanancuras for the purpose of destroying humanity. This is something that will never happen to you, your mind and will obey no one but yourself.

- You'll serve my purpose instead: already touched by Lanancuras you gained some of his powers putting you on the level of one of the Great Kings, and in future jumps, any who grant you power, whether gods or demons or anything in between, will always remain yours. Even temporary powers or powers that require something that does not exist in that world you will be able to use your own pool of energy to use them.

Warrior

Natural fitness 100
Your body will remain fit no matter your lifestyle. Eat enough junk food to make it in my 600 pound life and no one would ever be the wiser. You can also choose to develop different body types. Want to look like Thor from Ragnarok and have the weight thrown around as well this is for you. While gaining body mass requires you to eat more until you reach it you can shunt off extra body mass if you want to lessen your weight and move to a smaller body.

Cunning fighter 200
You are not some mindless brute. When you fight you can easily find weaknesses in your opponents to maximize your damage output.

Ferocious fists 400
Forget what I said about not being a brute, you absolutely are one, just not mindless. When the chips are down you can fight like a cornered wild animal without losing composure. You become stronger and more resilient the longer a fight goes on but beware once the fights are over, unless you have a way of healing yourself or some form of healing factor, you will feel the pain and have to deal with any wounds you sustain.

One with my Blade 600
Choose one type of weapon. With this chosen weapon your skill is comparable to the legendary Mushrambo himself. You may not have his strength but with this alone youd have a better chance at holding him off than any other Enterran.

- Beyond my Blade - boosted - choose two more weapons you gain the same level of skill in those weapons as your fist, as well as being able to telekinetically control multiple of those weapons with as fine control as if they were in your hands.

Scientist

Smarty pants 100
You sir are smart and educated. Choose one degree to have a masters in and have 10 years of experience to go with it. This can be bought multiple times, only the first one is free for scientists with more costing 50 a purchase. Nerd

Innovative 200
You are good at finding ways to join fields of study together to create something better. In the future as long as you can study something you will find ways to recreate it with any materials you possess.

New age science 600
You possess the knowledge of Dr. Daigo Tatsuro himself. He, with a handful of other scientists, created the Enterran race and the time travel tech that sent his daughter into the future to help save humanity. Your creations will have inherent loyalty to you but that can become corrupted or broken by the way you treat them. As long as you have the materials you can make average level Enterrans by the dozens a day, but Enterrans capable of a Hyper form would take a year to make a dozen of them, but Tatsuro's ultimate warrior Mushrambo, can only be created once every 10 years or once per Jump. With all your creations you can program personality and physical traits, including gender.

- Avoiding the Fall - boosted - you will succeed where Daigo Tatsuro failed. Your ability to manipulate DNA is perfected. You can cure the disease that led to the creation of Enterrans and near extinction of humanity, but you can also create new Hybrids of future races and races from past jumps. This only works on creatures that possess DNA in the first place. And your creations will always be loyal and cannot be corrupted or tricked to be used against you.

Items

General Items

The Celestial Gems (200 a piece)
After Lanancuras landed on earth he corrupted three gems and sent them out to corrupt the Enterrans while also giving them a boost in power. These gems ended up in Mushrambo's hands and turned his love for humans into hatred. What you have here are copies of said gems. You gain an incredible boost in power with just one, but with all three you are equal to the seven Enterran Generals. These gems fuse themselves into one's very being, they cannot be stolen or destroyed as long as you live. However if carded your gem(s) will be able to be absorbed into anyone that absorbs your card.
For 200 you possess one gem that grants you enough power that if you didn't have a hyper form you could take on one temporarily with the power of Hyper-Mushra.
For 400 you possess 2 gems further boosting your power and greatly extending the time you can maintain the hyper-form granted by this item. Should you purchase the Hyper form perk you can maintain it indefinitely.
For 600, you possess a copy of all 3 gems granting you power equal to the 7 generals, and a choice. You can keep all three to yourself or instead choose to infuse 2 of the other gems into two separate people in the jump. Doing this allows you to take over the over two with a form of hive mind allowing you to control all three bodies easily. You also gain the ability to fuse, while in this jump this fusion turns you into Mushrambo himself, but in future jumps you can choose what this fusion looks like. Buying this gives you three free purchases of elemental affinity for each gem that can only be used for that form and you gain a discount for the higher tier elemental affinity for your Mushrambo form. Your Mushrambo cannot use the elemental affinities of the separate forms but they will still boost any out of context powers of a similar nature.
For 800, you can insert yourself as 3 separate characters in a jump gaining all their powers, skills, and memories for the duration of the Jump, but you will only keep the abilities you bought with CP. And unlike the 600 version, your Mushrambo can use the powers that make it up.

A weapon of choice 100 (first free)
You possess a weapon that is perfectly suited for you. It is not indestructible but can transform with you if you have Hyper-Enterran or other transformations. If lost or destroyed it will return to your warehouse after 24-hours. This can be chosen multiple times.

A piece of the pie 200 per
This pie here is one of the 7 continents of Enterra. With each purchase you can choose 1 continent and be named its king/queen with all Enterrans acknowledging this, including the generals. Should you purchase all 7 continents you will be named Sovereign of Enterra with only the 7 Generals and their personal armies not swearing fealty to you. Be warned buying all 7 will make you a target for Lanancuras forcing you to take the first level of "The One that started it all." Drawback for no points. The second level if you choose to take it will still give you 800 CP. This will be made an attachment to your warehouse in future jumps and if you own the whole planet it can be imported to be another planet in the solar system.

Human

Safe house 100
Humans are the hunted in this world, so here we have a little safety. Outside of every settlement you can summon a small little shelter that can hold you and 3 others safely for a week before someone stumbles upon you or you run out of supplies.

Stasis pod 200
The very same pod that Yakumo was placed in to save some hope for the future. You have a slightly modified version able to allow you to select how long the pod will stay in stasis as well as how much time the person's body will experience. For instance you can choose to place yourself in it for 500 years in which case the jump clock will stop while in stasis and have your body only experience 5 years of growth. Your machine is not indestructible but it will not malfunction or trap you inside and should someone try to destroy it while you are in stasis it will wake you giving you a chance to escape or fight back.

Last bastion of humanity 400
This city was the last place on earth where humans tried to save the future. You now have a copy of it. This city will be impossible to find without someone knowing where it is already and for this jump possess a surviving settlement of humans who somehow were cured of the virus. They are loyal to you and will help you as much as they can.

Enterran

The Garden 100
You possess a garden that is filled with a decent amount of food that could be found or grown on Enterra. Anything planted in this garden will grow exceptionally fast as long as it's not based on supernatural plants like sensu beans. For supernatural plants this soil is still perfect for it but it does not speed up the process.

Enterran weapon 200
This weapon is connected to your being and will reshape itself like Mushra’s staff. This weapon is indestructible and great for enhancing any supernatural abilities you possess.

Army 400
Your own private Enterran army at 1000 strong. Each one is unshakeably loyal and can be designed as you please. Each individual soldier is capable of taking on Hyper Mushra before he gains his wings. This is a powerful army that counts as followers for future jumps.

Companions
Import (50-200)
Create 1 companion with 800 CP to use as you will for 50 CP or bring in 8 for 200 CP.

Canon 100
You can take any other character found in Shinzo, except the Generals, Lanancuras, or the Guardians.

Yakumo Tatsuro 200
The last human on earth. She has all the perks of the Human line and will trust you no matter your race.

Fragments of Mushrambo 200
The three parts of Mushrambo. Mushra, Sago, and Kutal.

Mushrambo 600
The ultimate Enterran his strength is nearly unmatched in this world and for a price you will have his loyalty. He is as kind and just as he is strong and wise. This version cannot be corrupted by Lanancuras like his original was.
If purchased with Fragments of Mushrambo you can choose if the trio transforms into the same Mushrambo or another of his variants.

Dark Mushrambo 600
This Mushrambo is from an alternate timeline. Where the original was full of love this one is full of hate, but he's just as skilled with a sword and more dangerous as he has no value for life other than yours for some reason.

An Enterran General 200
For purchase of this you may take a canon General as your loyal companion.

Your Enterran General's 600
What you have here are another 7 Enterran Generals. They possess every perk on the Enterran line and have 600 CP to spend on their origin and items. These gain the ability to fuse into the Revision blade. An indestructible sword capable of cutting through space and time. As well as granting incredible power to the wielder. Should you take them and the Celestial Gems you can turn into Golden Mushrambo with the power he held against Lanancuras. You can choose the type and gender of each General.
For the Elemental Affinity perk each one possess one of fire, water, earth, ice, air, lightning, or wood.

Drawbacks

Self-insert
You insert as any canon character other than the Generals and the Guardians, including Lanancuras. If you possess The Celestial Gems you can import as Mushra, Sago, and Kutal.

Wrong time
You can insert anytime after Yakumo destroys the original Mushrambo all the way to when she wakes up.

Extended stay +100
Increase your stay duration by 10 years. Can be chosen up to 10 times.

Warehouse Lockout +300
No access to the warehouse during this Jump.

Item Lockout +300
No items allowed except what's purchased here.

Perk lockout +300
No outside perks or powers.

Enemies of the Generals (varies)
You are perhaps a known variable in this world and they found you dangerous.
For +200, you are an annoyance to the Generals; they will send out their soldiers to try and take you in. As well as putting a small bounty out for your capture.
For +400, the Generals are now willing to send stronger foes against you as well as putting up a bounty that would have entire groups out for your head.
For +600, Generals themselves are after you; they will actively be searching for you to destroy you. The bounty on your head would have you hunted down like a dog at any civilized area on the planet.
For +800, all the Enterrans (minus Mushrambo) will work together to destroy you.

He's hunting you (+600, 800, 1200)
Mushrambo himself has somehow returned and for some reason is after your head. Remember this man could single handedly take on all the Enterran Generals and their army by himself.
For +600, Mushrambo is the one from this timeline kind and just. He believes you are the one who corrupted him into destroying humanity and is seeking to avenge them. If you can survive him long enough you may be able to convince him that you're on his side.
For +800, this is the Evil Mushrambo no amount of talking will persuade him he is after you head and he will destroy anything in his path to get to you.
For +1000, Mushrambo was always strong no matter what form he was in. Now your luck just ran out as he is coming after you in his Satan form. He has all the powers of the 7 Enterran Generals at his disposal to track you down in this form.

The one that started it all (+800, +1600)
Lanancuras has escaped his prison early and he knows about your jumper nature. He will view you as the ultimate threat to his rise on the planet and will hunt you down relentlessly.
For +800, he has the powers that were shown in the anime. He was capable of going 1 on 1 with Golden Musbrambo with little to no damage and this was a weakened version of him.
For +1600, you must take on Lanancuras as he was before he was sealed with the full power of a Guardian. Hope you have some out-of-jump abilities to help cause this Lanancuras might accidentally destroy the planet just by trying to strike you.

Upset Guardians +2000
The Guardians have noticed you Jumper and deem you unnatural to this world and have decided to hunt you down. Each Guardian was in charge of protecting whole sections of the galaxy, and they did so perfectly until Lanacuras fell. The reason he was sealed away instead of destroyed was because of the hope of one Guardian and that the battle could have destroyed multiple planets just to seal him away. These beings now view you as the enemy that caused Lanancuras to fall in the first place and unlike their fellow Guardian Mushra have no qualms destroying a planet if it means destroying you.

End of the Road
Your journey was long but now you have a choice

Return: Time to head home and hang up your coat? I don't blame everyone gets homesick eventually.

Stay: Found something worth it along your journey, well i won't ask questions enjoy your stay and here have an extra 1000 Cp for my little world.

The Journey Weast: Continuing on i see. Well good luck on your path Jumper.

Notes:

Encarding someone and absorbing them grants you a boost in power equal to a tenth of theirs and over the next month you will assimilate their full power and gain any unique power or ability they possess. Though should you be encarded any you are in the process of assimilating shall be freed forcing you to restart if you survive.

Encarding and absorption isn't explained well and looking up information didn't get me anywhere so I decided to give a decent reason for why Enterrans don't just continuously hunt each other to extinction.

If you buy both versions of Mushrambo they can go into their respective Hyper forms Golden and Satan. As they are opposites these forms won't last long but the power they will wield would force even Lanancuras to be cautious.
If you also purchased Fragments of Mushrambo all three versions can fuse into Celestial Mushra for a time. This form is capable of standing toe to toe with Lanacuras but causes great strain so maintaining it for more than a few minutes is impossible during this jump. In future jumps they can all be imported using a single companion slot and with training they may eventually regain the power of the Guardian.

Hyper-forms
Hyper forms allowed Mushra to go from breaking through walls with effort to destroying entire city blocks. For non-enterrans consider it a 10 times boost to all stats and for creatures that possess evolutions (like pokemon and digimon) you can choose for such creatures to take on that evolved form but while possessing their base stats (multiplied by 10). When doing this you can also choose if they have a different coloration or are twice their original size or even both to show off this new form.

Together as One VS Celestial Gems fusions
As stated Together as One only fuses the powers and physical stats of those involved with no extra boost and while it cannot be maintained indefinitely it can be used with anyone willingly. The Celestial Gems allows the fusions of characters then boosts them beyond the normal hyper-forms and with enough training (or purchases) can be maintained indefinitely.

Change log

0.9 update
Fixed some typos, added a notes section, added a Human and Enterran items section as well as added some perks and clarified encarding enemies as well as a few other changes to perks. Lowered price on some drawbacks as well.

1.0
Finished