

Climbing to the Top of the Esper Academy

Doujin By EBA



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Welcome to the world of *Climbing to the Top of the Esper Academy*, where psychic powers determine your worth, social class determines your future, and dignity is very much a privilege rather than a right. Across megacities and government schools, humanity has entered a new era shaped by Espers; individuals capable of bending reality through supernatural abilities ranging from telekinesis and mind control to biological manipulation and explosive force. Naturally, society responded to this with an academy system where hormonal teenagers with godlike powers compete in a glorified social darwinist meat grinder while administrators quietly ignore the results.

At the center of this world stand the Esper Academies, elite institutions designed to cultivate power, rank students, and determine who gets to rule tomorrow's society. Female Espers statistically awaken stronger abilities more often, leading to a deeply unbalanced social hierarchy where elite girls dominate life while weaker students survive through obedience, manipulation, or sheer desperation. Behind every pristine hallway and expensive uniform lurks blackmail, abuse, and enough potential degenerate perversion to satisfy any sadist. Congratulations, Jumper, class starts now, and you have four years to go.

Take 1000cp

Origins

Male

Most male students in the academy exist at the bottom of the social hierarchy, treated as disposable labor, punching bags, or desperate hanger-ons orbiting stronger women. Years of humiliation, neglect, and casual abuse have taught you how to survive in a world that values power over dignity. Whether through cunning, stubborn ambition, or sheer spite, you possess the drive needed to claw your way upward. You possess a D-Rank ability, something like creating glowing balls, mucus generation, or becoming completely silent.

Female

Women stand at the center of society here, holding higher status, greater institutional support, and a far better chance of awakening devastating Esper abilities. You were raised with the expectation of superiority, excellence, dominance over men. Whether you embrace the Academy's elitism or quietly rebel against it, you naturally command attention and authority in social settings. You possess an ability ranking anywhere from D to B rank, with the high end granting pyrokinesis strong enough to blow a hole in a wall or matter translocation within your line of sight.

Perks

Perks are Discounted to their respective origins. Discounted 100cp perks are free, while the rest are 50% off.

General

BustChain [-100cp]:

For whatever reason, the worlds you travel to become far more generous in the chest department. Busty women become dramatically more common, fashion trends tend toward emphasizing curves, and even otherwise modest settings develop suspiciously convenient physics.

Male

Bottom Rung Resistance [-100cp]:

Pain, humiliation, and fear have become old companions to you. You can continue functioning through injuries, psychological stress, and degrading treatment that would break ordinary people long ago. Torture, intimidation, and social pressure lose much of their edge against your hardened mentality.

Truant Type [-200cp]:

You have learned how to survive by becoming forgettable among other people. Teachers overlook your presence, cameras fail to focus on you for long, and authority figures rarely remember enough details to investigate you properly. Unless you directly draw attention to yourself through reckless action, you can slip through crowded areas like a ghost.

Irreversible Scar [-400cp]:

You leave your mark on people, your words and actions lingering in people's minds long after an interaction ends. Things like manipulation, seduction, intimidation, and emotional conditioning all become far more effective because the emotional impact "sticks" unnaturally well over time. Even a minor scrape from childhood could keep a hold of fear over a person that lasts decades. The long effect is proportional to the original affliction.

Taking Cards [-600cp]:

Your power does not stop just winning, it is true conquest. On top of your Esper power, it allows you to take pieces of others for yourself. Through prolonged domination, psychological control, or deeply intimate physical contact, you can copy fragments of a target's abilities, talents, or physical advantages. Worse still, repeated use leaves victims emotionally dependent and surprisingly eager to submit again. This also grants you immense resistance to the specific ability you stole.

Female

Perfect Student [-100cp]:

You embody the ideal academy girl: disciplined, intelligent, and flawlessly organized. Your memory retention is exceptional, allowing you to absorb lessons, technical skills, and theoretical concepts with frightening efficiency. Even outside academic settings, you quickly master etiquette, scheduling, paperwork, and social manipulation.

Status Symbol [-200cp]:

Your social standing radiates outward like pressure in the air itself. Lesser people hesitate before speaking against you, while rivals feel instinctive unease when confronting you publicly. Fear, admiration, and envy naturally gather around your presence, making it easier to dominate social spaces without lifting a finger.

Ace Athlete [-400cp]:

Your body exists at the absolute peak of realistic human performance. Strength, flexibility, endurance, reflexes, and coordination are all at the peak a human can manage even before accounting for Esper powers. You recover from physical strain quickly and maintain a toned, attractive physique with minimal effort. In any school environment, you could easily become the star athlete, martial arts prodigy, or terrifying council enforcer.

SSR Class [-600cp]:

You possess a genuinely high-tier Esper ability capable of placing you among the academy elite. The exact nature of this power may be chosen when purchasing the perk, but it will always be versatile, dangerous, and respected by society. Your body is naturally protected against the negative side effects of your own ability, allowing reckless use without self destruction. In future worlds, your powers are instinctively treated as prestigious or valuable by organizations dealing with the supernatural.

Items

Male

Shibari Rope [-100cp]:

A deceptively sturdy collection of ropes, cords, restraints, and binding materials that always seem conveniently available when needed. They are comfortable enough for prolonged use while remaining frustratingly difficult to escape without outside help. The ropes replenish and repair themselves over time if damaged or lost.

Raise the Roof [-200cp]:

A compact vial of highly effective chemical sedatives disguised as harmless medication or supplements. The substances inside are difficult to detect without specialized analysis and can leave victims confused, pliable, or with fragmented memories afterward. Supplies replenish slowly over time, ensuring you never completely run out.

Backyard Shed [-400cp]:

Hidden somewhere on campus or nearby is a small isolated structure that effectively belongs to you. Whether it takes the form of a rooftop shack, abandoned storage room, maintenance shed, or forgotten dorm annex, people instinctively avoid intruding without good reason. Soundproofing, basic utilities, and comfortable living conditions are included despite the place looking unimpressive from outside.

Silver Spoon [-600cp]:

You come from wealth powerful enough to shield you from many consequences and struggles you might otherwise suffer, opening countless doors. Your family owns a luxurious property, maintains influential connections you can access, and just their name gives you special privilege where you might otherwise be second class.

Female

Academy Uniform [-100cp]:

A customized academy uniform tailored perfectly to your appearance and movements. It somehow preserves modesty during combat, accidents, or embarrassing situations without ever looking prudish or restrictive. The material self-repairs minor damage overnight and always remains immaculate regardless of activity

Luxury Cosmetics [-200cp]:

A collection of expensive cosmetics, skincare products, perfumes, and accessories impossible to find anywhere else. Using them consistently leaves your appearance healthier, more polished, and subtly mesmerizing over time. The supplies replenish automatically, adapting to local beauty standards and fashions in future worlds.

Contract Killer [-400cp]:

You possess the loyalty of a dangerous operative trained in espionage, intimidation, and murder. This assassin is utterly discreet, blending into society while carrying out surveillance, sabotage, or elimination jobs with chilling professionalism, perfect for getting rid of uppity husbands. While not overwhelmingly superhuman, they are skilled enough to threaten most ordinary opponents and weaker Espers, and they do so far more discreetly than anyone from the school.

Student Capital President [-600cp]:

The esper academy effectively belongs to you. Faculty members cooperate with your agenda, disciplinary systems bend around your whims, and entire student factions move at your command. Resistance still exists, but challenging you openly carries serious social and institutional consequences. In future worlds, this item manifests as control over a similarly significant organization or institution.

Companions

Import [-50cp]:

Import or create a new companion with an origin they pay for with discounts and freebies, as well as 800cp

Canon Character [-50/100cp]:

This purchase unlocks a slot to choose a canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your chain.

High Maids [-100cp]:

A group of elite Esper maids serve as loyal attendants, bodyguards, and household staff. They maintain your living space flawlessly while also protecting you from threats both social and physical. Their professionalism hides a frightening willingness to handle “problems” for their master.

Imouto Puppeteer [-50cp]:

Your sister is a terrifyingly gifted Esper with a mental domination ability of some sort. Despite her frightening abilities, her obsession with you overrides nearly every other priority in her life. She alternates between affectionate overprotection and casually horrifying displays of control over others. Anyone threatening your relationship risks becoming another puppet she can access at any time.

The Candy Cook [-50cp]:

A relaxed but brilliant chemist specializing in drugs, stimulants, sedatives, and improvised chemical creations. Beneath the lazy personality lies someone extremely intelligent and surprisingly observant about human weakness. Their androgynous appearance makes their place in the school hierarchy convoluted.

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The Student Director [-50cp]:

A thick foreign exchange student, this diligent, manipulative genius is almost obsessed with control, leverage, and long term planning. She excels at gathering secrets, managing dangerous people, and turning chaotic situations to her advantage, all without dirtying her suit and skirt. Alongside her Esper ability that enhances her brain in all sorts of ways, she has a knack for making tech that can only really be effective if used in shady ways, hidden cameras, small bombs that need to go inside targets, blackmail surfing programs and deepfake stuff and more.

Cherry Bomb [-50cp]:

A flirtatious and affectionate girl hiding explosive violence beneath a cheerful personality. She specializes in getting emotionally close to targets before revealing her true nature at the worst possible moment. Her Esper ability lets her create explosions as she pleases, while also giving her a monstrous transformation that can heal as it drinks blood. Despite her manipulative tendencies, genuine attachment is still possible beneath the lies.

Green Tornado [-50cp]:

A tiny powerhouse whose psychic abilities allow her to dominate entire battlefields through overwhelming telekinetic force. Arrogant and short-tempered, she treats most people as beneath her notice unless they prove unusually interesting or stubborn. Her emotional maturity is questionable at best, but the academy tolerates her behavior because few can stop her.

Copycat Punk [-50cp]:

A rebellious Esper drifter capable of absorbing and mimicking supernatural energies from others. She thrives on chaos, constantly seeking new experiences, powers, and thrills to stave off boredom, as seen by her common habits of graffiti tagging and freerunning. Beneath the smug attitude lies someone deeply afraid of losing her freedom or individuality. Her adaptable abilities make her one of the academy's most unpredictable students.

Drawbacks

Supplement Mode [-0cp]:

You may use this Jump as a supplement for any School based jump, super or not. This brings the Esper powers and the caste society

Uggo [-100cp]:

You are painfully unattractive by the standards of the setting. Poor facial structure, awkward mannerisms, bad skin, or simply an unpleasant aura ensure people react negatively before you even speak.

Nympho [-200cp]:

Your libido is cranked to deeply inconvenient levels. Attractive people constantly distract you, messing with your decision making. If you don't get your fill every few days you'll lose yourself to madness.

Gopher [-200cp]:

You occupy the absolute bottom tier of student society. Everyone dumps errands, humiliating chores, and degrading tasks onto you simply because they can, and you are forced to follow through to their satisfaction.

Hated [300cp]:

Someone influential despises you. Rumors spread easily, authority figures interpret your actions negatively, and social conflicts escalate faster than they should. Even neutral people may assume the worst about you based purely on reputation.

Physically Frail [-300cp]:

Your body is weak, sickly, or chronically vulnerable to injury. Physical training produces poor results, exhaustion comes quickly, and even minor wounds linger longer than normal. In a setting where violence and domination are everyday realities, this weakness becomes impossible to ignore.

Settlement Payments [-300cp]:

You are caught in a vicious cycle of settlement payments for a crime you didn't commit. The payment will consistently drain most of your money, leaving you barely enough to make it day to day. Spend well, Jumper.

Easy Pickings [-400cp]:

Your mental defenses are frighteningly fragile against manipulation, coercion, and emotional dependency. Fear, affection, pleasure, and authority all affect you more intensely than they should, making it dangerously easy for stronger personalities to reshape your behavior. Recovering from psychological trauma takes far longer than normal.

Bullying Target [-400cp]:

Something about you invites harassment. Delinquents, bored elites, and insecure classmates instinctively single you out for mockery, intimidation, or cruelty. Attempts to defend yourself often escalate situations rather than ending them cleanly.

MC mode [-600cp]:

You begin exactly where the protagonist once stood: powerless, humiliated, and trapped beneath both family and society. Bullies torment you openly, authority figures ignore your suffering, and even your own home life offers little comfort or dignity. Yet buried beneath the resentment is an opportunity to climb higher than anyone expects. Outside powers, items, and your warehouse will be sealed for the duration of this jump.

Notes

Companions

- The Student Director is an expy of Amanda Waller (DC Comics)
- The Green Tornado is an expy of Tatsumaki (One Punch Man)
- Cherry Bomb is an expy of Reze (Chainsaw Man)
- Copycat Punk is a genderbent expy of the protagonist of Infamous Second Son

The other two are OCs