A Certain Scientific Accelerator Jumpchain



Welcome to the Dark Side.

In a certain world, there is a strange city, whose population consists mostly of students and teachers. Christened Academy City, this metropolis is the only place in the world where children can go to enter the Power Curriculum Program, and develop psychic “esper” powers, which only rarely appear naturally. Unbenounced to most, this so-called City of Science has a deeper, darker side, where unethical experiments and mad science run rampant and conflict with the secret magical societies that span the globe.

You find yourself in Academy City the day a trio of delinquents try to use an experimental weapon to steal the DNA of the most powerful esper alive. You will spend a decade here. Your age and sex may be chosen freely.

+1000 CP

Side

It’s a little bit of an oversimplification, but everyone in this world is associated with one of the two factions; Science and Magic. You get to pick.

Science

Definitionally, science is the systematic study of the physical and natural world's structure and behavior through observation, experimentation, and the repeated testing of theories. Here, Science means being affiliated with Academy City, which boasts many advanced and proprietary technologies, the most significant of which is artificial psychic powers.

Magic

Also known as the occult, magic is a set of traditional arts and techniques used to supernaturally manipulate the universe in specific, controlled, and reproducible ways. Magicians are generally affiliated with religious organizations or the small, tightly knit cabals that secretly exist throughout the world, though there are exceptions. Magic is a varied field, with Christian, Norse, and Alchemical sorcerers rubbing shoulders with Arthurian, Aztec, and Voodoo magicians, as well as Wiccans and Rosenthal Necromancers, to name just a few.

Origins

The Villain

There is darkness in your past. Some black deed you committed or were responsible for haunts you, and may haunt you forever. It's a depressingly common story in this world, and Academy City in particular, but you're intent on living on, regardless of whatever psychological issue you've picked up along the way.

The Researcher

Your history is defined by the desire to know and achieve something that no one has achieved before. Maybe you want to make adult espers, perhaps you're obsessed with creating a Level 6, or maybe there's a spiritual item you really want to replicate. There's even a chance you're trying to invent multiskill, and make espers more flexible. People like you tend to be at the root of all the problems and solutions in this world.

The Cleaner

You're involved with the criminal underworld of Academy City, the so-called "dark side." Your job is to do violence quickly, efficiently, and secretly, on behalf of wealthy patrons or your own ideals.

Perks

AIM Ability (200, Free Science Side) You are an esper, a person with an AIM diffusion field and a "personal reality," that allows you to override the universe's natural laws. Which is an overly dramatic way of saying you have a superpower. Emphasis on a; unlike magicians, espers can only have one power, though some are quite flexible. Most display psychokinesis or clairvoyance of some variety, but others have been seen teleporting, killing vampires, and generating new forms of matter that break the laws of physics, so you can go crazy. So long as it doesn't create actual blackholes or otherwise have global implications in and of itself, you can pick whatever you want. Esper powers are measured on a "Level" scale that ranges from 0 to 5, with 0 being the lowest and the Level 5 being the highest, though there is also a theoretical Level 6. You start at the midpoint, which means that your abilities are convenient in day to day life, but generally not life threatening in combat. Maybe if you work hard, you can improve that score.

Level Up (300) Where before you were a Level 3 esper, you are now an elite Level 4, whose powers have tactical value in a modern military. Your computational power, mathematical skills, and personal reality are now appropriately elevated. If taken with I'm Stronger, you are now Accelerator's peer, all else being equal. Requires AIM Ability.

Multi-Skill (400, Discount Science Side) Most scientists agree that it's impossible for an esper to have multiple abilities, but Kiyama Harumi proved it's not that simple, and Kihara Gensei will later refine her work. Clearly, they're both behind whoever worked on you, as you now have two additional esper powers, ostensibly by connecting your brain to the people they belong to. You may freely activate and deactivate these "connections," which don't actually lead to anyone, and are immune to any brain damage that this should lead to. Additionally, you have the neurological

knowledge to add more people to your network, adding more abilities and computational power to your arsenal, but expansions do come with all the normal issues.

Magic (200, Free Magic Side) You are reasonably competent with one of this world's myriad styles of magic, which are mostly based upon religions. You're no Aleister Crowley, but you have a firm grounding in theory and practice, which would make you right at home among rank and file magicians. This can be purchased multiple times. Only the first purchase is free to the Magic Side, but further purchases are discounted with Sorcerer.

Sorcerer (300) You have greater knowledge and skill than most magicians. Significantly more, in fact. Speaking frankly, while you're nowhere near the top tiers, there are whole cabals less powerful than you are. You could read an original grimoire without dying or going mad, and if you put in the time you could create grimoires of your own, or destroy whole cities. Requires Magic.

Right Seat of the Father (400, Discount Magic Side) Through various occult rituals a group of Catholic heretics purified themselves of the Original Sin to the greatest extent possible. You know exactly how to perform these rituals, and have already gone through them yourself, somehow without losing access to normal magic. Like all such magicians, you now find yourself connected with one of the four archangels, and capable of tapping into their power. You cannot align yourself with Michael, but this gives you access to angelic spells and one of three specific abilities; the power to forgive sins, the power to strike down those who hate you, or the power to order the universe, thus determining the hierarchy of existence. All of these powers can be used to incredible effect, and you also gain control over one of the four classical elements. Normally this would be determined by your archangel's authority, but between your Jumper origins and the Distortion of the World's Laws, you may freely pick.

Kill Her Prized People (100) You have a gift for maximizing misery. After just a minute or so's interaction, you can suss out someone's psychological weak points, figure out the best way to

cause someone emotional anguish, and come up with a plan to use it against them. You sadistic bastard.

The Return of Osiris (300) Decades ago, the Board's Chairman claimed that human history can be divided into three sections, called the Aeons of Isis, Osiris, and Horus. Each age inevitably overcomes the one before it. His occult principles concur, but you're proof it's not that simple. So long as you remain rooted in the Aeon of Osiris, which is to say so long as you reject nihilism and moral relativism, you will assuredly defeat the Aeon of Horus's forces, in much the same way that they ought to overcome you. Furthermore, you can directly damage the coming age by defeating its champions, forestalling and perhaps even driving back the supposed future, which has already arrived. And once you have torn down their achievements, you can often build them up again, twice as grand, and far more righteous. In future worlds, you may similarly reverse such metaphysical progression, or perhaps degradation, regardless of the momentum behind it.

Artificial Angel (600) You have a halo and a pair of retractable wings, which allow you to fly at high speeds. While it might not seem like much, it comes with the abilities common to all angels; great durability, incredible strength, regeneration, and special senses, among others, such as enhanced computation, traveling between phases, eternal life, and speaking a special, angelic language. Science side angels are either manifestations of AIM or espers who have taken on even more angelic traits than Accelerator or Kakine. Either way, their psychic powers are vastly elevated and expanded. Magic side angels may be minor divinities with free will, artificial facsimiles, usurpers, or innovators of God's Right Seat. Whatever their origin, they are aligned with one of the four classical elements and have access to a Heavenly energy called Telesma, which fuels the powerful angelic magic they know well. Such angels could easily recreate the aforementioned group, but that might not be a good idea.

Pale Pretty Boy (100, Free Villain) You are surprisingly good looking, or at least you come off that way. Even if you're thin as a twig and the palest person alive, actively recovering from a traumatic brain injury, you can roll out of your hospital bed knowing that you at least look better than most people.

You're Good (200, Discount Villain) You might have an abrasive personality, but other people can see the good in you, and emotionally understand the real meaning of your words and actions. The good does need to be there, however. Still, even if you can't see it yourself, you can be confident knowing that others will.

Iron Sharpens Iron (400, Discount Villain) If you want to get anywhere, you need to be challenged, and there's no greater challenge than lethal combat with an equal - or at least a worthy opponent. When you face such a foe, the powers and skills you use will grow and expand at a vastly accelerated rate, as will their supplementary abilities. Even one fight to the death is worth decades of careful study and development, and repeated struggle can push back your natural limits, even midcombat. Lesser fights aren't pointless either, and it's a surprisingly effective substitute for rehab. The burned hand teaches best, but burning off someone else's hands is also a learning experience.

I'm Stronger (600, Discount Villain) Thanks to intense training and an accident of birth, you are now Academy City's eighth Level 5 esper or a Saint-equivalent magician, depending on which Side you're on. The details are complicated, but the short version is that you are now powerful enough to act as a human nuclear deterrent. If you didn't buy any powers here, you instead gain the incredible psychic talent and potential of Accelerator.

Do the Research (100, Free Researcher) You have the skills of any good research scientist; observation, note taking, and hypothesizing. You also have a fair amount of skill designing various machines and chemicals, which may be useful to your experiments.

Kihara Method (200, Discount Researcher) Like most people in this world, you seem to make the greatest strides in your research when you actively violate social codes, whether those

codes are ethical, legal, moral, or religious. The more codes you violate and the worse the violation, the more usable and accurate your data will be. You devil.

Evil Spirit of the Number (400, Discount Researcher) Whether or not you're actually a particularly powerful, artificial pseudo-soul in a human corpse, you have the benefits and powers thereof. Your strength, speed, and stamina are clearly superhuman. You are preternaturally aware of your physical condition, and can simulate various scenarios in your mind. You still need air and sustenance, but are unbothered by pain. You also have some neat tricks, like interfacing with technology and rewiring your brain to supercharge your senses. Furthermore, being effectively dead already, you're very hard to actually kill.

Coffin Technician (600, Discount Researcher) You are very good at combining technology and magic, and tend to get more out of it than most. You can safely use magic inside an AIM field, and teach others to do the same, even indirectly. Furthermore, you know the technological and magical principles behind Hishigata's "coffins," which are mecha which can tap into and boost a dead esper's psychic powers. You can relatively easily adapt these weapons to other superhumans, but you also know everything necessary to run your own Power Curriculum Program, though your knowledge is slightly truncated, such that attempts to create espers as devastating as Shundan Kimi will simply fail.

By DA's Dogma (100, Free Cleaner) You may have washed out, but you were trained by Anti-Skill, Academy City's volunteer police and security force. To be honest, it isn't much on its own, but you know how to operate a number of very advanced weapons, vehicles, and tools. More importantly, you know how to work in a team, use tactics, find sympathizers, find clients, and circumvent police forces.

Nice Reflexes (200, Discount Cleaner) An adult brain is too inflexible to survive the recently-invented Power Curriculum Program, and most people don't know about magic, so adults tend to be outgunned by espers. Sometimes, the only option is to get out of the way.

Fortunately, you are superbly agile, ever so slightly clairvoyant, and very good at reading people's movements, so you'll be one of the best dodgers in the world. It's more helpful than it sounds. When dodging isn't an option, you're pretty good at finding cover or otherwise surviving a fatal blow.

Let's See If I Still Got It (400, Discount Cleaner) Psychic and magical violence is distressingly common in Academy City, but most people don't really know what they're doing. You're not like them. A potent cocktail of experience, training, talent, and instincts make you a hell of a fighter. Your actual powers aren't any stronger, but you're good at coming up with combat-effective applications for them, no matter how useless they seem, and you're effectively one tier stronger than your powers imply. This applies to all powers you buy in this jump. If you haven't purchased any, you're still a natural fighter, but you'll have to find training and experience for yourself.

Don't Forget Who We Are (600, Cleaner) Still, all the power in the world is worthless without the intellect to use it, which is exactly what you bring to the table. You know how to build and lead a team, which is complimented by your tactical genius, which has a particular focus on small squads, espionage, and supernatural violence. You'll probably never be able to kill the chairman, but with four or so minor espers you could wipe out a whole secret conspiracy.

Level 6 (Free) Where so many others failed, you succeeded. You are the apex of the Power Development Curriculum, one who reaches heaven while yet mortal. We don't really know what this entails, but your computational abilities are actively ridiculous, your personal reality is utterly perfect, and the psychic powers you possess are hilariously potent and incredibly esoteric. You also seem to have a superhuman body, but that's mostly covered by your angelic traits. Requires Level Up, I'm Stronger, Coffin Technician, and the scientific version of Artificial Angel. Incompatible with Demon God.

Demon God (Free) Select one style of magic you learned here. While you aren't a demon, you have now mastered that style to the point where you can use it to twist the entire universe, and

not only command but create the “phases” that layer and compose the world. You are also very nearly immortal, blatantly superhuman, and immensely powerful besides. Furthermore, you have overcome the Omnipotence Paradox, allowing you to use this power freely, and unlike other Majin, you are not impacted by the perceptions and beliefs of others. Requires Sorcerer, I’m Stronger, Coffin Technician, and the magical version of Artificial Angel. Incompatible with Level 6.

Items

Items respawn after a week if destroyed or expended, unless otherwise noted.

Chemistry Set (100, Discount Villain) Not just any chemistry set, an Academy City chemistry set, designed to be used by people in the dark side. You’ll need to experiment a little to figure it out, but this scifi kit will let you, among other things, improve an incendiary compound hot enough to potentially ash bone.

Ultra High Pressure Water Cutter (200, Free Villain) You probably stole this, either from some shady scientists or a band of thugs attacking you, but its suit of armor, equipped with nitrogen-based cannons and explosives which can blast through buildings. As a bonus, they deprive the target area of oxygen. For some reason, this doesn’t affect you or any allies within three meters (or just under ten feet) of you. Your ammunition is limited, but it automatically refills daily.

Hilariously Valuable DNA Sample (400, Discount Villain) Accelerator could get this with a razor, but you have a vial of his blood, a moderately sized graft of his skin, and a fistful of his hair. I assure you that this is worth vast riches to the local labs. This does not respawn, but every jump or decade (whichever is sooner) you receive an equally valuable collection of genetic material, from whoever you like and in whatever form you like.

Secret Lab (100, Free Researcher) A fully furnished, surprisingly spacious, and oddly well supplied hidden lab, where you can conduct unethical experiments to your heart's content. You could theoretically do ethical experiments too, but if that's your goal, why are you hiding?

Bodies (200, Discount Researcher) Science and magic alike are built on mountains of corpses in this world. You have a concerningly steady supply of one a day, and they come in almost whatever variety you need at that moment, so long as it is reasonably common. If you need living test subjects, these bodies will suffice for unknown reasons, and can even follow orders and report back, but that only applies to experimental procedures, unless they are reanimated with necromancy. They do not respawn, however, and you can choose not to receive one on a particular day if need be.

Coffins (400, Discount Researcher) You have a mobile console that controls three of Hishigata's "coffin" mecha, which are a strange combination between science, magic, and esper. They're large and bulky, but besides being a three story robot, each one has access to a Level 5 esper power, which puts it on par with a battle cruiser, and they can become even more effective by networking with one another. Oh, and they can copy people's memories. These Coffins retain upgrades, and come preinstalled with whatever three powers you want them to, though you may swap the bodies out later if you think better of one.

Face Concealing Mask (100, Free Cleaner) A cloth mask designed for skiing or preventing illness, this mask has a minor paranormal effect that prevents you and up to three of your companions from being connected to the deeds you committed while wearing it, except in a positive light.

Tarantula (200, Discount Cleaner) A many legged mech, equipped with weapons such as a massive Gatling gun and flying murder… top… things called String Juicers. They're more effective than they sound, and the whole thing comes with a full tank of gas, and ammunition that replenishes itself daily

Powerful Sympathizer (400, Discount Cleaner) There is a member of the governing board who supports your goals. They will supply you with a fair amount of resources, interference, and similar in return for you simply continuing to pursue your goals. Unlike most around here, they will not betray you later. You will receive similar patronage in later jumps, though they do not respawn if slain.

Companions

Pseudo-soul (50) A paper charm which has been enchanted with Rosenthal-style necromancy. It contains an artificial soul, which may be inserted into a dead body to put a soul to rest. It may also be used to reanimate the body as a fanatically loyal undead servant, with access to the host body's memories and mildly superhuman strength. Unlike most pseudo-souls, yours retains memories between "incarnations," and is designed to tap into its body's esper powers, which are advantages a skilled necromancer could reverse engineer. This may be purchased multiple times.

Import (50) You may import a previous companion into this world. They gain an origin, a Side, and 600 CP to build themselves. You may buy this up to eight times, in which case the seventh and eighth are free.

Accelerator and Last Order (100) These two, who fill one companion slot, are the eponymous, vector controlling, teenage "villain," and the little girl he either babysits or has adopted. She's a reasonably powerful electromaster herself, and the node of a clone hivemind. Taking her won't cause any issues with that, however. You will need to convince them to come with you, however. I'd recommend starting with the former.

Canon Character (100) You may select one canon character who made an appearance in this spinoff. If you can convince them to come with you, they may be taken into later jumps on your chain. This may be purchased multiple times.

Drawbacks

You may take these for extra points, for a Maximum of 1000 CP.

Animated Light Novel (+0) The Toaruverse started as light novels, but it has been adapted to manga and anime. It also has a video game or two. Naturally, minor differences accumulate. By default, you'd spend the next decade in the anime, but you may now choose a different continuity to jump into, fan fics included.

A Certain Jumper (+0) Rather than spending a decade here, you leave as soon as the crisis is dealt with, one way or another. Which is to say you'll be here a few days, assuming you don't derail things too hard. This halves the value of all drawbacks and is not compatible with This City is Never Boring.

Jumper Agrees. (+100) You tend to provide your own narration, the document says, providing an example of how you are going to be speaking while you are here.

Is That Really the Rank One? (+100) You have no idea what the principal players of this world look like, and regardless of what steps you take, you won't recognize them the first time you see them in person, unless provided with an introduction.

Jumper Number (+100) You are a clone of someone famous, possibly a Level 5 esper, though you don't need to share their power if so. Your sex is set to theirs. Some people will consider you subhuman because of your origins, and there will be at least one incident of wacky,

mistaken identity hijinks. If you are a clone of Railgun, you may choose whether or not to be part of the Sisters Network. Post-jump, your clone shape becomes an altform.

Why is She Still Not Wearing Clothes (+100) There wasn't time to properly equip. Or something. Chance likes to strip you down to your underwear, if not less, and you haven't got the modesty or body shame to cover up properly.

By Jumper's Dogma! (+200) You reveal secrets at the drop of a freaking hat. It doesn't matter how secret it is supposed to be, if you don't think that the specific person you're talking to will use that information against you or directly spread it to someone who will, and they give you the least excuse, you'll immediately reveal it to them.

Radical Moral Code (+200) You have actual ethics and morals, particularly in regards to children. It's a rare but troublesome condition around here. You don't like to let anyone get hurt, won't condone "necessary evils," and will probably put yourself at risk to protect someone else at least occasionally, even if they're your enemy.

Is There Nothing Else in This World Than Despair? (+200) You're not exactly naive, but you're unaccustomed to the Dark Side, and similarly insidious activities. You've never killed anyone before, nor have you had someone forcefully taken away. Starting now will be extremely unpleasant, emotionally speaking.

Back to Basics (+200) You did not receive the power you were promised, and won't until the jump's end. If you're an esper, you're a Level 0, which is to say your powers are broadly theoretical, though you might be able to just barely bend a spoon. If you meant to be a magician, you're actually a spellcaster, which is to say you know some minor spells by rote, but only a few, and you don't know the actual laws of magic, so the whole process is less efficient, less flexible, and more dangerous.

Real Villainy (+200) It’s quite unhealthy, but you have a certain amount of professional pride. The profession in question is being evil. Yeah. You react violently to fellow “villains” who are not up to your high standards, and will end up picking fights you don’t really need.

Beyond Redemption (+200) You might be the only one who thinks so, but you're entirely convinced that some prior action has put you entirely beyond redemption. This will do a real number on your self esteem, and cause you to make a number of unhealthy choices.

You Spread Death Wherever You Travel (+300) A necromancer spends their entire life near death, hovering near it and overturning the natural order. That’s the entire point of being a necromancer. They cannot protect others. And neither, it seems, can you. Any attempt to protect people on the personal level is cursed with incredibly terrible luck, perhaps dooming it to failure. Furthermore, the people you care about - and there will be at least a few - seem to suffer awful destinies.

This City is Never Boring (+600) You trip over some ridiculous and violent incident at least once a month, sometimes once a week. Rampaging espers, vengeful magicians, clone armies, evil cyborgs, global intelligence agencies; as long as there’s a universe there, there will be *something* you’ll have to fight, and they tend to be reasonably powerful too. Worse, if it’s two easy for you, your opponents will slowly but surely escalate in strength, until you are fighting some of the most powerful beings this ‘verse has to offer. This does not count against the Drawback Limit of 1000 CP, but it is not compatible with A Certain Jumper.

Ending

After finishing your time here, you have three options. No matter what you choose, Drawbacks are removed, and you keep just about everything you acquired thus far;

1. Go Home to one of the worlds you previously left, with a refresher of your memories there.

2. Stay Here in this world of science and magic. There are worse places to retire.
3. Move On to the next jump.

Notes

Most of this world's magic is based on an idea called Imitation Theory, also called Idolatry. Essentially, you can trick the world into recreating entities, events, and objects by falsifying their elements. The more accurate the falsehood, the more power you can recreate. Anyone can use it, but espers who try invariably injure themselves.

You can invent any background you like, so long as it fits your origin and drawbacks, but doesn't fundamentally alter the plot just by existing, such as by being Crowley's child. Short of that, go crazy. I, for one, would love to imagine there just being a random clone who mysteriously just so happens to be an alchemical Majin. It sounds like it'd be fun to not explain, especially since Touma thinks Ars Magna (which I suppose an alchemical Majin would have a perfected and completely controlled version of) works more like an esper power than magic usually does. You can also invent no background and be a drop in as any origin, drawbacks permitting.

Iron Sharpens Iron allows you to strengthen normally-fixed powers, but safety nets will diminish or completely ruin the benefits. Uphill battles and desperate situations are even better than equal combat, but no one learns anything from being crushed underfoot. On a related note, it is not limited to abnormal powers, and you can develop implausible skill with archaic weapons as well.

"Saints," are people with natural, bodily similarities to Jesus Christ, which allows them to draw upon His power magically. Valkyries are an exclusively female Norse equivalent, but you can bypass that restriction by buying it. Those aren't your only options, but while Taoist Xians and other analogues exist, only those two that have appeared on screen, so you'll have to make up the rest. You also don't have to be "a magician with talent." I'm Stronger can also manifest as just being *that good* at your magic style.

Coffin Technicians know a handful of special occult principles, which are roughly as complicated as those used to accounting for lunar phases. Once these principles are applied to a spell, it can be safely cast by espers and in intense AIM Fields, such as those of Academy City's Imaginary Number District. That said, while the latter only takes a single, simple modification for each spell, the former adjustment must be recalculated for each esper hoping to dabble in magic, which generally takes a full report of their most recent System Scan, a regular examination Academy City's scientists performs on its espers. Advancement may make readjustments necessary.

We haven't seen a full Level 6 esper at time of writing, so it's a little harder to say what it would be like. Either wait and hope we find out, or fanwank it.

If you take Demon God, you do not need to upgrade the same style you upgraded with I'm Stronger.

The super-baptism Right Seat of the Father entails will certainly have spiritual advantages down the line, but here and now it creates a powerful association with Catholicism and Christianity in general, allowing you to use magic drawn from it with incredible ease, great safety, and on an awesome new scale.

Post-jump, the magic you learn or buy here does not cause sparks and spray, so espers may use it safely, though they won't have issues using other forms during or after the jump. Additionally, you'll find that in later worlds, phase collisions cause equal amounts of random, nonspecific fortune and misfortune. If you like, you may apply this to Raildex magic from other jumps as well.

When in doubt, fanwank it.

Story by Kazuma Kamachi. Jumpchain by Ze_Bri-0n. V1.2