

URUSEI YATSURA



At first glance you would be forgiven for thinking this is a perfectly ordinary, mundane world. And for the most part it is exactly that. Unfortunately that lasts for all of a single day before giant yellow spaceships appear hovering over the Earth, crewed by an alien race remarkably similar in appearance to the mythical Oni of folklore. They inform the world governments that they intend to invade the Earth! But despite being invaders, they give Earth a fair chance to turn the tide. They will pick a human at complete random to compete with their princess in a game of tag! That human has ten days to touch the princess's horns.

That chosen human was Ataru, an extremely flirtatious and lustful young man with abysmal luck, who immediately accepts the challenge when he sees that his opponent is the attractive woman known as Lum Invader. By sheer luck, and a bit of perverted trickery when he steals her bra, he manages to catch her at the last minute. Here is where his misfortune strikes again. The girl he fancied, Shinobu, had promised to marry him if he managed to catch Lum. When he does so, he immediately starts celebrating about how he was going to get married. Lum mistakes this to mean that he wishes to marry her. She accepts and the other girl leaves in a huff. This misunderstanding sets the tone for much of their subsequent relationship, with Ataru constantly trying to flirt with other women, particularly Shinobu, while arguing with Lum.

These events open the proverbial floodgates, and soon all kinds of aliens, spirits, and eccentrics start appearing all over town. Lum has her own history and her presence on Earth draws many of her friends, suitors, and enemies to join her. Ataru can barely go a week without something disrupting his life, whether that be extraterrestrial, supernatural, or entirely mundane. Originally this story would tell the tale of how Ataru grew to care for Lum, and their many troubles getting to that point. How might things change by the addition of another person?

You will be entering this world shortly before the Oni Invaders would arrive over Earth. What you do about that, and the shenanigans that ensue, is up to you. You will be staying a tidy decade in this world. You could easily spend that time in relaxation or dive into the heart of the chaos. For now take **1000CP** to spend on the document below.

Origin: *To start, choose your background for entering this world. This is a guideline for your starting role, though it is by no means a pigeonhole. You may choose your age and gender for free.*

Student

The bulk of the stories that take place in this world happen in or around Tomobiki High School. A solid half of the cast are themselves students. Even Lum herself would register as a student in order to hang around her darling, and she isn't the only alien to do so. You will be entering into this jump as a student as well. Given Tomobiki only seems to have the one school, the chances are you will start as a student there, unless you have chosen to enter this world somewhere completely different.

Teacher

As you might expect, part and parcel to the students are the various teachers at Tomobiki. Home room teachers, head teachers, nurses, and more are all active parts of the students' lives. In fact the students and teachers have something of a rivalry. The teachers are always trying to get the students to behave, and the students are always trying to find new ways to skip class. Being a teacher may be hard work, but you'll be around to watch the fun while enjoying the freedoms of adulthood. You will be starting as one of the faculty of a school, though what specific position is up in the air.

Elite

There are the commoners, and then there are the elite. These are the wealthy and the influential. The people who make decisions that affect countless other people's lives. The Mendo family owns over half of all Japan. The Mizunokiji family is powerful in its own right too. For these groups, school or work is a choice rather than a necessity. Their children could never work a day in their lives and still die wealthier than when they were young. You may not be part of one of those two families, but you are one of the elite all the same. You are set for a decade of luxury, if you so choose. Just keep in mind that the cost of even a basic space taxi is worth more than all the oil on Earth, so don't think you have the money to splurge across the interstellar community.

Wanderer

Not everyone is tied down to one location or one home. There are plenty who appear in these stories that quite literally wander in from out of town. The likes of Benten who rides around the galaxy on her red Airbike, or Cherry the travelling monk who camps wherever he can. As a wanderer, you are not stuck in any specific area or job. You are free to travel wherever you wish without having to worry about obligations that would otherwise keep you. This does mean you'll need to find something to do to pass the time when shenanigans are not afoot.

Race: *There are many different species in this world. Time for you to choose which one you'll be for your stay.*

Human [Free]

The most common being in the multiverse: humanity. The humans of this world are not special in any way. Some have hair colours that wouldn't be natural in other worlds, some can use magic, some are more physically impressive than others, and some look more like demons than the actual yokai. All in all, a pretty normal version of humanity living in a slightly fantastical world.

Oni Invader [200]

The first introduction the modern Earth had to alien life was that of the Invaders. It was also at this time that they found out their stories of yokai weren't quite as false as thought. The Invaders are both simpler and stranger than mere yokai. They are aliens. For the most part they look like humans, with small horns on their heads. But beyond that is where sci-fi and fantasy start to blend. Each Invader can fly through the air as easily as you might walk down a street. Additionally, each Invader can call upon the might of an element. Lum is famous for her ability to manipulate electricity. Her cousin, Ten, can breathe great gouts of flame. You can choose which element you have the ability to call forth. Beyond that, each Invader is more durable than a human, able to withstand sword and poison alike. Interestingly pickled food is a sure way to instantly get an Invader drunk.

Yuki-onna [200]

Lum's friend, Oyuki, is a Yuki-onna from the planet Neptune. Most of the men of the species are off somewhere doing some unnamed work, leaving Neptune itself populated solely by women. Living on a planet of perpetual snow and ice, the Yuki-onna have adapted to live in even the coldest of climates. Interestingly their hair tends to either be as white as fresh snow or as crystalline as ice. Like the Oni, Yuki-onna are born with the inherent power over the elements. Specifically, they can control ice and summon the cold. They also are natural friends with the Yeti who also live on Neptune.

Karasutengu [Free]

Once more showing that Japanese myths may have simply been sightings of aliens, the Karasutengu are a crow-like race of creatures. The males of the race all take the form of semi-humanoid crows. Strangely the women used to also look the same, but at some time in the last 120 generations they came to look like attractive human women. All that marks them as different are wing-like extensions to their hair and pointed ears. Among the Karasutengu there is a tradition that the princess will marry whoever wakes her from her slumber with a kiss. The current Princess is already waiting for her Prince Charming and will soon appear on Earth. Unlike the Oni or Yuki-onna, the Tengu don't seem to have any inherent powers, though their princess can summon massive gusts of wind with a special fan.

Unspecified [Varied]

One thing that you will find in this universe is that the intergalactic community is vast, varied, and well connected. There are many different space-faring alien species out there, each with their strengths, weaknesses, quirks, and flaws. A solid half of these species look nearly identical to the human baseline. Particularly the women. You can choose to start as an as-of-yet-undefined alien or yokai species. In that vein, you can choose the general shape this species takes: humanoid, animal-like, or entirely alien. Additionally, for 100CP, you can add a minor supernatural racial ability to this species, akin to Sugar's ability to turn invisible or Kitsune's ability to change form. For 200CP you can have a more notable ability, akin to Ran's life draining kiss or Lum's lightning.



Location: *Choose where you will be starting your time here. With how many ways there are to move between planets, it is unlikely you will be stuck there if you wish to leave.*

Tomobiki

Tomobiki is the home town of the story's protagonist, Ataru. It is a bog standard town in the middle of Japan on Earth. Not much is notable about this area. It is here that the majority of the events of this story would take place. It has plenty of homes, a large school, and dozens of different shops and restaurants. Not too far out of town are several large estates where some rich families live.

Oniboshi

Home to both the Oni race and the Lucky God race, Oniboshi is a comparatively barren planet with a pinky-red atmosphere. While nowhere near as built-up as Earth, Oniboshi is still a thriving planet full of advanced technologies, cute alien girls, and burly men. The ground itself appears mostly bereft of grass, with only the occasional set of trees to break up the rocky environment. As an advanced alien planet, getting off-world wouldn't be too hard, if you can ask the right people.

Neptune

This may or may not be the Neptune located in Earth's solar system, it isn't quite clear. Either way, Neptune is the home planet of the Yuki-onna. It is perpetually covered in a thick blanket of snow, so much so that the inhabitants regularly shovel the excess snow through various portals onto other planets. If you find yourself here without protection, these portals are your best bet to get to safety before you freeze to death. Neptune is inhabited by both the Yuki-onna (currently only the women) and massive furry yetis.

World Of Darkness

Earth, Oniboshi, Neptune, and most of the planets seen are part of what is collectively known as the World of Light. Counter to this is the World Of Darkness. This world lacks any kind of sun or stars. It is a world of perpetual darkness, dominated by many different kinds of giant mushrooms with all kinds of effects. The Pond Of Light is the only known way to cross between these worlds and links to the dark side of the Moon. The inhabitants of this world have dark skin and pale hair. They also farm, ride, and fly with a variety of large pigs that love to eat mushrooms, who also happen to be the only predator that can eat the mushrooms fast enough to stop them overtaking an entire planet.

Perks: *All perks are discounted to half price for their origin. 100CP perks are free on discount.*

General

Anime Logic [Free]

You will find, during your stay here, that many very fatal things happen to many people, with little in the way of actual lasting harm. The rule of slapstick comedy runs strong through this universe. Taking this simply ensures that during your stay here, the same is true for you. Something as major as a gas explosion set off from propane tanks on top of you will merely end up roughing up your clothes. Grenade on your chest? Not a problem. Broken ribs? Healed in an hour. You'll likely need this if you want to avoid serious bodily harm over random things. To reiterate, this effect is only active for the duration of this jump, so you can join in on the shenanigans of the cast without instantly getting pancaked.

Dyed In Hues [100]

The world of Urusei Yatsura is a vibrant one, full of bright colours and strong shades. Nowhere is this more apparent than in Lum's hair. While a lovely turquoise in its natural state, it rapidly cycles through all the colours of the rainbow when she calls upon her lightning powers. Much like Lum, something about the way your powers interact with the outside world when they manifest has led to a similar effect. When you use any external abilities you might have, your hair will rapidly start to change in colour. This doesn't have to be a full rainbow. It could simply shift to one specific colour if you wish. Maybe even certain types of abilities lead to different colours. The choice is yours.

Perv Detector [100]

Call it a priestess's sixth sense, but you have an instinctive awareness of when someone near you is having pervy thoughts about you. This feeling becomes even stronger when they intend to act on said thoughts. Whether that is a good feeling or a bad feeling very much depends on you though. Pervy thoughts from random guys? Probably not that pleasant. The same from your crush? Well maybe that's cause for a surge of pride. It's quite useful for knowing if the person approaching you has less than innocent intentions.



Student

Vegetable Filter [100]

You've heard of imagining people naked? Well this is the same basic principle just taken in the opposite direction. Who'd want to look at half-naked boys (or girls depending on your preference) at the pool? Better just to remove them from your sight entirely. At least, that is Ataru's mentality. To his eyes, those men are quite literally just vegetables. Carrots, pumpkins, etc. You can join him in this surprisingly powerful mental exercise. Mind you, you don't have to stick to vegetables. If you concentrate hard enough, you can turn anyone into anything. In your mind at least. Make sure to remember this doesn't actually affect reality. Also make sure you *can* return to reality again.

Overwhelming Pride [100]

Fear is a powerful demotivator, but pride can be an equally powerful motivator. The pride of the prideful can make them braver than the courageous. Mendo is terrified of dark, enclosed spaces, yet the mere presence of another person is sufficient to trigger his pride such that he can pretend nothing is wrong. You have your own pride as a Jumper. As long as you are in front of other people, your sheer pride allows you to face even your worst phobias without hesitation. On the flipside, all it would take is for their eyes to be covered for that pride-induced bravery to collapse like a house of cards.

Youthful Ingenuity [200]

Before one becomes stuck in their ways or trapped in rigid thinking, there lies a period of youthful ingenuity. Sometimes the obvious approach to a problem isn't the best approach. Sometimes one needs to think outside the box. Some might label you an oddball because you have a knack for finding interesting and unexpected solutions to problems that stump others. How do you catch a woman who can fly? Obviously you design a suction cup device to steal her clothes. How do you talk to someone who is scared of men? You hide under her brother's robes and pretend to be him. Your solutions are rarely conventional, but they are often surprisingly effective.

Build A Resistance [200]

What doesn't kill you will only make you stronger. Nice words, but reality is often less forgiving. That said, after enough times, perhaps it is natural to build a bit of a resistance to that which is hurting you. Much like Ataru and being zapped, you will find that you will start to build a bit of immunity to something if hurt by it enough. This will take many, MANY incidents, but eventually what may kill others would only make you black out for a few seconds. In fact, one particular boy living in an electrical jungle has grown all but immune to getting shocked.



Slippery Eel [400]

The most important skill for a troublemaker to have is... the ability to slip away! You may not be a ninja but damned if you aren't able to do a mighty fine impression of one. More specifically you have the very inexplicable knowledge of various ninja techniques for running away. You can use both the Substitution jutsu and the Shadow Clone jutsu. Who taught you these techniques is a mystery. Maybe you taught yourself, the same way Ataru did. Should you run into an eccentric trillionaire who decided to challenge you to an honourable duel of getting shot by cannons, you'd be more than capable of making your escape.

Princess Connect [600]

The galactic community is vast. Incredibly vast. So massive in fact that you are more likely to encounter a different species entirely than another member of a species you've already met. There are a lot of planets in the universe and just about every single one of them has a couple of princes and princesses. These heirs don't just stay at home. They explore the depths of space. They seek riches, adventure, or escape. Why they all keep ending up on your doorstep is a headscratcher. You may not even realise what they are. Who would expect their childhood playmate to be the future queen of an entire world? What do you mean your deskmate is the richest man in the country? What's more, a startlingly high proportion of them seem to be in the market for a partner.



Teacher

School Nurse [100]

A school nurse is a nurse all the same. That means profound medical knowledge acquired from many years of study. The fact that many students see their office as a way to skip class is just an unfortunate inevitability. You may be no Doctor House, but you are good at both diagnosing and treating injuries, illnesses, and other issues. Most notably, however, is that your education extends beyond that of just normal humans! You're qualified to treat a variety of aliens too! Preferably those who are not too dissimilar from humans, mind you. You are a nurse, not a vet. At the very least, if you sat someone like Lum down in front of you, you'd be able to treat her fine, alien or otherwise.

Gluttonous Maiden [100]

Some species of animal will eat several times their own body weight in food every single day. Humans are not one of them. Well, most humans. Usually when someone is said to have a bottomless stomach, it means they might eat several plates' worth in a single meal. With you it might actually be a factual statement. You could consume twice your own body weight in half an hour. A restaurant could bring out spaghetti stacked higher than a person and you would ask for seconds. An entire roast boar might not fill you. Yet despite this you barely gain a single pound. It just vanishes into the pit you call a stomach. The only people who might match you would be Sakura or Rei.

Exorcise The Pain [200]

The key to a healthy body is eating well and making sure to exorcise. That's exorcise with an O. Sakura was born with a weak body and haunted by evil spirits for most her childhood. That changed when she met Ataru and was able to transfer those evil spirits to him, leaving her with a healthy body. She quite literally exorcised her troubles away. While it is hardly a moral act, you are capable of transferring your illnesses and bodily deficiencies to other unfortunate saps. Actual wounds are outside the scope of this method, but wanting to get rid of a flu or the weakness in your legs? That's an easy fix.

Foretold Omen [200]

When one stares into the abyss, the abyss stares back. When one touches upon magic, one is changed. Whether purposeful or not, your connection to the spiritual world has had a tangible effect on reality. You have started to receive omens of fortune and misfortune from everyday life. A simple broth might spell the word "doom" if danger approaches, or you may find a lucky clover before experiencing a great windfall. These omens may not spell out exactly what is coming, but they'll give you a good indication of whether they are good or bad, and to what extent.



And We Keep Going [400]

Ataru certainly goes through the wringer because of his bad luck, but he is far from the only person who does so. Surprisingly it is the teachers who appear to suffer the most from everything that happens. And not just the Earth teachers. With so many dangers around, fast recovery becomes all the more paramount. Lum got hit on the head and lost the ability to speak for weeks. Ataru could break multiple bones and be fine the next day. Your own recovery speed is closer to the latter than the former. You are no Wolverine, but a good night's rest will see you healed from anything short of amputation.

Spiritual Practises [600]

Urusei Yatsura is a world of aliens and the interstellar, but it is also a world of spirits and magic. Cherry is not just a travelling monk and Sakura isn't just a priestess in name only. They are both real practitioners of the spiritual arts. And so too are you now. You don't just sell banal fortunes on a street stool. You have been trained in the arts of exorcisms. You know how to read omens. You can use real spells to view people from afar, make voodoo dolls, create supernatural suppressing artifacts, or achieve any number of other myriad effects.



Elite

Stars In Your Eyes [100]

When people talk about having stars in your eyes, they are usually being metaphorical. When it comes to the Mizunokoji family, that isn't the case. They quite literally have bright yellow pupils shaped like stars. This trait appears to be a dominant gene, because it manifested in not only Asuka but also her brother and mother. If you wish, you can choose to have unique pupils of your own. They don't have to be star-shaped specifically, nor a normal colour. This is also a trait that you will be able to pass down to your children.

Elegant [100]

The elite can't merely be better. They need to prove it. Show it. Exude it with every gesture. While other children might be out playing in the park, the children of influential families are inside learning how to walk gracefully, how to dance smoothly, how to move with meticulous control over their bodies. High society demands they be better than lumbering ruffians, swinging their arms about, scuffing their shoes, and all sorts of other inelegant acts. This same training has been drilled into you.

Rules For Thee [200]

The rules don't apply to you! Or at least, rarely are they enforced when you break them, provided you aren't doing anything too overtly illegal. Not going to school? Not a problem. Breaking international airspace? Hardly worth mentioning. Kidnapping multiple people? Just another day. If there is any amount of leeway to be given, the law seems remarkably willing to look the other way. Maybe there is some truth to the idea that the rules don't apply to the rich and powerful. Not a pleasant thought, but at least it's in your favour now.

Mendo Charm [200]

A pretty face will open the door, but charm will carry you through. Mendo may not be as handsome as Rei, but what he does have in abundance is charm. Being charming is a necessary skill for the elite. They have to be able to schmooze their way around a party, build connections, and woo wealthy heirs. As Mendo proved, it's also a potent talent for picking up women. Like the young Mendo Heir, you are something of a charmer. You have the natural charisma and eloquence that sets people's hearts aflutter. Allow yourself a couple minutes to whisper sweet nothings and all but the most stubborn or smitten maidens (or men) would be putty in your hands.



Conglomerate [400]

You were lucky enough to be born with a silver spoon in your mouth. There are the elite, and then there is the elite of the elite. You are closer to the latter than the former. The family you were born into is ridiculously rich and ridiculously powerful. You are effectively the heir to a major conglomerate. Not quite at the level of the Mendo family, because they already own more than half the country, but still a heavy weight within their own right. Generational wealth that most couldn't even dream about, enough to hire a fleet of planes solely to take you to school. Just by virtue of your family, you'd also have some serious political weight. You may not be the most physically powerful but socially you are world class. How this translates to future jumps is up to you.

Super Strength [600]

While few and far between, humanity has some unique individuals with their own strengths. Literal strength that is. Quite a few 'normal' human women around Ataru have exhibited feats of ridiculous strength, far surpassing the superpowered aliens. Shinobu regularly chucks around heavy metal poles, cars, or more. Sakura and Ryu have also shown solid muscle. The most ridiculous person is Asuka, who could quite casually fold a foot-thick sheet of metal taller than she is in half, and then fling it across the room with a single push. She does that all while looking as lithe as a gymnast. You won't be starting out at that level, only starting slightly stronger than a professional athlete, but with time and training that sort of freakish strength is more than achievable.



Wanderer

Human Disguise [100]

Rule 1 of being an alien: Know how to disguise yourself as a human. That's not an actual rule but it may as well be one for how common the ability is. Quite a few aliens have wandered over to Earth and most of them have shown the simple but useful ability to change their form into that of a baseline human. For some that is as basic as changing their ears. For others they morph their body entirely. Rei can change from a ten foot tall tiger into a handsome bishojo in moments. Like the various aliens of this universe, you can quickly and easily hide away any inhuman features you may have. No matter how inhuman your true form is, all it would take is a moment's thought to change into a normal human. At least on the outside.

Father Figure [100]

Most Oni are not that different in size or stature from a human. Remove their horns and they are pretty much identical. Hence why Lum's father stands out so much. It's hard not to when even while sitting down he's taller than some men. Much like him, you are impressively large for your species. Whatever height you were before? Double it. Notably you won't suffer any negative side-effects one might typically associate with this increased frame. No extra back pain, gangly limbs, misshapen proportions, or other such issues.

Rough And Ready [200]

The universe isn't a peaceful place, and a gal's gotta be able to defend herself! You're no slouch in a fight. A real fight, not those posey duels with rules and referees. You ain't no fancy martial artist or samurai master. You're a fighter, plain and simple. If things get rough? You can hold your own with the best of them. Who needs special powers when you've got two fists and a sword at your side? That said, if you DO have special powers, you are more than adept at mixing them into your fighting style. You may not need the advantage but only a fool would say no to one.

Live In Interesting Times [200]

Call it fate, call it destiny, call it inevitability. However you want to describe it, life has a plan for you. Your life is one that is intertwined with chaos. Some would call you a chaos magnet. Interesting things happen around you with startling frequency. Aliens might choose to arrive in your cupboard when visiting Earth. Spirits might choose to pop over for dinner. Your school's student body might wage war against the teachers for a chance to eat out at lunch. That isn't to say you never have any peace and quiet. You'll have plenty of time to catch your breath should you start to feel overwhelmed. In essence you'll have all the excitement of Ataru's life without the bad luck that turns it sour. Perfect for a wanderer looking for adventure.



Handsome Dullard [400]

Looks aren't everything... But they can go a long way. You might be shocked at how many people could overlook serious character flaws provided the object of their affection has a pretty face. You are attractive. Ridiculously attractive. The kind of attractive where you could confess to a complete stranger on a date with their significant other and they would immediately agree to be your boyfriend/girlfriend. The kind of attractive where a few choice words would be all it would take for a long time wife and mother to genuinely consider getting a divorce to elope. Though as said, looks aren't everything. A suitably off-putting personality will quickly quash any feelings people may develop.

Sexy Space Science [600]

As you would expect, the technology of interstellar civilisations is lightyears ahead of Earth. Lum may have been a delinquent and slacker for most of her education, but she is truthfully a very intelligent young woman with a deep understanding of those complex alien sciences. Of the wacky alien gadgets that have appeared in Ataru's life, multiple were created by Lum herself. You were lucky enough to receive a full education from the prestigious School Colony where countless heirs and princesses from dozens of planets are sent to learn. Naturally you can choose which specific subject you specialised in. Lum has a particular talent for chemistry with a minor in engineering. You can choose something else. Whatever you choose, you'll have an education in the subject that is centuries, if not millennia ahead of what is taught on Earth.



Items: *As with perks, items are discounted to half price for their origin. 100CP items are free on discount. You can choose to import fitting existing items into the options below if you wish.*

Student

The Great Food Race [100]

Sometimes, for students stuck in class all day, going out for lunch during their break is the highlight of their day. This is the galaxy's answer to that conundrum! The alien equivalent of a food app. It is a large map detailing all the places to eat near your location, including ratings as to food quality and service. It also offers guidance as to the best ways to reach said eateries including hidden alleys and backdoors, should you need to sneak in all stealthy-like. This can come in the form of a traditional map, a pop-up hologram, or a phone app. The choice is yours.

Magic Lipstick [100]

This particular product was made by Lum! Annoyed by Ataru's constant chasing of other women, she cooked up a special little thing to get some love herself. It's lipstick! Quite nice lipstick too, a very pretty and prominent shade of red. If only applied to the one person, that's all it remains as. The trick only comes into effect when a second person puts it on. For you see, the lipstick is actually attracted to itself. If multiple people apply the lipstick at the same time, their lips will be pulled towards each other, forcing them to kiss. The attractive force is quite strong. enough to pull a grown man off his feet, though at the same time gentle enough not to hurt him. Before you worry, the lipstick itself is inert. It only activates once applied.

Giving Heart Candy [200]

A special alien candy. Once eaten, a little red heart will appear floating above the consumer. This is a physical representation of that person's "heart". Should someone else hold or steal that heart, they are quite literally 'capturing the heart' of that person. In other words, whoever holds that heart will have that person fall completely in love with them. Once let go the effect will end and the heart will slowly drift back to its original owner. Notably, eating multiple of these candies will cause multiple hearts to appear, which can be separately stolen. Use with care. This could be a fun prank item or something quite horrifying depending on how it is used. The hearts will disappear naturally after a day or two.

Gender Swap Ray [200]

Just by its name, you can hazard a guess as to the purpose of this alien raygun. This does exactly what it says on the tin. Anyone hit by this gun's laser will instantaneously have their gender switched. The effect is both total and surprisingly lackluster. Those affected won't become "a version of themselves if they were born a man/woman" or become beautified. The important bits will be changed and they'll become slightly more masculine or feminine. The effect is subtle enough that it wasn't immediately apparent when used on Ataru.

Lovey Lovey Crystal Ball [400]

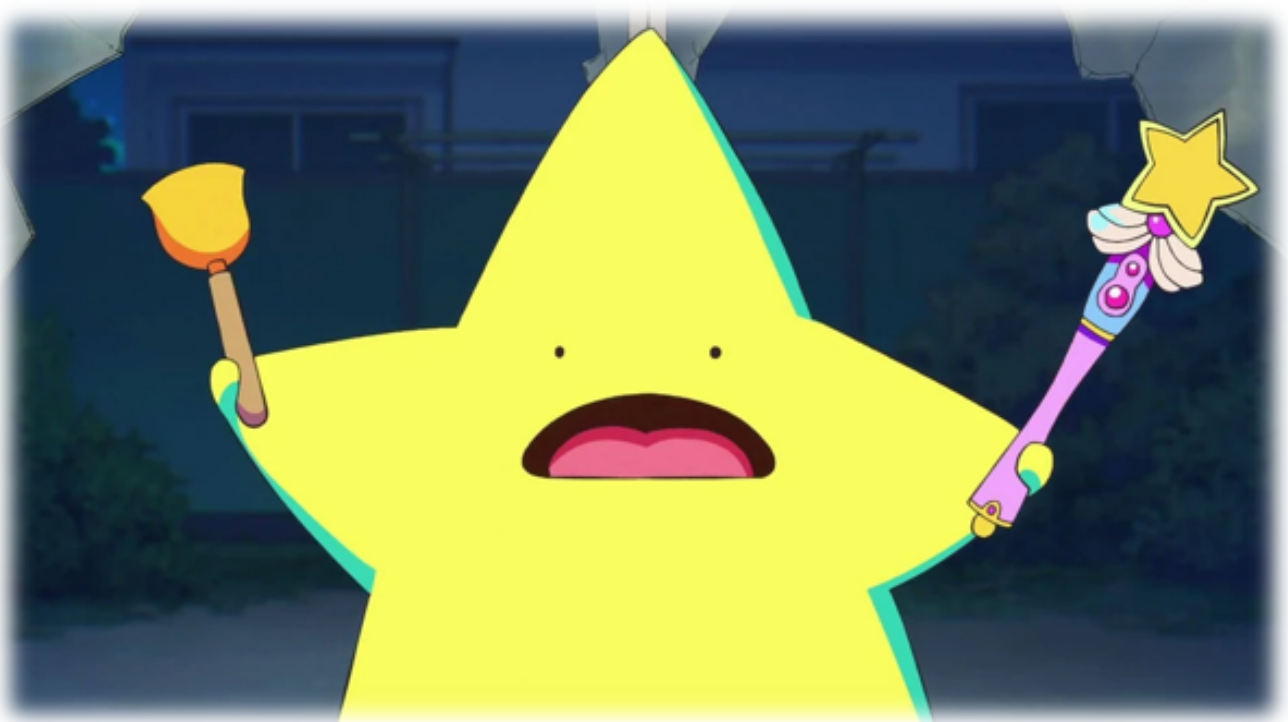
The ultimate tool for finding your true love! 1000% accuracy rate! Just look into the tiny crystal eye and it will show you your perfect soulmate! Wonderful! Buy now! Disclaimer: Not to be confused with the Disaster Couple Crystal Ball, which shows you the person you should avoid at all costs. Marketing slogans aside, this is not any kind of scam item. It works exactly as it says it does, has unlimited uses, and can be used by anyone. It is worth noting that while someone may be your perfect soulmate, you are not necessarily theirs. As part of the bargain, we'll also throw in the Disaster Couple Crystal Ball for free. Don't get them mixed up.

Copycat Copycat [400]

The world of Urusei Yatsura is no stranger to the idea of clones. In fact there are quite a few different and varied methods one can use to clone another in this universe, from mushrooms whose spores grow into clones of whoever they land on, to rayguns that create doppelgangers, to even cooking utensils that can create clones in the oven. How 'perfect' these clones are depends on the specific method used. You may choose what form your particular brand of cloning takes. It doesn't have to be one of the methods listed. The key point is that it is an item that can in some way create copies of other people.

Wish Upon A Star [600]

As with many magical tales from Earth, wishing upon a star has a basis in the truth, with an interstellar twist. This is a little wandering star. He travels around the universe and grants three wishes to people he meets! Within reason, that is. For instance granting someone a harem is outside their scope of power. But fixing up a house? Or gifting a bunch of money? That's a-okay. He'll stick around until you've made your three wishes, then shoot off until your next jump. If you are quite lucky you might bump into him again at some point while exploring the world. Also of note, however, is that his wishes are first come first served, and not specifically three per person. Those around you might just snipe a wish from you if you aren't careful.



Teacher

The Girl And The Panda [100]

It's the English edition of Ranma 1/2! It's best not to question how this ended up being the main textbook for teaching english in japan. This book is a fully novelised version of the famous Ranma manga. It's quite an entertaining read if you want to relax, and apparently a good way to help students learn english. How such a book came to exist in this world is somewhat mysterious, owing to its author and publishing date. But it is far from the strangest thing you'll see here.

Ataru Ate 100 Cakes [100]

Well actually it was just the one cake, but this cupcake was specifically designed with someone like Rei in mind. Designed and created by Ran, an expert in alien culinary skills, these cupcakes are one hundred times more filling than a normal cake of equal size. That isn't an exaggeration either. These cakes genuinely are one hundred times more filling. Any ordinary person would immediately pass out from an overstuffed belly after eating just a single one of them. You've got a tin of a dozen of them. Use them responsibly.

Freebie Gum [200]

Some interesting alien bubble gum that comes with a freebie! What is the freebie? That is up to you to decide. When you blow a bubble, you can imagine what you want, and whatever you picture will poof into existence inside! From tiny rockets to laser swords to living women, all can be manifested with a thought! These freebies are still technically made of gum, meaning they will pop if damaged. Regarding conjured people; whatever you manifest will be limited to carrying out whatever specific action you were picturing when creating them.

Giant Sea Urchin Tears [200]

Some events and some creatures have an inherent spiritual significance. Superstitions and beliefs that give them a power of their own. This particular item is the result of a convergence of multiple spiritually significant events occurring at once. These are the tears of a giant sea urchin, harvested on the night of the full moon shortly after it gave birth. This seemingly random series of events gives these tears a special power. A ghost who touches these tears will regain a physical body, and be able to interact with the world once more! They aren't alive again per se, though the difference is mostly academic.

Electric Garden [400]

A strange experiment created by the Mendo family gardener, when he attempted to invent electric powered fruit and vegetables. The experiment was abandoned but not destroyed, and eventually gave rise to this: a garden where everything is somehow electrified. Tree trunks hide cables within, cobwebs are made of wires, and everything has thousands of joules of energy running through it constantly. The food that grows here is technically edible, but delivers a strong shock with each bite, even once harvested. Lum quite likes them though!

Power Sealing Ribbon [400]

Otherwise known as the yellow ribbon of happiness. What is one of the first things you do when you keep getting shocked by your alien girlfriend? You get something to remove her ability to shock you. While this particular ribbon was not created by Cherry, it was made using similar principles as the one he made. This ribbon will seal any powers or supernatural abilities of whoever it is tied to. In the case of Lum, that meant losing her lightning and flight. To unseal the powers, just untie the ribbon. A simple but effective item, though best used subtly. Alternatively this serves as a good way to control chaotic alien students.

School Colony [600]

What do you get when you pool the resources of innumerable planets in order to make a school for all the important children in the cosmos? You get a massive series of interconnected colonies, asteroids, and stations. You may have heard of school cities, now get ready for school colonies. Just about every subject imaginable is taught here, however exotic or niche. Obviously such a high profile school requires proper security, so let's introduce the teachers! They are giant brick-like robots of the CAO series, designed specifically to teach young children of all races. They have uncompromising personalities and even more uncompromising bodies. You could fire a space missile at them from a space rocket launcher and not so much as scratch their space paint. Want to flee into space? Too bad, they are rated for space travel, and have personal propulsion systems suited for interstellar travel. You can choose where exactly this School Colony is located. It comes with a few basic shuttles to ferry children and staff around.



Elite

Iron Man [100]

A man of iron. A suit of armour. Unfortunately this isn't a flashy sci-fi suit. It is quite literally just a massive suit of pure metal. Each individual piece is nearly an inch thick and made of solid steel. This bastardisation of a knight's apparel weighs several tons in total. One wonders why it was made in the first place, since no normal human could so much as lift one of its arms. What's that? It was made by the Mizunokoji family? That explains it. Depending on how crazy you are, it could serve as a good way to train your strength, hide your identity, or withstand heavy mortar fire.

Oni Treats [100]

Alien species eat alien foods. This particular delight is something that the oni race would consider a quite enjoyable candy food for snacking on. For the creatures of Earth, this is another matter entirely. It contains such a massive amount of nutrition that should it be fed to an Earth animal, such as a sparrow, they would swiftly grow to gigantic sizes. The more you feed them, the bigger they grow, until they could tower over buildings. The effects on humans are less prominent, just causing a stomach ache if anything happens at all.

Alien Visa [200]

Surprising as it may be, aliens can't just wander over to other planets without the proper paperwork. Not even planets like Earth. Planetary invasions? No problem. Extended stay? You need a visa. And that is exactly what this is; an all-purpose stay visa, certified by the galactic board, allowing you to stay in whichever country and on whichever planet you may wish. It's good for several years and quite easy to renew if it ever looks like it may run out. You may be an alien, but there is no need to be an illegal one too.

Leaf Of Storms [200]

Some aliens have supernatural abilities of their own. Others rely on technology or magical artifacts. This is one such item, the favoured artifact of choice by Princess Kurama. Taking the form of a large five pointed leaf, this massive green tool can summon forth the power of a hurricane! A single swing of the leaf will create powerful gusts of wind capable of sweeping cars off the street, throwing people into the air, and tearing out trees by their roots. With a more careful touch, it could delicately lift a souffle or caress your hair. A wielder of this leaf has as much control over the wind as Lum does over her lightning.

UFO [400]

A proper spaceship isn't just a vehicle for getting you from A to B. It's a base, a home, a lab, or whatever you need it to be. Even the smaller models are large enough for someone to live comfortably inside. This isn't a pokey space taxi. It's a luxury craft. Externally the ship is at least the size of a three story building, up to the size of a skyscraper if you desire, with a vaguely spherical ovoid shape. Inside it comes equipped with a navigational computer, optional manual steering, a large bed, relaxation rooms, and a massive laboratory. The engines are rated for interstellar travel and could cross the galaxy in a matter of days, if not hours. This is no warship, so don't expect it to have any proper guns barring a few basic missiles.

Mansion Estate [400]

Big money means big properties. Most people have a small house or apartment to stay in. The elite of the elite have entire mansions and postcodes to call their own. Both the Mendou and the Mizunokoji have homes that span multiple kilometers in diameter. It is quite a feat when your land could contain an entire forest within its walls. While you can't match the Mendou's ownership of half of Japan, at least your home can match theirs in size. This massive property is so large that it could easily house an entire town. A truly ginormous mansion lies at its center, surrounded by rivers, ponds, gardens, and trees. The boundary is marked by a five-meter-tall solid wall. Various gardeners and cleaners ensure the entire place remains spotless, and a team of chefs is ready to prepare meals each day.

Memory Scrubber [600]

A final resort. A device of terrifying power. This is not a bomb or deathray, though its effects are no less devastating. The memory scrubber does exactly what the name suggests but on a terrifying scale. It can remove the memories of a specific person, event, or subject from everyone on the entire planet at once. All the user has to do is type in what subject needs to be scrubbed and the Memory Scrubber will do the rest. If you wanted, you could remove all knowledge of aliens, supernatural creatures, or anything else you wanted with a single push of the button. There is an hour long charge-up period before activation, giving you a chance to cancel it if you wish. It also comes with a built-in timer should you want to add some dramatic tension to its activation. This is a single use device, though you will get a replacement the following jump if it is used.



Wanderer

Vireya Gossipendrons [100]

One of the most feared plants in the cosmos. They are beautiful three-petaled white flowers that can grow to maturity within seconds of being planted. They are not poisonous, venomous, carnivorous, or spinose. It is unknown what planet they originate from, but those seeking to cultivate them must remember one thing: never say anything you want kept secret within audible range of them. The plant effectively records any voice it hears and then repeats it back again and again. Then the flower sheds its seedy petals to the wind, which instantly root wherever they land and continue to replay snippets of whatever they've recorded. Made worse because the plants can take root anywhere and everywhere, whether in soil, rock, clothes, or hair. They are, in effect, pollinated by gossip.

Shed Skin [100]

Pepper, one of the Three Girls Gang, is an alien species with the odd ability to shed their skin like that of a snake. Unlike a snake, however, the skin she leaves behind looks flush and healthy. Healthy enough that someone else (such as Ataru) can wear it and effectively become a perfect clone of her! On the outside at least. Sadly it is just shed skin, however, and thus can be destroyed quite easily. Whether this particular skin is one that Pepper has shed or another of her species is up to you, though you will swiftly find yourself with a replacement should it be lost or destroyed. It's good for a quick disguise if nothing else.

Swap Muffs [200]

Yet another alien device with the potential for great chaos that somehow ended up on Earth. The Swap Muffs are a simple device with a simple function. If two people wear the ear muffs, they will swap bodies for as long as they keep the muffs on. In fact, they aren't just limited to two muffs, and every subsequent pair of muffs worn will randomly swap with a different current wearer. Things get more confusing when taken off, because taking off the muffs will only return the consciousness of whoever's conscious took the muffs off. Meaning if two (or more) people wear the muffs and then all but one take them off, all those minds will end up in the body of the person who is still wearing them until those are removed too. As said, these devices are ripe for causing chaos. You have acquired an entire crate of the things from an odd alien merchant.

Airbike [200]

Is it a bird? Is it a plane? No, it's a bike flying through the sky! This airbike is a small red bike-like vehicle that is favoured by Benten. Rather than wheels, it uses alien technology to fly through the sky and space as gracefully as a swan. It's a pretty fast ride, though nothing you wouldn't be able to achieve with regular human technology. All in all it is a useful but very mundane piece of alien technology. Good for traveling with style but no match for a proper spaceship. Then again, plenty of people prefer a sleek sport's bike to a fancy car. You can choose what specific shape and aesthetic your airbike takes. No need to copy Benten one-to-one.

Little Big Bottle [400]

This strange bottle is sold only within the four dimensional forest. It is called a Little Bottle not because it is small, but because it can shrink absolutely anything down to fit inside of it simply by pointing the opening at something and opening the lid. Whatever is shrunk will not naturally return to its original size even if removed from the bottle. That requires the other half of this kit: the Big Bottle. The Big Bottle is the big version of the little bottle. It can either grow something small to the size of a person, or undo the shrinking effect of the Little Bottle. In this way, you can also use the Little Bottle to undo the growth effect of the Big Bottle. Note: these do work on living creatures too.

Interdimensional Closet [400]

Sadly the name is a bit of a misnomer. A better title would perhaps be "interplanetary portal". Most of the time this closet acts as a normal spacious closet. However it is also connected to a special portal that allows you to step through into other worlds entirely. Think of it like a small door-shaped Stargate. Just say where you want to go, open the door, and voila. Instant portal. If there is a designated area for planetary visitors, that is where you will emerge. Getting back is as simple as entering the way you came. This doesn't necessarily have to take the form of a closet. Other classic versions include ponds, giant holes, and inexplicably placed doors.

Fortune Manufacturing Uniform [600]

The Fortune Manufacturing Office is a special business that specialises in creating and maintaining possible futures and different timelines. They are able to do this because of their uniform. Taking the form of either a rabbit onesie or a bunnygirl outfit, those that don this uniform are able to travel to the void of hyperspace, where they can visit the myriad possible timelines, past or future. Each timeline takes the form of a wooden door which can only be opened by someone wearing the uniform. In fact, as long as you wear the uniform, any door can take you into and out of this hyperspace. Just make sure you remember which door you entered hyperspace from. Navigation isn't exactly easy, and that applies just as much to searching out a specific space-time as it does to returning home again. As a small reminder, you only need a uniform to *open* the door to hyperspace. Entry while it is open is less limited.



Companions: *Time for you to decide on the company you'll keep and the company you'll bring.*

Companion Import [Variable]

This may not be the first world you've visited, nor are you necessarily travelling alone. If you wish, you may choose to import up to eight existing companions into this jump. They will each gain 600CP to spend on the document above. For 50CP you can import one companion. For 100CP this doubles to two companions, then four for 150CP and finally all eight for 200CP. With all the new faces constantly popping up, who's going to notice a couple more?

Canon Companion [100]

As counterpart and precursor to the above option, maybe you have decided that there are some characters from this world that you wish to bring along with you to future worlds. People you've grown close to or wish to interact with specifically. By taking this, you can guarantee your paths will cross with a certain character on multiple occasions. At the end of the jump, if they agree willingly, you can designate them as a companion and bring them with you to future jumps. This can be taken multiple times.

Arctic Octopus [50]

A cute little blue octopus. Intelligent and capable of moving around on land with ease. This is the most rare and special breed of octopus on Earth. What makes them so special? Well, despite being an arctic octopus, they actually grow larger the warmer they become. In the freezing cold they are only as large as a man's hand. Put them in a warm or temperate climate and they'll swiftly grow larger than an elephant. Heaven knows how big they'd grow in a desert!

House Cat [50]

A bakeneko to be specific. This cat died centuries ago and lived on in the form of a ghost. Unlike regular ghosts, however, a bakeneko doesn't require any special tears to have a physical body. In fact, this bakeneko stands at nearly seven feet tall and is as intelligent as a human. It walks much like a man, and possesses a thick coat of fur and muscle. Despite technically being a vengeful spirit, this cat mostly just likes to relax in the warm and enjoy nice food. Due to both its size and fur, this supposed vengeful ghost is in fact very huggable. It's more like a giant teddy bear than a cat, truthfully. For whatever reason, it has chosen you as its master.

Anonymyninja [100]

Can you really call yourself one of the elite if you don't have a personal squad of faceless black-cloth ninjas that hide away from sight until you require their services? There are five of them in the squad. Five well-trained ninja-cum-servants who will follow your commands to the letter. Until such a time as you need them, you would be hard-pressed to notice them. They'll hide within walls, up trees, beneath floorboards, or buried under sand - anywhere that is needed to remain unseen. Then, with all the stealth and skill of a trained ninja, they will carry out any of your orders to the best of their ability. You may not even realise they've done anything at all.

Miss Gorilla [100]

It has been mentioned before, but if humanity has a 'super power,' it is super strength. Multiple human women have shown physical strength unmatched by any alien species. Such strength is certainly not what you would expect to see in a young woman who appears to be of European nobility. She has the full look down: long blonde hair done up in two large drills, elaborate clothing that still manages to show off her curves, and a haughty fan to laugh behind. This makes it all the more jarring when she puts on form-fitting gym clothes and suplexes a tank. Despite her arrogant appearance, she is a truly kind person. The kind of person who'd laugh at the quality of someone's clothes and then use that as an excuse to give them an entirely new, personally tailored wardrobe. Who'd say the sight of a worn down orphanage offended her eyes, so she'd order the construction of a larger one with better facilities. Like many characters in this story, she has somehow wandered into town and encountered you.

Sleeping Beauty [100]

We've seen this song and dance plenty of times. You should know the script by now. A beautiful princess or heiress from space has ended up on Earth, searching for her fated lover. She is in an artificial sleep, only to awaken when her prince charming awakens her (translation: whoever kisses her on the lips first). She gets kissed, wakes up, reveals her identity, and shows off her amazing alien powers. Second verse, same as the first. The main difference here is that instead of Ataru or Mendo being Prince Charming, it was you who woke her up. Congratulations, you are getting married! Your consent is optional. On the bright side, she's a beauty on par with Lum or Kurama. She's also got quite a strong personality, very willing to do whatever is needed to get her way. As is the standard, she also has potent alien powers of some kind.



Drawbacks: *Gain some extra spending points by taking as many or as few drawbacks as you wish.*

Omake Or Remake [+000]

There are several different continuities for this world. While largely the same, there are many little details that change. For instance the original anime amplified each character's negative traits, while in the remake they are reduced or outright removed. You may choose which continuity it is that you are entering in.

Lottery Winner! [+000]

Congratulations! You've won the lottery! Your prize? The fate of Earth now rests on your shoulders. More specifically, the computer that would select the person the Invaders would compete against for Earth's fate ended up choosing you instead of Ataru. In other words you will play a ten day long game of tag with Lum. If you can grab her horns in that time, the Earth will be saved. Hard to do when the other party can fly. On the bright side, if you do accomplish this, Lum would happily accept becoming your loving wife. On the one hand: cute wife. On the other hand: jealous suitors and general chaos. If by the end of the jump you've managed to retain Lum's affection, you may take her as a companion for free.

Character Replacement [+000]

The cast is colourful and characterful. Maybe you've taken a particular liking to one of their aesthetics, vibes, or looks. There are plenty of clones running around but you don't want to just be a look-a-like. You want to actually be them. Provided that you have a fitting build from the above document, you can choose to start this jump as one of the canon characters from the show. The perverted Ataru? The charming Mendo? The boisterous Lum? The sexy Sakura? The choice is yours. Who knows, with the various timeline shenanigans you might even still get a chance to meet the original!

Food Donation Accepted [+100]

Thank you, kind benefactor, for the meal! How did I get in? The door was unlocked. No it wasn't? Well the window was open. It was closed? Well the floorboards were loose. Why are you yelling at me? I hope you have a ton of patience, Jumper, because an annoying old man has made you his mooching target. He somehow manages to keep getting into your home and eat most of your food. Particularly the more expensive and rare ingredients. You can't seem to keep him out for long and he'll happily eat even the most poisonous of foods. Make sure to keep an eye on your dinner, lest it vanish the second you are distracted!

Dull Tongue [+100]

It should come as no surprise to learn that the food in space is pretty different from that of Earth. Alien food is both pretty exotic and very extreme in flavour. Consequently food on Earth is extremely mild by comparison. So much so that Lum could happily chug an entire bottle of hot sauce without a care. In fact, to her, Earth food tastes of basically nothing at all. It might as well be a tasteless mush. You've grown up sampling alien cuisine and thus you similarly find Earth's culinary world disappointingly lacking. If you want a good meal, you'll need to expand your palate.

Out Of The Floorboards! [+100]

Journalists are a plague. So consumed with getting their story, they will pursue their target regardless of boundaries, bystanders, or care. Anyone who has been on the receiving end of their chases can tell you how much of a scourge they are. This is something you will be getting to know intimately during your stay. Any time anything interesting or strange happens, journalists will arrive to start hounding you for details or comment. They'll crawl out of the floorboards if they have to, to ask questions and take pictures. Your only reprieve is that they'll only start appearing if knowledge of the event spreads. If the incident is private enough, you'll be safe. For a given definition of safe, mind you.

Blah Bleh Blah [+200]

That was a rather nasty whack to the head you took, Jumper. It doesn't look like it caused any permanent damage, but it has left your brain slightly scrambled. More specifically it's had a pronounced effect on the language center of your brain. Japanese, English, and any other earthly language you know - they've all been jumbled up and lost. Instead the only language you seem capable of communicating in is an obscure alien language that only a couple of more travelled alien wanderers are familiar with. There are a few alien devices that can help with this, but they are temporary measures at best.

Darling Sister [+200]

A sibling's love is a blessing and curse. You love them because they are your kin yet hate them for the suffering they bestow upon you. Sibling rivalry is quite normal, but your sibling has taken it to the next level. They genuinely delight in pranking you and making you suffer. They are a true sadist, hiding their wicked heart behind an innocent face. Tormenting you is not their only goal in life, but it is certainly high on the list. They won't do anything that would cause lasting harm. After all, that would affect their ability to inflict more suffering on you.

Eternal Rivals [+200]

Someone has determined that you are their rival! Who are they? Rival in what? Why did they choose you? Who knows! The details are not yet clear. It could be that they have decided you are a rival in love, the Ataru to your own version of Lum. It could be that they heard of your reputation and wish to prove themselves better than you, like the Three Girls Gang. Whatever the case, you now have a handful of rivals who are always looking for any chance to challenge you. They are rarely little more than an annoyance, but they are an annoyance that you can't get rid of.

Mindless Glutton [+300]

Food. A necessity of life, and also a source of indulgence and gluttony. You are a hopeless glutton, on par with the likes of Rei. Food is more distracting to you than squirrels to a dog, or a laser pointer to a cat. As long as there is any kind of food in view, your eyes are inevitably drawn to it. You are perpetually hungry, always looking for your next meal. A full stomach doesn't last long at all. That isn't to say you are always starving, mind you. You won't die if you don't eat 24/7. But food in general draws you in like moths to a flame.

Horns Fell Out [+300]

Lum's abilities are intrinsically tied to her horns, and on multiple occasions she loses access to them. While not necessarily tied to a physical feature like Lum, you will still unfortunately find yourself bereft of your supernatural abilities from time to time while in this world. It will only last a couple of days at a time, but it will not be limited to just one occasion. In fact it will happen many times. Not always when something exciting is happening, but enough so that it can be a real challenge to come out on top sometimes.

Lightning Rod [+300]

Maybe you need to have less iron in your diet. You are practically a human shaped lightning rod. You can barely go a few days without being zapped by someone or something. From static to stun-guns and everything in between. If it can shock you, it will. Luckily you don't know anyone who likes to throw around lightning, right? ... Never mind. If you happen to be immune to electricity, this will manifest in something else. Maybe you are constantly getting drowned in water or burned by fire. Time to bring new meaning to the phrase 'weathering the elements'.

Star Of Misfortune [+400]

You were born on a Friday that fell on the thirteenth day of that month. As you were born an earthquake struck the town, and a black cat walked in front of you while a mirror shattered on the other side of the room. Such a confluence of bad omens warned of your fate. The Star of Misfortune shines down on you just as it shines down on Ataru. You are fated to a lifetime of misfortune. Bad luck is your constant companion. Murphy's law could be said to be the very definition of your life. Life is rarely kind to you. It would be best to stay away from anything that depends on luck. That isn't to say your life is hell. Ataru manages fine, after all.

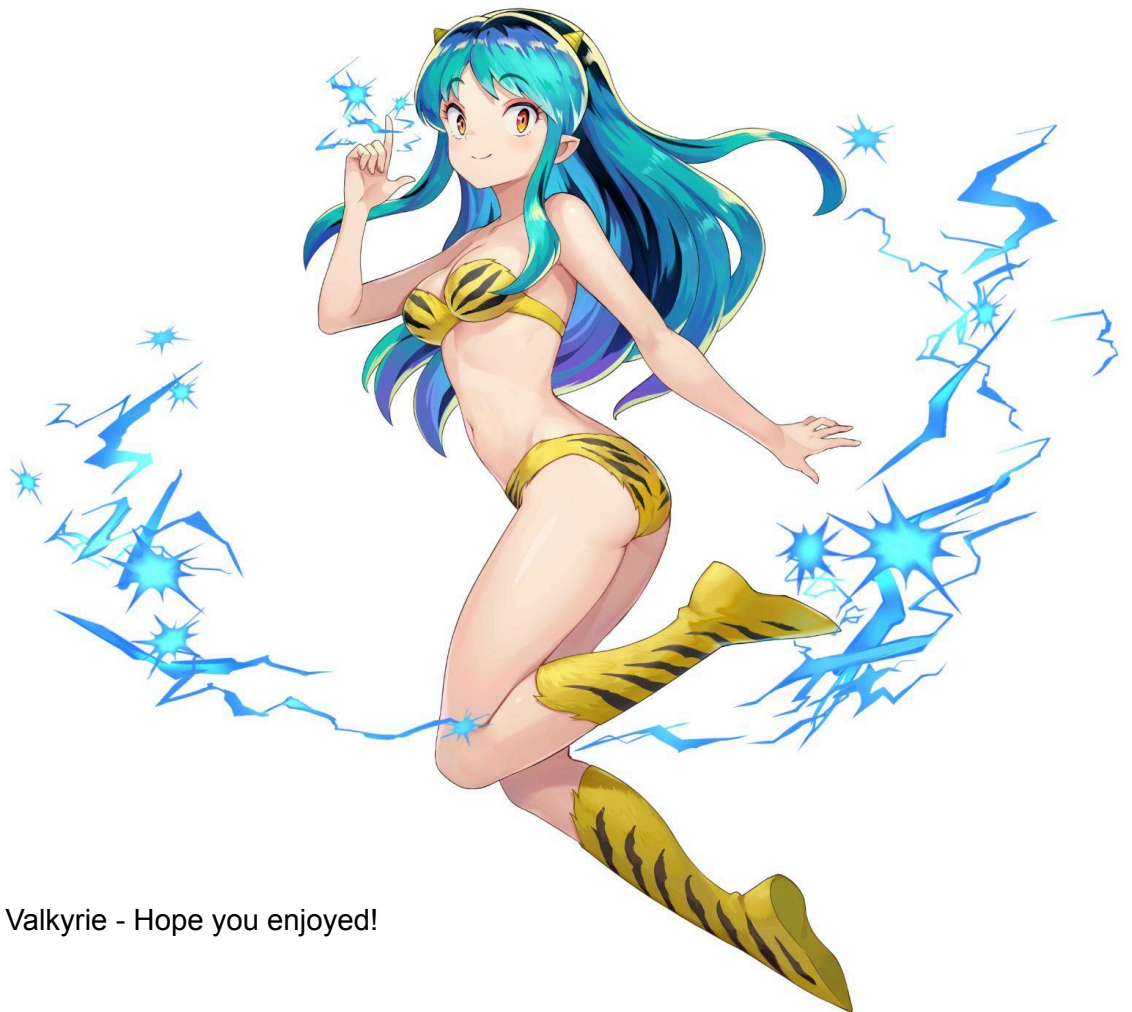


The End: *The decade is over. Now it is time for you to make your final decision in this world: Do you stay or do you go?*

Stay Here - You wish to stay in this world. Your chain is over, though you keep everything you've gained on it.

Move On - The journey never ends! On to the next great adventure and the next jump!

Go Home - It's time to return to where it all started. Your chain is over, but this time you are returning to your home world, once again keeping everything you've gained since leaving.



Jump by Lone Valkyrie - Hope you enjoyed!