

Assassination Classroom Jump

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The Earth is threatened by a powerful creature who destroyed **70%** of the Moon with its power, rendering into the shape of a crescent moon forever. The creature claims that within a year, Earth will also be destroyed by him, but he offers mankind a chance to avert this fate. In class **3-E** at Kunugigaoka Junior High School, he starts working as a homeroom teacher where he teaches his students not only regular subjects, but the ways of assassination. The Japanese government promises a reward of **¥10 billion** to whomever among the students succeeds in killing the teacher, whom they have named "Koro-sensei" (殺せんせー Korosensē, a pun on korosenai (殺せない or unkillable) and sensei (先生 or teacher)). However, this has proven to be an almost impossible task, as not only does he have several inhuman abilities at his disposal, including the capacity of moving at **Mach 20**, but he is also the best teacher they've ever had.

Your job is to assassinate Korosensei within **one year**, or else he'll blow up the Earth. Think it's easy? Korosensei had predicted your presence and knows your powers, he's had his entire lifetime to prepare for you. Korosensei always seems to have a way to counter your powers, and you're going to have to use them in creative manners and win this through skill and lots of luck if you want to succeed. No one said saving the world was easy.

+1000cp

Starting Location

Kunugigaoka Junior High School, 3-E Minicampus

Age

- **Transfer Student & Underachiever 8+1d8, Sensei 20+1d8 (100cp to choose)**

Sex

- Same as last jump (**100cp** to change)

Backgrounds

Transfer Student (Free) - You just show up with transfer papers in hand, you have no extra memories or history holding you back.

Underachiever (Free) - Through circumstance, poor grades, or breaking one the many rules at Kunugigaoka Junior High School, you've been labelled as an underachiever. This means you've been kicked out the main campus and forced to walk the **1km** distance to the satellite "campus". Being bullied by the other classes is part the norm.

Sensei (Free) - You're a professional. You know how to get a job done. The job? Assassination. Your government has hired you to personally take out Korosensei and become a teacher to the **Class of 3-E**. Sounds simple, right?

Perks

Intimidation Aura (100cp, Free Transfer Student) - You're a scary gaijin, so you're going to be a bit scarier than normal students. Just by locking eye contact at someone with your round dead eyes is enough to scare a normal person into submission. Against Korosensei, he laughs and puts on his scary face which will make you weep in terror.

Fly on the Wall (300cp, Discount Transfer Student) - Perhaps you're not so scary after all, by focusing your intimidation aura inside you're able to make normal people forget you're there. Perceptive people will have a hard time seeing you, but know you're there. Doing anything to draw attention to yourself will negate the effects, and startle people. Korosensei can always see where you are.

Bloodlust (600cp, Discount Transfer Student) - There's something inside of you that's wrong. You have the mark of a true killer, should you choose to develop this talent you'll notice that you become stronger, your reflexes become faster, your perception becomes sharper. Additionally you're able to unleash your inner animal spirit, causing it to manifest in the minds of everyone who sees you allowing you to use intimidation aura against anyone that sees you. Even Korosensei can be taken back momentarily at first by this. On downside you become more willing to kill.

Note Taking (100cp, Free Underachiever) - You and Nagisa collaborate together to document Korosensei's weaknesses. You gain exceptional insight on a target by observing them. If you observe them long enough weaknesses of the target will present themselves to you."

Just a little studying (300cp, Discount Underachiever) - Most those that are in the **Class of 3-E** aren't there because they're dumb, it's just they don't study. If you put your mind to it, and buckle down and study or practice diligently you'll notice you can improve your skills at faster rate than someone else with the same study or practice regiment. With a little help from Korosensei this ability could improve, if you take his teachings to heart.

Statistics (600cp, Discount Underachiever) – The Class of 3-E have little opportunities to improve themselves. Not anymore! With Korosensei at the helm things for Class of E-3 have improved. Korosensei has imparted several techniques upon his young pupils, but the greatest one is Statistics. By making a list of one's own strengths and weaknesses of any skill you've learned the hard way aka wasn't bought via CP, you can improve these skills, and help minimize any weaknesses in these skills utilizing unorthodox training techniques that help improve your skills at faster rate than you would've ever accomplished without Statistics. As your skills increase the time needed to improve it further increases, but the improvements for the same amount of time and effort shrink for each improvement you make. Eventually improvements become more and more inefficient, and with you hitting the "Soft Cap" in which any improvement you see will be so minimum for the time and effort invested, it wouldn't be viable to continue improving it. Any weaknesses will be reduced to a point where they're still there, but you won't negate them completely. Lastly, you can use Statistics on others.

Good Looks (100cp, Free Sensei) - You're hot, sexy, and you know it! You're a lot more attractive than the average person, even if you try to downplay it you can have both sexes eating out your hand if you choose to.

Actually Teaching (300cp, Discount Sensei) - You have an odd ability to actually teach really well. You can teach any ability you know to the likes of even **Class 3-E**. What's so odd about it is the way you can go about it and still pass on the knowledge. For instance Korosensei is able to teach lessons to individual students through assassination attempts. Bitch-Sensei teaches English by teaching seduction and lying skills. You have a similar method, perhaps you can teach someone to throw a fireball by having the student catch it with their bare hands. The methods you use are unorthodox and up to you how you achieve it.

World Class Assassin (600cp, Discount Sensei) - You're an assassin by profession, which means you're really good at killing people. Choose a preferred assassination method such as Long Ranged, Close Ranged, or Seduction. In your field you're in the top ranking assassins within that field. This can be taken twice.

Anime Hair (50cp) - Ever wanted naturally blue hair? What about yellow eyes? Now you can have it! No one will question your style.

Perceptive (100cp) – It's a weird-weird world now with Korosensei. Because of this you've developed keep insight on anything weird. You're one the first people to notice something is up, and you'll never be caught unaware by normal means.

Virtuoso-Like (300cp) - You excel at English, Japanese, Math, Science and Social Studies the core subjects at Kunugigaoka Junior High School. You could easily be one the **Five** Virtuosos the top **five** students of the school. You can pass all tests with ease, and receive perfect scoring on your tests if you tried just a little. Applying these subjects to practical use is a breeze.

What Measure is Inhuman? (600cp) - You consume a little bit of Korosensei's essence, and this has had beneficial properties to it. First of all you can move a lot faster than a normal person, about **60mph (96km/h)**. That's not all, your head hair can act like **six** tentacles, or alternatively you can choose which body hair can act in similar manner. These tentacles are very dexterous, quick, and can manipulate fine objects with ease. The strength of these tentacles are equal to your own and can stretch to their maximum length at a class room's length in a second. However they're still susceptible to Anti-Sensei weapons, the same stuff that can injure Korosensei. When destroyed in this manner they don't regrow like Korosensei unless you actively will it to do so. The process is slow and painful as well very taxing mentally as well physically to do so. Lastly you find your multitasking capabilities has increased to the point where you can manipulate your hands and up to **six** tentacles without much problem.

Gear

Cool Shades Bro (50cp) – You own a pair of nice shades, how nice? Well you can wear them at night and still look fashionable.

School Uniform (100cp, Free Transfer Student & Underachiever) - The standard uniform are gray trousers/grey skirt with black-lined edges with a matching grey blazer with lined-black edges, a black or navy blue waist coat and a white button up shirt. The type of shoes the students wear are their choice. The uniforms appear to be customizable as some male students wear a variation of the grey trousers that contain cargo pockets, some wear their own jacket or sweater instead of the standard school blazer/sweater, and the skirts can vary in length.

Cool Clothes (100cp, Free Sensei) - You have very nice clothing that you own, you have an entire closet full of different clothing that you can wear. For Transfer Students these clothing are for when you're not in school, or when you go on a field trip.

Anti-Sensei Weapons - Weapons and bullets made out of this strange material is only thing that's able to actually harm Korosensei. They're completely harmless to normal people, and are a staple given to the students and teachers of **3-E**. Outside of the jump they're able to harm all but the toughest monsters, only the items bought with cp have this effect.

Anti-Sensei Formula (300cp) - You know the formula of the Anti-Sensei material. This chemical is able to be applied to anything if you put your mind to it. Clothing made out of this substance are unable to be handled by Korosensei without his tentacles exploding.

Melee Weapon (100cp, Discount Transfer Student & Underachiever) - Most common form is a combat knife, melee weapons made out this looks like it's made out a rubber. These weapons are most commonly used in a variant of volleyball where they use the knife instead of their hands.

Upgraded Existing Weapon (100cp) - You can instead choose to upgrade an existing weapon with the property of Anti-Sensei materials, doing so keeps the lethality of the original weapon.

Ranged Weapon (100cp, Discount Sensei & Underachiever) - It's not the ranged weapon itself that's made out the material but the bullets, it only works with bullets. Most common form given is an M-16C and Glock 17 due to its cheap and sturdy nature. Bullets turn into pink BB pellets.

Upgraded Existing Weapon (100cp) - You can instead choose to upgrade an existing weapon with the property of Anti-Sensei materials, doing so keeps the lethality of the original weapon. However the ranged weapon has to be able to fire solid rounds.

Companions

Canon Companion (100cp) - After the year is over with you might want to take one your classmates with you, or perhaps you have a special someone that you met here. Either way they're totally up with the idea of leaving their family and friends behind to come with you on your adventures. Can be taken multiple times, but you can't take Korosensei.

Class Import (50cp+/200cp) - For **50cp** you can import a companion, they gain the **Underachiever** or **Transfer Student** background and **300cp** to spend. For **200cp** you can import up to **8** of your companions at once and they also gain the **Underachiever** or **Transfer Student** background and **300cp** to spend.

Drawbacks

(Maximum of +600cp) (Drawbacks can negate perks)

- **Bitch-Sensei (+100cp)** - Your name is easily turned into a derogatory word, which for duration of the Jump, you will be referred only by this nickname. You will always fly into a rage when you hear this, yelling at the students for a few minutes trying pointlessly to correct them. You are also incredibly clumsy, and ditz outside the field of assassination.
- **Hero to the Students (+100cp)** – Korosensei might be blowing up the Earth in a year, however he's the best damn sensei and friend the **Class of 3-E** has ever had. Accept your assassination attempts to be interfered by the **Class of 3-E**.
- **Admiral Ackbar says... (+100cp)** - **ITS A TRAP** (or Reverse Trap)!!! You're a bit more androgynous than you were before. People regularly confuse you for the opposite sex. Additionally you're forced to wear the opposite clothing, including school uniform.

Everyone in **Class 3-E** knows your secret. You can't change this at all, and this disables any power attempting to change your form.

- **Savage Youth (+200cp)** - Your childhood was rough, perhaps your father left you with your mother who wanted a daughter and not a son. Maybe you were bullied a lot, or had a teacher betray your trust. Whatever it was it left a mark on you, it's probably partial to reason you're in **Class 3-E**. This weighs heavily in who you are today, for the worse and never for the better.
- **Lazy (+200cp)** - You might be brilliant but you are lazy. You don't like to study or teach because it's boring, you don't like to do anything without someone pushing you to do it. While you won't be able to skip school/work, you won't attend to stuff like mandatory Assemblies; even if this means you'll face punishment. You do like playing games, video games, movies, and other stuff that passes the time.
- **Okajima (+200cp)** – Your last name is now Okajima, you're related to Taiga Okajima in some way. You share a lot of his qualities including being majorly perverse, where you blow off studying or teaching to engage in perverted stuff. Also you share his bad luck, if anything bad will happen it will happen to you. While nothing fatal, you're the first one to get injured. Lastly you tend to royally piss off all animals you come across, they'll attack you on sight.
- **Banchō-Sensei (+300cp)** - What have you done?! Korosensei is no longer the nice Sensei that you know and love. Instead you have Banchō Korosensei, who acts like a stereotypical thug and jerk. He treats you and rest the class/staff like the scum you are to him. He'll use his powers to frequently embarrass you, put you down, will blow off teaching, and if you have any family he'll terrorize them.
- **Powerless (+300cp)** - Korosensei has stolen all your powers and if you have any companions, he's stolen them too! He's now doing lewd things to them like giving them best message and moisturizing treatment, or sending them to a different school where they're doing better. He even steals your key to your warehouse and shows up in all your stuff frequently. Whatever it is he's taken everything from you, and yet you can't help but respect the guy.
- **Suprisingly Humansensei (+600cp)** - Korosensei is no longer indestructible as you once imagined. However something odd happened in that while he's more vulnerable, so are you. If he dies, you die. You'll spend the next year trying to save him, until he dies like in canon.
- **Jumpersensei (+600cp)** – This is interesting, you're no Korosensei except you don't have any of his powers. Anti-Sensei weapons cause your cells to burst, and unless you have limb regeneration it's gone for good. On top that everyone is trying to kill you as they believe you blew up the moon. Korosensei is still around but his human "disguise" fools everyone but you, trying to point out the obvious won't work. If you harm Korosensei it's counted as a loss.

The End

So you killed Korosensei, you monster, I guess it doesn't matter now. I hope you feel good about killing the best thing that has happened to those children. In the end all drawbacks are revoked, and everything is returned to you. These three choices are what happens next.

- Hasta La Vista Baby - You're going home, you return to your home dimension.
- LUCY, I'M HOME! - You decided to stay until you die
- Road Trip - Move on

Notes

- If you seriously harm or kill a student or teacher, you lose.
- Korosensei is immune to harm from anything that's not with an Anti-Sensei Weapon.

True Ending

To unlock the True Ending you need to have purchased the drawback “Suprisingly Humansensei” or “Jumpersensei”, additionally you’re going to have to be the one to kill Korosensei at the end of the year. Doing so before that time will count as a loss. However when you do kill Korosensei all drawbacks purchased will go away as if you’ve completed the jump. However you still have to stay for another 9 years, in which point the government and every assassin will try to come after you. After all you are the most dangerous being on the planet, and should you survive you have a surprise waiting for you.

At end the jump you’ll be greeted by Korosensei and all your surviving classmates from Class of 3-E. You’ll have the option to bring them along with you on your journey as companions. You’re free to choose which to take or not to take. Benefactor be praised.