

**JUMP  
START!**

A TASTE OF WHAT'S  
NEW IN JAPAN

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GENERAL TIME INDUSTRIES

# LETTER OF INTRODUCTION

The world of business is not a kind one by any means. This isn't the kind of place where dreams come true by playing nice. You need to be intelligent, heartless, intimidating, and most of all, selfish. This is true, today, and will continue to be true 20 years into the future.

After the perfection of time-travel technology, a young idealistic upstart appeared out of nowhere to refine the astounding technology into a marketable service. For instance, time insurance to prevent accidents from ever happening, or zero-day delivery, which sends parcels to the past the moment one places an order. This man's name was Nagato Tokioka, the managing president of General Time Industries. This man was hyperactive, optimistic, easily distracted and naive, but also kind, charismatic, with a special power for understanding others, and a willingness to go above and beyond for his employees.

Soon enough, an uncompromisingly ruthless and unscrupulous competitor would arise: Vortex Corp. Seeking to take all of General Time Industries assets for their own, they took advantage of General Time Industries' good-natured employees and threatened them to join Vortex Corp. They even went so far as to steal General Time Industries' technology. Now, in an effort to make President Tokioka's very ideas their own, they scheme to assassinate them 20 years in the past, the maximum trip possible for time travelers.

Back then, the president was just a hopeless party animal, with no aspirations for the future. Hardly the image of a man that would soon head a company earning 50,000,000,000,000 a year. Luckily, President Tokioka of the future had an ace in the hole. His loyal combat secretary: Seiji Tanaka. Becoming the young president's bodyguard, he would fend off whatever Vortex Corp throws at them, and give Nagato the drive to not only create General Time Industries, but to create a company that would surpass the one of Seiji Tanaka's time. Accomplishing this requires him to secure the help of the World's Three: three legendary individuals that will come to possess worldwide influence greater than any living national treasure.

**+1000 Corporate Points**

**+200 Corporate Points for Merchandise only**

# AFFILIATIONS

## **Unaffiliated / World's Three**

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You're a resident of the modern day, the time and place where all this craziness is actually going down. That, or maybe you don't belong anywhere at all, simply appearing in this world for no particular reason. You may also take this option to be considered as one of the World's Three. This won't necessarily provide any benefit in the modern day, but those from the future here will recognize you as someone who will one day (long after your time in this jump) become one of the most incredible people on the planet. Your age will be determined by a roll of 1d8+14, and your gender is unchanged. You may pay 50CP to change either.

## **General Time Industries / Vortex Corp**

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You hail from the future, sent to 20 years in the past to alter the future on behalf of your employer. Should you choose to serve Vortex Corp, you're here to eliminate the president of General Time Industries in their youth. Vortex Corp's policy is "the right knife for the right back" and they will not tolerate failure or mercy on company time. Should you instead stay loyal to General Time Industries, you'll fight alongside the battle secretary Seiji Tanaka to keep president Tokioka safe. Your age will be determined by a roll of 1d8+20, and your gender is unchanged. You may pay 50CP to change either.

# BENEFITS

## **Through Thick and Thin**

100 Corporate Points, one free for this price tier

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It's never enough to have employees you can rely on, you need employees who can rely on you. When you see someone in need of help, you can move to help them without a moment of hesitation, pushing your mind and body to their utmost limits. This naturally endears yourself to others, making you seem like someone who deserves their trust, and who will never exploit them for selfish ends.

## **The Ideal**

100 Corporate Points, one free for this price tier

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You're everything an office worker could hope to be. You maintain professionalism in even the most hectic or downright bizarre circumstances. Your poker face never budes, and though you may come across as strange, your manners are impeccable. Even when your body is pushed to its limits, onlookers would think you're no worse for wear with this attitude. This image only breaks once your emotions are at their limit.

## **Pressure Cooker**

100 Corporate Points, one free for this price tier

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If anything can be learned from Vortex Corp, it's that when the hard way is this effective, why bother with the easy way? You're a natural at placing just enough pressure on someone to bend or break their wills at your convenience. You know the words to say, the things to do, the bones to break, to make sure "clients" wants to see things your way. You can still be outsmarted and out-willed, but people are rarely that bright.

## **Facade**

100 Corporate Points, one free for this price tier

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Even the most scrupulous businessman needs to be a bit two-faced. A benevolent angel, and a wrathful devil in one. You can switch between these two personas on a dime. At your best, you're beautiful enough to have dozens of admirers at all times. At your worst, you're an incarnation of rage, able to instill terror into the hearts of trained killers, to the point of hallucinating a demonic face in place of your own.

### **Fluidity of Mind**

200 Corporate Points, one discount for each price tier

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To make it in business, you need a mind like iron, but if you want to thrive in it, a mind like water is much better. You have that special flexibility and creativity to find the most desirable and the most marketable applications of even the most fantastic technologies and processes. This also makes it much easier for you to get the okay on marketing cutting-edge technologies for public use with minimal red tape in the way.

### **Promising Upstart**

200 Corporate Points, one discount for each price tier

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You've got that special something in you. I couldn't tell you what it is, but you have some unnamable quality in you, that screams to others that you have endless potential. Even if you really are a nobody, people from all walks of life look at you and feel that you'll end up doing great, possibly even world-changing things in the future. You'll find this very useful when speaking to potential employers and employees alike.

### **Another Star in the Sky**

200 Corporate Points, one discount for each price tier

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With how equipped people from the future tend to be, they do seem to have a really hard time tracking you down. No matter what kind of resources or foreknowledge they have backing them, enemies have an impossibly difficult time finding you. Conversely, amicable potential allies have a much easier time doing just that. This is a moot point if you end up obviously giving your location away through your own actions.

### **Charge Ever Forward**

200 Corporate Points, one discount for each price tier

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It's too much of a bother to worry about obstacles when you're on a mission. If you're aware that something important is happening, even if you don't know what or where it is, just charging forward will always get you there in record time. You can still be delayed if you don't have the strength to literally break through every obstacle in your way. Obstacles that can't be overcome with strength alone can still bring you to a halt.

**All-Arounder**

400 Corporate Points, one discount for each price tier

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Secretaries are not respected for their raw skill, but rather their versatility. You have the intuition to handle any task you have the bare minimum resources and information for competently. "Competently" meaning just skillfully enough to technically complete the task without necessarily doing a particularly impressive job of it. This also assists you to tailoring your services to suit the disposition of your client or superior.

**Uncompromising**

400 Corporate Points, one discount for each price tier

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Business was always meant to be high-risk, high-reward, and that's fundamentally what General Time Industries didn't get. You have an uncanny talent for creating a work environment where those under you begin to value their standing in the company more than their own sense of decency or well being. More idealistic people will have some resistance, but the more the business expands, the greater the temptation.

**Discerning Insight**

400 Corporate Points, one discount for each price tier

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One skill needed by every good boss, the ability to understand. With barely a glance, you can read someone like a book, their emotions, ideals, character, talents, even those they aren't aware of. More than that, you've developed nearly inhuman kinesthetic vision. Combined with your intuition, and you can reflexively predict and react to an opponent's every attack, even if their power and skills dwarf your own.

**Retroactive Response Time**

400 Corporate Points, one discount for each price tier

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Any company worth its salt should take pride in its response time, and that's doubly true when time travel is involved. As soon as you know where your company's services are needed, you can always somehow mobilize one of your employees to arrive at that exact location within seconds, regardless of their prior location. This won't get them anywhere they couldn't physically access normally.

### **Company Asset**

600 Corporate Points, one discount for each price tier

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Giving new meaning to the phrase “corporate drone”. You are a humanoid android, designed by Vortex Corp for assassination and mass destruction. Your mind lets you calculate the best course of action in battle like a math equation. Your strength, speed, reflexes are beyond almost all humans, able break alloys from the future with ease, and destroy everything in your line of sight with the air pressure of a single attack.

### **The Power of a President**

600 Corporate Points, one discount for each price tier

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It's like you were born to run a company. You have an unexplainable ability to get almost anyone to work for you, even those who are obviously too good for you. As an underperforming highschooler with nothing to offer, your charisma can easily win over the most capable people on the planet, and earn the loyalty of a heartless robot assassin built solely to kill you, seemingly granting them humanity in the process.

### **The World's Almost Strongest**

600 Corporate Points, one discount for each price tier

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An extreme form of placebo, as you visualize your ideal of strength, your body will rapidly change to take on that image, without moving a muscle. Lying in bed for a week could give you the world's strongest body. Your ideal can even nullify harmful forces, and almost completely immunize yourself through exposure, be it poison, electricity, bullets, etc. You can be hurt if you take in far more than you've had time to adjust to.

### **Defining The Impossible**

600 Corporate Points, one discount for each price tier

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You're a genius, the likes of which only one other has been able to match. You can understand, create, disassemble, or reassemble even futuristic technology in a split second with only hand tools. Devices decades ahead of your time, that twist physics in knots. Some things may be beyond your ability right now, but that doesn't mean they're impossible. Soon enough, you may even figure out the secrets of time travel.

# CO-WORKERS

## **Outsourcing**

50 Corporate Points

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Most people would kill to choose the people they have to work with. In any case, I might be willing to find a place for some of your old colleagues from past worlds in this one, if you don't mind parting with 50CP for each one. If you really want, you can even make someone entirely new to fill this role, if you don't think your associates are up to the task. Each person taken with this option gets 600CP to spend, no Merchandise stipend, and up to 200CP from Release of Liability. Whatever reasons you may have for doing so, you may choose any Affiliation for them. You aren't required to enlist them in your own Affiliation of choice.

## **Industry Professionals**

50 Corporate Points

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So, you'd like to be referred to someone with a bit more experience in this business, which is to say, this world. Every purchase of this will let you identify a character already in this world as a potential companion. You'll repeatedly meet them on terms as good as possible for your respective circumstances. Even as enemies, you'll grow a certain fondness for each other. Should you manage to convince them to join you on your future travels, with full knowledge of what that entails, they will be permitted to do just that. Don't worry about how this should logically alter the future, it doesn't, at least, it won't for your time in this world.



# MERCHANDISE

## **Business Cards**

Free/ 50 Corporate Points

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Always have to make sure you're ready to make a strong first impression. This seemingly endless supply of business cards, tailored to your current professional information at all times, is always within reach. For the free version, these are just standard business cards. For 50CP, these are special combat business cards. Hard enough to block high-powered lasers, and sharp enough to cut clean through flesh or mundane metal

## **On the Clock**

50 Corporate Points

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This accessory is almost entirely just for showing off, but you may find it useful as an instructional tool. This brand-name watch has the special feature of projecting holographic images into the air. This watch is linked to a sizable database of information, and even construct graphics on the fly. You can even set it to access that database to automatically compile and display a presentation to illustrate your topic as you speak.

## **Force Quiet Hanky**

50 Corporate Points

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This piece of equipment is somewhat hyperspecific, but undoubtedly convenient to have when the need may arise. This plaid handkerchief is woven from a special fiber capable of nullifying all sound that comes in contact with it. This is even capable of nullifying sonic attacks strong enough to destroy an apartment complex. It's still the size of a normal hanky, so you can't exactly soundproof a whole room with this.

## **Reading Glasses**

50 Corporate Points

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I'm... going to assume this is within the bounds of the employee dress code. These special sunglasses completely conceal your eyes, but do not impair your vision. In fact, they allow you to magnify your vision and see far away locations, and even assist with aiming. A cartoon face is presented on the outside of each lens. These even emote to match your own emotional state, unless you'd rather turn that off.

### **Contract Signing Pen**

50 Corporate Points

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This delux ink pen seems to draw on a seemingly endless supply of special ink. In battle, gallons of ink can be flung at enemies, quickly forming into crystals and immobilizing them. This can be broken out with enough force, but it'll usually buy you enough time to land a finishing blow. This can also be used as a normal ink pen, naturally.

### **Video Call**

100 Corporate Points

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Sometimes it's just too much trouble to travel to a meeting in person, other times, you plan to annihilate everything within a kilometer of the enemy, but still want to be there to gloat. This piece of future technology allows you to project a holographic dummy of yourself you from miles away. It's indistinguishable from your own form, and can even project your voice somehow, but it can't touch or be touched.

### **Killing Tlme**

100 Corporate Points

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A simple yet effective approach to assasination. This wrist-mounted device can launch powerful lasers. If the initial beam doesn't kill your target, it often causes massive explosions wherever it hits, destroying or just blowing away everything in the vicinity. As flashy as this is, as far as Vortex Corp weapons go, this is comparatively weak. It's simplistic nature doesn't allow for much application of skill in its use.

### **Authorization Stamp**

100 Corporate Points

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A special self-inking authorization stamp. While this can be used as just a normal name stamp, it's true effectiveness is as a weapon. Stamping a person with this sends enough force through their body to send them flying through several buildings, if you have the power all the way up. The awkward nature of this stamp, combined with the intense kickback, makes it most suitable as a finishing attack.

### **Loud Speaker**

100 Corporate Points

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Perfect for motivational rallies and cold-blooded murder alike. This megaphone-shaped canon lets you unleash devastating blasts of sound. The force of the blast is easily enough to pulverize an apartment complex, not even mentioning what it could do to a human target. For whatever it's worth to you, this weapon is also really loud and distracting to bystanders.

### **Compact Briefcase**

100 Corporate Points

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A responsible employee is equipped at all times. This briefcase utilizes advanced spatial-compression technology to store far more than it's external size would imply. It's storage capacity is five or possibly six times that of a normal briefcase. In spite of this, reaching into the briefcase always lets you instantly pull out the object you were looking for, without even looking or feeling around for it.

### **Momento**

100 Corporate Points

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This... isn't technology at work. This is just plain impossible. However it works, this indestructible IV stand is a shockingly effective weapon. If using it as a blunt melee weapon doesn't do it for you, the hose coming off the IV bag can be used to grab onto an opponent and swing them around like a human mace, somehow stretching across the room in the process.

### **Stage Lighting**

150 Corporate Points

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Another purely destructive piece of equipment, but it's not like we've been hiding our intentions up to this point. An assortment of roughly 9 basketball-sized satellites, each capable of firing a devastating lazer. These satellites float around you, and can be controlled seemingly with your thoughts alone. The lasers are powerful enough to destroy a car in one shot, but you can even combine the lasers for greater power.

### **Selfie Stick**

150 Corporate Points

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Preferably you won't use this for selfies during work hours, but the option is there. This peculiar weapon can be utilized as something akin to a rapier at close-range, but when an opponent tries to run, the spear can be launched with enough force to pierce steel or solid concrete. You have dozens of clips for this weapon, each containing 100 of these compressed spears. Clips replenish weekly.

### **Industrial-Grade Steel**

150 Corporate Points

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Feast your eyes upon the world's strongest metal chains, developed over the course of 20 years by Vortex Corp. They can be wielded with a great deal of control, either swung around as weapons, or locking around objects of your choosing. The chains can even be planted as remote controlled traps. These chains are strong, but hardly invulnerable. They can be disassembled or even broken with enough skill or strength.

### **Long-Distance Negotiations**

200 Corporate Points

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One of Vortex Corp's more destructive negotiation tools. Disguised as a normal umbrella, this can be utilized as a powerful long-range laser rifle. Despite essentially being a sniper rifle, this isn't so much a pinpointed headshot kind of laser, more like the annihilate several skyscrapers in a row from kilometers away kind. The umbrella can even act as an effective shield against lasers.

### **Karaoke Night**

200 Corporate Points

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(Due to HR complaints, this product will NOT be explained in rap) This may look like a handheld microphone, but it is actually a potent electric weapon. Wielding this allows you to send several billion volts at opponents. This even comes with specially-made pillars that can amplify and even redirect the lightning, up to a max of 30 billion volts. It's also a handheld microphone.

### **Corporate Drones**

200 Corporate Points

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You've been granted direct command over an assortment of several dozen combat androids. Each one is about as strong as a regular Vortex Corp clerk, but even together, they're nothing compared to even one chief clerk. They're stronger than the average civilian, and they're competent in a fight, but they're unarmed by default, and don't exhibit any particularly impressive combat skills.

### **Compliance Suit**

200 Corporate Points

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Style, professionalism, and self-defense in one package. This seemingly normal black suit is actually a complex battle armor. It increases one's strength, speed, and durability to superhuman levels, allowing them to leap over houses, or crash through solid concrete. The problem is, it doesn't extend any of these effects to your exposed head, nor does it enhance your own kinesthetic vision to keep up with your speed.

### **Adorable Mascot**

300 Corporate Points

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A robotic cat with human intelligence, designed by General Time Industries R&D. Using state-of-the-art technologies, this cat's entire body is composed of a seemingly inexhaustible supply of black liquid under their control. Being liquid, they cannot be hurt physically, but can be damaged through electrical attacks. They can change the physical properties of their body, becoming elastic like rubber or hard like diamonds.

### **Next Stop, Twenty Years in the Past**

300/ 500 Corporate Points

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The golden standard of time travel technology. Resembling the doors of a bullet train, this device allows one to travel up to 20 years into the past and back. Standard time machines can only transport a small number of people, but for an additional 300CP, you instead have a completed time gate, a giant variation of the time machine design that can transport hundreds, or even thousands of people in one go.

# RELEASE OF LIABILITY

## **Party Animal**

+100 Corporate Points

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You could not be less suited for the world of business. Your attention span is like a goldfish, you're lazy, messy, and in general, you don't have the slightest aspirations for the future. Pair this with an unrelenting urge to party and goof off, with your natural ability to suck others into that same pace when they should be working (save for those explicitly working against you) and you're just a nuisance to everyone around you.

## **Robotic Inflection**

+100 Corporate Points

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Well... at least you have the right spirit. At the same time, you are way too high-strung. You don't have even the foggiest grasp of social norms, save for those applicable in a business setting, and even those are exaggerated to the point of parody. It's not like you're rude necessarily, you're overly polite, if anything, but you can't read the room to save your life, and things like sarcasm or figures of speech fly over your head.

## **Familial Responsibilities**

+200 Corporate Points

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Having great power and talent is rarely received as positively by our peers as we might like. Whatever skills or special abilities you might possess, you've been pressured from a young age to keep them suppressed at all costs, and strive for social acceptability alone. Part of you, deep down, want to share your talents with the world above all else, but the shame instilled in you over an entire lifetime is not so easy to dispel.

**Unconvincing**

+200 Corporate Points

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I see that charisma isn't exactly your strong suit. You are completely incompetent when it comes to trying to convince anyone to do what you want, and nobody seems particularly fond of cooperating with you. Your threats fall flat, your promises all sound empty, even your logical reasoning comes out a jumbled mess, and all your strongest arguments tend to slip your mind at the worst possible times.

**Prime Directive**

+300 Corporate Points

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For a corporation, looking to dominate the market, the humanity of one employee is a small price to pay. Whenever you're pushed to your limits physically, or lose control of your emotions, even a little, you enter a robotic berserker state. In this state, you fight without any regard for your own body, and attack friends and foes alike until you can regain your sanity, or until all targets in the vicinity have been eliminated.

**Competition**

+300 Corporate Points

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Saikawa Kyouhei is the world's almost strongest man. In his pursuit to become the strongest, he has set his sights on you. He will come attack you whenever physically possible, and will not stop until he is convinced that he has surpassed you. Every time he is defeated, he will come back, immune to whatever defeated him in the previous battle, and even any weaknesses he perceives in you, no matter how incredible.

# EMPLOYEE EVALUATION

**Retirement**

Go Home

**Paid Vacation**

Stay Here

**Career Change**

Move On



# NOTATIONS

Jump by Gene

There are no tangible benefits to your Affiliation of choice. It only affects your history in the world.

By the time the series was axed, only two of the World's Three had been revealed. If you take that as your Affiliation, you can take the place of the third. If, between you and your companions, more than one person takes that Affiliation, then I guess it'll be the World's Four, Five, Six, etc.

This series never as much as grazes the topic of paradoxes or the repercussions of altering the past in its short life. My guess, the best thing to do is just not think too about it. It also never mentions if time machines can travel to the future, I mean, the future relative to where it initially came from.