

Trigger Happy Havoc

DANGANRONPA



SPEAKING

Upupupu... Did you not feel challenged enough by previous jumps? Or maybe you just feel ready to die? Either way, welcome to Danganronpa - I hope you enjoy the killing game!



Intro



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Ah, the jumper is here! Welcome to the world of Danganronpa. You'll soon be transported to Hope's Peak Academy, where you'll be able to-



WHAT'S UP WITH ALL THIS TALKING? LET'S JUST START THE KILLING GAME ALREADY.



Ahem. The killing game will start shortly after you begin your time at the academy, and from then on, you'll be trapped within Hope's Peak, at the whims of our father.



The jump will end after you finish the game, or alternatively, you can choose to stay the full 10 years! Who knows? Maybe you'll wind up in another killing game!



It'll be up to you to find and reveal the mastermind. Please, stop this killing game!



Or you could just become the blackened yourself. KILL 'EM ALL AND YOU DON'T EVEN HAVE TO WORRY ABOUT THE CLASS TRIAL!



...

Notes

BOOK The Mastermind has planned out a place for you in the killing game, but only knows about you what they can learn from your chosen identity, school registration forms and information you let slip before the killing game begins.

 Any leftover Monocoins can be kept or spent on the MonoMono Machine during the killing game.

 Whilst in this jump, you may remember details of the Danganronpa franchise, but all knowledge pertaining to or suggesting which character is the mastermind has been suppressed until the end of this jump - you'll need to work it out on your own.

 By taking 100 Monocoins from your starting balance, you can remove this restriction at the risk of trivialising the scenario.

 The mastermind is determined by whoever is the mastermind in the original cast. If your participant list has multiple masterminds or none, randomise the mastermind then adapt their backstory to justify the killing game.

 If you want this jump to pose any kind of challenge to an experienced jumper, *Mastermind's Gambit* (or maybe even *Equal Footing*) is basically essential. With that said, Jumpchain is a single player experience and you can do whatever the hell you like with the setting.

 Just for anon, you can also have the Ultimate Luck perk give you Makoto's luck with women - for better or for worse.

Origins

Age

Your age can be determined by rolling $13+1d6$, or $18+3d8$ for staff. You can choose your age and gender by paying 100 Monocoins.

Participants

Roll $1d8$ or pay 100 Monocoins to choose who is participating in the killing game. Regardless of which you choose, you are the 17th person in the game.

1/2 - Cast of Danganronpa: Trigger Happy Havoc

3 - Cast of Danganronpa 2: Goodbye Despair

4 - Cast of Danganronpa 3: The End of Hope's Peak High School

5 - Cast of Danganronpa V3

6/7 - Choose from the options above.

8 - Create your own ensemble cast from the Danganronpa canon.

Identity

This determines who you are and the reason you are at Hope's Peak Academy. Choose one from the list below.

Ultimate Lucky Student (free)

- No new memories or personality.
- No connections in the world.

You wake up on a bench outside Hope's Peak academy, with a crumpled piece of paper in your hand identifying you as this year's winner of the lottery to join the school. As far as your fellow students know, you have no talent or extraordinary abilities whatsoever.

Student of Hope's Peak (100 Monocoins)

- The best in the world at one hobby or skill.
- Admitted to Hope's Peak due to your abilities.

You have an ultimate ability which defines you as one of those who can inspire hope for the future. As a result, you've been accepted into the academy and now await the day school starts, unaware of what's to come.

Staff (100 Monocoins)

- Work as a teacher in Hope's Peak.
- Trusted by the students.

You work in a teaching role at Hope's Peak, training the students in how to use their ultimate abilities responsibly. When the killing game starts, the students will trust your judgment and advice, and will be hesitant to suspect you as a mastermind or blackened.

Mastermind (200 Monocoins)

- Planned and infiltrated the killing game.
- Has an ulterior motive of your choice.

Although you appear to be an unwilling participant like the other students, you are actually responsible for the cruel game everyone is being forced to play.

Whatever your motive for doing so, you must stick to the rules you've decided on and accept the risk of being killed yourself and prematurely ending your plans.

Perks

Ultimate Lucky Student



Ahoge

(100MC, Free for Ultimate Lucky Student)

You gain a single tuft of hair which sticks out from the top of your head. The shape and direction of the hair will naturally change based on how you are feeling (straight up for shock, drooping for embarrassment, etc.) and you can manipulate it yourself with your mind, but it will never fully stick down.

After leaving this jump, the ahoge can be toggled on and off at will.



Non-Stop Debate

(200MC, Discount for Ultimate Lucky Student)

Whenever you hear someone tell a lie which can be disproved by something in your memory, a brief summary of the relevant evidence will appear across the bottom of your vision. At your discretion, you can fire this knowledge as a 'Truth Bullet', giving you the chance to explain the contradiction to them as well as anyone else present. Assuming you do so in a coherent and reasonable manner and your memory has not been altered or is otherwise incorrect, your memory will be taken as fact by all present, and the liar will have no choice but to confess or change their story.



NO THAT'S WRONG!

(400MC, Discount for Ultimate Lucky Student)

You may attract the attention of anyone within hearing range with a single yell. They will feel compelled to listen to your argument for at least 20 seconds before proceeding. This effect does not work if you do anything other than speak or if they are in danger during the allotted timeframe.

Whilst in-universe, this power works best to avoid being talked over in class trials, it can be used in a wide variety of contexts, such as convincing an enemy to stop fighting or simply as a distraction.



Ultimate Luck

(can be taken twice)

(600MC, Discount for Ultimate Lucky Student)

You have an innate luck similar to that of Makoto Naegi. This subtle luck works in a turnabout manner, and often starts with what would seem to be a stroke of bad luck, which later turns out to help you somehow. Examples include arriving in a room to find your shower door is already broken, then later realizing the broken door proves you couldn't have committed a crime which took place there.

You can buy this perk twice to have it reach the level of Nagito Komaeda. Your luck is now extraordinary and undeniable - you could fill a revolver with 6 rounds and still win Russian Roulette due to the gun jamming. This luck may still fail rarely, so be careful of relying on it too much.

Student of Hope's Peak



Ultimate ???

(100MC, Free for Student of Hope's Peak)

Choose an ability which defines you, either something you've picked up from your jumping or your chosen Super High School Level if applicable. You can now introduce yourself as the 'Ultimate [ability]' and it will be accepted as fact in any setting or scenario.

If you do not choose an ability, this title defaults to the 'Ultimate Jumper', which people will accept as truth, although you will need to explain its meaning first, and extraneous details may not be believed as easily.



Psyche Taxi

(200MC, Discount for Student of Hope's Peak)

Through a great deal of mental exertion, you can call about a Psyche Taxi session. Over the course of a few seconds, you focus on several pieces of related information and uncover a previously undiscovered conclusion or link between them. By imagining three crime scenes, you may be able to work out whether the crimes were committed by the same person, or by picturing a person's mannerisms when they told a lie and a truth to you before, work out whether they were being deceptive in a third statement.



Super High School Level

(can be taken multiple times)

(400MC, Discount for Student of Hope's Peak)

Choose one hobby or skill within reason (fencing, orating, chess, etc.) Your talent with this skill is now as if you had trained in it for an entire lifetime. Becoming an ultimate inventor would allow you to create incredible machines with nothing but raw materials and a couple of hours, whilst being the ultimate liar would allow you to weave whole false identities for yourself in seconds with no contradictions or ways to disprove them. This skill can affect your body and mind, so the ultimate weightlifter would find themselves at the peak of human physical strength whilst the ultimate doctor would have a comprehensive understanding of all known medical knowledge in our world, with the ability to quickly pick up on different medical situations in other settings.



Argument Armament

(600MC, Discount for Student of Hope's Peak)

You may challenge others with opposing viewpoints to yours to an Argument Armament. They understand what you are asking without the need for explanation, and can agree or decline of their own free will. If they agree, the two of you engage in a battle of wits, your forces of will and determination clashing in a combat which takes place within your minds. This battle works like a trial, in which logical arguments and valid points deal damage to the opponent's mind, whilst their points of debate damage yours. In the end, the loser experiences a mental shutdown and passes out whilst the winner's perception returns to the real world where only a few seconds have passed.

This power works best against opponents who strongly believe they are correct (making them willing to take part), but whose arguments are riddled with flaws and contradictions which can be exploited to victory.

Staff



Untapped Potential

(can be taken twice)

(100MC, Free for Staff)

When you look at someone younger than you (after this jump, you may use your jumper's total cumulative age for this), you may instantly see skills and proficiencies they have yet to develop which they would prove to be prodigious in.

You are also able to see at a glance what they are currently skilled at, and how much their skills in those subjects can still be improved before their body or mind reaches its natural limits.

If purchased a second time (with no discount), this power can be used to gauge your own potential as well as that of others.



Ultimate Teaching

(200MC, Discount for Staff)

Your teaching abilities are incredible. As long as you have the prerequisite knowledge in a subject, you are able to teach it in half the time it would usually take genius-level students to learn, regardless of the intelligence of those you are training (assuming they are at least capable of comprehending and understanding your words).



Reserve Course

(can be taken multiple times)

(400MC, Discount for Staff)

You are capable of bringing out the full potential of those under your wing. Choose up to 4 companions for each time you take this perk. They obtain their own Ultimate ability and title (as detailed in the [Super High School Level](#) and [Ultimate ??? perk](#)) based on the skill or hobby that they value and wish to improve at the most.



Headmaster

(600MC, Discount for Staff)

As the headmaster of Hope's Peak, you garner a great deal of respect and admiration from those around you. Students will never dream of suspecting you of murder unless there is clear evidence, and are much less inclined to lie when conversing with you.

If you take this perk as the Ultimate Lucky Student or a Student of Hope's Peak, you are instead the adopted or biological child of the school's Headmaster.

Outside of this jump, this perk gives you the ability to start with an established prestigious school in any setting where such a thing is feasible. This school's appearance and curriculum vary from jump to jump, and it runs itself with no input necessary from you, but each month you will still receive 20% of the hefty tuition fees in the setting's currency. If you wish, your role as that school's headmaster can be a secret.

Mastermind



Because I'm a Liar

(100MC, Free for Mastermind)

When you tell small lies with little overall impact, people seem to accept them as truths. If you were to order a meal then lie about having received the wrong food or drive through a traffic light then lie about it being green, people will be inclined to believe you unless they have hard evidence that you are lying. This only works if the lie has little impact on others, and if you tried to get someone fired for giving you the wrong meal or claim that you hadn't hit someone with your car, your believability would stretch too far and they would see through your lie.



Blackened

(200MC, Discount for Mastermind)

You have a sixth sense for working out who around you is a murderer. Anyone who feels that they are responsible for someone's death glows with a black aura when you use this power. This is based on their own guilt, meaning someone who feels responsible for a suicide may glow, whilst a serial killer who believes he is simply freeing the souls of his victims would not.



Reasonable Doubt

(400MC, Discount for Mastermind)

Upon committing a crime with no witnesses, no one will be able to fully accept that you were responsible whilst there is reasonable doubt that someone else could have done the deed. They may hold suspicions against you, but even the harshest judge will hesitate to declare you guilty whilst the smallest possibility that you have been framed hangs in the air.



Punishment Time

(600MC, Discount for Mastermind)

When you weaken someone to the point where you could otherwise kill them with little effort, you can instead choose to activate Punishment Time. A scene will play out which defies logic, in which they will die in a gruesome and torturous manner thematically appropriate for their personality and defining characteristics. Any witnesses to this event will likely find themselves filled with despair which leaves them unable to act, and there is no way to intervene once the punishment has begun. All but the most determined will lose their will to fight after seeing an execution in this manner. Once used, this ability requires a cooldown time of one week before it can be reactivated.

Items

You're getting close to the killing game now, but you have a few more options to help you survive. All the items below can be purchased multiple times, and items may receive discounts (50% off) but none are free, regardless of origin.



Alter-Ego

(200MC, Discount for Ultimate Lucky Student)

You have a small laptop which can attach to a helmet. Upon placing the helmet on a willing sentient being, their brainwaves will be scanned and uploaded to create an AI version of themselves which resides in the laptop. It holds the same opinions of you as the being it is based off of, and is capable of searching the internet or equivalent of the setting you are in and knows any information possessed by the creature it is based off of. The being themselves remains unaffected by the upload of their consciousness, and the helmet works only once, unless this item is purchased multiple times.



Ultimate Research Lab

(200MC, Discount for Student of Hope's Peak)

You gain a single research lab corresponding to the ultimate ability of you or a companion of your choice. It is a room filled with everything necessary to hone your talents, with the most high-tech equipment for your profession available. Examples include a complete library of notable criminal cases for the Ultimate Detective or a tennis court with robotic opponents of varying difficulties for the Ultimate Tennis Pro.

This will appear in Hope's Peak during the killing game, but will be an extension of your Cosmic Warehouse in future jumps.



Flashback Lights

(200MC, Discount for Mastermind)

Upon choosing this item, you gain a flashlight which, when turned on, can add memories (real or falsified) to anyone you choose who sees its light (which appears identical to the output of a strong flashlight to observers). The memory it adds can be changed to one of several killing game-related presets or customised entirely by someone with skill in programming through an advanced computer in your warehouse.

These memories will cause contradictions with pre-existing memories, and particularly intelligent victims may work out that their memories have been somehow altered.



Neo World Program

(200MC, Discount for Mastermind)

You gain an enormous server the size of a small building in a secret room at Hope's Peak (it will be in your warehouse after this jump) with two human-sized pods attached which can be entered to place your body in suspended animation, allowing you to access a virtual reality simulation which is indistinguishable from reality (aside from the occasional glitch). You may set the parameters and rules of this simulation, and the scenario defaults to a school trip on a place called Jabberwock Island.

It was planned for use as a rehabilitation facility for students who had fallen to despair, but how you use it now is up to your discretion.

Each additional purchase grants another two pods. Pods all access the same simulation and can have separate rules bound to each user.



Monobeasts and Exisals

(400MC, Discount for Mastermind)

Choose a single Monobeast or Exisal. You are now in possession of this mecha, which can be operated by a remote control or piloted from within. During this jump, your mech can be found in a secret room within Hope's Peak, but after the jump, it will be located within your Cosmic Warehouse.

Companions

What's a killing game without friends? Each of these options relates to your companions or provides new potential companions for your future jumps.



Survivor

(200MC, Discount for Ultimate Lucky Student)

After the jump, a single fellow survivor of the killing game may choose to join you as a companion. This perk's target is chosen at the end of the jump and can be taken multiple times.



Graduation

(500MC, Discount for Ultimate Lucky Student)

Upon reaching the end of this jump, the survivors of the killing game can choose to come along with you as companions. The usefulness of this choice depends entirely on how quickly the mastermind is defeated, so consider the purchase to be a gamble which may or may not pay off.



Imported Participants

(100MC each, Two free purchases for Staff)

For each purchase of this option up to a maximum of six, one of your companions joins the killing game. They may choose an origin and up to 300CP worth of perks and items. However, they have just as much chance to die in the killing game as any other participant, so be careful with this decision.



Monokuma

(200MC, Discount for Mastermind)

You gain an animatronic Monokuma companion whose movements and dialogue can be directed by you through a remote control, or allowed to simply serve you with his usual personality through an AI.

This companion can also be Usami/Monomi, Monotaro, Monokid, Monosuke, Monodam, Monophanie, Shirokuma, Kurokuma or a small horde of Nanokumas.

They each (with the exception of the Nanokumas) come with retractable claws and strength capable of overpowering an average human.

If destroyed against your wishes, this companion reappears by a Motherkuma unit in your warehouse within the next 24 hours.

Drawbacks

You want to make this place more deadly? Well, if you insist... You may take up to 600MC of drawbacks.

Hope's Peak Academy Saga (+0MC)

Only available to: Ultimate Lucky Student

You don't just have to survive one killing game - you have to survive three. You will take the place of Makoto Naegi, playing through the first killing game. You will then find yourself trapped on Jabberwock Island in place of Hajime as part of the second killing game, before finally facing the trial of the Future Foundation's killing game. If you survive all of this, you gain the ability to never give in to despair, no matter what, and to inspire your allies to do the same.

Academy for Gifted Juveniles Saga (+0MC)

Only available to: Student of Hope's Peak

Your killing game has a bizarre twist you have not foreseen. Although you believe you are in the fictional world of Danganronpa, you are actually in an entirely separate fictional world, in which Danganronpa is in of itself fiction, and you are playing a tribute game you volunteered for. If you can survive all the twists and turns this drawback provides, you gain an uncanny sense of when you are being watched.

Ultimate Personality (+100MC)

Only available to: Student of Hope's Peak

You gain a bizarre personality quirk to fit your ability, as is common of Ultimate students. An inventor might find themselves dismantling anything they come across whilst a foreign princess could struggle to understand local mannerisms and idioms. Regardless of what you pick, it should significantly annoy and frustrate your fellow students.

Red Herring (+100MC)

Only available to: Ultimate Lucky Student

Remember that Ultimate Luck thing? Turns out it goes both ways. Every time a murder is committed in the killing game, the evidence will always seem to point directly at you, and the others will be inclined to agree with it. Be prepared to start every trial with a handicap, and be treated with a healthy dose of distrust from fellow classmates.

Blackened (+100)

NOT available to: Mastermind

There are two ways to win the killing game - kill someone without being caught, or expose the mastermind. For you, the latter isn't a valid option. If you do not win the killing game via the murder of a classmate, you will fail the jump and be sent home. This drawback also makes your fellow students much better at detective work, and they will easily pick up on any clues you leave behind.

Mastermind's Gambit (+200)

NOT available to: Mastermind

The Mastermind knows more than you might hope. In fact, they are fully aware of your jumping and have a list of every perk and object you've obtained through jumps. They will try their hardest to compensate for these, and to ensure the game is as unbreakable as they can reasonably manage within the confines of the setting.

Something Fishy (+100)

Only available to: Mastermind

Similar to the Red Herring drawback, but this time, their suspicions are right! From the start of the killing game, the other students will suspect you of being the mastermind, and if you can't pull off some impressive subterfuge, you'll likely be found out well before the first trial.

Monokuma's Despair Dungeon (+200)

NOT available to: Mastermind

You finally escape the killing game to discover...

A whole new kind of killing game. With this drawback, immediately after completing the killing game, you will be forced to defeat the 99 floors of Monokuma's Despair Dungeon, with each floor filled with robotic monstrosities capable of killing you and every other survivor you have in tow. Even if you make it, this drawback comes with the guarantee of losing at least one survivor to the dungeon.

Equal Footing (+400)

NOT compatible with: Mastermind's Gambit

You wanted a fair game? Well, now you have it. For the remainder of this jump, any powers you picked up in prior jumps are unavailable, any metaknowledge of the universe is gone and your cosmic warehouse is locked off. You only have what you purchased here with Monocoins to help you survive. Good luck, you'll need it.

Equal Footing V2 (+100)

NOT available to: Mastermind, Ultimate Lucky Student

For an extra 100 Monocoins, you may also lose all your memories of jumping, and gain fabricated memories and to some extent, a new personality, based off of your background. If you do this, your fate will be out of your hands.

Ending Choice

So one way or another, you've survived your time in the killing game. Now, you have a choice to make. Where will you go from here, jumper?

Live and Let the Languid World Live	Voyage without Passion or Purpose	Goodbye Danganronpa
		
<p>You return to your world, filled with either hope or despair from your time in the world of Danganronpa.</p>	<p>You remain in the world of Danganronpa, fighting the remnants of Despair or otherwise dealing with the consequences of your time there.</p>	<p>Your journey is not yet over. You move on to the next jump and leave the killing game behind you.</p>

Update Details:

V1.1 - Layout Changes

V1.2 - Fixed border issues on images, buffed the Ultimate Luck power, upped benefits of Despair Dungeon drawback.