



The Law of Ueki Jump

Draft v. 0.2.1 - The Law of Making Vore Great Again edition

by LawAnon

Introduction:

Welcome to the world of The Law of Ueki! On the surface, this world seems much like our own, albeit with more technicolor hair, but in the Heavenly Realm, the Celestial King (a.k.a. God) has just announced his retirement and declared a tournament to determine his successor.

To succeed the throne and become the new God, a Celestial God Candidate is required to choose a teenager from Earth, and have them battle as the Candidate's champion. Each of these one hundred champions is granted a Power, a supernatural ability that (usually) takes the form of transforming one object to another. The champions are also enticed by some additional rules, as the winner of a battle acquires a Talent from the loser, and the champion who wins the tournament will be granted the Talent of Blank, granting them any one Talent they could possibly desire. And to limit the carnage that could otherwise ensue, the Power-users would be punished for using their powers to harm noncompetitors by losing a Talent every time they injured a non-Power-user with their Power. Since losing all your Talents causes you to entirely cease to exist, this would be a fairly effective deterrent. Meanwhile, Celestials that were caught interfering with the battles would be sent to Hell.

Of course, as the Celestial King secretly expected, the tournament was quickly filled

with cheaters, schemers, and political enemies, ready to exploit every loophole and sneaky tactic they could find. Also expected was the infiltration of the tournament by a pair of Hellions from the Guardian Clan, a tribe of jailers from the underworld who don't respect the peace treaty between the Celestials and Hellions and want radical change in the dynamic between the three worlds.

Also, in a few years everyone's going to lose their memories, World War III nearly happens as a result, and Earth is merged with a fourth world full of people with bizarre powers. But none of that matters right now!

Right now you're entering this world shortly before a boy named Kosuke Ueki is selected by a God Candidate intrigued by his sense of justice, and gains the Power to turn Trash into Trees. You, too have been selected to enter this tournament, and deal with all the chaos that ensues.

So, take these **+1000 CP** and get going!

Location

No point in giving you a location roll--the tournament takes place in Tokyo, Japan, and that's where you're going to start! Feel free to start in any prefecture you feel like if you actually know things about the layout of Tokyo.

Origin

Age is 1d8+11. Gender remains the same from your previous jump. Pay 100CP to choose both.

Drop-In: You've just been dropped straight into this universe, with no history or background memories. You're the right age to be scouted for the tournament, however, and through some twist of fate you're guaranteed to encounter a Celestial God Candidate who would sponsor you in a heartbeat.

Power-User: You were an ordinary middle school student. Maybe you were a talented guy, or maybe you had just the right personality, but whatever it was, you attracted the attention of a God Candidate--a Celestial who wished to sponsor you as a competitor in a strange tournament. And to sweeten the deal, your sponsor gave you this awesome Power to compete with! You've been practicing and honing it ever since.

Celestial: Celestials are people from the Heavenly Realm, where their job is to run the universe. Despite their name, not all Celestials are good, or even decent people. Every Celestial has the ability to summon a variety of Sacred Treasures, or Jingi. These Jingi are manifestations of their creator's power, and not truly summoned objects. As such, they only exist temporarily, and can simply be conjured anew if damaged or destroyed. The more powerful the Celestial, the more Jingi they can draw upon, with each Jingi being unlocked in order of the number of stars in its title. You may be a ringer sent to Earth by your parent years ago with the intent to sponsor you and use your superior power and Jingi to crush the competition, or you might just be the result of a Celestial's one-night stand with a human who still turned out notable enough to get a sponsorship offer.

Celestial Beast: The modern-day Celestial Beasts are housecat-like creatures with eight eyes, horns, wings, and are maybe as intelligent as a cat as well... This is because they were bred to be so, as their ancestors, known as the Ancient Celestial Beasts, were considered too dangerous. You, however, are a throwback, a Celestial Beast with a mutation that leaves you with the intelligence and power of your Ancient ancestors. If you have a Power, you somehow managed to be entered into the tournament through a particularly silly rules loophole by your sponsor that was immediately patched afterwards.

Discounted Perks are 50% off.

Undiscounted Perks

Power: (Free for everybody! Mandatory for Power-User) As a competitor in the Celestial tournament, you have been granted a Power--the ability to turn one specific thing into another specific thing, similar to alchemy. At this level it's pretty useless; You might be able to turn Pennies into Yen, for instance, or strawberry Kool-Aid into unleaded gasoline, or wooden toothpicks into laundry poles. Pick two specific, not terribly potent items or substances. You can now turn any of the first item/substance you are touching into the second item/substance, but not vice versa.

Hellion Physique: (500CP) The Hellions were at war with the Celestials for quite some time. However, where the Celestials had their Jingi, the Hellions had no such advantage. Instead, they countered the Celestials with sheer power, simply being much stronger, faster, and tougher than their opponents. You might have some Hellion blood in there, Jumper, because you too have a notable increase in your physical abilities. If you've also purchased the Strong perk, you become powerful even for a Hellion, with commensurate boosts to your speed

and durability putting you on roughly equal footing with Anon.

Absorption: (1600CP) You've gained one of the signature abilities of the Guardian Clan of Hellions. Your stomach becomes larger on the inside than on the outside. Much larger. You can stretch your mouth and gullet to a ridiculous degree in order to swallow a being whole, assuming you've been able to pacify them somehow. (Canonically this has been used to devour the huge Ancient Celestial Beasts, so go wild.) While ingested in this fashion, the victim is incapable of doing anything but observing through your eyes, as you become them. You gain the ability to shift partially or wholly into a devoured creature's form, use all of its abilities that can be used in whatever form you're in, and even have access to their memories. You even become them on a metaphysical level - eating a Power-User in the Celestial Tournament makes you subject to all the rules and regulations of a competitor in the Celestial Tournament, for instance. Eating a person with a magic sword only he can wield allows you to wield that sword, etc. You may spit out a devoured being when desired (if continuing to be them would be detrimental, for instance) and at the end of a jump you lose any ingested beings that you couldn't bring with you.

Drop-In Perks

Talent: (100CP, Discounted and First Free for Drop-In) You have a new Talent: A strong boost to a human attribute or innate aptitude for a mundane skill. This Talent puts you in the top 10% of what a human is capable of regarding that skill or attribute. i.e. the Talent of Strength puts you close to peak human, and the Talent to do Math would put you amongst the top mathematicians of your generation with a little work. Effort to improve in a field boosted by a Talent is much more effective - an unTalented runner would have to expend constant grueling effort to maintain the speed that a person with the Talent to Run can maintain by taking a light jog each morning. May be purchased multiple times for different attributes and skills.

Secret of the Count of Monte Cristo: (200CP, Discount: Drop-In) As you trained in the martial arts, you discovered a particularly useful stance. While using this stance, you drastically improve in speed, allowing you to get behind enemies before they can react, or just use your enhanced speed and lowered stance to shoulder-block your opponents through the closest brick wall.

Strong: (200CP, Discount: Drop-In) Your physical strength is pretty absurd. You could probably swing a 3-ton washing machine around as a weapon... one-handed.

Tai Chi Chu'an: (400CP, Discount: Drop-In) In your search for mastery of the martial

arts, you discovered a powerful defensive move: Using simple circular movements of your hands and wrists, you can slow down and deflect virtually any physical attack you could safely touch. Like cannonballs and giant swords, for instance.

Martial Arts Prodigy: (400CP, Discont: Drop-In) You have trained extensively as a martial artist, seeking out legendary and esoteric maneuvers and working to bring out your innate power. You have the power and speed required to fight opponents using Powers and Jingi with nothing but your bare hands. Better still, you've unlocked your Internal Power, allowing you to further increase your physical prowess by channeling your internal energies. With enough practice, you can even use this to harden your body to the point where you could block sword thrusts with your bare arms. If you're a Celestial and have taken this perk, your Internal Power is much stronger than it would otherwise be, but that strength will require some work to fully tame--expect to go into a berserker mode and quickly burn out the first few times you attempt this.

Belief in Justice: (600CP, Discount: Drop-In) So long as you're fighting in defense of your greatest ideal, your durability is boosted by an amount equivalent to your willpower. With a strong enough willpower, you could probably shake off getting electrocuted, bludgeoned, crushed by debris, getting dropped from a great height, and repeatedly shot by forest-destroying cannonballs--all within the space of a few hours--and keep on fighting. With that kind of dedication, getting repeatedly impaled or having your torso nearly torn apart by lasers will barely slow you down!

Battle Sense: (600CP, Discount: Drop-In) You have the ability to instinctively understand battle on a holistic level. Your intellect, instinct, intuition, and analytic skills are all boosted by superhuman amounts during battle. Even if you're normally dumb as a rock, in battle you can identify an attack and come up with a working countermeasure before the second time it's tried, figure out how to emulate esoteric techniques in mid-fight simply by being told they are possible, psychoanalyze an opponent to recognize their traumatic past simply by taking a punch from them, and effortlessly determine the trigger condition of an opponent's power while failing to even notice their extensive attempts at obfuscating it.

Power-User Perks

Creativity: (100CP, Free: Power-User) You have a knack for unconventional thinking, inventing tools, seeing uses for seemingly useless abilities, and straight up munchkining and rules-lawyering, allowing you to get the most out of even the most disadvantageous situations.

In addition, bluffs, counter-bluffs, and bluffs within bluffs become second nature to you.

Stronger Focus: (200/400CP, Requires Power, Discount: Power-User) Taking this permanently alters your Power in some fashion: In this case, one of the items or substances you chose is now a stronger or more useful item/substance. For 200 CP, you can pick something suited for melee combat as a result item, or a very common source item, or something that could be used offensively fairly easily in general. For instance, you could change those wooden toothpicks into rapiers instead of laundry poles, or change salt water into gasoline instead of using Kool-Aid. Changing wristwatches into poison would be an example of an offensively useful power, as you've got a good chance that any modern-day opponent is going to be wearing one. For 400 CP, you can choose something highly powerful, common enough to be ubiquitous, or extremely useful. Changing wooden toothpicks into cruise missiles or magic rapiers, (stronger result) changing air into smog, (ubiquitous source) or changing your opponent into a 1987 GMC Custom Van (directly altering your opponent is about as offensively useful as it gets) would be examples of what you could do with a 400 CP Stronger Focus. You may purchase this ability twice, once for the source item/material, and once for the result.

Broader Focus: (200/400CP, Requires Power, Discount: Power-User) Taking this permanently alters your Power in some fashion: In this case, one of the items or substances you chose is expanded into a category of items or substances. For 200 CP, you could change a focus of 'Pennies' into 'Coins' or change 'Rapiers' into 'Swords'. For 400 CP, you can expand that category even farther: You could change a focus of 'Pennies' into 'Currency' or 'Rapiers' into 'Melee Weapons'. You may purchase this ability twice, once for the source item/material, and once for the result.

Reversible Power: (200CP, Requires Power, Discount: Power-User) Taking this allows you to undo uses of your Power. If you changed cloth into steel, you could now choose to let that effect lapse at any time, returning the steel to its initial cloth form. This ability does not let you use your Power in reverse, mind you: You can't use it with the cloth-to-steel power to change ordinary steel into cloth; it just allows you to reverse the initial changes you already made.

Practical Power: (200CP, Requires Power, Discount: Power-User) Taking this gives you an additional upgrade for your Power, allowing you to find additional ways to manipulate it. For instance, if you had the ability to change water into fire inside your mouth, you might find you can increase the temperature of the fire by gargling first, or learn to compress the water before spitting to create fireballs instead of your normal stream of fire. Or perhaps you have an ability to turn shadows into animate clay men? This ability might let you determine their coloration and appearance, allowing you to create body doubles of people.

Level 2: (200CP, Requires Power, Discounted and First Free for Power-User) You have unlocked the second stage of your Power. This ability should ideally be at least tangentially

related to the Power it spawned from, but many of the Level 2s in the series are quite tenuously related, so as long as you can come up with *something* to explain the relation, go nuts.

Additional Power: (400CP, Requires Power, Discounted for Power User) Like a certain member of Robert's Ten, you've managed to obtain a second Power. You may buy any of the Power-User perks an additional time (or up to two more times each in the cases of Broader Focus and Stronger Focus), applying them to this Power instead.

Recyclable Power: (600CP, Requires Power, Discounted for Power User) Normally, a Power cannot be used on its own output: a Power to turn Wind into a Hurricane can't be used on the winds from a produced hurricane to make even more hurricanes, for instance. In fact, only one Power has that capacity: the Power to turn Trash into Trees. Well, *two* Powers now. Because you now have the second one.

Ranged Power: (600CP, Requires Power, Discount: Power-User) With this you've removed one of the biggest limiters on your Power: You no longer have to touch your item/material to affect it. Now your power works on applicable targets chosen within a direct line of sight as a default.*

Limiting Condition: (+200CP, Requires Power) Taking this adds a conditional requirement to your Power, or otherwise restricts it in a notable manner. As it is not a drawback, it is not removed at the end of the jump; This is a permanent modification of the Power. This should be something severe, that you need to work around to get any use out of your power at all. Maybe your power only works if your target poses a particular way, or says the magic word, for instance. CP obtained via this perk must be used on Power-User perks. You can receive this a second time if you have Additional Power.

Celestial Perks

Kurogane: (100CP, Free: Celestial) The One Star Jingi, Kurogane, is a massive cannon that forms on the end of the user's arm. The giant cannonballs fired from Kurogane aren't explosive, but the force of their propulsion is itself enough to smash right through trees.

Hood: (200CP, Discount: Celestial) The Two Star Jingi, Hood, is a massive armored gauntlet that bursts from the ground in front of the user. It's easily large and wide enough to provide cover for your entire body if you stand behind it, and can easily withstand the impact of a standard Kurogane shot or an attack from an Ancient Celestial Beast.

Ranma: (200CP, Discount: Celestial) The Three Star Jingi, Ranma, is a massive sword

(often several times the size of the user) that forms on the end of the user's arm. While Ranma is generally too massive and unwieldy to use like one would a normal sword, most Celestials get around this by manifesting it as they swing their arm, as Ranma will form matching the speed, arc, and direction of the swing, resulting in a quite powerful attack.

Mash: (200CP, Discount: Celestial) The Four Star Jingi, Mash, is... some sort of cube/nutcracker abomination. When manifested, this cubical face with glowing eyes bursts from the ground nearby to chomp the target. This can be used to defeat opponents or catch enemy attacks, among other things.

Pick: (200CP, Discount: Celestial) The Five Star Jingi, Pick, is a battering ram that springs forth from the user's palm to smash into the opponent. Unlike similar Jingi such as Kurogane, Pick is not attached to the user's arm, and it can be used to create ramps or create a pillar beneath the user to lift them upwards.

Raika: (200CP, Discount: Celestial) The Six Star Jingi, Raika, creates a pair of rollerblade-like skates around the user's feet. While these skates are tremendously heavy and inhibit jumping by all but the strongest wearers while manifested, they allow for the user to achieve tremendous movement speed while retaining a surprisingly high level of maneuverability.

Gulliver: (200CP, Discount: Celestial) The Seven Star Jingi, Gulliver, creates a grid of light on the ground within the local area. The user can cause a puzzle-box-like trap to erupt to contain anything in one of the squares of the grid. Gulliver is remarkably resilient to those captured within (although particularly powerful opponents can still break out) and can spring up to entrap a target within the span of half a second.

Namihana: (200CP, Discount: Celestial) The Eight Star Jingi, Namihana, is a massive whip (easily the thickness of the user's torso, and of a proportionate length) that forms on the end of the user's arm. Namihana's use lies in its flexibility, as while Kurogane beats it in range, and Ranma wins in straight-up damage, Namihana has the advantage of being able to strike around corners and obstacles, and use the terrain to enable it to strike from unexpected angles.

Seiku: (200CP, Discount: Celestial) The Nine Star Jingi, Seiku, allows the user to manifest a pair of feathered wings on their back, with a color corresponding to the user's soul. These wings allow the user to fly at a speed of ten times their normal running speed.

Maoh: (600CP, Discount: Celestial) Also known as Archenemy, the Ten Star Jingi, Maoh, acts as a massive summoned being taking the form reflecting the user's ideals. While a use of Maoh is--like all Jingi--temporary, when wielded by an experienced user with the strongest willpower and convictions it is quite capable of releasing power on the level of a small nuke. However, Maoh reflects the strength of the user's belief in the ideal they used to form it, and therefore if you lose conviction in your ideals your Maoh will lose power. Normally Maoh is

limited to six uses throughout the user's entire life and its ideal is normally set upon obtaining Maoh, but by purchasing this ability here you will, once per ten years (or at the beginning of each jump, whichever comes first), completely recharge its number of uses and recalibrate it to your current strongest ideal.

Jumper Infusion: (600CP) In this world, a Celestial who becomes a Power-User is known as a Neo. Neos find that their Jingi are influenced by their powers - not only do they receive a modest boost in power, but their appearance changes and they may gain unusual properties. For instance, Ueki's power of turning Trash into Trees caused many of his Jingi to take on an organic plant-like appearance, boosting their size and power, and allowing him to use several different Jingi at once. Robert Haydn's Jingi were enhanced by the ideals he created for them, and could be used to transfer his touch-based Level 2 ability to targets his Jingi struck. Even without this perk, if you have a Power and a Jingi, you will find this to be true for you as well. What *this* perk does is allow your out-of-jump powers to influence your Jingi as well! Deliver touch spells via Kurogane, use size-altering superpowers to hit people with a Ranma many times as large as your body, or cloning perks to summon a field full of Hoods. Now your Jingi reflect your true might!

Celestial Beast Perks

Power Sense: (100CP, Free: Celestial Beast) You have the ability to attune to an individual and determine their Celestial Rank. This has the side effect of changing your eye color based on the level of power detected. Attuning to a new person merely requires you to concentrate on the individual for a moment, and takes no effort. After the jump, you may use this to detect other forms of power, such as mana, chakra, ki, etc.

Divine Seal: (200CP, Discount: Celestial Beast) Like jumpers, some beasts have more power than they know what to do with. Sometimes they have vast, uncontrollable powers that destroy the world around them if left unchecked, or similar unesirable effects. However, you now have a fix for that. You gain the ability to selectively seal your power (both in terms of abilities and raw potency) away into an object you could wield, allowing you to function in a reduced capacity. Doing so causes a keyhole, port, socket, or similar opening to appear on your body which the object can be fitted into to return the sealed power back to you. While filled with your power the object is effectively unbreakable, but otherwise shows no signs of the power contained within. If the object sealing your power would be left behind in a jump, the sealed power is automatically returned to you at the end of the jump.

Armor Form: (200CP, Discount: Celestial Beast) You have the ability to assume the form

of a single piece of armor, such as bracer, pauldron, helmet, etc. to be worn by another person. You can partially manifest part of your body from the armor if needed, and can perceive the world around you normally and communicate with your wearer as if you were speaking to them normally. You may treat this form as a piece of armor you own for the purpose of item imports in later jumps, allowing you to provide the benefits of the item you imported into to your wearer in this form.

Awakening Chamber: (400CP, Discount: Celestial Beast) Your body contains a special organ located before the stomach, used to satisfy the Ancient Celestial Beasts' preference for powerful food. This organ takes the form of a special training room that is much larger on the inside than the organ itself. A Celestial placed inside can be subjected to special training regimes using special creatures, tools, and topography created by the Awakening Chamber. A person inside the chamber can be regurgitated at any time, unless they are in the process of being tested. Once a testing session begins, those in the chamber are trapped until either they pass the training or 24 hours pass. Once 24 hours pass, the chamber dumps those inside into the stomach to be digested. However, by passing the training, a Celestial will gain a rank of power, and obtain the respective Jingi. You may only raise any person by six ranks per jump/decade using this ability - boosting them again will work but cost you your life. After this jump, you will be able to use this organ to train people to increase in other types of power that both you and those to be trained possess.

Healing Beast: (400CP, Discount: Celestial Beast) You have the ability to spit out a ball of energy at a creature, which coalesces into a large rabbit-like creature enveloping the target. This beast is filled with a healing fluid, capable of restoring a person to full health from virtually any injury short of death over a period of twelve hours. However, the person being restored is kept virtually helpless during this period as interrupting the process leads to dire, potentially lethal complications.

Ancient Power: (600CP, Discount: Celestial Beast) Your mutation has given you the awesome might of one of the Ancient Celestial Beasts, a species that used to hunt and consume the powerful Celestials. You possess a colossal alternate form the size of a house, with proportionately huge strength and stamina, and with wings still quite capable of flight. Non-Celestial Beasts who take this perk find this new form instead appears as a similarly monstrous, winged, and huge version of one of their existing forms' ancestor species.

Memory Theft: (600CP, Discount: Celestial Beast) You have the ability to extract and store people's memories in a condensed physical form known as a 'memory space'. This power can be used on anyone within a direct line of sight of you. (No, scrying and other forms of remote viewing do not work for this ability.) You can use this ability to extract memories from the target either categorically or selectively, but this ability does not give you any ability to read the target's mind or the extracted memories. Removing memories in this manner is not subtle;

Categorically removing someone's memories of their mother won't make them forget they *had* a mother, for instance, and not being able to remember anything about her will likely be a source of consternation. Memory spaces can be opened in order to release the memories within. If done in the same world as the owner of the memories, they will find their way back and be restored. Otherwise the freed memories will be unable to return.

Items

Cash: (50CP) The standard 50CP Cash option. Take your \$10,000-equivalent in local currency and move on. Can be purchased multiple times.

Supply of <Item>: (50CP) A stash of a semi-common item or substance--enough to fuel the use of a Power requiring that item or substance through an extended battle, but not so much that you'd feel unwieldy or burdened carrying the whole amount on your person. Replenishes weekly. Can be purchased multiple times for different types of items.

Mr. Stopper: (100CP) This stopwatch of Celestial make includes a powerful holographic projector capable of displaying your image and projecting your voice to an extent that would allow you to be seen and heard for miles around. While it's intended for timing and announcing the matches for wide-scale tournaments, it can certainly be used for proclamation-making in general.

Military Gear: (200CP) Is stuff this lethal *really* allowed in a tournament for middle school kids? Apparently yes! Like the members of Team Marilyn, you and all of your companions each now have a full loadout of military gear: a military uniform from a country of your choice, flak jacket, nightvision goggles, walkie-talkie, a couple of submachine guns or a rifle with a number of magazines of ammo, a few trench knives, and an assortment of flashbangs, smoke bombs, tear gas canisters, and grenades. Expended ammo and explosives are restored to initial levels daily.

Talent Database: (200CP) A self-updating phone app that contains information on each of the tournament's Power-users, including a complete list of all their Talents. In other words, this app can be updated to focus on members of another major group in the setting, or just the most notable hundred individuals, and lists their various strengths and talents. Other than their Talents, the information is a fairly minor bio, and may not include major secrets. Comes with a phone if you don't have one already. The Talent Database also has an alarm system, alerting you if one of the listed individuals is nearby.

Giant Cup Ramen: (500CP) This giant cup of instant noodles has an interesting ability.

By boiling extracted memories taken from people in it for an hour, you can permanently alter those memories in virtually any way you choose before you reimplant them. Think of all the friends you could make if you just replaced the important people in their memories with yourself! Note that this doesn't come with the ability to extract or implant memories: You'll have to provide that part yourself.

Happiness Armor: (600CP) This shapeshifting armor is the pinnacle of Hangenkai's technology. It supposedly has 999 different powers; However, the manual that comes with it only lists the first seven: Speeding Charge, Lightning Blade, Machine Gun, Spider Web, Four Hand Harmony, Invisible Shield, and Drill Head Escape. However, with enough research, maybe you'll be able to rediscover the other 992 abilities?

Companions

Jumper's Ten: (0+CP/300+CP) Choosing this option increases the companion limit for this jump (and this jump only) to ten. You can import up to ten of your companions, absolutely free of charge. Each gets a background for free and all associated freebies and discounts. For 300 more CP, each comes with 600 CP of their own for perks and items. Really into the whole nakama concept or want to give a specific companion a bigger boost? For each additional 100 CP you spend, your companions can have 200 more CP to spend, divided any way you choose among them.

Celestial Sponsor: (Free/200CP) As a competitor in the Celestial's tournament, you've obviously got a God Candidate who scouted you and gave you your power. While you're in the tournament they'll act as your ally, though what assistance they're allowed to give you is quite limited. Because of this, they do not take up one of your companion slots for this jump. However, by paying 200CP your bond with your sponsor has grown, and you'll be able to bring them with you as a companion at the end of the jump. Your sponsor has the Celestial origin, the first six Jingi (up to and including Raika), and a budget of 400 CP to spend on perks and items. As a Sponsor, they do not get a Power, and cannot take any perks that require the Power perk.

Power-User Companion: (50CP) Canonically, midway through the tournament, the competitors are suddenly expected to form teams. You may find yourself allying with someone who you'd really like to bring with you on your journeys. With this, you may design a brand new companion with the Power-User background and 600CP to spend on perks and items. This option may be taken multiple times, and you may import existing companions into the role if you prefer.

Celestial Beast: (100CP) You manage to befriend a Celestial Beast, and not just any Celestial Beast, but one with the throwback gene that grants it intelligence and power similar to the Ancient Celestial Beasts! Your Celestial Beast friend has full human intelligence and speech capacity, and the entire Celestial Beast perk line *except* for either Memory Theft and Divine Seal or Armor Form, Awakening Chamber, and Healing Beast. You may import an existing pet into this role, upgrading their intelligence and granting them full companion status.

Canon Companion: (100CP) Take a shine to one of the existing characters in this world? With this option, if you can convince a character to join you, you can bring them with you. There are exceptions, however: Carpaccio and Plus are drawback-locked. And Ueki, Robert Haydn, God, and the Hellions simply cannot be companion'd via this option. Try pods if you want to bring them.

Job Power

If you end up in the world of the Hangenkai, you might find yourself with the opportunity to pick up an additional ability. This ability, since it's only available if you take certain drawbacks, uses Job Points.

Job Power: (Uses JP instead of CP - see 'Plus' drawback.) In the alternate world of the Hangenkai, 75% of the residents have a Job Power. This power takes the form of a pair of seals on the palms of their hands - one for an item, and one for an ability. The item seal allows the user to summon an object, usually a common everyday item usable in a career such as a washing machine or a hamburger. The second seal is usually unfilled - it's normally only activated permanently via intense emotion such as a life-or-death struggle. Once activated, however, it provides a one-word ability or aspect the object is imbued with. Canon examples include chalk with the power of 'Dynamite' granting it explosive properties; shampoo with the power of 'Spring' allowing it to act like Portal's repulsion gel; money with the power of 'Attract', giving it manipulatable adhesion and magnetic properties; burgers with the power of 'Double' allowing the eater to double various of their attributes to clone themselves, become giants, or increase their speed; and so on.

- **Minor Object:** (0JP) The object you can summon is of relatively minor use in and of itself. Shampoo, contracts, or burgers fall in this category.
- **Basic Object:** (150JP) The object you can summon is mildly useful. A washing machine, a mop, a griddle, or a fat stack of cash all fall in this category.
- **Useful Object:** (300JP) The object you can summon is generally useful or strong in

combat. A multitool, an axe, or a cell phone all fall in this category.

- **Powerful Object:** (450JP) The object you can summon is exceptionally strong. A hunting rifle, a factory robot, or a jet engine would all fall into this category.
- **Minor Aspect:** (150JP) The aspect you grant the object is notable but minor. Shoes with the power of 'Bounce' that can let you jump higher would fall here.
- **Major Aspect:** (300JP) The aspect you grant is strong/versatile. Paint with the power of 'Vanish' that turns the painted person or object invisible would fall here.
- **Strong Aspect:** (450JP) The aspect is broad and powerful. A contract with the power of 'Law' allowing the user to control the signer's actions would fall here.

Drawbacks

The total combined CP and JP gained from Drawbacks cannot be than 600 (1200 if you take JumpAnon). Additional Drawbacks past that amount may be taken, but do not provide additional points.

Anon Squared: (+0CP) The Hellion Anon isn't actually named that - it's just a pseudonym he chose to give to conceal his actual name. With this drawback... it's still true. What's changed is where he got his inspiration from and why. In canon, Anon was redeemable, secretly hoping to be defeated by a worthy foe so that his worldview could be proven wrong. Not anymore. Now instead of a sort-of-M, *this* Anon is a definite S, with the personality traits of the worst trolls and shitposters you've ever encountered, both during your chain and before. And without even a subconscious desire to be defeated, he's seen a step up in both power and dirty tactics. He's not going to just wait for you to come and fight him, either. He's going to do his best to torment, cripple, and confuse you and everyone you care about before getting his hands dirty. No matter what, you're in for a far less fun time, but if you can manage to actually defeat him, it's going to be *so* cathartic...

Plus: (+300JP, cannot take with Plus+) Law of Ueki has a somewhat short-lived sequel series that occurs two years later. Normally, only a couple of people from Earth get dragged into this adventure, but by taking this drawback, you as well get drawn into the Hangenkai along with Ueki and have to deal with the events that unfold there. In addition, your Companions will not accompany you to the Hangenkai - you'll have to make some new allies while there. On the

bright side, taking this drawback will prevent you from having your memories stolen like the rest of Earth...

Plus+: (+600JP, cannot take with Plus) Similar to the Plus drawback above, you get drawn into the Hangenkai as part of the plot of the Law of Ueki Plus. However, now you're closer to the position of the other character to have been taken to the Hangenkai: You lose all your memories, but luckily your friend Plus is right there to remind you of your long friendship! If you regain your true memories and choose to remain Pluses' friend, he can be chosen with Canon Companion. Just understand that without your memories you'll likely be working *against* Ueki, who's the one trying to restore everyone's true memories. And if you don't regain your true memories? Well, there's no way you'd abandon your best buddy to go on some weird journey with this 'Benefactor' person...

BJ'd: (+100CP) You're a terrifying one, Jumper. Some Power-User out there has figured this out, and has decided to steal your rep to frighten off enemies by claiming he's you. Unfortunately he's kind of a clown, and his antics are being linked to *your* name. Prepare to be targeted by a lot of people who want to take advantage of your 'cowardice'.

Gullible: (+100CP) You think the best of everybody, and will refuse to believe that someone could be scamming you until it's much too late. You'll spend most of your ready cash on luck charms, miracle medicine, and similar fraudulent products, and accept even blatant sarcasm at face value until corrected.

Uncreative: (+100CP) In a tournament where all the contestants use highly specific, often unwieldy powers to battle, using your power creatively to get around disadvantageous match-ups is a crucial skill. A skill that you don't have. During your stay here you're like a bludgeon where a scalpel would serve better, only using your abilities in the most obvious and predictable ways. You'd better hope you're powerful enough to win despite that, Jumper.

Martial Arts Challenge: (+100CP) Powers are for the weak. A true martial artist relies on his own skills and abilities. Even though you've ended up in this tournament, you've sworn to win using your own might, not some Celestial's gifted Power. For this jump, you're restricted: No using superpowers, tools, magic, etc. Not even the Power you gain in this jump. Just martial arts prowess, skills, and chi. *

Hideyoshi Syndrome: (+200CP) Much like a certain monkey-faced Power-User, you get no respect, no matter how useful you actually are. In addition, your luck is terrible, perversely helping your allies at your expense. You're highly unlikely to win the tournament now, but at least the process of getting knocked out of the running might boost one of your allies just enough to win in your place...

Robert's Eleven: (+200CP) Friendship is for the weak. Alliances are merely tools to

further your convenience. Other people are puppets, just waiting for you to pull their strings and be discarded when it suits you. You've become infected by the kind of ideologies found in the members of Robert's Ten. Needless to say, you're kind of a jerk, Jumper. Don't bother buying or podding any new companions in this jump, because you *will* inevitably betray and alienate anyone you work with. If you imported any companions, expect them to have some serious issues to 'discuss' with you at the jump's end because of all the bullshit you're going to pull on them. On the bright side, you're pretty likely to be recruited by Robert Haydn as an enforcer. Sure, he knows what kind of people he's been recruiting, so he'll be expecting your inevitable betrayal, but since you *know* he knows...

Justice Freak: (+200CP) Justice! The supreme ideal! You have devoted yourself to justice and will make any self-sacrifice to promote it. When given a choice between letting some punks litter in the park or teaching the unrepentant thugs a lesson in civil responsibility via a good thrashing, you'll pick the latter every time, even if you'd lose a Talent for violence outside the tournament. And given the number of random thugs, evil doctors and other miscreants roaming the streets, you'll likely lose Talents like a sieve, especially since you cannot intentionally fail the tournament unless a Candidate you trust to be truly just is guaranteed to win.

The Sponsor from Hell: (+300CP) Your Celestial sponsor has changed. Instead of a helpful ally, they've become downright awful. They oppose all your ideals and demand that you perform activities you find repugnant in order to further their agenda in the tournament. And they have acquired the amazing ability to break all sorts of rules and get away scot free, so don't think you're getting them removed by spamming an Additional Power. Worse, they've got some sort of hold on you - blackmail, hostages, or even just the knowledge that you *really* need that Talent of Blank for whatever reason. If you oppose their wishes anyway, they'll arrange for some less scrupulous minions to give you grief. What could have possessed your Sponsor to suddenly become such a slimeball, anyway? (Hint: the title of this drawback *might* be a clue...)

Carpaccio: (+300CP) So there's this guy, Carl P. Accio. His Power? By spending 24 hours within 10 meters of a Power-User, he gains a copy of their Powers. Normally that only applies to Powers. But with this drawback? Now he's been informed about exactly what the Jumper can do and been upgraded to copy out-of-jump powers as well, from you and any of your companions. He's also been promised your place in the chain as a Jumper if you lose the chain. And just to make this 'fair', your Benefactor has made you lose all foreknowledge of who Carl is and what he can do, giving him the chance to try and schmooze up to you. Carl will try to obtain your powers and use them to gain other Power-users' abilities, with the intent of eventually returning and defeating you for your place as a Jumper. If defeated, he may be recruited as a companion via the Canon Companion option, losing all the powers he copied from you and your companions except actual Powers from this jump.

Eleven Talents: (+400CP) You start this jump with only eleven Talents, selected from

among your skills and attributes. This includes any Talents you purchase in this jump. All other skills and abilities you might normally have from outside the jump are suppressed by this drawback. Remember that if you're in the tournament that you'll lose a Talent every time you use your Power or Jingi to harm anyone who isn't in the tournament, as well as if you lose a match. Also remember that if you lose all your Talents, you cease to exist.

JumpAnon: (+600CP, does not count towards drawback limit) You start the jump having already been devoured by Anon, granting him all of your traits, abilities, and even metaphysical properties like ownership of and access to your warehouse, which he is not likely going to be willing to give up easily. If you remain devoured by the end of the jump, your chain is over. Better hope your companions can get you out!

The End

After ten years, your time in this world is at a close. All drawbacks are removed, the rule causing loss of Talents for losing a match or using Powers and Celestial Weapons to harm people outside the tournament is lifted at the end of the jump if it wasn't lifted before, and you and your companions regain any Powers you lost

You have one final choice to make:

- **Stay here:** You want to finish your jump right here, and stay in this world with your newfound friends.
- **Go home:** Or maybe dealing with the results of Celestial politics in the mortal world was just the final straw. You're cashing out and returning to the life you were living before being whisked off on some multiversal journey, replete with the spoils of your trip.
- **Continue the chain:** Or, perhaps you've decided you're not done yet. You wish to continue jumping to new worlds and accruing new powers.

Notes

- Talents are pretty damn broad in application. We've seen things like the Talent for

Lottery, (which makes you win store lottos consistently) the Talent for Study, (which not only improves your ability to study, but seems an overall learning boost) the Talent of Popular with Girls, (which makes girls like you, natch) the Talent of Dance (which makes you talented at dancing) and so on. Feel free to pick all sorts of attributes, skills, and vague metaqualities like Luck for your purchased Talents. Also note that Talents contain pretty much all of your natural talent - when Ueki loses the Talent of Popular with Girls, they don't just lose interest in him - they start *despising* him. Similarly, when he loses the Talent to Run, he's effectively completely out of shape when it comes to running after that and only maintains any kind of running speed through grueling effort, and losing the Talent to Study had a notable effect on his intelligence.

- Yeah, there's a lot of crap going on that the Celestials can do that I haven't offered here. This is mostly because the Celestials seem to run off plot devices. Their 'technology' mostly appears to be fiat-powered. The tournament rules mostly seem to enforce themselves once set, and characters like Lafferty can do things like teleport and float around with no explanation while the Celestial teens in the tournament seem to have no clue as to how to do anything like that, so it presumably isn't innate. The Jingi and the concept of Neos are the main source of perks for their background because those are things the series concentrates on and uses consistently for major characters.
- Ranged Power works within a line of sight as a default. However, if you want to use a different ranging device for thematic reasons, that can work too. A power could target people who hear your voice and work over the phone line, for instance. As with everything involving Powers, there's a lot of room for personal interpretation in how broken you can get with your CP; Please fanwank responsibly.
- The Celestial Beast perk line is mostly Tenko's abilities from Law of Ueki but with a couple of Wool's from Law of Ueki Plus. Wool's origins are never fully explained to my recollection, so I'm treating him as a Hangenkai offshoot of the Celestial Beast species here.
- The Happiness Armor is based on Plus' armor from Law of Ueki Plus. Only the first seven of its supposed 99 abilities are shown in the manga before Plus decides to use his Job Power instead and becomes a laser-spewing kaiju. The other abilities of the armor are likely on the same level of power as the ones displayed, but are otherwise left for you to fanwank.
- Martial Arts Challenge locks away your perks based on fluff. If you can lift ten tons because you were bitten by a radioactive wombat in Marvel, you'll be unable to use that strength for this jump. On the other hand, if you can lift ten tons because you were trained by the masters of Mount Kunlun in an exotic martial art, you're good to go.

- Taking Justice Freak and Eleven Talents together is damn near suicide. You're basically in Ueki's position but without his plot armor. Better hope you have good companions who can keep you out of trouble for the length of the jump!
- The loss of Talents for losing a match or using Powers and Celestial Weapons to harm people outside the tournament is lifted at the end of the jump. Talents gained and lost are normally permanent, but if you somehow lose any perks or other CP-paid traits in this manner, they will be returned to you and your companions at the end of the jump. Assume that you'll always lose non-fiat-backed skills and attributes before losing anything you paid CP for, though, just to prevent abuse of the system.
- Similarly, losing in the Celestial Tournament normally causes you to get kicked out of the Tournament, losing your Power. The free Power and any CP-bought Additional Power will still be lost if this happens, but since they're fiat-backed they will be restored at the end of the jump.
- If you somehow manage to wrangle yourself into becoming a God Candidate, getting sent to Hell will end your jump, barring abilities that allow you to escape Hell. If you avoid that and manage to become the next God, you'll lose the position (and its accompanying Jingi of Creation) so long as time remains frozen in this world. (I.e. until your chain ends.) If your chain ends and you are sent home, you'll lose the Jingi and title as soon as the Celestials realize you're truly missing and elect an interim/replacement God. The same goes for your Celestial Sponsor, should you bring them with you - if you win the tournament and they become the new God, they'll have their access to the perks of being God frozen until the chain ends.
- Whether or not you chose the drawbacks, the events of Law of Ueki Plus occur roughly two years into the jump. Everyone on Earth has the memories of their important people stolen. If you don't have perks to prevent this, and manage to butterfly away their return this could cause... issues... between you and your now-unrecognized Benefactor. If you've butterflied things *worse* (quite probable if you've taken Plus+) and Plus' plan isn't foiled, you're going to regard *him* with the same sense of importance you had for your Benefactor, which *might* affect whether you choose to move on... Also World War III likely breaks out in either case, so have fun with that.
- Yes, if it wasn't clear, the Sponsor from Hell drawback causes your Sponsor to be devoured by a Hellion.
- How good is the Talent the Talent of Blank can provide? Much better than the Talents you get via the Talent perk. It's implied that the talent it gives is strong enough to conquer the world with enough work if you pick something like the Talent to Dominate

or the Talent to Manipulate. Ueki ends up with the Talent of Reunion, with the implication that it lets him force fate to let him meet his friends again. Later, however, he uses it to merge two sections of a shattered *universe* together. (Though it *does* take him 100 years of effort to do so.)

- The Talent of Blank is restricted from duplication, etc. - your Benefactor ain't letting you get infinite skills *that* easily.
- Some canon examples for Level 2 abilities: Sano's ability to turn towels into iron had the ability to magnetize the iron he created. Marilyn Carrey's ability, however, was to turn one second into ten seconds, but her Level 2 was to double her attack power for ten minutes (after which she collapsed), with the main correlations being that it multiplied something, and had something to do with time. Robert Haydn's ability to turn Ideals into Reality allowed him to alter objects' properties, which sort of explains how his Level 2 is to manipulate an object or person's gravity. And Ueki's ability to turn Trash into Trees was explained to be the only Power that could feed off of itself, by using tree detritus as trash to make new trees. This theme of recycling allowed Ueki to forcibly revert other Powers, effectively countering any Power use he or his Jingi came into contact with.

Changelog

Version 0.2.1:

- Increased Absorption cost to 1600 from 1000 since people were arguing it was OTB bait. New price was determined by what it would take to still be the level of base Hanon (Hellion Physique, Absorption, Strength) as a Drop-In with JumpAnon + 600CP in other drawbacks. Also removed the meta text about being able to choose in their place for Canon Companion options. It's still a thing you can *do*, mind you, the perk just doesn't spell it out for you anymore.

Version 0.2:

- Added the entire Celestial Beast perk line. This also let me change the Celestial Beast companion option to something more succinct. I also lowered the Celestial Beast companion's cost to 100CP, since it didn't make sense to have it cost more than, say,

using Canon Companion to recruit Tenko or Wool.

- Added a general perk for the Hellions' physical attributes.
- Added a few more items: Military Gear, Mr. Stopper, Talent Database, and the Happiness Armor.
- Added 'inventing tools' to Creativity to include letting you do stuff like Rinko's various gadgets.

Version 0.1.1:

- Added the +1000CP at the beginning of the Jump. Christ, how did I forget that? Worse, how did none of you call me on it?
- Additional Origin *not* added. Yet. I wanted to get this out first before doing an entire extra perk chain and trying to salvage the items section.
- Altered wording of Belief in Justice to make it clear that it uses overall willpower, and not just Willpower perks.
- Added Creativity perk to Power-Users to satisfy the desire for 100CP perks for all origins.
- Additional Power has had its cost increased to 600 from 200 CP, since it was combining with Limiting Condition for cost issues. I also removed a lot of the stuff regarding use in-setting, and added a note that it let you rebuy other options, allowing me to remove the 'you can buy this again if...' note under the other perks. I also removed the additional discount on perks affecting Additional Power, because frankly I didn't want to have to keep track of that.
- Limiting Condition also had its CP benefit reduced, and the weaker version was excised completely. I also added text clarifying that Limiting Condition wasn't a drawback, since people were mentioning drawbacks being mixed in with the perks.
- Jingi all have had the 'Requires: <Previous Jingi>' clause removed. Go ahead and cherry-pick 'em if you want to.
- Kurogane has had its cost reduced to 100, since it's the default Jingi anyways, and people mentioned wanting a 100CP perk for all origins.
- Maoh has had its cost increased from 400 to 600, since it originally expected the Jumper to have bought all the other Jingi to acquire it.

- Items and Companions have their own sections. Items has been left in for now pending the results of me scouring the series for usable stuff.
- Job Power has its own section now, right before the Drawbacks section.
- Removed Carpaccio's special discount from the drawback. Nobody specifically asked for this, but it seemed pretty much in tune with the requests to lower the amount of meta in the jump.
- Eleven Talents has been radically rewritten as well, for much the same reason.
- Similarly, I removed a lot of the text about regaining lost fiat-backed stuff at a price, with a different clause in the Notes instead. The point there was to prevent people from gaining a bunch of Talents via tournament wins while facing no risk for loss by 'sacrificing' skills gained via Perks that they'd get back at the end. The new clause prevents that to some extent.
- Note added detailing a few canon Level 2s for example purposes.
- Devour's currently being left in, but it's on the short list for stuff to get axed if enough people complain about it or it looks like it's going to be OTB syndrome fuel. Fair warning.
- **Removed Talent of Blank**

Version 0.1: Initial draft release.