



Long ago on another world, Red and Blue warriors fought continuously, caught in a stalemate. For the sake of settling their dispute, a neutral party named the Moderators intervened in the conflict to minimise the casualties and collateral. They decided to have select champions fight instead. These champions would be imbued with power, and set against each other. The winner of those champions would be the winner of the war. Additionally, to make sure it was fair and neutral, these champions would be selected from another unrelated race. They chose humanity. Now these Kämpfer's clash in the shadows, unknown to the rest of humanity. In a few short days Natsuru, a normal boy who attends a school physically split in half according to gender, will find himself transformed into a Kämpfer. He is rightly shocked, as unfortunately for him Kämpfers are female. Luckily he is able to transform back, which lasts up until the next day when a gun held by another Kämpfer is rather rudely put against his head. And so the story begins.

Have **1000CP** to spend on the options below.

Origins: *You can choose your gender for free. Roll 1d3+15 for your age.*

Student

You will be starting off this jump as an ordinary student. There is little innately special about you, beyond the norm. You have a roof over your head, 3 meals a day, and a family that may or may not be still living in the same house as you. All in all, you are perfectly set to have a relaxing decade if you wished. If you choose to be a Kämpfer, you can be the lone member of an entirely new faction, or join one of the existing ones.

Blue Kämpfer

Representing the first faction of the war is the Blue Kämpfer. One way or the other, you have learned of the Kämpfer war, and you have joined the camp of the Blue Kämpfer. These are distinguishable by their blue contract bracelet. Perhaps one of your close friends was one, or maybe you yourself have joined their ranks. Whatever the case, Blue is your colour. Known Blue Kämpfers are Akane and Natsuru, though others were around until recently.

Red Kämpfer

Representing the second faction; the Red Kämpfer. Much like the previous origin, you have managed to find yourself on the side of the Red Kämpfer faction, those with a red contract bracelet. It has been noted that Red Kämpfer appear to be slightly faster than Blue Kämpfer in physical ability. The current student council president of the school the cast attends has been a Red Kämpfer for a while, and has a good deal of experience with fighting.

White Kämpfer

You will be starting this jump as a neutral party in the war. The White Kämpfer are the Kämpfer of the moderators. They do not take part in the battling unless the sides themselves have stopped fighting, in order to ensure the war continues on track. Kaede Sakura is the current leader of this faction, though is mostly unaware of this fact due to the creation of an alter ego. Her faction are marked by their white contract bracelets.

Location: *You may choose where you start.*

Japan - You will be starting off this jump in Japan, in the vicinity of Seitetsu Gakuin High School which Natsuru, Akane, and the other students attend. You'll more than likely be waking up in the bed of your house.

The World - While the story of Kämpfer revolves around Seitetsu Gakuin High, that is not all there is to this world. Much like Mikoto, who was touring the world with her archaeologist father, you are starting out in the wider world. There's still plenty of time to get involved with the fight should you wish, but there is also time to go sight-seeing around.

Perks: *Perks are half price for their origin while 100CP perks are free.*

General Perks

Kämpfer Powers [200]

Kämpfer; the German word for fighter. This is the name given to those few that are chosen by the Moderators to fight each other in a war that was not theirs to begin with. Each Kämpfer is provided with a Messenger; an agent of the Moderators who explain the rules of the conflict, and provide help where they can. Given that these Messengers die when their Kämpfer does, it is in their best interest to be as helpful as possible.

The Kämpfer are granted greatly increased physical ability. They are able to move at great speed as well as leap large heights. Dodging or blocking bullets and projectile swords is fully within the realms of possibility for them. While their durability is similarly somewhat increased, they are still easily killed by weaponry such as guns or swords.

Kämpfer are separated into three different types of warrior: The first is Zauber. Translating from German to mean 'Magic', Zauber are the magical wielders of a single element. They are able to summon up and control their specific element, though are not able to influence pre-existing sources of it. If you choose to be a Zauber, you may choose your element. This class is arguably the ones with the most destructive potential, however have a proportionally harder time mastering their use. The next type of Kämpfer are the Gewehr, the wielders of guns. They are able to conjure up small firearms such as pistols, which have an endless amount of ammo and don't require reloading. Finally, the last class of Kämpfer is the Schwert, those who use swords. Like the Zauber and Gewehr they are limited to only a single type of sword, though can use it to great effect, effortlessly slicing through walls and bookshelves.

If you want, your bracelet could be malfunctioning, leaving you as the only male Kämpfer, but know that this is likely to earn you more than a little attention from the Moderators.

Entrail Kämpfer [50] [Requires Kämpfer Powers]

For some reason your Kämpfer form shares some of the physical traits of the Messenger guide that accompanies you. Specifically, your Kämpfer form has a pair of animal ears and tail. These are fully functional body parts and not merely aesthetic additions, though do not grant any particular advantage over other Kämpfer. That tail be a-swishing, and those ears a-twitching.

Dual Wield [100] [Requires Kämpfer Powers]

While Kämpfer are limited to a single type, there is not a set rule that someone cannot have more. In particular, Kaede Sakura was able to wield both a sword and a gun, making her a dual user. Though, as the main agent of the Moderators, she was something of an exception. Though she is soon to be less unique in that respect. Choose another Kämpfer type to gain: Zauber, Gewehr, or Schwert. This will be your second type. If you wanted, you could even choose the same type again to gain a second, different version of that weapon.

Knock 'Em Out! [200]

For something so small, you sure can pack one hell of a wallop. With ample wind up, you could launch a solid punch to the gut that is sure to knock out even a Kämpfer for a little while. This will even work on something several times your size. This is particularly useful for bringing a newly made Kämpfer out of their transformation. As long as you land a solid hit on their unprotected stomach, they'll be out like a light.

Honour Student [200]

While the excitement of the Kämpfer war is going on, everyday life still plods on. School, studying, and exams will still be there to greet you when you wake up in the morning, even if you had a trying life-or-death battle the night before. You are an honours student though. On your off-days you would still receive what others generally would consider good marks. Academically you are very successful. As long as you study properly, you are all but set to get a great final score and move on to the job of your choice.

The Natsuru Effect [400]

People seem to be rather attracted to you. Maybe it is your good looks, or great personality, but whatever the case you have a knack for gaining the affection of those around you. With time, those feelings could quickly develop into something more. Those of the same gender may find themselves giving you second and third glances, while supposedly mortal enemies who have interacted with you prior will find themselves trying to convert you to their side rather than straight out kill you, even if doing so puts them at a disadvantage. Spurn their hand too many times, too easily, and they will take off the kids gloves though. Given the chaos caused by just one person like this, heaven knows what will happen with the introduction of a second.

Student

Direct My Own Show [100]

Maybe instead of getting rid of your transformation you wish to personalise it instead. Taking this will allow you to do just that; dictate what happens while you transform, and how it happens. This would let you choose the poses you may take, what parts of your costume or appearance change at which points, and any magical colours that may accompany the change. The local Kämpfers all end up dressed in the local school uniform but this is not something that is necessarily inherent to the power. Maybe you wish to end up in something slightly different.

Extra Extra! [200]

It's time to get the latest scoop Jumper! The populace will surely be interested in these stories that you are gathering. You are well on your way to becoming a model journalist. You've already all but mastered the art of taking pictures of people without them noticing, as well as finding out just who you need to bribe and with what to get access to the juicy details. Who knows, there may be some rather interesting stories abound in this school if you can find them.

Notice Me Senpai [200]

Some people just don't get the hint Jumper. Sometimes they don't get it even when you are several stages past hinting. Taking this perk will let you get it through even the thickest of skulls that you like them. No more long and pointless drama as you try and get them to notice your feelings for them. When you start giving them hints, they will pick up on those hints.

Collateral Consequences [400]

Kämpfer fights can be messy. Missed shots aren't vanishing into air, they are smashing into walls and the ground. Property damage is all but guaranteed as bullets and fireballs fly around. Rather strangely the damage you do to property in battle seems to not last very long. Hours or days later things will often find themselves back to normal as if there weren't bullet holes and scorch marks all around. It's like invisible cleaners come by at night to clear the mess. Larger scale damage will take longer to recover, making hiding the evidence of their existence much harder.

I-Contact Information [600]

The Entrail Animals and other pieces of Moderator technology had a singularly impressive ability. By simply making eye contact with them, they were able to both transmit and receive large amounts of information instantly. It is with this that they were able to turn Kaede to work for them when she was only a little girl. Interestingly, this flow of transfer is not strictly limited to organic beings. It can be used to transfer information into inorganic things too, such as computers or the Moderator Kämpfer statues. You have gained this ability for yourself. Exchange information by simply meeting someone's, or something's, eyes.

Blue Kämpfer

Alter Ego [100]

Becoming a Kämpfer can have more than just physical changes. If your entire body can be remade, that surely includes your brain. Some Kämpfers undergo a personality change when they transform. Those like Akane can go from a shy and meek schoolgirl to a brash and fiery bullet-happy maniac. This isn't necessarily a bad thing. This alter-ego may be able to do things that their base personality couldn't. It could turn pacifists into proper warriors, or temper the headstrong. Taking this will allow you to gain your own alter ego. One you can switch to as the situation demands. If you are a Kämpfer, you can tie this to your transformation if you wish.

Lucky Dodge [200]

Have you ever noticed how often characters will seem to be able to sense a surprise attack and manage to dodge at the very last second? You are preternaturally lucky when it comes to avoiding projectiles Jumper. Weapons such as thrown swords will just skim past as you dodge, and bullets will often miss by barest of threads. This is by no means a guaranteed protection and skilled combatants may have no trouble hitting you should they have a clear shot but curiously they still seem to miss their first shot more often than not.

Hop And A Skip [200]

Leading a double life can be time consuming. When that double life occurs in the same school? Well, you can't be in two places at the same time and you also can't stop turning up altogether. Luckily your teachers seem perfectly willing to accept the fact that you are only turning up every other day. Sure they express some concern, and may give you a detention or two, but overall they are raising considerably little fuss over the whole thing. As long as you do make an effort to turn up semi-regularly, your employer or schools seem willing to let sleeping dogs lie

Talk It Out [400]

Ah yes, the Negotiator. With you here Jumper, hopefully cooler minds can prevail. Not all conflicts need to be resolved with violence. Not even the death battles of the Kämpfer. Words can work just as well, reaching a common ground that both sides can agree on. The ability to deescalate a situation can be invaluable. It was by deescalating that the Blue and Red Kämpfer were able to come together and work as a team to fight back against the Moderators. You are particularly good at getting people to calm down and talk things out.

Super Kämpfer [600]

In extremely rare cases, some Kämpfers have been known to enter into a Super state. In this form, they will gain greatly enhanced physical ability and will be marked by a colourful glowing aura around them. This is an incredibly tiring state to maintain so it usually does not last for very long, but while it is active any Kämpfer using it will more than likely be trouncing their opponents. Unfortunately using this power has the slightly unfortunate side effect of tearing any clothes you happen to be wearing to bits, leaving you significantly more 'exposed' after it has been used. Should a baseline human use this they would find themselves a match, albeit briefly, for Kämpfer.

Red Kämpfer

Student Chef [100]

Food is nice. Food is a requirement of life, and humans have spent centuries getting better at preparing it. Nothing ruins a nice date or picnic quite like food that doesn't taste nice. Also, as a student you may well be eating meals you yourself prepared frequently. As such, it would be good if you were a competent cook. While not a proper chef by any means, you are still more than capable of producing some very tasty meals. Now just hope the rest of the date goes well Jumper.

Fourth Beauty [200]

Kaede, Natsuru, and Shizuku made up what was known as the three beauties of Seitetsu. They were the three most popular and most attractive girls on both sides of the school, to both the males and females. Each on their own could be considered a supermodel, and dating them would leave you the subject of much jealousy. You have joined their ranks, the fourth beauty of Seitetsu. Whether man or woman, you could easily make your way in the modelling industry. Similarly, you may find men and women throwing themselves at you, whichever gender you may be. Smooth skin, glossy hair, firm features; You have it all. Do try to look after it. If you wish, you can have some exotic features, such as two toned hair.

Queen Of The School [200]

They say school is a battlefield. Admittedly, a battle of cliques, fashion, and popularity, but a battle nonetheless. In this regard, you're a supersoldier. Whether it's dressing well, making friends, or even just excelling in class, you have a natural aptitude that puts you at the top of the heap. It's up to you whether you use this abundance of social capital for good or evil, but as long as you want it, it's yours for the taking.

Old Warrior [400]

This isn't your first rodeo. Or even your fifth. You've fought plenty of battles before. This Kämpfer stuff is just the same deal with extra 'oomph'. Some might wonder how one so young, in such a peaceful society, has so much practise in life and death situations. That is probably a question best left for another time. For now, it is enough to know that you are a strong fighter. What you lack in formal training, you more than make up for in raw experience. You understand the ins and outs of combat well.

Erasure [600]

When a Kämpfer is defeated, they are 'erased'. They are simply gone. Even the people that used to know them will lose their memories of their existence, bar other Kämpfer. It is easier that way for the Moderators, no need to raise alarm because of numerous people disappearing without a word. You too have this ability. People you kill can be 'erased' from existence. No body, no blood. Not even the memories of them. Simply gone for everyone but you. This is not a retroactive effect, so will not affect the past, but no one will be asking any questions if someone were to just vanish one day. This ability can be exhausting to use, the more well known the person is, the more exhausting.

White Kämpfer

Flash And Done [100]

Transformation sequences are a tried and true aspect of magical girls. You can't really call yourself one if you lack it. But always going through a transformation sequence can be time consuming, especially if you are under attack. Taking this will allow you to skip right past the transformation sequence, a brief flash of light being the only remnant of a once potentially lengthy process. Cut out the clutter and dive straight into the action Jumper. This can also be applied to other transformation sequences, though not transformations in general.

Don't Question It [200]

The Kämpfers in this war are not the most subtle people when it comes to fighting each other. Numerous battles happen in broad daylight, with people nearby or even in view. Not to mention the people mysteriously running off from classes, or transferring schools. Yet despite this people don't really ask any questions. They just accept it or assume it is some kind of stunt performance. Never underestimate people's ability to explain away what doesn't align with their preconceptions. This can work in your favour in this case. People don't question your oddities or strange behaviour unless it is in their face and spelled out to them.

One Of The Girls [200]

How someone acts on the outside may not be who they are on the inside. Who they present themselves as may not necessarily be who they are. The beautiful student council president? She may well be a ruthless fighter who has finished off more than one Kämpfer by herself. Your seemingly sweet and innocent crush? She may be hiding some dark secrets. Like them, you have the ability to act, to lie with a smile on your face. At the very least it should make keeping secrets easier.

Hypnosis [400]

Would you kindly do what I say? This is a rather scary ability at the best of times. While meeting someone's eyes you are able to put them into a hypnotic state, giving them orders that they will try to carry out. Afterwards they won't even know that you have put them under your power, not consciously at least. The commands are not absolute and it is possible to break them out of this state. If they have sufficient willpower they can break it themselves, or at least resist it. Natsuru was subjected to this power multiple times from Kaede, in an attempt to undermine the Kämpfer alliance.

Devil's Deal [600]

Hey, do you want to form a magical contract with Jumper and become a magical girl? Somehow you have managed to acquire the methods by which the Moderators were able to make normal people into Kämpfer. You can give other people a messenger of your choosing, one that does not even necessarily have to be connected with the Moderators, and transform them into Kämpfer. They will gain a Contract Bracelet as proof, as well as the powers of a Kämpfer. Of course, as the originator of these deals, you are able to assert a bit of influence as to what form their magical girl form takes. Guys could become girls, girls could wildly change appearance, or stay the same. Even introducing an alter-ego is possible if you truly wished. Do remember that there is nothing stopping them from rebelling against you though Jumper, if they so choose, and removing those powers is not so simple.

Items:

Contract Bracelet [Free] [Mandatory For Kämpfer]

The proof of being a Kämpfer and source of the transformation. These glow in the presence of another active Kämpfer. While the user is still new, they will force them to change when they detect a nearby Kämpfer, though once the user can control the transformation they can resist the change. The faction you are in denotes the colour of the bracelet. This bracelet is hardy enough to block bullets, should you be fast enough to react. If you are not a Kämpfer, then this is merely a decorative bracelet that may or may not get you a sword or bullet through the face in this world if you go flashing it about. For Kämpfers they are not able to remove it until after the Jump. Alternatively you can pay 50CP to do without it.

School Bag [Free]

If you are going to school, you are going to need school things Jumper. Here, I've packed a bag for you. Well, it's more of a satchel actually. It's got a pencil case, some notepads, and a bunch of school books. Folded up at the bottom of the bag is your school uniform. That should be everything you need to attend school like normal.

Costume Box [50]

Did you steal this from the drama club by any chance Jumper? This box is chock full of different kinds of costumes that you might expect to see in a fashion contest or play. It has wedding dresses, cowboy outfits, bunny girl suits and more. You could put on a very strange performance if you wanted, or just have fun cosplaying in the mirror.

Stuffed Animals [50]

While almost all Messengers take the form of entrail animals, not all entrail animals are Messengers. It is a strangely popular line of stuffed animals. Kaede has her entire apartment filled with dozens of them, all of them completely mundane bar one. Taking this will give you your own set of Entrail Animals, one of each model that has been released. Give them to friends, family, or just decorate your house.

Bento Box [100]

You may be surprised to find out that what, and how, a new student at Seitetsu Gakuin eats their lunch can generate a reasonable amount of interest from their peers. At least on the girls side of the school that is. An option for the lazy Jumper, or one who lacks time, this box will be filled with a balanced and good quality bento every day for lunch.

Maid Cafe [300]

This is a type of cafe that you are unlikely to find anywhere but Japan, though it has started to spread to other countries. The maid cafe is, much like the name suggests, a cafe where the waitresses dress as maids and serve the customers as if they were their masters. At some point in the near future, Natsuru would be roped into working in one in his female form for a small amount of time. This is your own branch of maid cafe. It comes with a spacious room filled with tables, a kitchen, and a room in the back filled with maid costumes. Of course, it is not mandatory that waitresses you may hire wear them. You could run this as an ordinary cafe if you wished.

Local Pool [300]

Sometimes it is nice to sit back and relax in the water on a hot summer day. Most people don't have their own swimming pools though. This is a large public water park, open for business and complete with staff that are appropriate for whatever setting you happen to be in. It comes with several large pools, a kids paddling pool, a jacuzzi and several flume rides. With the right advertising this could net you a steady income.

Private School [400]

As a perfect honour student as well as being the student council president, Shizuku had a large amount of authority within her school. She was able to cover up damage caused by fights, and allow transfers of previously unknown students with almost no questions asked. If you didn't know any better, you'd almost think she owned the school. Well, you *do* own this school. It's not the largest school, but it is certainly enough to teach several hundred students. It comes with all the paperwork needed to open it up wherever you go.

Personality Scanner [400]

The Moderators wanted to carefully choose their Kämpfers, and were not just going to interview every person to find out who has the personality that they were looking for. So they created this device. Outwardly this appears in the shape of a chest-high statue of a lion. What it does is passively scan and catalogs the personalities of every person within a city sized radius around it. This would then be used to select the people most appropriate to become Kämpfer. The data within can be accessed by simply meeting the eyes of the statue, or hooked up remotely to a computer, should you have enough space for all that information.

Moderator Base [600]

The Moderators, for all their power, still wished to have a connection on Earth. They created underground bases that contained various resources such as the personality scanner and multiple large glass stasis pods within which they would keep the dead bodies of various Kämpfer. It was theorised that they were planning on using these bodies to further study humanity. You have managed to come under ownership of one of these bases, as its personality scanner and connection to the Moderators was broken. That still leaves you with a large underground facility and a few dozen empty stasis pods that can perfectly preserve specimens which you can use as you wish. There are even a few devices that allow the manufacturing of Messengers, should you be able to figure out how to use them.

Companions:

Import [50]

If you wish, you may import up to 8 companions into this Jump. Starting at one companion, for every additional 50CP you can double the amount of imports. Each of them will gain 600CP to spend on perks and items as they wish.

Messenger [50]

As stated earlier, the Messengers were creations of the Moderators. Their purpose was to guide and help their designated Kämpfer which they did with their full ability, given that they would die if their Kämpfer was defeated. Usually these Messengers take the form of a series of toys called 'Entrail Animals', cute stuffed animals who have their cartoon guts sticking out. This Messenger is your Messenger, in a stuffed animal form of your choice. They will do their best to help you, though this may be limited.

Canon Character [100]

Perhaps Jumper you have taken a fancy to one of the characters of this world. Maybe you wish to bring them along with you to future jumps. As long as they are willing to, one of the characters will be able to join as a Companion.

Childhood Friend [50]

You should know this person Jumper. They are your childhood friend after all. You've lived next to each other for most of your youth. Although you grew up together, her growth stopped somewhat earlier than yours, leaving her on the short side, much to her consternation. While she didn't grow much upwards however, other parts continued to grow well, leaving her a little top-heavy. It was around this period, while she was going through puberty, that she developed a bit of a crush on you. She tends to express this via frequent teasing as well as attempts to make you blush. Currently she is not a Kämpfer, nor is she aware of the war.

Two For Blue [100]

This is a Kämpfer that shouldn't exist. Natsuru's female form, separate from him. Kaede's love for her, combined with the Moderators wish for the conflict to continue, has led to them creating a copy of Natsuru's Kämpfer form within their base underground, with a more feminine personality to match. If the original won't make the correct choice, they'll make it for him. Unfortunately they didn't account for her escaping their clutches. This will occur around about when the Red and Blue Kämpfer team up. Not long after, she will encounter you and seek refuge as she tries to sort out her place in this world now. Should she wish it, you can take her as a companion.

Runaway [100]

War is not without its tragedies. The Moderators care little for who their warriors are, just as long as they fight each other. This Blue Kämpfer has given up on their fight. They used to be a great fighter. She was skilled enough with her water based Zauber that she could take on two weaker Kämpfer at the same time. It's no surprise then that she managed to defeat one on their lonesome. It was only after that she discovered the devastating truth that they had been her best friend, now remembered only by her. Aghast by this, she since refused to engage in Kämpfer battles, merely defending herself if attacked. Recently she has moved to the local area, to get away from her old memories. If given the chance, she would likely be more than willing to have a go at the Moderators who caused this.

Rosy Red [100]

A happy-go-lucky person to their core, this Red Kämpfer undergoes quite the attitude change when she transforms. Despite going from excitable and energetic to deathly serious, you can still see a bit of her normal personality shine through from her wit and dry humour. Wielding a straight double edged sword, she often fancies herself as something of a knight and will go out of her way to try to be honourable in her fights. Now in her final year of school, she has been training to be an actor for some time and hopes to use her Kämpfer powers for her benefit in that regard.

The Substitute [100]

Sometimes accidents happen. In this case, a regrettable case of a middle aged woman being in the right place at the wrong time meant that she picked up the Messenger meant for someone else. Not that she is complaining though. She was delighted to gain the strong and flexible body of a Red Kämpfer in their prime and spends a large amount of her free time transformed. She is less happy about ending up in her old sailor school uniform. She finds the whole thing rather embarrassing and would blush up a storm if anyone she knew happened to see her wearing it, different body or no. Despite being something of a clutz, she is very competent with her Schwert given Katana. Just don't get near her when she is cooking, lest you find your foot on the wrong side of a dropped knife.

Shades Of White [100]

Just as the Red and Blue Kämpfer can go rogue if they feel like it, so too can the Kämpfers of White. Originally this Kämpfer was picked to be a White Kämpfer for her by-the-books attitude and strict adhering to the rules (helped by the fact that she was rather gorgeous too). Oddly enough it was one of the strangest things that turned her against the Moderators in the end; she greatly enjoyed swordplay. In fact she had tried her hand at just about any sword based sport she could afford, from kendo to fencing. Then she became a Kämpfer. A Gewehr type Kämpfer to be specific. She, who had dedicated her life to the sword, was granted super powers and then made to fight with a gun! There would be hell to pay, and she knew just who to target. Any who would join her on her righteous crusade against the gun-, er I mean, Moderators was a friend of hers!

Agent Against Chaos [100]

While some rebel against the Moderators and their ilk, there are still many who are perfectly happy fulfilling the role they are given. All things told, this White Kämpfer is quite content with their job. If everything is running smoothly, then they don't need to fight at all and can use their powers how they want. It's only when those pesky Reds and Blues start messing up the war that she needs to step in and do her job. That's why she does her job with such vigor; so that she can get back to relaxing and playing her games on her wonderfully soft bed. She likes using her Darkness Zauber for dramatic effect and has a bit of a tendency to ham things up.

Drawbacks:

Cameos [+000]

In the background of the world, you might be able to glimpse characters from previous jumps and other worlds. These aren't actually those characters, just people that look like them. You may occasionally see a catgirl in the background, but that is probably just your imagination.

Grabby Grabby [+100]

Many of the students in this world don't seem to understand the idea of personal space. They are perfectly willing to grope, touch, or otherwise get extremely close to new students. Even going as far as to strip someone in order to get them into cosplay for the class. You have unfortunately become the subject to this kind of behaviour. Say goodbye to your personal space Jumper, since you won't get much of it this Jump.

Rumour Mill [+100]

Like a game of whispers, stories get passed from mouth to mouth. They get changed, exaggerated, added to, until they are nearly unrecognisable from what they originally were. They have plenty to work with, with you. The rumour mill has decided that you are a good target and as time goes on more rumours will spring up about you, slowly growing more outrageous. It will make your social life awkward at best.

Battle Of Attrition [+200]

This is not going to be the best decade for you. Where before we saw only a few Kämpfer, they now seem to be crawling out of the woodwork, and specifically attacking you. What did you do to provoke them? Holding them off for a while will be enough to make them retreat, and you'll rarely see the same Kämpfer again, but it will mean that you have little chance to relax and rest unless you can stop the creation of more Kämpfer.

Peace Was Never An Option [+200]

Shizuku is not so willing to put down her weapons and join up with the Blue Kämpfer this time around. Similarly Akane is also unlikely to stop gunning for Reds any time soon. The Reds will continue to fight the Blues as before, and it will be up to you to stop the Moderators if you want the fighting to stop without casualties.

Trapped Animal [+300]

You are not going to be entering this Jump as a student. You aren't even going to be entering as a human. For the duration of this Jump, you have taken the place of a Messenger, linked to an as of yet unknown Kämpfer. Should that Kämpfer die, so too shall you. On top of that, your powers have been severely limited, as has your mobility. It will be up to you to guide them and try to keep them alive. Post jump you may keep this form and take your Kämpfer charge with you as a companion.

Subverted [+300]

The Moderators have gotten to you. At some point, without you even knowing, they have implanted an alter-ego within you. One that works as their agent. They will carry out actions for the Moderators without your knowledge. Should you try working against the Moderators you may find your efforts being subverted without you understanding how or why. This personality can only be removed if the Moderators are defeated.

The End

Go Home - Return to your original world, keeping all the options you have taken up till now.

Stay Here - Stay in this world, ending your chain.

Move On - Continue your Jumpchain, moving onto new worlds.

Notes:

While the manga is rather vague as to how it ends, and the light novel remains untranslated after volume 1, apparently the light novel shows that when the Kämpfer powers disappear at the end, Akane and her alter ego separate and she survives instead of disappearing.

For Two For Blue, even if you take the drawback that prevents the Red and Blue Kämpfer from teaming up, she will still appear around that time period, a few months into the Jump.

Jump by Lone Valkyrie. Hope you enjoy it.