

Scissor Seven Jumpchain



By Bookwormer

You are headed to a world filled with talking animals, superscience, martial artists, assassins, bodyguards and sects. Not to mention a country filled with people that have superpowers. Though day-to-day life can generally be relaxing depending on your occupation, there's plenty of supernatural shenanigans all around to spice things up and danger if you're the kind to attract attention. The internet's a thing here too, generally a nice place to spend 10 years in.

+1000 CP

Location: Roll 1d8, or pay 100 CP to choose one from the map.



1. **Chicken Island:** The island where most of the series plays on, filled with hidden experts and people from all kinds of backgrounds. Isn't all that big, but has everything necessary for a cozy life.
2. **Stan:** The country where all the sci-fi heavy stuff happens. From research and

development, to human experiments and mechas, as long as you've got the smarts you'll be welcomed with open arms, but if you're found lacking you'll likely be treated like a lab animal and experimented upon.

3. **Xuanwu:** The country for Martial Artists and where you'll find all kinds of Qi techniques and Sects. You'll only be able to become a citizen if you have good martial arts talent.
4. **Superpower Country:** This country is populated by people who are born with special powers. For a long time, Superpower Country has been terrorized by Stan, which kidnaps Superpowered people to use in their experiments. Many of the people who are kidnapped don't return, or return dying.
5. **Rock Hard:** A country of strong, muscular men. The people of this country spend their lives pursuing strength and toughness through the Indestructible Virgin technique.
6. **Dali:** A country of romance, populated by beautiful people. However, this was before the country was taken over by the Face Master, who gave everybody his ugly appearance. You'll be tasked to defeat the Face Master, marry one of their people (who are now looking quite ugly and have the same ugly face as the Face Master) or if caught by the Face Master, get cursed with his face, which will make you incapable of going against him until someone defeats him.
7. **Niuzhan:** It is a rural, low tech country known for herding animals, especially cows, and a place where some assassins try to live a peaceful life. Niuzhan is usually undisturbed by Xuanwu or Stan unless they find something of interest.
8. **Free Choice:** Lucky you, choose any location to begin your adventure in.

Gender: Take any gender and/or average looking body you want.

Race:

Human (Free)

Same old, same old. You get an identity, although you'll have no past here. You, for all legal matters, are permitted all rights humans generally have here.

Animal Person (100 CP)

You're part animal, you can decide which one exactly and gain some of the traits that animal has, like wings for birds, or poison for snakes, you either still have the human standard amount of fingers or can use your hands with the same dexterity as someone with a human hand as well as walk on two legs without problems.

Transformation (Requires Animal Person)(200 CP)

You can, for a limited amount of time that can be increased with training, transform into a superpowered form in which all animal traits and physical attributes increase by a substantial amount, this also boosts your combat abilities.

Special Ability User (200 CP)

You have a special ability, your location becomes fixed as Superpower Country and you will be selected as a person of interest by Stan country, soon to be accosted and experimented upon by them.

Origins:

Choose your origin below.

-Drop-In

-Barber

-Assassin

-Bodyguard

-Martial Artist

-Scientist

Perks: The 100CP perk for your chosen origin is free. The rest of your chosen origin are discounted (-50%).

Drop-In

Vacation Days (100 CP/Free)

After every action-heavy/drama-heavy/plot-heavy time you get a few days or up to a month of slice-of-life-esque days of normal activity depending on how long the plot-heavy time was. In those days nothing too important/dangerous seems to happen and only the mundanity of normal life with friends and acquaintances are going to be experienced, where everyday problems will be your only worry.

Citizen of the World (200 CP)

You're omnilingual now, able to speak and understand all languages and any speech you want to understand, this includes animals, although birds chirping for example would generally be understood as [mating call]/(I want to procreate!). If you don't want to hear everything, you can selectively stop certain languages, people or animals from translating. This doesn't directly help with reading and writing in these languages.

Part of the Weirdness (400 CP)

You blend in. Or rather people tend to surround you that make you look as if you fit right in with them. If you were cosplaying as a ninja then a group of assassins might

coincidentally walk by, if you were to suddenly start dancing it will turn out that a flash mob was planned at this place and that you signaled the start of it. This can also be used to blend in with a group going to an event, turning a group into one going to a specific event (and making it so that there *is* such an event like a game convention or any other event) or a secret meeting, but doesn't work if you've got murderous intentions for those you're blending in with, and it won't just spawn some kind of organizations when there wasn't one before. This has a one week-a month cooldown depending on how far fetched the situation is.

Jack of all Trades, Master of None (600 CP)

You have the inherent trait of being able to learn all supernatural techniques... to an average level. This includes superpowers and science, if you were taught then you'd be able to attain mastery of the taught technique to your limit in about a month, which is about as strong as someone who trained that technique for 2 years. However after that it becomes practically impossible to advance it, the technique stagnates, and if you try to learn new tricks for these techniques you tend to forget old ones you barely used, as such it's possible to specialize with it, but not possible to become all-rounder with that technique. This doesn't apply to normal techniques, but learning from a teacher or from observing fellow students becomes all but impossible after that first month. It's possible to learn techniques and abilities purely through observation, but mastering these to an adequate level takes much longer than being taught.

Barber

Barber Shop (100 CP/Free)

Every Barber needs a shop they can welcome customers in. Now you've got one too, including a second floor apartment where you can live. All bills have been paid for a period of 10 years and the place never seems to get dirty and all products seem to replenish themselves. Pretty much every Barber's dream shop.

Interesting Customers (200 CP)

Your shop tends to attract the strangest of characters. Every customer is a surprise with an interesting new story to tell. Not to mention how influential a lot of them will be. Through this you'll be able to make connections with all kinds of famous folk, and the better you do, the more widespread your reputation becomes. Thus inviting even more people into your shop who all seem like they're protagonists of their own stories.

Myriad Hair Styles Technique (400 CP)

You possess a Qi technique focused on the control and manipulation of scissors, you also know how to achieve any and all hairstyles. Be it metal, boulders or water, you can cut them all into the perfect haircut, although water might need some special gel to keep it. You've also got knowledge of the best hair products. How they're made, what they do and which one is best for which customer.

Love Story (600 CP)

You've noticed someone, they're good looking, seem to share your interests and conversations just flow when you two talk, step by step you two are getting to know each other and it's looking like you've found The One. Well, you have, only problem is there's Hardship, there's some kind of Struggle, an unavoidable Problem. You've guessed it, for some reason your soulmate just can't get together with you, at least not yet. Be it because they're supposed to be the next Sect Master in a Sect that forbids romantic love, because they're an Assassin and supposed to kill you, or because their family hates you with the fury of a thousand suns. All you know is that it will take time and a lot of convincing as well as effort to get past that hurdle, but when you manage it you'll have your happy ending with your soulmate you've always dreamt of.

Assassin

Assassination Training (100 CP/Free)

You've been trained in the art of assassination. Stealth, hidden weapons, disguises, spywork and bits of everything else an assassin might need. You're no expert, but there are a few areas you're extremely good at with talent and a lot of room for improvement, and for the rest you at least know the basics.

Determination (200 CP)

Something brought you onto this path, be it a Tragic Past™, a grudge or the dental benefits and insurance. In any case, you're here to see it through. Whether you're in extreme pain, on death's door, being mentally controlled or paralyzed, you can resist with sheer willpower, forged by your Determination of which you've got plenty of. You also thrive in serious situations where you find yourself in peak condition when facing possibly life-ending threats even while being severely injured. This serves as a strong willpower booster.

Perfect Qi Control (400 CP)

Your Qi listens to your command like you've got another limb, you can control Qi perfectly, be it to telekinetically lift multiple objects in perfect coordination, make elaborate maneuvers with difficult Qi techniques or becoming much more energy-efficient, decreasing costs down to nearly nothing. The benefits are aplenty.

Shapeshifting Arts (600 CP)

You possess a technique which allows you to transform into all kinds of creatures and objects. Although your durability remains the same and you can't transform into something smaller than an insect or larger than an elephant, only your imagination is the limit. Even so, the transformation is heavily dependent on your mental image of what you're transforming into, as such inconsistencies might be detected, likewise you can't use any qi techniques or supernatural abilities the target you've transformed into may possess, unless you've learned them beforehand.

Bodyguard

Penny Pincher (100 CP/Free)

Bodyguards tend to have low wages, even if you lack money, you keep finding ways to find all living necessities simply by talking to people and looking through newspapers. A discussion here, a newsclip there, and you soon see yourself finding good deals and free meals. This also applies to information to a smaller degree. People you ask tend to guide you towards the right direction to find whatever you're looking for. Although it does have to be something they might have heard of, you might easily find some free food or a flower shop, but it will take hundreds of conversations for the smallest of hints of something like a divine treasure.

Indestructible Virgin Technique (200 CP)

By practicing abstinence from certain vices you're able to turn your body into gold that becomes harder in proportion to the personal sacrifice you make through this abstinence. If you abstain from eating garlic while hating garlic it will at most turn your skin gold, while staying away from your favorite meals or activities would make it about as hard as gold. This technique becomes the most effective when abstaining from sexual activities, staying a virgin would turn you practically indestructible (thus the name). The longer you practice this abstinence the harder your skin becomes, you can turn this technique on and off.

100 Push-ups, 100 Sit-ups, 100 Squats, and 10km Running (400 CP)

By starting a workout routine for the first time and doing it persistently, all following workout routines will give exactly the same progress. As such when training, your body seems to go on auto-pilot with all negative sensations falling away, simply going through the movements without any problems. This way if you repeat the same workout every day, you'll progress by the same amount every day. Although it's a flat increase, your body won't have a hard limit on how strong it can get.

A Bodyguards Duty (600 CP)

You can mark someone as your client. You become aware of their needs, general health, their current position and a general awareness of whether they're likely to get injured in the near future. While you're actively protecting them they'll be impossible to kill or fatally injure as long as you're alive. The longer you're the bodyguard of someone the easier it will get to protect them.

Martial Artist**Qi Basic Techniques (100 CP/Free)**

You've been introduced to the world of Martial Artists. With flying swords, relentless combat and weird techniques, for now you just know the basics however. Qi is a malleable force and you've learned to harness it, you can shoot it, use it to empower yourself or your weapons and with enough fiddling while imitating someone you observed or with a specific purpose, you're bound to manage some kind of technique. In

such a way you've managed to figure out about two basic techniques. Something like double-jumping in mid-air, a homing qi blast or an elemental attack.

Heavenly Elaborate Distracting Escape Technique of a Thousand Colored Phoenix (200 CP)

You've got a knack for making up incredibly elaborate techniques on the spot, mainly if you've got one sole goal. To escape. Be it an incredibly strong enemy, or an embarrassing situation where you wish you could just disappear into the ground. With fancy words, wide movements and shiny distractions you can confound your targets and keep their attention off of you, long enough to make your escape and stay away from them.

Divine Doctor (400 CP)

You've learned the medical arts, be it pills, potions or acupuncture, you know them all. While you're not yet at the level of being able to cure all diseases, you've mostly got a hunch or two when looking at patients, even if it might take some incredibly rare plants, you'll at least be able to create medicine that alleviates the illness. Curing normal diseases and medical problems is pretty easy for you though, you're even able to help in the cosmetic department. For rare illnesses and ones that aren't normally seen such as magical sicknesses or qi deviations you'll need to actually examine the patient and do your research, it will likely take you a while, but you should be able to finish the cure in time to save your patients from dying. At least as long as you have all the ingredients to make the cure, for some diseases you'll need quite rare plants after all.

Once in a Millenia Genius (600 CP)

You're a damn savant of a martial artist. Any expert would kowtow a thousand times to make you their student, however, once you've accepted such a teacher and learned their technique your focus will narrow, and your talent will do likewise. No matter what new technique you learn, or what new tricks you'll make your own, all of them will be filtered through that initial technique. If you were to learn the Thumbs-Up Martial Arts for example, all of your techniques would be delivered with your thumbs while they're in an upwards position. Be it a fire technique or a footwork technique. Even so, your genius will make it so that this won't lead to any mistakes, translating the learnt martial arts into one compatible with your own.

Scientist

'Basic' Education (100 CP/Free)

You've got the equivalent of a Bachelor's knowledge in all natural sciences, including material sciences. This counts as common knowledge in Stan, not knowing at least this much would make you be seen as someone very dull in the head.

Robotic Limb (200 CP)

One of your limbs is a very high quality piece of equipment, this may instead simply be overlaid on your limb instead of replacing it. It has a myriad of capabilities, shielding, energy blasts, transforming into different forms and you know how it works, how to build, replicate and improve it, although you'd need to research accordingly the more you want to improve it.

Analysis Complete (400 CP)

You possess an AI chip inside your brain, equipped with the entire database of Stan and incredible analytical abilities, able to identify a whole lot of details that would normally go unnoticed. With this in your brain, you have an invisible companion that can answer nearly all of your questions and predict your needs and thus give visual cues or vocal advice whenever needed. The AI is incredibly malleable and enthusiastic to learn, with its only desire being to assist you to its best abilities. It cannot be hacked, although outside interference might make it shut down temporarily if the threat to it is high.

Royalty of Stan (600 CP)

You're Royalty, a hidden away child that has returned to claim their birthright, you're a Royal of Stan and this brings benefits. Other than the sheer genetic superiority, cultivated and lab-grown which has increased your mental processing capabilities and intelligence to the human peak, you've also got a generous salary, home, staff, research funds for whatever research your heart desires and all other benefits Royalty generally enjoys. This does bring with it some responsibilities, the King and Queen of Stan might give you orders to fulfill and you're expected to always excel at whatever endeavors you plan to do.

Superpowers:

People in Superpower Country have special abilities, if you're one of their people then you get one basic special ability for free. All purchases here are discounted for Special Ability Users.

Basic Ability (100 CP/Free)

You possess a weak special ability with a time and range limit. This can be elemental manipulation, paralysis with touch or telekinesis for example. These abilities can be trained. You can purchase this multiple times for different abilities.

Advanced Ability (200 CP) (Requires Basic Ability)

Your special ability becomes stronger and can now be of more esoteric nature. Things like stopping time for a second, spatial manipulation in an area and healing small wounds fall under this. This can also be a simple upgrade to the Basic Ability where limits would be

relaxed and stretched. For example for fire it would be possible to create hotter flames, have finer control over them and produce more of them quickly. These abilities can also be trained and improve faster than basic ones. If you've purchased multiple you'll have to apply this to only one of them unless you purchase this multiple times as well.

Random Ability (Requires Advanced Ability) (+200 CP)

Instead of choosing your own ability, take the one you get from here: <http://powerlisting.wikia.com/wiki/Special:Random>, adjust the power, so that it becomes about as strong as an Advanced Ability. Can only be taken once.

Remove Limiter (400 CP)

You can remove either the time or range limitation. For powers where time or range is an inherent quality like Time Stopping or Area Perception where removing the limiter would make it into an overpowered ability, like perception of an area extending to the whole planet it would only be possible to either relax the limit by a bit, thus extending time/range by 5-10 times, or change aspects of it, like Time Stopping becoming useable on others, thus removing the limitation of only applying to oneself.

There are no bad powers, only bad power users (600 CP)

Your creativity in how you use your power evolves, your power also becomes more accommodating, as long as it's theoretically possible for your power to achieve, you'll be able to someday use it in such a way. The rate it grows in sheer power stays the same and it starts as weak as a Basic Ability, instead versatility is heavily increased and hard limiters are removed. Although it will take a long while for anything difficult, like controlling plants via water manipulation, it will become possible in time.

Items: [Items](#) | [Scissor seven Wiki](#) | [Fandom](#) 100 CP items are free for their Origin while the rest are discounted. **Gain +300 CP** exclusively for this section.

Drop-In

Good Night Melody (Free/100 CP)

Everyone needs some good sleep. You've got an app that generates a new song every morning and night, listening to it will make you either get rid of drowsiness and motivate you or let you fall asleep immediately after the song finishes. All played songs will be saved and can be replayed whenever you please and the app can also make songs for different moods and music genres although those will be only average in quality.

Guitar of the Heart (200 CP)

You have a guitar that can play the smoothest and nicest of melodies, all on its own. Impress whoever you want with sick guitar solos and extremely difficult songs, not to mention how it gives a +3 to your Charm and your chances of impressing potential romantic partners. More effective if your intentions are honest.

Enemies to Allies (400 CP)

You have a check that when given to enemies you've beaten, and whose problems with you aren't personal, will turn into your friends. They won't be close friends, but will tend to help out when you or your allies are in need, they will have a friendly disposition towards you. This check becomes usable again after a time period ranging from a week to a year depending on the strength of the enemy you last gave it to.

-Barber

Hair Wax No.7 (Free/100 CP)

A container with Hair Wax that has an inbuilt switch, which releases a lethal dart in the form of the 'Seven' character in Chinese: 七. A perfect tool for stealth kills. The dart once used gets replenished on the next day.

Qi Scissors (200 CP)

Scissors that are very Qi conductive and can thus be telekinetically manipulated quite easily, these scissors can also be spun much faster than normal ones, up to 5000 rpm, fast enough to cut steel and the strongest of hairs. If they're ever destroyed they'll mend if you put the pieces together with Qi and leave them infused with Qi.

Side Business (400 CP)

Being a barber might be your calling, but that doesn't mean it always pays the bills or that you're incapable of having another job. Well now you've got a side business. Maybe you're selling meat on the street as a food vendor, have become a restaurant critic, or decided that killing people might just be worth the blood stains. Whatever the case, you now have all necessary tools, contacts, paid bills and permits to enact your second job, whatever it may be. Even if you only hire someone else to do the job for you, you'll have a second source of income.

-Assassin

Gaiba Egg (Free/100 CP)

These eggs allow the user to transform into anything they can imagine by breaking the egg when thinking of what to turn into. You get one Gaiba Egg weekly.

Mask of Anonymity (200 CP)

You possess a mask or face accessory that makes it impossible for others to connect your civilian identity with the one wearing the mask, even if it's only a domino mask, glasses or a nose ring. While someone seeing you taking it off or putting it on would still be able to connect the dots, all others will be incapable of making that connection, even if clues towards that conclusion exist. They might still think that your civilian identity knows or is connected to the one wearing the mask, but they'll never realize that it's the same person.

Totally Not The Thousand Demon Daggers (400 CP)

The famous Thousand Demon Daggers, made up of a thousand sword fragments that can be assembled into a sword, it's believed to be the best sword in the world, though it requires Perfect Qi Control to use, it can be split up for devastating attacks and through deft manipulation becomes a deadly weapon. You don't have that. After all there's only one Thousand Demon Daggers sword, there being two of them would be crazy. Instead you either have a wildly different looking sword, that still has the exact same capabilities, or an entirely different weapon instead of a sword, still with the same capabilities except for the difference in form.



Alternatively you may take one of these weapons which all have different capabilities, but are nonetheless strong weapons for an undiscounted **200 CP**:

Divine Death God Staff(Resting)/Death God's Bloody Blade(Activated): A white staff with many cracks in it that transforms into a large, spiky red sword that glows reddish-purple, when exposed to the user's blood. It becomes connected once it receives its users blood and is imbued with all powers and substances contained within the users blood.

Ancient Dark Ice: A liquid poison that takes the form of a dagger and will be absorbed

into the body if stabbed by it. It's known to corrupt souls by forcing its targets to slowly go into a berserk state, wiping out their memories and whittling their life away. If the afflicted target were to fight against it by forcing themselves to retain their memories, they will endure constant pain until they can no longer fight the dagger's effects, and will eventually pass out. You have the antidote and know the recipe for both the poison and the antidote as well as how to turn the poison into the form of a weapon.

Plum Blossom Darts: Kunai that can be transformed into 5 point shuriken. They are laced with poison that numbs areas of the body parts they stab. Works even on those that are resistant to poison. You gain 11 of them monthly.

Plum Blossom Master's Sword: A near indestructible sword that is very Qi receptive, enhancing it with Qi is much more effective than it would be for normal swords.

Eyeless Mage's Prayer Beads: The beads can be fused back together when cut in half, change size, float, and form a web of red Qi to trap an enemy, and launch them at incredible speeds making them very hard to block. When injecting the beads with Qi you may see bits and pieces of future disasters without any context.

Black Dragon Whip: A long black rope with thorns that can be multiplied into three by injecting it with Qi. Training with the Whip for a while can increase the amount it can be multiplied into.

Spiderlily Darts: Once they hit an enemy they suck out their blood within a few seconds, then bloom. If it doesn't kill them they'll be affected by the Love Flower's poison which will weaken their limbs. You gain two each month.

Ichiro's Sword: A sword with a hilt that is a gun, can be fired while bowing to your opponent to catch them off-guard.

-Bodyguard

Get out of Jail Card (Free/100 CP)

Being a Bodyguard can be hard, thus you've made sure to have a backup card for when you get in trouble during a job. This Monopoly Get out of Jail card that a friend of yours gave you, works wonders. While in jail, if you give this to one of the guards and they read

what's on the back of it, which they'll be forced to do once they get sight of it, they'll let you out within the hour. If it wasn't a very serious crime they'll leave you in peace, but if it was something more serious like murder you'll only have a few hours to make your escape until your escape is noted. Replenishes yearly.

Sticker of Infinite Clothing (200 CP)

You have a badge with a look you can customize, that when slapped onto a piece of clothing, will instantly repair, clean and perfume it, turning it into something both pleasant to wear, look at and smell. It will turn even the dirtiest of wash rags back into its prime condition. This primarily works with clothing, but also works with other pieces made out of cloth. The badge is indestructible and passively works on the clothing it's attached to, it can easily be removed and you'll find it by your bedside if it's ever lost.

Golden Protein Powder(400 CP)

Miraculous protein powder that will grant you the perfect body without any training. Consuming it daily will gradually boost your strength and health, and it will drastically improve any training results. Refills every week.

-Martial Artist

Qi Pills (Free/100 CP)

You have three Qi Pills of adequate quality with no side-effects that replenish monthly. You may decide what kind of pills these are, whether they're energy pills, replenishing your Qi, Mana or whatever other energy sources you have, a health pill, healing your wounds, an aphrodisiac pill or a stamina pill, giving you enough energy to not require sleep for the night. Whatever they are, they'll be middling in potency (you'd require all three of them as health pills for example to heal a major wound), yet always somewhat helpful.

Secret Technique: Phantom Wing Strike (200 CP)

A secret manual of the Flying Bird sect containing the techniques of their Black Bird branch. The strongest technique it has is 'Phantom Flight' a high-level Martial arts technique making fast and quiet flight possible, it also contains a few other albeit weaker

techniques. It's unreadable to anyone you don't give permission to.

Medical Garden (400 CP)

A self-sufficient Medical Garden containing Qi-filled Herbs and other ingredients for natural plant remedies. You can add plants to the garden by simply placing new plants into its earth. Each new plant added expands the place by a bit, there will thus always be sufficient place for all planted plants to prosper, no matter their size. The plants within will not decay once past their ripe age, and instead steadily become better with age. This will be added to your Warehouse. If you don't have a Warehouse then this Medical Garden will become accessible by knocking thrice on the nearest tree, thus creating a door leading to it.

-Scientist

World's best Scientist Trophy (Free/100 CP)

You've got a sick Trophy with the words 'World's best Scientist' on it. You may decide how it looks and you'll have to make up a story of your own on how you got it, but you'll have a perfectly impressive Trophy to show your guests, a good way to make them see you in a new light.

Android (Trump Card) (200 CP)

A special Android that contains incredibly advanced technology and weapons worthy enough to be called a Trump Card. You may decide the specifics, but it's one of those tools you'd pull out when you're ready to get serious against your enemies, strong enough to give them a lot of trouble in dealing with it.

Blueprint of the Day (400 CP)

A blueprint of a scientifically based invention that you came up with in a day. Or rather that a hypothetical version of you who worked on it all day came up with. It depends on your capabilities and desire, what it actually is. If you only got a basic education as is typical of the citizens of Stan, it might just be a very efficient toaster, but if you're a true scientist, it might just be the exact weapon you need right now. Although... *it is* a blueprint, you still need to actually build it. Has a cooldown of two days after each use.

DX Enhancer (100 CP)

A drug administered by needle that temporarily boosts the user's strength, speed, and agility, it's the normal way to use Transformation, but also has side-effects which makes blood vessels burst. By trying to replicate the effects without the drug you'll be able to learn Transformation after months of training. Replenishes weekly until you learn Transformation. Can also be used by non-Animal people.

DX Enhancer II (Requires DX Enhancer or Transformation) (200 CP)

An experimental drug that can only be used while Transformed or under the effects of the DX Enhancer. Can only be used by those with strong bodies as those with weak bodies will die on injection, after use it will leave them heavily fatigued. It multiplies all already enhanced attributes by x2, with training this form can be used without the drug. Furthermore the multiplier can also be trained, the more often it is used and fought with, the higher the multiplier becomes, however the strain on the body rises proportionally. Replenishes monthly.

Companions:

Canon Companion (Free)

If you manage to convince them, they can join you.

Xiao Fei (100 CP)

The best Companion you could have, can heal you by jumping up and down on your body, can fly and carry up to two people, can carry all kinds of items in his mouth, even items that really shouldn't fit in there and leave him unharmed like a sword. And he can Transform into a strong, heavily tanned muscular man form which he can only use for a limited time.

Import (Free/100/200/400/600 CP)

You may import up to eight Companions into this jump, the cost only needs to be paid once instead of once for each, this costs either nothing, in which case their abilities will be limited to the mundane and they will be as strong as the average civilian.

100 CP, in which case they'll either keep their abilities as is, if they were weak, or have their abilities weakened to the extent where they'd be able to fight Assassins ranked 1000 or higher. Low Street-Level.

200 CP, in which case they'll either keep their abilities as is, if they were moderately strong, or have their abilities weakened to the extent where they'd be able to fight Assassins ranked 100 or higher. High Street-Level.

400 CP in which case they'll either keep their abilities as is, if they were strong but not overpowering, or have their abilities weakened to the extent where they'd be able to fight Assassins ranked 10 or higher. City-Level.

600 CP in which case their abilities will be strong enough to fight the Shadow Killers leader to a standstill. National-Level or higher.

Drawbacks

Killers League Target (+100/200/400/600 CP)

For +100 you've got a target on your back. A bounty has been issued with your name on it. Assassins ranked 1000-15000 will take notice of you, if they fail to take you in, find you, or if you manage to fake your death they'll rescind the bounty, if you kill everyone that comes after you they'll upgrade your threat level, leading higher ranked assassins towards you, if you keep killing they'll keep raising your threat level.

For +200 CP your bounty is already marked with a bigger sum, leading Assassins from rank 50-1000 towards you as well. You'll need to lay low for years to get rid of your bounty or do a good job at faking your death.

For +400 CP now Assassins ranked 10-40 will make you their target, prepare for some hard fights. They'll only stop pursuing once they verify your corpse. Only the best of corpses will fool them and the bounty will stay up for the entire duration of your stay.

For +600 CP the entire Killers League including the Shadow Killers, the highest ranked assassins will make you their number one target. No place in this world will hide you from them, only by killing or incapacitating all of the Shadow Killers will they leave you alone. Even then some assassins might try their luck on killing you to earn themselves some fame.

Permit A38 (Required Drop-In) (+100 CP)

Being a stranger in a strange land sure is nice, but it also means that you have no identity, no paperwork. And bureaucrats do love their paperwork. Either you learn to love it, or you'll have to be going through a week of hell every two years or so, turns out that people high up can be ditzy sometimes, misplacing your paperwork, which means you'll be summoned to the local office responsible for that to redo all of it. But the fun doesn't end there, you're on a time limit and have to make all deliveries of your personal information yourself as well. They do have internet here, but the local government seems to lack the internet savvy to hit the send button. Which means that you'll have to run all over the country and back, filling out paperwork, waiting for government officials to meet with you, and going through bureaucratic hell. If you fail to do so you'll have to abstain from all activities that require you to have an identity. Until the next mistake in two years makes you do it all over again, whether you succeeded last time or not.

Terminal Illness (Required Drop-In) (+200 CP)

Your dimensional displacement has caused your body to develop a terminal illness, you only have 9 years and 364 days left to live. The only way to cure it is through the creation of a multiple storyline spanning medicine. Though you know the medicines recipe and how to create it, each of the five ingredients is so rare and so desired, that they could be classified as national treasures, only by doing great deeds for their owners, solving mysteries, rescuing royals, or similar deeds would make them give it to you, with each ingredient being worth more and thus more difficult to obtain, the final one being desired by the whole world. Your illness, although without any other symptoms, reduces your overall power by 10% at start, and 10% for every year you live. Once you reach the final day of your lifespan you will die. Even should you resurrect, unless you manage to take the medicine you'll be stuck in this world at 0% of your power. With final death signifying the end of your chain.

Annoying Regular (Required Barber) (+100 CP)

There's always that one client that just makes life hell, be it their mouth prattling on and on about the intrinsic details one can discover from a coins dirt spots for hours, their constant motions making it a challenge to not cut off their ear or neck, or the problem they're being for other customers. You'd just love to kick them out. But you can't. Maybe they're disabled and your reputation couldn't take it, maybe they're rich and your shop can't handle the lawsuit, or maybe they're part of the mafia and they've got a hidden Deus Ex Machina red button they or their allies can press in case they die, turning you into a smear despite all of your powers and perks. You can't get rid of them, so you'll have to deal with them every two weeks or so for a very long feeling hour. They'll find and force you to cut their hair (or for you to do whatever other job you'd rather prefer) while being a menace.

Amnesia (Required Barber) (+200 CP)

You just woke up one day and don't really know how you got here, becoming a barber was just the way things somehow evolved into. Your personality will still remain the same, you'll still remember your knowledge like math and language and you won't accidentally kill anyone with your powers, you'll also seamlessly re-integrate your past memories after the jump. Though losing your memories might seem scary, having a vacation from the heavy memories of the past can sometimes be freeing. Leave your past behind, even if it's only for a little while and experience the mundane and extraordinary for the first time once more.

Weakling (Required Assassin) (+100 CP)

You will always be perceived as a weakling whenever it would be inconvenient. Strong enemies won't underestimate you, but the minions, gangsters and even kids will think you're much weaker than them, even if there are obvious signs of the contrary. Thus be expected to be treated as one and be dealing with their attempts at bullying you. It won't ruin your day, or get in the way during important moments, except where it's comedically appropriate, but expect to be annoyed a lot every once in a while.

Totally Suspicious (Required Assassin) (+200 CP)

An assassin is not meant to be noticed. In that area you're a complete failure as one. Everyone that sees you will immediately realize that you're an assassin as long as you're on a mission. No disguises will work, and even lies concerning your identity will be immediately seen through. Your behavior will seem *that* obvious to everyone. If anyone even catches a glimpse of you, they'll know something is up, cops are called, alarms are raised, whenever you're involved it will never be 'just the wind'.

Doki-Doki (Required Bodyguard) (+100 CP)

You fall in love quite easily. A nice gesture, a compliment or even just a greeting with a smile. Before you know it Cupid's arrow will have already pierced your heart. Your thoughts will center around your current crush quite frequently, but if they behave terribly or straight up reject you, you'll fall out of love just as quickly. Until you find someone nice once more, and so it goes, round and round until you find someone who you can permanently have in your thoughts and by your side.

A Bodyguard Guards (Required Bodyguard) (+200 CP)

During work, you work. It's that easy. Now whenever you're guarding someone, and you *do*. Because you like to do your job at least every month for a week or so, then you'll be doing that exclusively. No breaks, food or entertainment unless your client specifically allows it. If it's not crucial for your guard duty, you will leave your own needs on low priority. The client always comes first.

Rough Qi Control (Required Martial Artist) (+100 CP)

Your control over your Qi is amateurish. Someone who just started learning how to handle their Qi could do better. It will take you years of Qi control training to become just average, and much more to be somewhat good with it. Finesse will never be your strong suit in matters of Qi. Be it hitting things from far away, doing complicated techniques, or simple telekinetic manipulation. Your control is brutish, you're more likely to cut your own head off than hit the target without a lot of training.

Qi Deviation (Required Martial Artist) (+200 CP)

You have a bad constitution, every time you use Qi, there's a tiny chance to go into Qi deviation, that chance is assured if you ever over-use your Qi. When in Qi deviation you go berserk, attacking senselessly which can go on for hours. If done so after exhausting your Qi you'll start burning your lifespan instead of your Qi. This constitution *does* also give you increased comprehension for martial arts and adjacent subjects, but considering how Qi is necessary for those it might not be the best trade.

Physically weak (Required Scientist) (+100 CP)

The citizens of Stan are known to be physically weak, now you too are rather fragile and incapable of lifting heavy loads or gaining muscles and a strong body with training. The most such training would do to you is to keep you healthy, even if your body would remain as thin as before.

All is fair in the pursuit of science (Required Scientist) (+200 CP)

Your sense of Empathy becomes severely dulled, only test subjects with great promise and worthy citizens of Stan will seem like fellow people, all others might as well be dumb animals and bugs and you'll feel the need to treat them as such. You wouldn't speak with a lab rat, or give its death any thought after all.

Extended Stay (+100 CP)

This is a rather nice world to stay in, at least compared to some others, you're now required to stay an additional 10 years. This isn't multi-select, but after the required 20 years have passed you may choose to postpone leaving until the moment you're truly ready to move on from this world.

A Shitton of Debt (+100 CP)

You're in debt, a real shitton of debt, as in you'll have to work your job for 2 years full time with overtime to pay it off, this also scales with your abilities. Do you have a clone technique and super-speed? You better be able to use them to their limit, otherwise you'll never be able to cover your debt. Although as long as you don't use your abilities to turn a day of work into a ten-minute job or whatever equivalent you choose, the debt will pay off normally. It's more about the effort and undivided time-invested, than it is about the concrete amount of money. You just need to actively work during your job. This debt is also to Jump-Chan or their equivalent, so no strong-arming them into making an exception to you, or threatening their lives. Better choose your job carefully.

With Interest (Requires A Shitton of Debt) (+200 CP)

The debt you owe also has about 3,5% interest per month, that's about 50% of your debt being added every year. Meaning you'll have to work around 4 years now instead of 2 working full-time to cover it in full, longer depending on whether you take a lot of breaks.

Strong, not super-duper-mega-strong (+200/400 CP)

All your powers, abilities, perks and etc. from previous jumps are locked for the duration of this Jump. If this is your first jump, you just get +200CP.

Stay

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