

D-Fragments Jumpchain

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Version 1.0

Welcome Jumper, to D-Fragments! D-Fragments, or D-Frag for short, follows the misadventures of a delinquent called Kenji Kazama. After running afoul of a strange girl attempting to put out a fire in a school, the delinquent teen is suddenly wrapped up in and forced to join the Game Creation Club (Provisional). What follows is a series of equally ridiculous events, and characters who are just as bizarre. All jokes aside, this is a pretty relaxed world. You'll even get a month's grace period before the plot's events start, on us.

Anyways, we've have here some odd little bits that your Benefactor said would help you acclimate to this place better. Here, have **1000CP**.

***Location**

Roll 1d6 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Fujou High- Good old education. At least, it would be if it weren't for all the eccentrics here. While apparently a host to a comical amount of oddballs and maniacs, Fujou High is the school that you'll be attending for the next few years. Despite its downfalls, it really is a good place to make long lasting friends, along with a few adventures to be had.

2. Okinawa- Okinawa? Why so specific? Because it's Okinawa. While it isn't too far away from Fujou High, there isn't much to do here aside for tourism and window shopping. At least you can see the sights?

3. Hokkaido- This is a place rather removed from the plot, to be frank. However, according to Osawa-sensei, she makes the commute from somewhere on the island everyday. You can start anywhere you'd like here, along with enough fair to get you to another island if you really fell short in rolling here.

4. Player Hashimoto's Island- An island off the coast of Japan owned only by a shady old man who goes by the alias of "Player Hashimoto". Mysterious, huh? In a few months a strange competition will be held to decide the best Game Creation Club in all of Japan,

which will promptly be hijacked by the kidnapping of Player Hashimoto himself. The rest of the year it's simply a normal island, although its presumed the event occurs yearly.

5. Kazama Household- E-eh? Here? It seems that you've ended outside the door of the Kazama household, which quite obviously is where the main character of the series lives. It's a surprisingly quiet abode, despite the normal tropes that would surround such a place, and will likely remain that way for the foreseeable future. Best to perhaps move along, people don't take others standing in their lawn for long periods of time very well.

6. Free Choice- Lucky, aren't you? That'll serve you well in a world like this. You can choose any of the above locations or just about anywhere in the world for that matter, although I suppose that would make getting back to school on time for the new semester difficult.

It should also be noted that since this is a slice of life, you may choose to either stay for the full ten years or end once you graduate. Once you choose you cannot switch to the other, so pick wisely.

***Backgrounds**

Drop-In: Not fond of the whole incarnation experience? Don't worry, I understand. You'll appear at your starting location with the clothes on your back and an admission to a nearby high school, likely Fujou High. As an additional option, you may also choose to simply be a student with no affiliations to any groups within the setting, or perhaps one of the minor posse's that exist outside the bounds of Fujou High.

Delinquent: Ah, going through a rebellious phase? You're one of the resident 'tough guys' of Fujou Academy, although to be frank many of the gangs and delinquents here are something more akin to joke characters however. Even so, you should probably make sure you don't go too far with your antics or a certain someone might decide to make an example of you...

Game Creation Club (Provisional) : The 'main' group of the series, you are now a member of the Game Creation Club (Provisional) run by the heroine of the series Roka Shibasaki. Known for its eccentric members (to put it lightly), you'll likely find your days filled with all sorts of different events as fun as they are absurd.

(Real) Game Creation Club: Oh, really? You *actually* wanted to make games? Very well then, the Real Game Creation Club is for you. Run by Takao-Senpai (first name pending), these guys actually do what's on the name of the club, although they get into similar

antics as well. Despite being the Real club you're still somewhat of an underdog, however.

(Former) Student Council: Oh, you're a bit older than the rest, hmm? Even held a spot on the student council for a while, good for you! You're in Tama's posse now, whose days are apparently spent harassing the current student council members because...reasons. At least they don't mean *that* much harm?

All backgrounds roll 1d4+14 for age. You may also pay 50CP to change it if you wish.

Gender is the same as previous jump, or you may pay 50cp to change it.

***Perks**

100CP Perks are free to their origin.

Drop In Perks*

Acceptable Enigma (100CP, Discount Drop-In): Everyone around here is downright insane, let's not kid ourselves. So why not get in on the act? It isn't like anybody is going to give you flak for it. You now seem to have a bit of a 'general pass' when it comes to your behavior and presentation. Pink hair with neon highlights? It's just Jumper expressing themselves. Make everything you say constant jokes about a certain subject? That's all just a part of your personality. This can be toggled on and off if you'd prefer to have some 'realism' in your life every once in a while.

Best Girl (200CP, Discount Drop-In): No doubt about it, you'll be turning heads around here. While not necessarily about your looks (you could be quite plain, for all they care) your general demeanor seems to attract others to you like honey even if you would be ostracized normally. Actually act like a good person and you'll be exalted almost as though a holy figure in whatever group you find yourself in, with possible attempts at courtship in the future.

Inner Rule (400CP, Discount Drop-In):

"But it's the inner rule, don't you see Jumper? That means you have to wait until next time!"

Ah, I appear to have stated this without any context. You've understood one of the key qualities that tend to help somebody survive this bizarre world you've traveled to. Quality being manipulation, in this case. Aside from being rather silver tongued (which tends to not matter much, as many people here are surprisingly naive) you can come up with simple enough rules that people will believe to be true despite that not being the case. Strangely enough this works best when applied to an already existing system, so adding new options to a game like Rock Paper Scissors would be much easier to defend than say a new Zoning Law that had just been established overnight in the neighborhood.

Luck Sucker (600CP, Discount Drop-In): You've come across...and odd ability here. Yes, that's the word. By sucking out the sighs of another you can draw the luck from others and make it your own for a temporary increase in your own. While just one person's sigh might make your day slightly more favorable, the actual character known to be able to do this was able to make astronomically unfavorable odds move in their favor after sucking away about an entire ship's passengers worth of sighs...is it cringy if I tell you good luck with this one?

Delinquent Perks*

The Straight Man (100CP, Free Delinquent): Someone's got to instill some sense into this madness, yeah? Luckily, you're just the man for the job. You have an innate talent for playing the role of the 'straight man', which is essentially considered to be the voice of reason in comedy sketches and the one to quickly point out foolish behavior before the viewer accepts it as part of the 'ordinary world'. As for what this means for you as a Jumper? Well, for starters, you always have an innate sense for when you'd need to set yourself up as the 'straight man' in a joke, along with a general idea of the delivery. In addition, you'll find that people will take what you say in stride even if normally those same words would likely be rather hurtful.

Highschool Friendships (200CP, Discount Delinquent): The springtime of youth, am I right? Regardless on whether you agree, its the general consensus in many places that High School is a place for relationships to bloom. For you, you'll find them to do so in an almost exaggerated way. A casual conversation between yourself and a stranger instantly boosts past acquaintance into the friend-zone, and actually spending time with them after would cause that bond to strengthen to what one would consider to be only possible with close friends after years of bonding. Oddly enough, this doesn't appear to boost any efforts to enhance one's romantic prowess. You'll need to do than on your own, friend.

Fight Dirty (400CP, Discount Delinquent): Who said that winning meant playing by the rules? Not you, you cheating cheater. You're a master at playing dirty in all sorts of situations, although this shines the most in a gaming situation. Fighting for a turkey's wishbone? Of course you'll get the big piece, because you forced the other person so that they couldn't get any leverage. Someone's trying to force a bag on your head? Nope, that was actually a wig they caught. While nobody will likely respect your win, the victory is what counts. Right?

Never a Dull Day (600CP, Discount Delinquent): The point of the protagonist is that the action revolves around them, right? How could there be a story when nothing happens? Thankfully, for you this is now no longer a problem. Events seem to conspire so that each day is a new and exciting adventure, rich with experiences for you to, well, experience. While these occurrences seem to have a bias towards 'wacky comedy' and 'slice of life', meaning that it won't cause sudden monster or world ending horrors to appear out of nowhere, you'll find mundane yet interesting things to invest your time in almost always. Perhaps the girl you met on the street happens to belong to a club, which she'll then drag you to in order to hang out for the next few months. Or maybe the person you just met has the other half to an ancient relic passed on in your family, sparking an adventure

into an ancient tomb. Regardless of the actual events, rest assured that you'll never grow bored with this around. As with all perks of this nature, these occurrences can be toggled on and off for when you simply want your moments of peace.

Game Creation Club (Provisional) Perks*

The Elements (100CP, Free Game Creation Club (Provisional): Every member of the Club must have an element, yes? Yes! Well, it appears that you do at least. Pick an element. This can be something conventional such as the standard 'elementals' (wind, water, earth ,etc.) or something rather esoteric such as 'Luck' or 'Boobs'. You now are 'ridiculously knowledgeable' on your given element, enough to match the intellect of your average college student on a mundane subject related to it. In addition, you'll find that your element is always slightly more willing to work with you, as though you actually had magic powers to a very minor degree. Water flows cleaner, sand is looser when digging, and fires burn just that smidgen brighter with you around.

Mad Creativity (200CP, Discount Game Creation Club (Provisional): If there's one this the Provisional Club has over the actual group, it's certainly this. How else would they come up with half of the nonsense they put themselves up to, anyways? This spark of 'genius' has manifested within you, bestowing that same sort of creativity possessed by the members of the Game Creation Club (Provisional). While this can be used to make normal games, when you begin to push the envelope towards more 'niche' (read: weird) subjects and interests your mind explodes with ideas, completing games and concepts that would have taken weeks or months to create if they were a normal subject. Just make sure not to overuse this too much, or you'll begin to find that you can only make absolutely absurd content until you give it time to cool down.

Menace (400CP, Discount Game Creation Club (Provisional): With all the jokes about everyone having supernatural powers despite this clearly being a mundane slice of life with nothing like that whatsoever, there still exists the 'Ougi'. While in reality most of these are actually just one-liner jokes, the one technique that seems to actually do something on its own is a certain shortstack's Menace Technique. While this seems to do nothing more than unnerve a 'normal person' those with more oddball qualities will actually be intimidated if not outright terrified of the wielder. In addition you can use the 'Second Stage' of the Menace technique, which works on normal people like it would on their regular target, however this only works every week before needing to recharge. After all, what self-respecting individual would be scared by something like *that* again?

Strongest Darkness (600CP, Discount Game Creation Club (Provisional):

"It's the secret final boss of Fujou High! Run!"

Ah, excuse me. I mistook you for somebody else. And it seems many people will, with this new option. You've grasped the concept of 'ruling the school' to the point where people would still grovel before you and worship the ground you walk on despite being a diminutive loli who frequently displays sociopathic behaviors. While this is a rather niche example, what this essentially boils down to the fact that nobody will ever question your leadership or authority unless in the most extreme of circumstances, cementing your position in organizations where you've earned that distinction.

(Real) Game Creation Club Perks*

Actual Gaming Knowledge (100CP Free Real Game Creation Club): So you're in the actual Game Creation Club? Well, you're going to need to at least know what this is all about. Thanks to the time you've spent researching the subject, you have all the knowledge and specifications you'd need to create a classic board game, along with how to make the end product. In addition, this makes you a rather decent player at games in general thanks to the amount of time you've spent on it. Surely video games couldn't be *that* different from Scrobbleh, right?

Pop the Zipper (200CP, Discount Real Game Creation Club): Ah, you're one of those /enhanced/ cultists, aren't you? Oh, was that something else? My apologies. Regardless, your appearance is a bit more than simply pleasing for someone who spends most of their time playing vidya' inside their room all day. Girls and guys alike seem to be enhanced towards their 'ideal form', as not everyone likes to walk around with two miniature tanks attached to their body. Jokes aside you're quite fine looking for your age, and quite likely to turn a few heads out of admiration and jealousy during your stay here.

Romance Days (400CP, Discount Real Game Creation Club): Who needs to be Best Girl anyways? You'll find your own love through your own efforts! When interacting with people who you have a romantic interest in, you'll find that the universe almost conspires to set you up for situations that would advance your relationship. Perhaps going out to dinner with friends would find them suddenly cancelling save for the person, or going to a movie alone would find your crush sitting right next to you. While this doesn't guarantee any reciprocated feelings, or that your advances will succeed, it certainly helps.

Leader's Determination (600CP, Discount Real Game Creation Club): Being the leader of a club, let alone starting one, isn't easy. It takes confidence, dedication, and a whole lot of convincing in certain cases where the subject matter isn't a core part of the public education system. Nevertheless, you certainly embody what it means to be a Club President. You'll always find yourself filled with determination and energy when working on projects related to your club or organization, ready to tackle whatever life throws at you. What's more, you'll find yourself naturally charismatic when convincing

others to join your group. Even those who would never flock to your banner will eventually come to your side with a persistent effort, although giving them a reason to stay is another matter. As a side note, this works for organizations besides 'clubs' but the general charisma and boundless energy starts to peter out after 50+ members.

(Former) Student Council Perks*

Art of the Entrance (100CP, Free Former Student Council): Every villain needs a way to appear with a smile and a loud declaration. Of course, looking cool while you do it is also a big hurdle in this. It won't be an issue for you, not for a while at least. You seem to have a natural poise when entering into a situation, able to make yourself a legitimate presence instead of being looked at oddly for having broken school rules via interrupting club activities while still looking good all the same. At the same time, you have enough presence of mind to announce loud declarations without a nary slip of the tongue, a widely underappreciated skill for the average ultimatum deliverer.

Free Reign (200CP, Discount Former Student Council): Positions only allow so much leeway, you know? An employee might be allowed an untucked shirt once in a while after working for a certain amount of time, the manager's casual wear would be dismissed due to his constant hard work. You too have these concessions for yourself in your 'workplace', to a heightened degree. Bad personality, questionable actions and all around poor social choices are often chalked up into an 'I'll allow it' situation, so long as you get your work done. If you do as such, or make too many major faux pas, you'll find the hammer coming down swiftly to clean your act up. Keep in mind that this doesn't truly affect the outlook of others on you, so they might still be annoyed with you even though you're getting away with your actions.

Slap on the Wrist (400CP, Discount Former Student Council): Despite all your efforts, sometimes things go awry. Perhaps your grand scheme fell apart, or against all odds the 'heroes' were able to beat your clearly rigged contest. It's a good thing they're so damn jovial about it, because you can rest easy knowing that you won't be in any real trouble. As long as you haven't planned any serious harm (think serious emotional/physical abuse) people seem to be happy to let you off light on any potential punishments. A money prize might make the other party feel bad and only ask for a portion of the fee, while 'a small favor' would be something mundane such as taking them out to a dinner for a night. Just keep in mind that everyone's goodwill has a limit, and actually planning the above 'bad' conditions will stop this mitigation almost instantly.

Kabuki King (600CP, Discount Former Student Council): It is the fate of the Former Student Council to be treated as a side note, a temporary villain for a story that does not revolve around them. But one cannot ignore the amount of skill that allows them to function despite their actual power being much lesser than others. It's a lesson you've learned as well. When running a group, you'll find that you command a noticeably

higher degree of authority. Running a group of Former Student Council Members would see you acting with power equal to if not greater than the actual Council, minor interests are invited to weigh in on highly important deal, the list goes on. What's more, these actions are seem as wholly legitimate, despite on paper having none of the clout you seem to have. Oddly enough, this appears to come with the odd addition of having incredibly long hair (optional) and a seeming inability to become dizzy when spinning your head for long periods of time. Something about a thematic, last I checked.

***Items**

100CP Items are free to their origin.

D-Fragments: The Manga (Free): A bookshelf of rather simple working, filled with the current releases of D-Frag, with new canon ones appearing in the future as they appear. In addition, you'll also receive your own edition of "D-Chain" which appears to be the exact same manga, but modified due to your actions here. Who knows, maybe you're a main character! You can also choose to have this series continue to follow your adventures after this jump, but instead it'll take the people you associate with and put them in a slice of life setting with thematics appropriate of this setting.

***Drop In:**

Boxed Lunch From Funabori (100CP, Free Drop-In): A tasty boxed lunch, handmade by the school mascot by beloved classmate Funabori. While the contents seem to vary, the food is always incredibly delicious, as though made by a five star chef instead of a socially awkward high schooler. Every day you get a new one, even when the jump ends. Apparently she just makes food that well.

Stranger's Robes (200CP, Discount Drop-In): A strange black robe, tailored to cover all the way to the feet even when walking. It has a creepy white mask in the front to see out of, providing full coverage. Unlike the normal variant you can find in jump, you'll find your identity to be a complete mystery when wearing this. In addition, this one seems to magically make people less likely to call the cops on you for wearing a suspicious looking outfit.

Portable Festival (400CP, Discount Drop In): You seem to have an odd ticket labeled as "One Free Festival". While this seems rather mundane, its true effect lies in what happens after it is destroyed. By breaking the ticket in a chosen location, you can cause a festival of some sorts to appear in the same spot the next day. While nobody is quite sure why the festivities are going on, there'll be all sorts of fun and games, and certainly prizes to be won for the skilled. After this it will take 4 months before the ticket reforms, ready to be used again.

Player Hashimoto's Island (600CP, Discount Drop-In): Your own personal island, just for you! Consisting of an expansive beach with an inbuilt resort, along with acres of Generic Undeveloped Land™, this island is perfect for the budding entrepreneur to turn a decent profit.

"Eh? That's not why you wanted it at all?"

Alright, I forgot to mention one little thing. This island has a tendency to attract...well, abnormalities would be the best word. In normal worlds this would just mean that you have a higher tendency of encountering rather unique personalities in mundane worlds (should you open it to the public) while in other settings you might find it frequently visited by superheroes in disguise or wizards on vacation. As an added bonus, I'll even make it so that every other year you can enjoy a visit from the cast of D-Frag, although they'll have to return after a week is up. Do have fun with them, will you?

***Delinquent:**

Box of Infinite Wigs (100CP, Free Delinquent): It's a box of wigs. More specifically, a box of wigs created by the surprisingly competent Science Club of Fujou High. Shame they still can't cure their own baldness. Regardless, this is a box of infinite wigs with hair so

lifelike that you'd swear it was the wearer's natural hair. Wigs from this box are guaranteed to never fall off and respond very well to styling, making the perfect disguise. In addition, once a month you can draw forth a 'permanent wig' which upon fixing to your head will cause your hair to grow out into the same hairstyle you're currently wearing over the next couple of days. Consider it a bonus on us, alright?

Meteorite Fragment (200CP, Discount Delinquent): You seem to have encountered a rather strange find. About the size of a beach ball, this appears to be a rather normal rock save for the fact that it is definitely a piece of a meteorite (from space!). While I'm not sure what you could do with such a thing, I'm sure that you'll come up with something for it. Oh, I almost forgot to mention. If you toss things like lightweight objects it'll float around it in a small orbit, and your hair will stand on end if you pick it up. Maybe you could use it for some sort of gag?

Quaint Household (400CP, Discount Delinquent): People seem to forget that even Jumpers need a place to go home to. Thankfully, you've got that covered now. Taking the default appearance of a slightly narrow Japanese style house, this building is still large enough to hold a family of four comfortably and even host a sleepover for almost double that without any considerable headaches. Aside from also being furnished rather lovingly and self repairing (think about a weeks time if the structure is leveled) it can also function as a place for your companions outside of the eight active ones while you're away.

Hashimoto's Pendant (600CP, Discount Delinquent): A strange skull shaped charm, utterly mundane save for a gemstone shaped indentation in the middle. In addition it seems that you've been provided a stone that fits the hole. What does this mean? Why, it's a treasure hunt! Once a jump upon the gemstone being affixed to the skull it will project a holographic map to a secluded tomb somewhere throughout the world. While traveling to it is always a pain, and certainly quite the adventure in getting inside without triggering all sorts of traps and diversions, upon entering the deepest level you'll find yourself with a chamber full of...generic goods? Ah, it seems that we've encountered a strange anomaly here. For each time you activate the skull, the Tomb's contents will change to reflect the world. A mundane setting might just find it full of gold and treasures, while perhaps a xianxia setting would be filled with rare cultivation scrolls. Mayhaps you'll find long lost technology in more futuristic settings? Whatever you do find, however, will always be roughly equal in value to what you'd have found in there otherwise, so no pulling MacGuffins out of this one.

***Game Creation Club (Provisional):**

Elemental Implement (100CP, Free Game Creation Club (Provisional)) : An 'implement' of one's elemental affinity, of your choice. This ranges from an infinite stash of *water*

bottles, a never ending tub of *ice* cream, infinitely sandy hands (earth) to a straight out taser (lightning). While completely mundane in nature and no actual magical function, they are infinite and will appear again in your warehouse again the next day if ever destroyed (or consumed).

Space Porn Book Game (200CP, Discount Game Creation Club (Provisional): While this sounds incredibly odd and downright suspicious, this set of board games created by the Provisional Game Creation Club are quite fun to play. While the subject matter tends to be rather childish and if boiled down is basically the same thing as Monopoly or Risk, you'll find that these versions just seem to be ever so slightly more fun than the normal version, along with avoiding all the hard feelings that seem to hover over these sorts of things. You can even have some of these games themed after yourself, if you'd like.

Cruise Liner (400CP, Discount Drop In): A top of the line luxury yacht, designated for your private usage. In addition to always maintaining a clean environment and requiring no fuel to travel, it has a rather...interesting ability that can be toggled at will. Upon arriving at a port, a certain 'type' of people will board the yacht as tourists. Whether it be 'jocks' 'nerds' or something more esoteric such as 'neapolitan ice cream enthusiasts' the ship will do its best to draw up those who fit the criteria, although the more specific the longer it takes to fill up. While you can't do anything to these people and they'll leave after next time you make port, at least the conversations will be nice?

Game Creation Club (600CP, Discount Game Creation Club (Provisional): So you liked the Game Creation Club that much, huh? Very well. Now, this club will follow you into other world's, inserting itself into whatever schools you may attend in the future or the closest equivalent to one if such a thing does not exist. While aside from the fact that the room itself never seems to get too dirty and in fact cleans itself when in disuse its pretty mundane, what makes this club special is that it has the special quality of attracting 'oddballs' so to speak and causing them to want to join the club. Have fun making friends across the universe just as crazy as the one's here.

***(Real) Game Creation Club:**

Gamer's Toys (100CP, Free Real Game Creation Club): An entire box of what appears to be all the newest game systems of this world, along with a few titles as bonus. They're quite fun to play actually, and are guaranteed to never break or corrupt your save files. If a new system comes out in this world you'll automatically receive one, although this effect does not extend to other worlds.

Ninja Kappas (200CP, Discount Real Game Creation Club): Why it's...it's just Ninja Kappas! Isn't this useless because of the above option? Well, it would, aside from just being a fun video game to play, but this one has a catch. By inserting the disk upside you can instead

play Jumper Kappas, which in reality is a fighting game featuring every single person you've ever met of relevance as a playable character. Yes, *every* one. You can also choose to toggle settings so that fights are more realistic or even despite the clear strength differences for fair play.

Indestructible Tracksuit (400CP, Discount Real Game Creation Club): Wow, they really stepped up the quality of these things after the Tracksuit Incident, huh? I suppose that's the power of the school board. Aside from being incredibly comfy (and stretchy, much more so in the chest area oddly enough) these tracksuits are built to last. I'm not joking, during testing they survived a simulation of nuclear fallout completely unscathed. Alongside being seemingly indestructible they are also stain proof and never seem to make the wearer sweat, allowing them to stay cool even through the most strenuous of exercise.

Spring of Enriched Water (600CP, Discount Real Game Creation Club): An entire hot spring, just for you! Consisting of an entire estate which appears to cover a small mountain which houses a rather harrowing (read: mildly difficult) obstacle course along with a bathhouse/hotel connected to the hot springs themselves, this could be either quite the relaxing getaway or a method to turn a pretty penny quite easily. The waters here also seem to have medicinal properties, unlike the real one, making food cooked with it taste all that much better and those that consume it grow stronger and live longer. I suppose the water could be used as better alternative to other things that require it, if you'd like...

***(Former) Student Council:**

Kabuki Ties (100CP, Free (Former) Student Council): Just a set of regular old hair ties, stretchy and able to deal with a lot of trauma before breaking. What's so special about them? Well, they tend to make hair much more 'whippy' when worn. Especially this allows you to spin your hair in a controlled manner if you whip your head around, even using it as a weapon if you so choose. It doesn't really hurt though, since it's hair. If the hair ties break, they'll appear again in your warehouse within a half-hour.

Alive Magazine (200CP, Discount (Former) Student Council): A copy of Alive magazine, the place where D-Frag is published regularly. Aside from this being an acknowledged meta placement that the characters themselves are aware of, this particular magazine has a strange property about it. Whenever placed into some sort of machine it will grind and shred almost instantly, causing it to come to a halt. While larger and more complex machines will likely turn themselves back onto after a few minutes, anything smaller than a car will be out for the count until actual maintenance is performed to rid the magazine from its inner workings. The magazine will appear again in your warehouse the next day, good as new. It might have a new comic in it, though.

Airu (400CP, Discount (Former) Student Council): Unlike the actual robot, this one does not smell of vomit. A 3m tall robot with spindly arms and treads for feet, this boxy looking robot has been lovingly named Airu-02 by the Fujou High Science Club. While this does indeed still have the ability to carry a person, you'll find it large enough on the inside to move around comfortably and has a cushioned interior, along with an interface for controlling the robot from within. It even has inbuilt sensors to avoid hitting ledges (along with the ability to make small hops, although this does jostle the user slightly) for a better riding experience. What's more, this version of Airu is incredibly durable, resisting even the mightiest of blows. Should it somehow be destroyed, Airu will appear in your warehouse in about a week.

Strange Science Lab (600CP, Discount (Former) Student Council): Science lab? Honestly, this appears to be more of a sweatshop than anything else. To each their own, I suppose. Either appearing as a Club within a school nearby to your starting location or as an add-on to any properties you already own is a replica of the Fujou High Science Club. Staffed and managed by a team of ten generic balding teenagers, surprisingly competent at chemistry for their age. While they do mess up quite frequently, when they do make a successful concoction it's frequently much more potent than even modern medicine can cook up. Specific requests help to streamline their process, although unfortunately not only are you unable to request for them to figure out a way to grow their hair back but they will never be able to do so regardless.

***Companions**

Direct Import (Free/100CP/200CP): Still have some friends that you'd like to bring with you? Or perhaps you met somebody not part of the cast you'd like to take with you? This is for you, then. You may import or create up to 8 companions for free, giving them a free origin and 100CP to spend. You may instead spend 100CP to give them a stipend of 500CP, or 300CP for a 800CP stipend.

Canon Companion (100CP) Met somebody who you liked here? With this you can take your newfound friend with you on whatever adventures you'll go on to. Respective origins get discounts to their prospective characters, so Delinquents get discounts on the Kazama Gang, (Provisionals) get a discount on the Game Creation Club (Provisional), etc.

Sean KoneKone (Free) Not quite a companion so much as a natural occurrence, this ~~parody of Sean Connery and Indiana Jones~~ dandy english teacher will appear in other worlds you travel to, though not necessarily the same one. Even so, his dandiness will always be a refreshing thing to see, although he will not get involved in any other world's plot even if directly prompted to.

***Drawbacks**

You may take as many drawbacks as you want, but do try and be reasonable.

+100CP Bagged and Tagged: The sweaty smell of her bag, the gritty feel of her hands, the spiky quills of his hair...you've got it bad jumper. For the duration of this jump you'll find yourself head over heels with one of the main characters of this series, along with constantly being put in close contact with them. Unfortunately for you all romance related perks are disabled around them and you constantly blush and break down around them, becoming less of a human and more of a nervous mess. As a bonus, if you do manage to confess and maintain a stable relationship throughout the duration of this jump you may take them as a companion for free.

+100CP Onii-Chan!- You wanted to be the little girl that bad? Alright then, I have no choice. Instead of rolling your standard dice for age, you'll instead be doing a 1d4+12. If you roll anything below the age of fourteen, you are now a middle schooler attending whatever group you've joined via origin due to some sort of familial relation keeping you there. Regardless of this, you're constantly treated as the 'younger sister' meaning that nobody takes you seriously no matter what unless the situation is absolutely dire. In addition, your personality has taken a swerve towards the loud and needy, along with a tendency to being pacified easily via small gifts.

+100CP Sleepy Advisor- It seems that you're just like a certain Kaminari-sensei. What does this mean? Well, you have the ability to sleep at a pin-drop, but this isn't a conscious decision you make. Expect this to get you into trouble quite often and annoy any friends you happen to doze off on.

+100CP Element Obsessed- You've taken the element thing...a bit far Jumper. Whether its the element you've chosen via the related perk (which is the default if you took it) or just a random concept unrelated, you just can't get yourself away from the concept. You'll constantly make jokes or statements related to it, and carry objects that represent it as well. You might even end up changing your appearance slightly if you're one of the true devotees. While everything might seem fine on your end, this is sure to cause some eye-raising during interactions with others.

+100CP The Kazama Problem: Are you a porcupine or something? It seems that you've the same genes that make the Kazama family so infamous. That being, your hair is seemingly pointy enough to be mistaken for rock. For the entirety of this jump it will be impossible to tame this through any amount of products, always appearing in a shaggy hairstyle that hurts to touch but is otherwise uncomfortable for the bearer.

Unfortunately, people now have a tendency to touch or bump into your hair and will often complain about its texture after doing so. It should also be noted that no amount of dye will change your hair color from red for the duration of this jump, and that attempts to circumventing this by shaving will cause it to grow back to a full head of hair within a few hours.

+100CP My Eyes Are Up Here: People don't stop commenting about your assets, or lack of them. Despite the inappropriateness of the matter you'll often be the butt end of these sort of jokes, often deriding you as a subject. While this would normally be manageable, thanks to this drawback you'll be developing a sore spot for these sort of jokes and are prone to responding quite negatively when you do catch wind of them.

+200CP Pukey: People have some weird ways of showing their affection here, huh 'Pukey'? Ah, my bad, wrong person. Regardless, you now have a nickname that is just as awful as that for the duration of this jump, along with an extreme case of motion sickness. Whenever being spoken to you'll be referred to this name, and stepping on any vehicle more complex than a bicycle has you prone to fits of vomiting. Strangely enough this seems to be a censored version made from flowers and rainbows, but it is nonetheless very uncomfortable.

+200CP Code of Honor: I get that you're trying to be honorable, but look around! Do you see anybody here who believes in that kind of stuff? Well, except for Kazama. But he doesn't count since he's the main character here. Urgh, fine. You are honor bound to never hit the opposite gender, the idea itself abhorrent for your entire stay. Aside from the obvious danger this can put you in, you can expect others to be fully aware from this and attempt to manipulate you for this on a regular basis.

+300CP The Game Creation Club, Forever: The Game Creation Club is life, don't you understand?! Well, you'll have to now. You'll be mixed up into the main events of D-Frag as a member of the Provisional Game Creation Club, irregardless of origin. In addition you'll find yourself having to actively help out to reach the desired outcomes, as events will conspire to make them fail in their endeavors through odd coincidence and bad luck. In addition, you'll find that events outside of canon have begun to occur thanks to your new presence, making the job even harder. Should the Game Creation Club be made to disband or otherwise majorly fail in an event, your Chain will end and you'll be sent home. A member of the Club dying (even in a comedic fashion) is a similar loss condition.

+300CP Brave Hero Against the Demon King's Ritual of Spatial Compression: Really? This was supposed to be a slice of life, you know. Fine, if you insist.

You seem to be sucked into an alternate dimension, one where one of Roka's ridiculous game settings is real. It seems that the only to get out is to 'play the game' in which you'll be directed by a mystical dice to the 'finish line' via whatever mode of transport that the universe has provided for you. Unfortunately for you, Roka's board games tend to be fraught with danger and you'll find yourself fighting for your life if you end on a bad space. You won't be able to bring any items from this universe back with you when you finally escape, either. On the bright side (or not) , time is frozen while in this alternate world so you'll have to escape in order to begin the Jump proper.

Oh, did I mention that you'll need to to this every year, just with a different setting? Because you will.

***Ending**

Ah, I see that you're all done! Did you enjoy your stay? Or was it a bit of a hassle? I suppose that it doesn't matter either way.

With your ten years over, you have a choice to make.

- I'm Tired- Yeah, well so am I. Perhaps all the constant hustle and bustle wore you out, or maybe this world reminds you of home. Regardless, you can return home with everything you've gained on your travels. I'll set your affairs here and in other worlds in order, no worries.
- Forever In the Land of Games- Really? Here? Alright, sure I guess. I'll settle your affairs in other worlds and you can kick back here for the rest of eternity I guess. As an added bonus, you can have +1000CP since this'll be your final stop.
- I'm Outta Here- Ah, figures you'd pick this. All you Jumpers are the same, you know? Move on to the next world, with everything you have with you.

Please take care of KoneKone if you took him.

***Notes**

-Wanking helps.

-Acceptable Enigma extends to other perks you have, but use responsibility. Having strange eyes or other cosmetic features is okay, being a 200 tall magma behemoth raises a few more questions.

-Yes, many of the drawbacks are based on the personality quirks of D-Fragments characters.

-Yes, you will be a strange person if you take all of them at once.

***Changelog**

0.1- Jump basis was made. You have no idea how long this has been a skeleton.

0.2-Added some more 'skeleton text', fleshed out the Delinquent line.

0.3- Changed to Droid Serif font, did Student Council Line (Rough)

0.3.5- Added Provisional Perks, along with some random Item Descriptions.

0.4- Fleshing out the Provisional Line, along with some random items. Got rid of unneeded thinking clutter text.

0.4.5- Finishing Drop-In perks, did some rearranging and adding in the items section. Also began writing drawback descs.

0.5- Did a little something with items and drawbacks.

1.0- Filling out the last of the Real Creation Club Perks, Drawbacks and items.