

OreGairu (My Teen Romantic Comedy SNAFU) Jumpchain

Youth is a lie. It is evil. Those who claim to enjoy it are deluding themselves and others. They fit the events and environment around them to the youth mold as self-conformation. They will fit any commonly held interpretations of life events to this mold in the name of youth. To them, lies, secrets, sins, and failures are but seeds of spice in their youth. Supposing such failures were an indication of youth, then one who has failed to make friends must also be at the height of his youth. But they would disagree on this point. Everything must fit into their preconstructed mold. To conclude: Fools who enjoy this thing called “youth,” should go and freaking die.

It would be unfortunate for you Jumper, if you were to hold this worldview because for the next ten years you’ll have to reexperience your youth as a Highschool student and then young adult in a world much like Earth Prime, your old home. Don’t expect much in the way of action, the eldritch or the awe inspiring in this one Jumper. Instead prepare yourself for the infinitely labyrinthian intrigue of teenage social cliques, the tempestuous winds of romance and the stresses of your own coming of age story.

The school you will be attending has one unique facility for its students use. A sort of service club called... the Service Club. Those who are blessed give to those who are less fortunate out of the goodness of their hearts. People might call this “community service” or “charity”. To reach out and help those in need. That is what this club does. Essentially they serve as problem solvers that assist their peers within the school with problems that the school is neither equipped nor obliged to help them with. It’s not all that popular as of right now, with only one member running it. That’s all to change in the next couple of weeks, perhaps sooner with your introduction to this world.

Take 1000CP to get you through the unfair and unforgiving existence we call youth.

Origin

The Creep

Youth hasn't been too kind to you so far, has it Jumper? Nothing that warrants a dramatisation, surely. But it's still left you bitter, perhaps justifiable so, and brought with it some rarer insights into the nature of your peers. You may choose to forgo any new memories in this one.

The Alpha

The head of the pack, the alpha. It is what you are, there's no arguing against what would be evident to those with far too much time on their hands. Chances are you're excessively attractive, charming or just possessed of an ineffable something that has your fellows eating from your palm.

The Kouhai

Aren't you just adorable? Such ambition too, garnering the attention of your senpai and their peers already. This is as young as you're getting, deep into the mires of youth that your elders have begun to escape. Another year in school relieves you of responsibility and adult tribulations for some time, but that year might feel especially long to one of your age.

The Sensei

Monday... crap. You're a teacher in highschool, overseeing the class of 2-A. Maybe 2-B? It's a little early to be remembering such small details. You guys have it tough, huh? Nobody would blame you if you had a slight drink before class, or passed your marking to a couple of students. You absolutely won't get paid enough and promotion prospects are especially slim for seemingly no reason at all. Hope you enjoy ten years around dozens who waste their youth while yours goes forgotten.

You may freely decide an appropriate age for the student origins. Those of The Creep and The Alpha origin will begin at either 14 or 15 years of age. The Kouhai is in the year below these, so 13 or 14 are your age limits. For the Sensei origin roll 1d7 + 20 to determine your age, or pay 50 CP to determine your age. Likewise gender can be changed for 50 CP, this option is available for all origins.

Perks

100 CP perks are free for their respective origins; all other origin respective perks are discounted for that origin.

The Creep

Perceptive

100 CP - Years on the outside, looking in, have given you a less than common view on those around you. Under your eyes, the niceties and masks of these pack animals crack and provide great insight into the true nature and motivations of others. When standing apart from others, their social machinations fall away to your eyes revealing the truth. However this isn't a skill that you developed when amongst your peers, as such you may be left floundering and blind should you get dropped into a group of *friends*.

Eloquence

200 CP - For somebody who spends so much time alone, you've got a real way with words. Perhaps your solitude and penchant for philosophy has granted you a greater lexicon to work with than most. Regardless you find your tongue sharpened and your pen precise, with both becoming perfectly suited to sardonic speech and sentences.

Will of the Unpopular

400 CP - Peer pressure and our perceptions of the expectations of others often hold us back in life. Fortunately these have never really served to hinder you. External pressures on your will are very easy for you to ignore, neither embarrassment nor the jeering masses will succeed in budging you off of your chosen course of action, or perhaps inaction. You have to be determined to carry out your will in the first place, but you'll find it protected from the attrition of life.

This is a ROMANTIC Comedy, after all

600 CP - Of course they're not in love with you! Maybe? It's really hard to tell to be honest, it doesn't seem all that likely though. Hmm. People close to you just seem to fall in love with you over time, finding the good and the desirable in you no matter how hidden it may be. Whether this love is platonic, familial, romantic or some combination of the above, it tends to be powerful and resilient. Of course, you're still gross and o-of course they don't love you, idiot.

The Alpha

Surprisingly Kind

100 CP - It's easy to be callous when you stand on the top. The wealthy may underestimate the suffering of the destitute, the strong may fail to understand the frailty of the weak and the popular can struggle to comprehend the struggles of the lonely. Not you though. No matter where you stand, you'll be able to truly understand and empathise with the plights of those that might be considered 'below' you. Connecting with them even with this distance is easier too, allowing the two of you to find common ground to build upon together.

Smashing Sixteen

200 CP - It's pretty clear that you're at the top of your years hierarchy, in part because you're clearly quite pretty. Or handsome, I suppose. In fact, you're easily one of the best looking people around in all the local schools and colleges in this city. Doors that open for the beautiful, such as modelling or a career as an actor (should you have a gift for these things), will be left revolving due to how good looking you are.

Generous Gainz

400 CP - Very impressive, I must say. To call you fit is a bit of an understatement. Athleticism seems near universal with alphas when they're young and, if it served as the only determiner for one's position, you'd be the world's pack leader. Run a marathon everyday, deadlift hundreds of kilograms of weight, jump ten feet in the air. If more mundane manga and comic heroes could do it, then so could you. Not only have you trained yourself, you are tremendously talented in applying this work. You pick up new sports in minutes and could become a great in months. Really might be seeing you in the olympics some day.

Charm of the Predator

600 CP - To truly stand at the top of the pack, to be the one in the spotlight takes a certain force of personality. A force that draws others into your orbit willingly and makes them reluctant to leave. A cult of personality would be an apt turn of phrase for this perk. They'll flock to and worship you, perhaps to an uncomfortable degree. It'd take a lot for someone to not be drawn in by you, in some fashion. Heck take an actual spot light focus for when you wish to orate to the crowd.

The Kouhai

Cold Cheer

100 CP - Strange how much can be communicated without the spoken word and how precisely you can express it too. Through expression, body language and tone of voice you can accurately communicate hidden second meanings to those you want to hear them where most will receive the more explicit message.

“Kawaii!”

200 CP - Is what people will cry when they see you. You're unbelievably adorable, seeming to sparkle and glow in the right light. Every action will be charged with cuteness, inspiring warmth in the hearts of those nearby. You elicit protectiveness and doting affection from others, especially from those who have some kind of seniority over you. Expect a surprising amount of leeway when it comes to your wrongdoings, as those with punitive power will rationalise or quickly forgive your actions.

Best of Friends

400 CP - You put others at ease with your presence. At great ease. Your presence opens others up, lets them bring down the barriers they keep in place for strangers and foes. They may not necessarily hold any great love for you, but they'll behave as if they trusted you regardless. Expect some rather insightful, perhaps too insightful, conversations. Really, if they would have confessed it to their best friend, a lover or to their family you'd be their fourth option. This is limited to when you're talking to someone in person and some might have reason to not want to talk to you if you've earned their ire.

Committee Management

600 CP - I hate to drop this on you, but we're hosting a festival in a few days and you were recommended for the position. What's this? You've already set up some of the stands and have promotions underway... huh. Well that's impressive, I must admit. It seems you have a real talent when it comes to multitasking and coordinating others. Directing the efforts of dozens and having their work progress in such a way that everything snowballs into place is effortless for you. You can assign various seemingly disconnected tasks to several different groups and have the fruits of their efforts come together in a unified whole. This skill can have a very wide range of applications, which I'm sure you're managing already.

The Sensei

Smoking Habit

100 CP - But smoking is bad for you! That's news to you!? Do you know how much fat and how many additives are in your take out? Well, yes I suppose you look fine. But... fine. Tell you what, I'll give you this boon, considering your lifestyle. No matter how much you eat, drink or what assorted chemicals you put into your body, you'll suffer no long term progressive damage. As long as there are no immediate repercussions to whatever it is you're putting into your body, unwanted long term harm or changes will be done away with.

Already Educated

200 CP - Teenagers may think they've come to realise everything in life and consider themselves wiser than they are. However even the most stubborn and egocentric wouldn't be able to dispute the fact that you're more learned than them. You're rather overqualified for this job really. You have a doctorate in any two subjects of academia of your choice and a wide understanding of all sorts of topics and items of trivia.

Mean Right Hook

400 CP- Ah... that smarts. He said three days after you hit him. At the time, the response was rather unintelligible. When you throw a punch, bones will crack and flesh will swell. Not limited to just punching, you'll now find yourself well versed in the art of... an extracurricular nature. Maybe you were a martial arts champion in your youth or perhaps a member of a Yakuza gang. It doesn't matter. Others can be rendered into pulp by your attacks, try not to lament on the fact you can't actually hit your more unruly students.

Warranting Respect

600 CP - The perfect educator, really. A blend of kind understanding and stern authority earns you the respect of almost all your students. Possessing both an open ear and unwavering stare, you're perfectly well suited to your position of authority. Those below you see this too and they respond in kind. You will be well heeded your subordinates, be they students or employees, who will work exceedingly hard to impress. In fact, they'll work 110%. Those under your guidance simply perform better than their usual best, maintaining a consistent level of excellency that does you all credit.

Items

Uniform

(Free for all Origins besides Sensei) - A uniform appropriate for school. It's cheap and a bit boring, but you may need it. It may need to be replaced at some point, what with that whole growing thing people do at certain ages.

Hand puppets

100 CP - Irritating! Cute! Bothersome! Embarrassing! These are all appropriate responses to having one of these pushed in your face. These hand made hand puppets are a lot more fun than they have any right to be. You could seriously play with one for an entire evening, styling soliloquies in cute animal voice or having it fill in your stead when out with friends.

Bag of cookies

100 CP - These are for you! No... I didn't make them for you, idiot. I just bought them in a shop. The bag refills over time, providing a fair quantity of assorted baked confectionary for all your snacking needs. Be warned, the quality is variable.

MaxCoffee

100 CP - Flasks of MaxCoffee will find themselves filling your days. You may be walking to class and see a flask by the window of the hallway. Try parachuting and find yourself floating past a flask of MaxCoffee. These coffees will always be pleasantly hot and any condiments will be present in the perfect ratio. Every day will bring with it these flasks of coffee, to serve to your friends or keep you sustained through the long hours of school or work.

Bookshelf

100 CP - Have some books in this bookshelf. A collection of informative non-fiction and popular japanese literature. If you have a love of reading, this'll keep you entertained on slow school days. The books, if left on the shelf, are replaced in future jumps with contemporary works that could be commonly found in that world. Removing the books for the time you leave will allow you to keep whatever texts you've picked up here and acquire new writings in the future.

Vita-chan

200 CP - A PlayStation Vita and a wide variety of games to play on it. There are a couple of dating sims on it, one of which really is a little too meta. The Oregairu VN is currently loaded into the device, if this gets out expect... questions. If you're one to play matchmaker and are lacking in scruples, you could ensure that Shizuka Hiratsuka has fish eyed children with this.

Service Club

200 CP - An importable Service Club that you may be a part, and a beneficiary, of for your future worlds. It may not be structured like the Service Club of this world, but its work is ultimately similar. Members of whatever organisation you'll belong to can come here to get assistance with problems that require solutions outside of said organisations abilities or remit.

Saizeriya

200 CP - Saize! Saize of all places? It actually took me a sec to realise what you were saying. Perhaps it's a little upscale for my tastes, but I won't deny you it if you want it. Well, unless you can't afford it, then I'd deny you. It's a relatively classy family restaurant that you can import into future settings. If you have any family members born to you or otherwise acquired in your journey, they'll staff it by default but can be replaced at your discretion. Makes for a nice atmosphere for customers and employees if you keep it family though.

High class apartment

300 CP - Nice place. It really is, must have cost you a pretty penny. Well furnished, requiring no further payments for maintenance or rent and pretty spacious considering the area. Transuniversal too?! This is just a really nice apartment, there's very little else to say. Regardless of how it's decorated or kept it keeps an air of class, keeping you and your feelings grounded and level for as long as you call it home.

Sensei's Car

300 CP - How could you afford this? This car couldn't be bought on a teacher's salary. It's a sports car, but I suppose that much is obvious. The make is a little illegible from back here, though I imagine it'd always be recognisable up close (a custom built car may be quite illegal in some places, no?) You'll also never have to worry about fuel or insurance for the vehicle. An impressive model regardless of where you end up, this things specs are hair raising or exhilarating, depending on your disposition.

Bar

300 CP - A bar with a wider business attached. It may take the form of a host club, a pub, a restaurant or an independent catering business near the foyer of a Hotel. It'll always be staffed, unless you were to lay your employees off, and will turn over a decent profit for you without your input. When you do spend your evenings at the bar, clientele are often a lot more liberal with their wallets.

Companions

Imported Companion

100 CP - You have someone you want to come with you? Perhaps multiple someones? Alright, with this option you can import any one companion that has joined in your travels. They can be given an origin and 600 CP to pay for assorted perks, but not items. This option may be purchased multiple times to bring more than one companion with you into this new world.

Canon Companion

200 CP - Have you met anyone during your stay you'd like to take with you? The cool beauty Yukino Yukinoshita? Budding author and literary genius Yoshiteru Zaimokuza? A delinquent with a truly golden heart in the form of Saki Kawasaki? Purchasing this option will all but assure that you can persuade one canon character to join you on your journeys beyond this world. Only characters that are in some way tied to Sobu High may be bought with this option.

Clique

Variable CP - That's a lot of friends you've got there Jumper, perhaps more than you could've made here. For 200 CP, you may import 4 friends with you. You can import a full eight companions for 400 CP, each with their own origin and 600 CP to spend on perks, discounted or otherwise. There's really not a lot more to this, I just don't feel like I've told you enough about this option.

Drawbacks

You may take up to 600 CP in drawbacks from the below selection

Obligatory Member

100 CP - You will be roped into and forced to remain a member of the Service Club. That may not sound too bad to you, you may have been intending to join as soon as you arrived in this world. This however, means you'll have to remain a member for ten years, being called upon by the associates of the ex-members of the club to help them with their problems.

Yandere Yaoi/Yuri

100 CP - A member of your sex that looks uncannily like the other seems to be harbouring a slight crush on you. Nothing unhealthy, don't worry. They'll follow you around when they get the opportunity, steal your clothes, kidnap you and keep you prisoner. All typical for young adults in love, they may get over it in ten years or so. You'll want to take a few detours on your way back home, maybe get a bodyguard or six. Should you want to, this Yandere individual may be taken with you without the need for companion options.

No Anon, You Are Hachiman

100 CP - Prepare to fill the lives of your peers with your own brand of rambling philosophy and personal convictions. Whenever presented with an opportunity to do so, you'll use a situation as a launching point for a soliloquy about your own world view. One guy in a group of friends is currently dominating conversation, you might interject your thoughts on human social hierarchies and pyramids. One of your peers sticks up for you and you might decry them for forcing their disgusting pity on you.

Inane Requests

200 CP - Even if you're not a part of the Service Club expect to be seen as the go to guy for everyone's problems. Due to heavy narrative influence on my part, you'll have to fulfill them regardless of what's asked. You don't have to worry about anything too degrading or antithetical to your values, but you will receive a lot of stupid requests. Help strangers tie their dogs shoelaces, assist your friends in glueing your classrooms desks to the ceiling, etc. You won't be able to stop until the job is done, so let's hope your parents don't ask you to alter the gravitational constant of the Earth.

Dead Fish Eyes

200 CP - What the...? What's wrong with your eyes?! Are those... fish eyes? That's really weird. Your eyes are literally fish eyes, though I couldn't tell you the species. You're going to look pretty freaky, there's no two ways about it. Your vision is going to take a hit, leaving you practically blind beyond a few metres. At least you'll be able to keep your eyes open underwater if you go swimming. So... that's a plus, I guess.

Married Ending

200 CP - Congratulations! You're getting married! No, you don't have a choice. It's your own fault really. There are no obligations to this perk beyond being known as someone who is married. Your partner isn't someone you currently have any strong feelings for either way. You'll have to live together for the next

ten years, though whether you get divorced or stay a couple after this period is still up in the air. Depending on your origins, you and your significant other may get odd looks, but nothing beyond that.

Groundhog Year

300 CP - Ever seen the film 'Groundhog Day' on Terra Prima? Well I hope you're looking forward to the extended edition. After a year here, you'll wake up to the date you arrived at Sobu High. A little disconcerting, no? This will form a pattern for what, from your perspective, will make up the next ten years. Reintroduce yourself to old friends, see the same faces for ten years and experience your youth for far longer than might be desirable. You may or may not be the only individual in the school who retains their memories from year to year, but if there are others they won't give anything away unless you were to act up and step out of line.

Loveless

300 CP - Oh, you may fall in love and have others fall for you during your stay here. However neither you nor your would be lover will never be able to confess your feelings. Interestingly your infatuation with one another won't fade barring a fallout between the two of you. Prepare for ten years of more tsun than dere and a great deal of frustration on both your parts. This drawback will affect previously established relationships, putting you and your significant other(s) on 'break' for some time.

Ending

You survived then? Huh... that was a little too melodramatic for you? I suppose you've made it through that stage of life we call youth, whether your own youth or through that of those around you. How was it? Good to hear. You have a few choices ahead of you, that I can see.

If you want to Stay Here, feel free. It's a pleasant world for those sick of travelling the multiverse.

If you want to Go Home to your original home world, go ahead. But know now that you're a very boring person, slightly more so than those who chose to remain.

If you want to Move On to a new adventure in a new world, then I'll send you on your way and continue to root for you.

Notes

Written by Indecisive Anon

You may take your partner from Married Ending with you should your relationship blossom into something more than a contractual obligation forced on you by me.

Ricrod is bae, now and always