Jungle De Ikou

Jumpdoc by u/TacticalSonnet

Long ago, powerful gods and ancestor spirits ruled the wild places of this land. Ahem, the Father of Gods, and Mii, the Earth Mother, watched their creations grow and thrive amidst the primal, untamed world. But Ongo, Spirit of Destruction, fed off the savagery of the jungle to grow strong. Eventually he amassed enough power to threaten the world itself with devastation. A fierce battle ensued, but thanks to Mii's sacrifice, Ahem was able to contain Ongo's power and seal him away, imprisoning him for thousands of years.

Our story begins in Japan, circa 1997. Fuyuhiko Rokudo, an archeologist working for the University of Tokyo, has just returned from an expedition to Papua New Guinea. His fieldwork uncovered Ahem's sacred temple, and he has unknowingly brought Ongo's totem back with him. Tonight, he will give the totem to his daughter Natsuki, triggering Ongo's release and the awakening of several powerful spirits. Magic is returning to the world, and no one is prepared for the insanity that will follow. The next few days will reveal apocalyptic prophecies, preteens bent on world domination, and pacific islander gods that wear panties on their heads.

If you still want to be a part of this crazy story, then take the points, Jumper. You're going to need them.

+1000 Jungle Points

Background

Foreigner
It seems you hail from a country even more distant than Okinawa or Papua New Guinea…America! Tourism won't pick up until the turn of the century, so chances are you're part of the US Navy's Seventh Fleet. Whether you're a sailor aboard a fleet carrier, a naval aviator flying patrols, or just a visitor in this strange land, you're about to get an eyeful of the outlandish and extraordinary.

Student
You're a real academic, Jumper. Whether you're an adolescent entering secondary school or a young adult bogged down in graduate work, every day brings new discoveries about the mysteries of this mystical world. You may just be a common mortal now, but ordinary people have been uncovering some impressive secrets recently.

Spirit
You are no mere mortal. You are a being of ancient and terrible power, recently awakened from your lengthy slumber! You might come from Papua New Guinea, the most magical place on Earth, or you may be a fragment of a different culture. Regardless of your origin, you are stumbling into a confusing modern age, where jungles and temples have been replaced by cities and skyscrapers. Maybe you can find a local to guide you through this new century?

Age/Gender

Magic will soon leave its mark on all who call this world home. You may pick your age and gender freely. Alternatively, you can earn some extra points if you leave these details to chance… For **+100JP**, you will roll to determine your gender and age. For gender, **roll 1d6**; 1-3 is female while 4-6 is male. For your age, your age will depend on your background. Foreigners **roll 1d8+16,** Students **roll 1d12+8,** and Spirits will **roll 1d20 x 200.**

Perks

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free.

General Perks

[Free] Gift of Gainax: It seems Mii the Earth Mother gave one final boon to the world before falling dormant. Many women here are noticeably more curvaceous, with bosoms unburdened by gravity or inertia. Bring these generous jiggling jugs with you to future worlds, or toggle this perk off if you want anatomy more grounded in reality. *See the Notes section for details.*

[Free] Move With The Rhythm: From traditional tangos to exotic jungle jigs, you're a dynamite dancer. Better yet, you can incorporate your musical movements into any magic spells and other supernatural powers you possess. By substituting a dance for your normal incantations and casting methods, you can increase the potency of your abilities. This might mean turning a lengthy ritual into an extended musical sequence, but you can bet it will look more entertaining!

[100JP] Jungle Code: Modern society comes saturated with unspoken expectations and complicated rules. In the jungle, disputes were more straightforward. Like Rongo, you can invoke the Jungle Code to settle arguments, demanding all parties compete to decide who's claim will win out. These competitions can be dangerous duels, tests of strength, or a different kind of contest, such as a race to catch the biggest prey. But no matter the terms or stakes, all parties must abide by the agreement once the challenge is accepted. Prove you're the king of the jungle, then lay down the law!

[200JP] Flexible Domain: You may have noticed that most of the spirits around here don't exactly stick to their godly purview. Now, you too may greatly expand the versatility of your powers with the barest of connections to your themes and power sets. Perhaps you're a water spirit who can now see through distant bodies of water. Or maybe you're a nature spirit, manipulating flower petals to lift whales into the air and form force fields strong enough to stop airstrikes. This world is already inconsistent, so why should your powers be constrained to common expectations? *See the Notes section for details.*

Foreigner Perks

[100JP] Scramble Scramble!: From air raids and invasions to attacking monsters, the defenders of democracy must be ready to answer at a moment's notice. You are instinctually aware of important events in your immediate vicinity and can arrive in the area in less than a minute. This perception scales with your capabilities, so while the average schoolgirl may only sense the surrounding city blocks, a JASDF ace would know the moment a sea monster was attacking the province he was charged with protecting.Just be careful; you may be able to get there quickly, but you may not be powerful enough to intervene.

[200JP] Wrench Wench: Wait, why does a schoolgirl know so much about American naval aviation? Your encyclopedic knowledge of military hardware would surprise even trained professionals. Even at a distance you could identify a platform, determine it's loadout, and infer it's capabilities and intentions. However, your knowledge is more than just a stale punchline. With your expertise you could pass for a senior chief aboard the finest flattop in the Navy. From handling ordnance and maintaining airframes to repairing radars and jet engines, you can keep the most powerful and complex machinery in the world running, given the right equipment.

[400JP] Brown Shoe: You're not just any sailor, you're a naval aviator! As one of the most skilled pilots on the planet you excel at putting warheads on foreheads, all while taking off and landing on a small, floating runway. Your training has made you a master of many different mission sets, from air superiority and ground attack to electronic warfare, SEAD, and even logistic support. With your skills, it's only a matter of time before a maverick like you winds up alongside Pappy Boyington and David McCambell as one of the best combat pilots of all time.

[600JP] Command Authority: So, are we not going to talk about how the JSDF responded to a flooded city and flying whale with naval bombardments and air strikes? It's okay, we'll just sweep that massive show of force under the rug. Whenever you respond to a problem with overwhelming firepower, you'll face far fewer repercussions than a powerful entity or organization should. This tolerance does have its limits; drop a few nukes without a good reason and people will have some serious questions for you. But anything less extreme won't carry nearly as many negative consequences as it rightly should. Take control of your forces and flex your full strength without worrying about the normal chain of command!

But what fun is superior firepower if you're stuck in a command bunker when the mission starts? This perk also gives you the unique flexibility to participate in the battles you command without any loss of strategic oversight or cohesion. You may be the vice admiral, but you could still hop in a plane and fly combat sorties, knowing that your forces will obey your orders and mental commands as if you were standing there next to them.

Student Perks

[100JP] Carnal Control: No one said having magic would feel this good! Just like Natsuki, using your supernatural abilities will feel anywhere from pleasant and euphoric to downright orgasmic. More potent powers will only increase these passions, but you can always tone down these feelings if you're feeling modest. Of course, not everyone wants to get slammed with sensations in the heat of the moment. In addition to letting you control how much pleasure you feel, this Perk also lets you dial your other distracting instincts up or down. Tune out your bloodlust when you want to keep a clear head or crank up your anger when you need to go beyond your normal limits. With so much strangeness in the air and so many parts of your life changing, your emotions will be yours alone to control.

[200JP] Jumping Juveniles!: Looks like gym class finally paid off! Like the locals of this world, your athleticism leaves "normal" far behind and jumps straight to incredible! Regardless of your physical appearance, you possess strength and agility that would make olympic athletes look like children on the playground. Even at 10 years old, Natsuki was capable of leaping up to second story balconies, running across handrails, and tossing annoying classmates twenty feet in the air with a front headlock throw. If you're this strong as a child, there's no telling how great you will be in your prime! *See the Notes section for details.*

[400JP] Mortal Fortitude: You'd think that as a mortal in a world of gods and monsters, your risk of death and dismemberment would be pretty high. Thankfully, the locals here seem to be made of tougher stuff. Your body is incredibly durable when it comes to surviving overwhelming damage. A blast of lightning powerful enough to shatter a swimming pool would only leave you singed and stunned, and getting thrown across a school courtyard by the explosion would barely bruise you. Heck, even being crushed by fridge-sized chunks of falling concrete or a pair of kaiju-sized knockers would be more ludicrous than life-threatening. This won't do anything to protect you against minor injuries, but the gods will have a much harder time squashing mortals like you.

[600JP] Masquerade Master: You may not be a god of knowledge, but you're the next best thing. A lifetime of archeology, research, and fieldwork has won you a wealth of arcane knowledge and supernatural secrets. From a mental library of spells and rituals to vast historic and cultural knowledge of supernatural societies, there are few beings, even amongst the spirits, who know more about the unseen world than you do. Some, like the Professor, might use this knowledge to curate circumstances from behind the scenes, keeping knowledge of magic away from public awareness. On the other hand, you could be like Nami; dreaming to use your paranormal power to conquer the world. Whatever you seek, your truly terrifying amount of mystical knowledge will make using your power (or getting more) frighteningly possible. *See the Notes section for details.*

Spirit Perks

[100JP] Transformation Sequence: Appearances don't matter as much when you're a near-immortal aspect of nature, but it *can* make interacting with the mortal world easier. Thankfully, you can alter your age and enhance your beauty whenever it suits you. Grow into a gorgeous young woman when you need to dazzle some gawking mortals or revert into a wild imp around those you trust. This isn't *true* shapeshifting, and key features like hair, eye, and skin color will remain constant, but mortals will envy your ability to shave off a few years before enjoying a night on the town. Don't worry, the sleazy dance number is entirely optional.

[200JP] Cherub Cohort: Even the most powerful divinities need help every now and then. Your connection to the Earth allows you to call on ancient ancestor spirits to assist you with large spells and other impressive workings. With just a simple chant these summoned souls will amplify your powers up to tenfold, allowing you to accomplish far more than you ever could on your own. By default these spirits take the form of innocent, angelic children, though they could take on a more abstract appearance, or even manifest as a choir of creepy old men, if you preferred that for some reason. This effect grows stronger the longer you hold your chant, so while a few repetitions may be enough for a smaller boost, taking on the God of Darkness will probably require its own song and dance.

[400JP] God Sealing: The powerful spirits of this world are charged with protecting it from terrible beings and catastrophic forces, and they are not without tools in this fight. Passed down from Father Ahem himself, this type of magic specializes in binding and containing supernatural beings. A novice could wield these spells to clip the wings of a mischievous water fairy, while a determined spirit with a little help could lock an evil god away for thousands of years. You could even use this power to seal away memories or modify personalities, isolating the individual you've befriended while separating out their dark power or evil aspects. Whether you are keeping the God of Destruction at bay or simply punishing some prankster pixies, your opponents aren't as powerful as they might think. *See the Notes section for details.*

[600JP] Faerie Fusion: Spirits may wield incredible power, but their separation from the physical world prevents them from using their abilities to their fullest potential. Like many spirits, you've learned to subvert this limitation by forming a connection to a mortal and thus the material world. This trades some of your power for much more freedom to act. Now the specifics of the possession are for you to determine. You could possess a mortal's physical form, taking complete control of their body like a puppeteer, though a person with enough willpower could cast you out. Alternatively, you could meld with your host to form an amalgamation of your appearances and personalities. You could even act as an advisor, gifting your powers to another while you tag along unseen, offering whispered advice and encouragement. Whatever the balance of agency and ability, this bond allows you to access your powers to their greatest extent and accomplish even more impressive feats.

Items

Foreigners & Students get 200JP to spend on this section only. Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free.

Foreigner Items

[100JP] Commission: You're not just some grunt, you're an officer and a gentleman! You hold the rank of O2 in your country's official military, giving you responsibility, authority, and command of many more resources than an ordinary soldier would have access to. With your position you could be leading a platoon of infantry, flying fighter jets on combat missions, or serving as an aide to the great strategic minds of this world. Best of all, this is only a starting point. Distinguish yourself through years of dedication or impressive deeds and you'll quickly rise through the ranks. In future worlds, you may choose to hold a similar position in another military or similar faction.

[200JP] Hawkeye: The jet jockeys might get all the flashy missions, but they wouldn't nearly be as effective if they didn't have an army of support personnel behind them. Thankfully, you've got an E2 AWACS on call to serve as an airborne radar and communication hub. This aircraft will always be on station when you need it, coordinating your battle network and acting as your eye in the sky. Even after your time in this world, this platform will adapt to continue supporting your actions, freeing you up to fight the good fight!

[400JP] Flight Leader: American combat doctrine is built around air superiority, which means you're going to need some wings! This purchase grants you both a state-of-the-art military aircraft and the facilities to store, maintain, and rearm it. You might have access to the local airbase and an army of crack mechanics, or you might have some deck space reserved on a loitering aircraft carrier. Either way, your hardware will be ready when the fight kicks off. All that said, single aircraft are very rarely the right tool for the job. You can take flight with up to three additional aircraft, giving you the wingmen or supporting platforms to accomplish your mission. However, some missions will require still greater resources. Once a month, you can call up an entire squadron, attacking with a dozen planes all flown by loyal, skilled pilots. Whether you're guarding the skies of an entire province, carpet bombing a city overrun by monsters, or flying a deep penetration strike with all the necessary support, you'll never need to fly alone.

[600JP] Eighth Fleet: Now *this* is some serious firepower! You now control an entire carrier strike group, putting eight vessels and nearly eight thousand sailors at your command. The center of this formation is a *Nimitz-class* aircraft carrier, equipped with an entire air wing of strike aircraft. Protecting the carrier is a *Ticonderoga-class* cruiser capable of launching both cruise missiles for striking ground targets and interceptors to shoot down incoming airborne threats. Four *Arleigh Burke-class* destroyers are also attached to this group to provide screening and escort duties, as is a *Seawolf-class* attack submarine. Finally, a *Supply-class* replenishment ship tags along to keep the strike group rearmed and refueled. This gives you a lot of hardware, Jumper, from naval cannons to nuclear weapons. But when it comes to power projection, you'll find no substitute.

Student Items

[100JP] Home For Dinner: With all the weirdness in the world, sometimes a home-cooked meal is exactly what you need to make everything feel normal. Just open your fridge or oven and you'll find this plate of nutritious, delicious food whenever you are in need. Not only will this meal give you the physical strength to tackle the day, but also the peace of mind needed to keep yourself centered amidst the recent chaos. Whether you're enjoying a simple family recipe or a delicacy like whale meat, nothing beats a meal made with love.

[200JP] Airfare: You must have *a lot* of frequent flier miles, Jumper, because you never seem to have a problem traveling across the world. With this special ticket, you and up to four friends can book seats on any flight in the world. Whether you're taking a long-overdue vacation or need to reach your new dig site, you can find passage to distant locales. In future worlds, this item can be applied to any other form of commercial transportation. More remote locations may require less comfortable accommodations, but you'll never have trouble getting to where you need to go.

[400JP] Apartment: There's nothing like returning home after a long day of saving the city. Now, you can always be sure you'll have a home to come back to. This comfortable apartment can easily accommodate an entire family, and comes with a uniquely powerful protective enchantment. Any chaos or destruction that befalls the city will not touch your home. The entire neighborhood could be flooded and your home would miraculously escape the ocean. A monster attack might cause blackouts throughout the city, but your lights wouldn't even flicker. With the world throwing so much at you, you deserve to know you'll always have a place to call your own.

[600JP] Artifact Exhibit: Are you a professional curator, or does your dad just like to bring his work home with him? Either way, you've found yourselves in possession of quite a few priceless artifacts, from mundane tapestries and carvings to some more…exotic idols. By itself, this collection could earn you a pretty penny if you agreed to loan it to your local museum, but some of the items here have more tangible gifts to give.

A few of the items here contain powerful magics from ancient Papuan societies. You receive **+600JP** that can only be spent in the Powers section of this Jumpdoc. The powers you purchase are originally stored in the artifacts of your collection, though what happens next is for you to decide. Perhaps touching the artifact transfers the powers to you, or perhaps one must carry an artifact on their person to wield its gift? You might even decide that *all* who come into contact with a relic gain its blessing. However your antiquities work, you'll have *very* real proof that magic is returning to this world. *See the Notes section for details.*

Spirit Items

[100JP] Soulcage Earrings: Guiding mortals can be exhausting work. Thankfully, you've got this portable oasis to transport you in style. This blue crystal can convey spirits, gods, and even corporeal beings in comfort. Those inside these gems can telepathically communicate with the ones who carry them, letting you secretly explore the world like Ongo, all from the safety of a schoolgirl's earrings. By default, you are free to come and go from this magical space freely, though an expert in binding magic could probably turn these crystals into pocket prisons for malevolent creatures.

[200JP] Godfang: Binding magics can keep a spirit contained, but sometimes a problem must be dealt with once and for all. Infused with potent enchantments, this weapon is capable of wounding and even destroying the immortal. Normally immaterial or immune beings can be laid low by this tool, whether it takes the form of a humble Stone Age spear or an intricate Bronze Age blade. Be warned, however. A weapon is only as good as its wielder, and even Father Ahem required enormous help before he could strike the final blow against the Lord of Destruction. *See the Notes section for details.*

[400JP] Bone Totem Collar: As mighty as the spirits are, they often need the help of mortal champions. With this necklace, you can bestow a fragment of your abilities onto a chosen supporter. You can decide whether to grant a mere taste of your supernatural powers or a full copy of your skillset, but the connection formed by this gift will tell you exactly how your boons are being used. Of course, such a potent gift requires appropriate protections. Anyone who attempts to tamper with or remove this necklace will be rebuffed by a powerful jolt of lightning. You could stun an entire room of assailants, giving your champion the chance to either fight or flee! As a final bonus, you or your chosen bearer may alter the appearance of this trinket when it is donned. No need to go around with a string of skulls around your neck when a subtle choker will do instead.

[600JP] Hidden Temple: The untouched wilderness holds an ancient secret! This ritual site may have been forgotten about by the world, but it is still constructed atop a powerful ley line. Religious rites and other magical workings can draw on the deep well of power beneath this holy site, allowing spellcasters to affect the entire world from this locus. Finally, the foundations of this temple are impressively fortified against chaotic and evil beings. Should you ever need to imprison a terrible god or evil spirit here, you can rest assured that they will remain entombed for as long as their cage remains undisturbed. Stave off the apocalypse for a couple thousand years!

Powers

Spirits get 200JP to spend in this section only.

[100JP] Flight (free to Spirits): What kind of spirit doesn't know how to fly? Float, hover, and soar through the air to enjoy a freedom mortals could only dream of! Your swiftness will only grow with your power, so while a simple water spirit might keep pace with a speeding car, the true Lord of Destruction could cross entire oceans in a few short hours.

[200JP] Elemental: Your place in the natural order is much more… fundamental. You champion one of the natural elements, giving you immense power over an essential aspect. You could be a water spirit like Rongo, summoning water to you or launching geysers into the air high enough to threaten low-flying aircraft. You could also choose to represent a different natural element, such as fire, earth, or wind. Alternatively, you could embody another aspect of animism, such as the mountains, the typhoon, or even elements of human culture. The spirits of hunting and pottery haven't been seen for many years, but perhaps they too are waking up!

[300JP] Father Ahem: From Ahem came all of creation, for though Mii was the Mother Goddess of Earth, the seeds of life were given by Ahem. Now you too wield one half of the essence of creation; the power over the spirits of the living. Your command of souls allows you to interact with life in incredible ways. You can inherently sense the presence of living creatures through their souls, and locating one specifically is no more difficult than finding your favorite book in a library. By tapping into their soul, you can communicate with a being regardless of language, even while they dream! You can even imbue others with knowledge and skill, from something as simple as a traditional dance to something as treasured as memories of your ancient past. Any knowledge you bear can be effortlessly given, and for a being as old as you are, that is a true wealth indeed!

Your powers do not end at simply interacting with souls. With careful skill and much practice, you could even shape new souls of your own. At first these may take the form of simple spirits, with barely a hint of purpose. With more experience, you could begin to spawn the spirits of animals, and eventually even the full sapience of a human soul. The intelligence and independence of such a creation is a precious and delicate thing, but mastery over your domain will make such goals attainable in due time.

Finally, your position as Creator of Souls also gives you insight into their destruction. You can attack the soul of a creature as easily as a mortal might attack their body, diminishing their power and eventually extinguishing their spark of existence. To destroy a soul is a terrible, terrible thing, but should the spirits of darkness awaken once again, you will have the power to protect the life that remains.

[400JP] King of Destruction: The seal has been broken! Darkness returns to the Earth! It seems Ongo has competition for the title King of Destruction. As the embodiment of annihilation, you have the power to bring ruin to everything around you. You can release beams of pure energy to obliterate your foes and level their cities. You can grow to be ten stories tall, dwarfing any pitiful resistance the mortals might raise against you. Even your very presence seems to erode the creations of your enemies. Buildings will crumble, cities will be left in darkness, and the might of civilization will be brought to its knees. Any other abilities you possess will also be enhanced when used to destroy. A lightning bolt that once shocked your foes now craters the ground they stand on. An inferno that could consume a home will grow into a town-destroying firestorm. Ahem knew that if Ongo was ever released, he could destroy all life on Earth. It's time to show everyone how right the Spirit Father was!

[500JP] Mother Mii: Ahem may have planted the seeds of life, but Mii watched over their growth. Like the Earth Mother herself, you possess the inspiring power of a fertility goddess. Plants will sprout and grow at your command, springing forth from even the most barren ground in stunning shows of plentitude. This explosion of life could follow the wild, untamed course of nature or could follow your exact cultivation, producing unhindered jungle or exact gardens all with equal ease.

Of course, nature is made of more than just plants. Your dominion over flora is matched by control over fauna. Your affinity for animals will let you attract, interact, and even change them as you would a bed of flowers. Revive the Earth's primal past by growing common herbivores into megafauna, or bestow new adaptations onto the creatures you bless. Heal grave wounds or let unchecked growth ravage your foes. You can even apply this power to humans, shaping their physical form just as Father Ahem shaped their spiritual one. Grant that pervert schoolboy a chest of his own to play with, or grow yourself into skyscraper-sized giant to embody the full power of the Earth.

Finally, your connection to the Flower Spirit has given you a deep insight into the development of new life. You can grant boons and curses of fertility, granting children to those that long for them or spawning plagues of locusts to wipe the land clean. You understand life as only Mother Nature could, and can wisely shepherd all kinds of offspring from conception to birth to adolescence and beyond. Should a creature be ready for the trials of adulthood, you can speed their physical development along. And if you think an aged specimen requires more time, you can grant them the youth they deserve.

Like the great Banyan Tree, your powers will start as a mere seedling, ripe with potential. It will take time, patience, and practice to grow into the full of your power. But cultivate your talents and soon you will understand why Ahem chose Mii to save the world.

[200JP] Godly Globes: It seems the mischievous Earth Mother has given you a very specific boon; magnificent mammaries worthy of the gods themselves! But these curves do more than look good. Just like Mii, your blessed bosom embodies the boundless warmth and love of the Earth itself, strengthening your body, mind, and soul.

Physically, this warmth makes you immune to the hottest summers and bitterest colds, so feel free to wear that chest wrap and flower skirt, even in the middle of a blizzard! Mentally, this warmth will fortify you against fear and wickedness, and can give pause to even the darkest creatures. After all, the King of Destruction himself was halted mid-rampage by the sight of Mii's mountains. Finally, this warmth guards your spiritual center, filling you with hope and shielding you against despair and corruption. You can even share this warmth with others nearby, clearing their minds and strengthening their souls against the hardships of the world. With this royal rack, your beauty and spirit will shine like a beacon for all to see. *See the Notes section for details.*

Companions

[100JP] Canon Character: Someone here caught your eye? By purchasing this option, you may invite one of the existing characters of this world to join you on your Jumpchain journey. They receive all of their canon abilities, even after departing this world with you. This is where I would normally talk about giving them a choice, but have you seen this world? Most of the multiverse is going to look like a vacation compared to this strange setting!

[100JP/200JP] Custom Companion: Some stories are best shared, and sometimes life is so crazy it has to be seen to be believed. If you want friends by your side, this option is for you! For **100JP**, you can import or create up to two custom Companions. Each Companion receives a free Background, along with all of the discounts and stipends it includes, as well as *+600JP* to spend on Perks, Items, and Powers. However, if you spend **200JP**, you can instead create or import up to eight Companions with the same benefits. Why settle for building a friend group when you can fill your own classroom!

Drawbacks

Want more points? Consider adding these additional challenges.
You may take as many Drawbacks as you wish.

[+0JP] Age Adjustment Toggle: No matter how much fanservice this show throws around, it can be tough to forget that Natsuki and her friends aren't even teenagers yet. By selecting this toggle, you may adjust the ages of all canon characters to your liking. Maybe Natsuki's father gave her that faithful relic on her 18th birthday instead of her 10th, or perhaps she grew up to be an archeologist herself before stumbling onto Ongo's prison.

[+0JP] Canon Character Insert: If you would rather slip into someone *else's* shoes instead of carving your own path, this option is for you. By selecting this toggle, you may choose to replace an existing character in this story. Take on Natsuki's responsibility as the Earth's protector, or replace Ahem to serve as a less traumatizing guide to the young champion. Note that this doesn't grant you any additional abilities and powers beyond what you purchase, only their starting circumstances.

[+100JP] Annoying Voice: It was such a lovely day, and then you had to open your mouth. There's no denying it, Jumper, your voice is as soothing as a cheese-grater to the ears. Whether you're shouting through a normal conversation, belaboring jokes that just weren't that funny to begin with, or just have a tone that makes nails on a chalkboard sound pleasant, you are physically hard to listen to. Hope you aren't a main character or anything…

[+100JP] Wardrobe Malfunctions: Ahem is an old god, predating modern modesty. As such, he doesn't really understand why you get so upset when someone catches a peak under your skirt. Fate seems to twist itself to put you in compromising positions. Crash into your friend on the way to school? The tumble gives him a glance of your panties. Grow to an enormous size to fight a rampaging monster? Congrats on bursting out of your top and flashing half of Tokyo. Thankfully, almost everyone recognizes this for the bad luck that it is, but don't expect to go much more than a week without being caught in some kind of compromising position.

[+100JP] Pervert: There's only three things on your mind, Jumper; S, E, & X. Like the stereotype of a teenage boy, you pick out the carnal clues in any circumstance, always finding a way to work your erotic thoughts back into your conversations. This won't completely stop you from functioning in society, but expect onlookers to see you as a crass horndog at best and a future sexual harassment charge at worst.

[+200JP] Imp: Welcome to Japan, shortstack! Like Ongo & Rongo, you don't have an ordinary human form to wander around in. Instead, you stand roughly two feet tall, with an exaggerated head atop your otherwise childlike proportions. Your powers may allow you to change your shape, but even the best disguises can't last forever, and at the end of the day you're as imposing as the pint-sized pipsqueak that lives in Natsuki's earrings.

[+200JP] Politically Incorrect: Yikes, Jumper, are you sure you need points this bad? Okay, how do I put this gently. You're not the most…culturally sensitive individual running around. Instead of using actual Papuan chants in your magic, you just shout "marambo marambo" a bunch of times. Rather than explore the nuanced cultures of the Pacific islands, you'll settle for a vague "jungle" style. And when it comes to *depicting* those cultures? Well, you'll do as good a job as an anime made in the mid-90s. Expect to get a lot of unexpected shock value out of your actions.

[+200JP] Aggressively Episodic: Wait, half the city was just underwater! Where did the ocean go, and why is no one talking about it?! It seems this world has the consistency of a weekly television show, with repetitive problems disappearing as quickly as they show up with little to no explanation. Trying to follow the sequence of events is going to make your head hurt, and making progress towards your long term goals is going to come at a soul-crushingly slow pace. I hope you're very, very patient, Jumper.

[+200JP] Rough Beginnings: Say what you will about Natsuki's father, but his reckless actions don't diminish how much he cares for his daughter. Others were not so lucky. Like Takuma, your childhood was marked by fights and friction between you and your so-called family. Whether you have outgrown their influence or still live under their roof, whatever form their judgment took, it has left you with some serious baggage. I hope you have better friends than Natsuki's to help you through this chapter of your life.

[+300JP] Ancient Shackles: It seems Ongo wasn't the only one Father Ahem feared. Upon entry to this world, your powerful artifacts, supernatural powers, and even your pre-Jump memories have been sealed away by potentl magic, cutting you off from much of your power. Even your memories from *this* world are a bit fuzzy, and you can forget about recognizing any of your friends or Companions without one heck of a reminder. On the plus side, a fresh start can give your personality room to develop in interesting ways. If you want a blank start, this is the option for you.

[+300JP] Growing Pains: Tapping into a fertility goddess' powers gave Natsuki a taste of womanhood in more than one way. Now you too get to experience the "joy" of maturity. You can expect a visit from your "special friend" every month, bringing cramps, irritability, bloating, and a half-dozen other symptoms that make your monthly cycle positively miserable. And don't think you can escape this just because you're a man, a monster, or an interdimensional being. Taking this Drawback means you get to experience the whole ordeal, even if you don't have the matching anatomy. No powers to get you out of this one, Jumper. Like a large chunk of the population, you're just going to have to grin and bear it.

Scenarios

These options offer greater conflicts to overcome, but also unique rewards. You may take as many Scenarios as you wish. Failing a Scenario does not end your Chain, but will lock you out of its unique Perk.

Rider

I guess the Earth Goddess isn't quite as gone as everyone thought. The original flower spirit, Mii, was looking for a place to quietly recover when she found you. Now she's taken up residence in your mind, slowly healing from her last battle with Ongo and having a bit of fun with you along the way. But this fun goes far beyond playing pranks and prodding you with quips. Hosting the nature spirit has now granted you access to her powers, and she's going to push you to use them.

For the duration of this scenario, you have access to the **Mother Mii** powers outlined above. However, accessing these powers requires you to take on the form of Mii herself, transforming into a bountiful embodiment of womanhood. The goddess will encourage you to take up her mantle and help the world grow, tasking you with quests as dangerous as destroying evil spirits to as trivial as teasing an immature bully. And don't think you can avoid these adventures. Go too long without using Mii's powers and they'll overwhelm you in a staggering surge, leaving you stuck in your goddess form until you've appeased Mii. You have a unique opportunity to help improve the lives of a lot of people. But just like growing up, the situations Mii will get you into are almost certain to be interesting, embarrassing, dangerous, or all three!

> **[Reward] Mind Garden:** For helping to mend the Earth Mother and enduring her escapades, the great mentor had vowed to help you reach your own grand potential. While sleeping or meditating, you may now enter a dream-like state to seek guidance from a benevolent mentor spirit. This mentor spirit is not only familiar with your powers and skills, but is happy to train you on their proper use. From improving your combat prowess with some spirit-realm sparring to exploring your new magic abilities, you can hone your skills in a way that combines safety and realism. Best of all, this instruction occurs at the speed of thought, allowing you to master skills in a fraction of the time. There's only one limitation; this training only applies to your technical skill, not your physical fitness. You may be able to dream your way to being a master swordsman, but you'll still need to put in some time at the gym.
>
> ***NOTE:*** *Though you have free access to the* ***Mother Mii*** *power during this Scenario, you must pay full price to keep this power after completing your Jump.*

Army of Darkness

You know that lighthearted, insane-but-harmless tone this place had? Well you can say goodbye to that attitude. By taking this Scenario, you trade a humorous, fanservice-focused animation showcase into a dark, full-length action series. Instead of being defeated by Ahem, Dark Ongo managed to split off from his childish host and escaped destruction. Now free to terrorize Japan, the Lord of Destruction has launched a campaign of terror on the civilized world. Armies of monsters threaten the country, entire cities are falling to darkness, and the apocalypse very well might be upon us. If humanity wants to make it through this ecchi-turned-existential threat, heroes like you will need to step up.

Your place in this story will determine what help you can lend. The militaries of the world will obviously fight Ongo conventionally, but a mystical scholar could likely use their occult knowledge to great effect. And if you are one of the few old spirits that still stand by mankind, you'll be able to take the fight to the Lord of Destruction directly. Whoever you are, whatever your place in this world, you must lend your aid to save this world from an eternal night.

And should you triumph over Dark Ongo and destroy him once and for all, your reward will be equally monumental…

> **[Reward] Tone Shift:** Even after this story was flipped on its head, you still managed to find your happy ending. You now carry that potential to change the world, crystalized and powerful. This Perk allows you to alter the history, culture, and people of the worlds you visit, adding dark and edgy consequences to normally comedic tales, or pushing cruel and uncaring settings towards a brighter, more hopeful tomorrow. These changes could be small, like tweaking a new antagonist to be a bit more redeemable, or they could be drastic, rewriting lore and convention to destroy all expectations. Whether you're tipping the scales towards a grimdark future, a noblebright fantasy, or a hopepunk post-apocalypse, the potential of each world will be what *you* make of it.

Notes

Gift of Gainax: While this Perk does allow you to tweak global averages for a general increase in bust size, its effects are all *relatively* minor. Besides the obvious jiggle physics (and a subtle increase in back strength), this will only give most women an extra size or two. Alternatively, you can apply the effects of this Perk to a different anatomical focal point. Perhaps the animators of your future worlds will emphasize male endowments instead?

Flexible Domain: The versatility granted by this Perk is impressive, but it depends on being able to draw some connection (even tangentially) to your core powers. For example, Mii is a nature spirit, and so she is seen telekinetically manipulating flower petals. Of course, this also means she could use said flower petals to lift a whale out of the water and fly it across the city, or form force field-like shields block strafing runs from JASDF fighter jets. Rongo is another example, showing a previously-unseen ability to teleport between bodies of water in Episode 3 because "it is her domain". If you can relate your "creative" applications back to the original powers, this perk gives you the artistic liberty to stretch the rules of your other abilities.

Jumping Juveniles: While exact figures are hard to determine, it's clear that Natsuki is several times stronger than a realistic girl her age. With this perk, your body's natural strength is quadrupled, meaning that while a school girl could throw around a hundred pounds like it was nothing, a fully grown and trained adult could shatter boulders with their blows. Additionally, your acrobatic skill will have onlookers looking for hidden wires and trampolines (or thinking you're some kind of legendary ninja. This strength is completely supernatural, letting you maintain a waifish or unimposing appearance without losing any potency.

Masquerade Master: This Perk is meant to reflect Nami's legitimate ambition to *take over the world* (her words, seriously). As such, your mental library of mystical knowledge contains almost every spell to exist. The only information beyond you is that which has been specifically kept secret or purged from recorded history, though with your experience, it probably won't stay secret for long. This Perk also includes knowledge of prophecies, pantheons, and any other cultural, historical, or social context related to the supernatural world.

Godfang: While both Ongo and Ahem carry spears, your godly weapon can take the form of any traditional weapon, from a simple sling to an expertly-smithed greatsword. Alternatively, you can apply the god-harming effect of this weapon to an existing tool you already possess. Note that while this weapon can damage even the immortal, it is not an instant solution. You'll still need to fight smart and exploit your opponent's weaknesses if you wish to prevail.

God Sealing: In addition to sealing away specific aspects of a creature (like memories or powers), you can also set conditions when your spell will automatically end. Take away a petulant magician's powers and only return them when he learns his lesson, or lock away a dark evil and only release it when a champion arrives to slay the monster for good.

Faerie Fusion: You have specific control over the physical and mental changes you and your bonded partner experience, as well as how much control both of you have over the results. As a final bonus, this Perk also makes you supernaturally skilled at spotting who would be most receptive to your influence and powers.

Artifact Exhibit: When purchasing the powers stored in your artifacts, you may determine how they are passed to new recipients. The powers could pass to the first person to interact with them, just as Rongo bonded to Nami, or they could act like Natsuki's necklace, granting whoever carries the artifact the powers temporarily. You could even have the artifacts grant their boons to whoever interacts with them. I'm sure Mii would appreciate it if every woman who visited her statue was granted a full, fertile figure. Generally, the more people who receive a boon, the less dramatic and powerful the gift is. However, that rule was written by Ahem to keep balance. Perhaps you don't share his fears about unchecked power.

Combining Father Ahem & Mother Mii: Buying the powers of both Ahem and Mii gives you the power to create and shape both body and soul. You can not only spawn new souls ex nihilo, but give them bodies to inhabit, effectively creating living creatures from nothing. Play responsibly!

Godly Globes: According to Ahem, Mii's boundless warmth and love could overcome the greatest evils, and her chest literally made Dark Ongo pause mid rampage, stunning him long enough for the heroes to prevail. Enjoy defeating your enemies and vanquishing evil with the power of boobs!

Yes, this does make your breasts among, if not *the* best in the world. Everyone will find you attractive, but not supernaturally so. Thankfully, the spiritual warmth you carry discourages the worst behavior in onlookers and prevents harmful reactions to your features. You'll also note that this perk does not mention size anywhere. Sure, Mii was gigantic, but all chests are great chests, so feel free to customize. If your Jumper's starting age is too low, this perk represents what you will eventually mature into at adolescence. You can also apply this perk to other anatomy, if you choose. Maybe you want to follow Ahem's example? Given the size of his Koteka and how he is depicted in statues, the Father Spirit had his own impressive endowments.