Bungo Stray Dogs Jump

*By **DeverosSphere** Initial WIP by **PastDivision V1.02***

Atsushi Nakajima is kicked out of his orphanage. To make matters worse, there are rumors of a tiger on the loose and when he gets to a river, starving and with nowhere to go, there's a guy failing to commit suicide.

During his interactions with Dazai, Atsushi learns that he is gifted with a supernatural ability capable of transforming him into a berserker white tiger in the moonlight.

Nakajima is recruited into the Agency and there he meets many other ability users as they tackle various cases and events taking place within the city of Yokohama, a place teeming with individuals with Supernatural Abilities including the Port Mafia, the Guild and others who Nakajima has become the target of.

+1000 CP

Name:

Names are a novel thing in this world, where each ability is named after a famous literary work and the person who wields it is named to correspond with the author of the book.

If you want to gain an Ability in this jump then you will need to select a famous literary work.

Your Ability will be named after the literary work and its effect will be narratively, poetically or directly related to that name.

For this jump you will need to take the name of the author as your own and as an added bonus you may toggle it so that this alias will appear as your “Real” name should any method such as magic be used to discern what it is.

If you choose to have an ability you gain **+500 AP**

If you choose not to have an ability you gain **+500 CP** and a discount on items in the **Those Without An Ability** section as if it were a background but cannot purchase an ability.

Background:

You can select one Background for free, gaining the knowledge and memories appropriate for the background.

Orphan (Drop-In)
You have no Friends, no Family, no Memories or Baggage within this world beyond what you bring with you.

Armed Detective Agency
The Armed Detective Agency, a group of supernatural agents who primarily take on the cases that the police or the government are unable to handle.

Port Mafia
The Port Mafia, a criminal organization that controls the Yokohama ports.
Their unique skill of strength in the dark - in both the literal and figural sense and their cold-hearted reputation has earned them their name 'Wardens of the Night'.

The Guild
The Guild, an American criminal organization whose members have supernatural powers who are seeking to expand their influence into Japan.

Location:

You may freely determine your starting location yourself. Alternatively you may roll 1D6 to select from the options presented, in which case you will gain +100 CP which does not count against the drawback limit.

1. **Yokohama**
   You can pick anywhere within Yokohama, a port city with a mixture of modern buildings and nostalgic buildings. There are various dark organizations and foreign illegal capital, with the port mafia being said to take root in all parts of the town's politics and economy.

2. **Bar Lupin**
   This bar is located in Ginza, Tokyo, in the basement, without windows. To enter you must walk down a flight of stairs, its interior is quiet and inconspicuous empty bottles lined up against the wall.

3. **Armed Detective Agency Office**
   The Armed Detective Agency's office sits at the top of a slope near Yokohama's port. Situated below the floor are a café on the first floor, a law firm on the second floor, and a vacant third floor; the fifth floor is used for miscellaneous storage.

4. **Port Mafia Base**
   The Port Mafia Base consists of five tall, black buildings in the center of Yokohama noticeable from a considerable distance but the main building stands at the forefront of the other four, as the most prominent and tallest of them all looking over the entire city.

5. **Suribachi City**
   A certain giant explosion in the area caused a huge crater at its center. As a result of this, people started building settlements in the area resulting in slum’s that only those without anywhere else to go end up.

6. **Abandoned Hospital**
   An abandoned building standing in the bosom of the mountains. There are stagnant violent puddles resembling blood that covers the floor and out front are a bunch of spider lilies, with the shade of crimson.

Perks:

All perks are discounted for their Background and -100 CP Perks are Free

MacGuffin -400 CP
Not all power comes from within. Sometimes the power needed to succeed comes from an object, device, or tool that can do what you cannot. But why should it stay that way? With this perk you can absorb items to gain their powers or have your body parts take on their properties, attributes, effects and even it's shape. You could have your skin take on the properties of a suit of armour or the smoothness of silk, it could be used to bestow a nail the enchantments of Excalibur and a Stand Arrow to give yourself a magically sharp nail that grants people stands. You could also absorb a projectile weapon to fire that weapon from any single point of your body. Any item purchased in this jump will once absorbed act as though it were an extra Ability.

Orphan (Drop-In)

Love triangle -100 CP
Some people you included have a special something about them, maybe it's your heart, your smile, your mind or your strength. Whatever it is after purchasing this perk it will be emphasised and you will quickly come across love interests from all possible walks of life which can develop into genuine love for all involved. Should you find multiple romantic partners and want both then you can use this perk to make it so that they will also develop simultaneous romantic feelings for each other and you.

Dream sequence -200 CP
Commonly, dream sequences appear to shed light on the psychological process of the character's past, their suffering and strengths, but with this perk it can also show possible futures. While dreaming you can see visions of the future which are subject to frequent shifting to show possible courses of action you could take and what can happen.

Protagonist -400 CP
With this perk you are the protagonist, the character whose fate is normally the focus point for the readers or audience, you will have opportunities to grow stronger, fall into your lap and be drawn into affairs of others with opportunities presenting itself to you to make the difference and reap the rewards.

Deus ex machina -600 CP
Coincidences to get characters into trouble are great but coincidences to get them out of it are cheating. Well with this perk so long as you would be able to get out of a situation using your various jumper powers you can make it so that a lucky plot device will appear to solve any problem you are having in an abrupt, unexpected, unlikely but possible occurrence.
Post jump you can use this perk as an easy resolution for tasks you could otherwise do so long as you are not the only possible solution to the problem and it will function as a 1-up once per 10 years or once per jump whichever happens first.

Armed Detective Agency

Plot device -100 CP
With this perk you have an interesting skill for getting your hand on things that normally money can't buy, things that don't necessarily have power within itself but could represent the permission for or the support of your actions by an organization to advance your plans such as an Ability Business Permit or an Exotic Vehicle and the Licence to drive it.

Offscreen -200 CP
What’s going on isn’t always what's being shown prior to the events, and with this perk you have the uncanny capability to keep your plans and intentions hidden from any 4th wall entity’s and other types of divination outside of your plan. Even with a full team in the planning room they will each keep their part secret and hidden from discernment until they have completed their part.

Foil -400 CP
You can always find a good way to foil the plans of even the best and brightest, sometimes even showing up right behind them just as they thought they had won to pull out the rug from under them. When this perk is active you can select one person and gain a list of instructions. By following this list you can counter any event they have planned without necessarily knowing what their plan is but knowing vaguely who will benefit or suffer from their plan. The bigger the event the longer the list of tasks and effort on your part to subvert it.

Unreliable narrator -600 CP
Sometimes the story you are telling is made unreliable either through self admitted falsehoods or contradictions in the tale. It is such that with this perk you will be able to reveal multiple interwoven and contradictory narratives detailing events which could have occured with a realistic starting premise or plan of action. The narrative could be playing out for real as they truly would without any interference on your part with both you and those you are telling the story to being uncertain of which parts of the story is true and at any given moment you can choose what part of the stories if any really happened and which did not.

Port Mafia
Chekhov's gun -100 CP
This perk bestows you with this dramatic principle allowing you to falsely suggest that details will contribute to a conflict. You could draw your enemies' focus towards a singular weapon, ability, or anything else resulting in them focusing all of their intended counteractive intelligence against that one aspect. So that when a conflict begins they could potentially be fully prepared for that one aspect but will not expect you to use anything else catching them off guard if you do.

Deal with the Devil -200 CP
Though this is normally a case of a demon making a deal that ruins you, instead this perk makes you the devil of the deal. With this you've got the knack for the more sinister aspects of negotiation, knowing exactly how to threaten or bribe someone to get what you want from them. This makes the darker side of nonviolent conflict resolution become that much easier for you.

Red herring -400 CP
There is an art to what you can do, you can take the right actions, or use the right words to lead others into your intended logical fallacy. You can use your engineered false conclusion to mislead or distract others from what they should really be looking at. You can use it to trick them into asking the wrong questions at the right times and going to the right places in the worst situations.

Antagonist -600 CP
In the classic style of stories there is a protagonist and antagonist. However, the antagonist is just a character provided for the purpose of thwarting or vexing the protagonist. Now with this perk you can select one person and become their Antagonist seeding them with a desire to defeat you, more importantly you will gain a similar set of abilities to them at an improved scale. You can only be one person's antagonist per jump and until they "defeat" you the abilities gained as their Antagonist will not be able to be improved. If by the time the jump ends your "defeat" has not occurred then you will lose access to those abilities. The minimum requirements for the "defeat" is that they have either surpassed or figured out a successful counter strategy for the abilities this perk granted you and they honestly believe that they have defeated you.

The Guild

Flashback -100 CP
Sometimes you want to know more about someone who is a closed book and this perk can allow that. With this perk you can select a person and go into a momentarily trance where you view the narrative of that person's life recounting the important past events to fill in the crucial aspects of their backstory and who they are.

Foreshadowing -200 CP
With this perk you have an interesting skill which lets you realise when something being discussed, off handedly mentioned or referenced is going to affect you or your friends personally as an advance hint of what is to come up later on. These hints may be about future events, character revelations, or plot twists where this perk will emphasize how important and how soon the information will be relevant.

False protagonist -400 CP
With this anyone could think that you are the Hero or the Villain should you wish it, that destiny is on your side. However that's not quite the case with this perk you can fill in for any prophecy, use any equipment or powers that have specific requirements other than training and unlock anything which requires a chosen one regardless of who the real chosen one is. Additionally it is easy to make others consider you a loyal member of any organisation. In general with this you can be a substitute for anyone just so long as you are capable of doing the job.

Worldbuilding -600 CP
Sometimes the world is bigger than you think. Perhaps there are mutants, superheroes, aliens or gods that walk among us but it's either lesser known or people consider it irrelevant. Whatever the case is, you are a part of it. Any powers, abilities or intrinsic property you have can be set to be a natural part of you, whether your an alien, an eldritch entity from the depths of the ocean, or something stranger entirely, and this power is immune to anything, that overrides your abilities (such as No Longer Human's nullification or All Men Are Equal's moderation) outside of jump drawbacks and gauntlets.

Ability:

An Ability is a special force possessed by many individuals throughout the world.
A person who possesses an ability is called an ability user and It is said that a person can have no more than one ability.

An ability user may be conscious of and control their ability, though in some cases, an ability may be uncontrollable and activated automatically. Moreover, a person may be an ability user since birth or could manifest such power in later life. In some cases, it is said that abilities are considered as a curse rather than a blessing to their users.

An ability is also powered by their user's soul and will as their energy source. Therefore, when an ability user dies, their ability is eviscerated. The only exception to this is the spacetime damage that can occur when two abilities conflict, this damage is called a singularity which is capable of outlasting their user(s) infinitely as massive energy.

You can spend AP to customize the effect and range of an Ability and can purchase more at a rate of +200 AP per -50 CP.

Cost of use:
Using an ability could take a lot out of you but how much exactly and what magnitude of recuperation is needed?

Knockout Free
It takes a lot out of you both mentally and physically to use your ability knocking you out as if you had run a full marathon you will need a good sleep to safely use it again.

Exhausting -100 AP
Using your Ability for more than a few seconds leaves you out of breath and with bad headaches but you can get yourself back into fighting shape with about an hour's rest or a meal and light activities.

Draining -200 AP
Your Ability functionally lasts to the same extent as if you were running at full speed, you can comfortably use it for a few minutes with a little difficulty but require a brief rest between uses.

Comfortable -300 AP
Your Ability will last a long while even allowing you to go up to an hour of sporadic use without needing to rest.

Limitless -500 AP
Your ability has no drain and you can use it constantly without needing to worry about tiring yourself out.

Target of effect:
How many targets can you use your Ability on at once a single person and army everyone? Just make sure they are in range.

Specific Free
Your ability can only target one thing and one thing only.

Few -100 AP
Your ability isn’t very versatile but you can target up to three things at a time.

Broad -200 AP
Your ability can cover a broad selection of things up to twelve targets at once.

Great -300 AP
Your ability has a wide scale of upto one hundred targets within range at once.

All -500 AP
Your Ability can target everything within range of your ability.

Ease of use:
Not all abilities are easy to use, some require external aid or interaction to use.

Trigger Free
Your Ability needs a Trigger to activate properly. It might be something like causing harm or a command over the phone.

Difficult -100 AP
Your Ability is very difficult to use, requiring a lot of time or concentration to use to the degree of riding a bike whilst rubbing your belly and tapping your head.

Effort -200 AP
Your Ability requires a good bit of effort to use to the degree of rubbing your belly and tapping your head at the same time.

Easy -300 AP
Your Ability is easy to use, barely any focus to the same level of tapping your head.

Always on -500 AP
Your Ability can be active constantly and requires no effort or focus on your part to remain active.

Range of use:
How far can your Ability reach, perhaps it only needs to affect yourself or do you want it to reach world wide.

Touch Free
Your Ability can only affect yourself or things that you are able to physically touch.

Close -100 AP
Your Ability can work at any range of less than 3 meters.

Short -200 AP
Your Ability can work at any range of less than 20 meters.

Long -300 AP
Your Ability can work at any range of less than 10 miles.

Planetary -500 AP
Range is no longer an issue for your Ability. It can work nearly everywhere over distances that cover an entire Planet.

Scale of Power:
Generally considered to be the most important part of your Ability is what it can do and what problems it can bring.

Generally Useless Free
This is a generally useless effect that can only do one thing in a specific circumstance, or it might be a single minor effect with a corresponding drawback.

Low level -100 AP
A minor effect which could be things such as an alternative to something you could already do, a simple trick or cantrip like magic or you could go a bit bigger and get a moderate ability with a corresponding drawback.

Mid level -200 AP
A moderate ability would be something like a fire manipulation ability to move or alter a single type of thing without any corresponding drawback or you could get an advanced ability with a corresponding drawback.

High level -300 AP
An advanced ability would be something like a concrete absorption to enhance yourself or a lightning control ability to generate and master a specific type of thing without drawback or you could get a large-scale ability such as a transformation or alteration ability with a corresponding drawback.

Generally Unfair -500 AP
This could be virtually anything you could write in a paragraph set so that if all other aspects of the ability are at their lowest state this could still do the scale of destruction to turn a large mountain or industrial area into a crater.

Examples:

Name: Sakunosuke Oda
Ability: Flawless
Total Cost AP: -1100 AP
Required CP: -150 CP
Cost of use: Comfortable -300 AP
Target of effect: Specific Free
Ease of use: Easy -300 AP
Range of use: Touch Free
Scale of Power: Generally Unfair -500 AP

Flawless allowed Oda to see a few seconds of the future in his mind. Specifically, the length of each future vision was longer than five seconds but no more than six seconds.

Name: Katai Tayama
Ability: Futon
Total Cost AP: -1100 AP
Required CP: -150 CP
Cost of use: Draining -200 AP
Target of effect: All -500 AP
Ease of use: Effort -200 AP
Range of use: Close -100 AP
Scale of Power: Low level -100 AP

Remotely operates any electronic device within sight several times faster than normal. Only works when he's nestled in a soothing futon comforter.

Name: Alexander Pushkin
Ability: A Feast in Time of Plague
Total Cost AP: -1300 AP
Required CP: -200 CP
Cost of use: Limitless -500 AP
Target of effect: Few -100 AP
Ease of use: Always on -500 AP
Range of use: Touch Free
Scale of Power: Mid level -200 AP

An ability which is able to infect a virus that targets two hosts. The virus will eat the host's internal organs, if one of the hosts die then the virus will stop infecting the other host.

Name: Patrick A. Highsmith
Ability: The Talented Mr. Ripley
Total Cost AP: -2500 AP
Required CP: -500 CP
Cost of use: Limitless -500 AP
Target of effect: All -500 AP
Ease of use: Always on -500 AP
Range of use: Planetary -500 AP
Scale of Power: Generally Unfair -500 AP

An Ability that when activated allows you to mimic the form of another person who you are aware of and gain all skills and knowledge required to impersonate them. If they are an ability user it would even allow you to mimic their ability. You can only have one active identity at a time, this would also add their name to your list of "Real Names" allowing you to swap between forms by toggling the name list.

Items:

All -100 CP items are free for their Background and all other associated items are discounted for their Background.

Those Without An Ability

The Eyes of God -100 CP
No not literally this isn't Blood Blockade Battlefront. This is a USB Memory Drive containing “Eyes of God” an automatic individual identification and tracking software system for security cameras. When plugged into any network It instantly integrates into the system learning routines which will let it identify people even from an unclear video. The system can even pick up on targets outside the video frame with 97% accuracy.

Directional Resonance Guns -200 CP
A top of the line Anti-Ability user gun which comes in the appearance of any standard handgun. It produces a sound wave which directly shakes up the brain, causing a loss of consciousness in one second and death in ten seconds. Oddly whilst being held the user seems to be far more effective with ranged weaponry.

Amenogozen -400 CP
The sacred blade, also dubbed as the "space–time sword" is a blue-bladed katana with a tsuka-ito wrapped around its handle. This blade was forged to be used for Shinto rituals as a ceremonial sword. However this blade can slice through airspace with a limit of at least a dozen centimeters, or cut through time, to slice into the recent past or future to sever or view it.

A Fashion Crime and Punishment -600 CP
A white ushanka hat which allows the wearer to touch someone and view all harm they have personally inflicted on others then selectively have it inflicted on them. With this you could instantly kill an otherwise invulnerable assassin but it is absolutely harmless to even the weakest person so long as they have never gotten their hands dirty, regardless of if they are innocent or guilty. One final note: the use of this ability does not count as harm should the hat be wielded against a previous user.

Orphan (Drop-In)

No longer Bandaged -100 CP
A Thin roll of bandages that can be wrapped around any part of your body. These bandages nullify any and all abilities that come into contact with them including your own.

Key to the Abyssal Red -200 CP
When this gold and ruby key is put into a doors keyhole the door will open into a pocket dimension known as "Anne's Room" with all the sweet treats and toys that the people imprisoned can enjoy. Unlike the original Anne is not included and if the key is not in a door then there is no entrance or exit, if the key is used on the inside it will open to the closest intact door with a keyhole from where it was last opened.

Demon Phone -400 CP
A mobile flip phone which when orders are given through it a female sword-wielding phantom known as Demon Snow, will materialize and will follow those orders to the best of her abilities.

Belt Beneath the Moonlight -600 CP
A long black belt which always seems to dangle behind you like a tail whilst worn you have the ability to transform either partially or fully into a white tiger with notable regenerative powers, capable of healing bisection and amputation almost instantly.

Armed Detective Agency

Undefeated by straw hat -100 CP
An old straw hat with a blue string around it whilst worn either on your head or around your neck this hat will increase your strength proportionally to your hunger.

Spectacle Deduction -200 CP
A pair of black rim glasses that while being worn grant you the uncanny aptitude to instantly solve mysteries through logical deductions without any of them being erroneous or inaccurate.

Thou Shalt Not Cleave -400 CP
A large and very sharp cleaver that when used to strike someone will heal all kinds of physical external injuries with the one condition being that the target must have near fatal injuries.

The Matchless Notebook -600 CP
A special notebook that lets you either store an item within its page or write the name of an item on a page and then tear out the page to either retrieve or create the item, so long as the size of the item is not larger than the notebook. Every time a page is removed a new one is added to the back of the notepad.

Port Mafia

LemonScarf -100 CP
A green scarf that while being worn can absorb any one fruit which can be replaced at any point retrieving the unchanged previous fruit. While storing the fruit the user cannot be harmed by any object that is designed to look that type of fruit.

Dogra Doll -200 CP
A creepy blood weeping doll that while being held allows you to transfer any pain you are feeling as a phantom pain to those who caused it.

Falling Glove -400 CP
A pair of elegant white gloves that when applying force to the surface of a target generates a strong repulsive force in the direction of the contact surface you are applying force to.

Rashōmon: Devoured Coat -600 CP
A long, black coat that can transform into an omnivorous, shadow-like black beast which is easily able to cut through thick steel or act as physical reinforcement strong enough to block gunfire.

The Guild

Gone With the Parasol -100 CP
A white silken parasol which by pointing with it correctly allows you to generate a wind that is able to make cloth and clothing materials wither away. The higher the wind speed the quicker the disintegration.

The Seeds of Wrath -200 CP
A set of seeds which while the user is touching it will quickly sprout into any type of vine the user wants. The vines so long as the user is touching them will allow the user to use all of their senses with any part of the vine or plant matter directly or indirectly connected to them.

Black Cat in the Book -400 CP
A black book cover that resizes to allow you to store any novel within it. You can then transport the readers into the setting of that novel, though they must be currently reading it when attempting to drag them into the world inside.

Moby Fortress -600 CP
This is a loyal cat sized floating white whale. When needed it can spend a few minutes to create a Large mobile Air Fortress with its layouts and capabilities being determined during its creation. The air fortress normally appears to be an enlarged representation of the whale which it has complete control over which it can store, retrieve or destroy at will but it is only able to have one fortress design at a time.

Companions:

Import -50 CP Per
You can select up to eight of your own companions to be imported into the setting with 600CP to spend and a background of their choice. You can spend a total of -200 CP to import 8 companions.

Canon Free
If you have a friendly disposition toward a specific person from your jump and want them to join you on future jumps. Then so long as they are willing you can bring them along with you.

Drawbacks:

You may take up to +1200 CP of Drawbacks just remember that Drawbacks override perks.

Dark Days +0 CP/+100 CP
Rather than starting out the day the main plot of the series begins, you'll be starting out four years prior, during the Dark Days flashback arc.
This also means you will leave four years earlier, although you get 100 CP for extending your stay to fourteen years.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

ADA Membership Requirement +100 CP
Basically everyone in the Armed Detective Agency has a quirk or gimmick ranging from "funny" to "completely unbearable", and now you get a share in that regardless of your affiliation with them. Your particular quirk is always on the far end of the scale. Maybe you have no idea how the world works, or you have a weird obsession that drives your allies up the wall, but whatever it is you'll have a hard time dealing with people for the duration of this jump.

Unlikely Leading Man +200 CP
Maybe you're too powerful or not powerful enough, or all your comrades are better-looking than you, or your personality isn't complex enough. Whatever the reason, the world itself tries its best to pretend you don't exist. You'll rarely get any interesting assignments and you constantly have to resist the urge to leave Yokohama forever. Combine with ADA Membership Requirement for an extra +100 CP (totaling +400 CP) and a truly interesting ten years.

I Deserve To Live! +200 CP
You're now plagued by flashbacks of traumatic events from your past. These flashbacks will come frequently and usually at inopportune times, and they will make you profoundly upset and obsessed with proving that you do, in fact, deserve to live and be a member of your orginisation is you're in this universe to do, at any cost. Given the nature of BSD's universe, you're probably about to do some very stupid and reckless things.

Not Gifted, Just Talented +300 CP (Requires Ability)
For the duration of this jump, your Ability isn't real, but somehow you are able to give the impression that it is. Your memory of having chosen this drawback is removed. Everyone who gets to know you figures out you're not Gifted—except you. You are completely convinced that you have a Gift and you will not listen to anyone who tells you otherwise. If, by some miracle, someone manages to get through to you, you will fall into a despair that leaves you unable to do anything until such time as you are again convinced you are Gifted.

Mobile Phone Command +300 CP (Requires Ability)
You're not in control of your Ability anymore, anyone else can control your Ability simply by placing a call to the mobile phone on your person. It is always the person you would least like controlling your Ability on the other end of the phone. You can't get rid of the phone, if you lose or destroy it, it will reappear instantly on your person.

Beast Beneath The Moonlight +400 CP
Your memory of taking this drawback is erased as soon as the jump begins. The moment you arrive in this universe, you will be relentlessly stalked by a ravenous wild animal. The beast can't hurt you, but it can and will cause a great deal of damage to other people and to your surroundings, damage that you'll never directly witness. If you're familiar with the series, you know where this is going. The beast is you; you involuntarily transform into it under the full moon. Should you discover the beast's true nature, you'll be able to gain some control during your transformations, but it will take a lot of time and effort, and you will never reach a state where you'll be able to voluntarily transform.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Empty Pockets +600
Like a specific orphen you start this jump without any worldly or other worldly possessions beyond what you have gotten in this jump. Your items and warehouse are completely gone.

Powerless +600
Well this may be a problem with this drawback you lose all perks, powers, abilities, super powers, mutations, stands and other such things which make you more than human from outside of this jump, the only exception to this is your Bodymod if you have one.

Dead Apples +600 CP (Requires Ability)
About two years into your jump a strange occurrence will happen to your ability and all of your purchased items will disappear for one night. They will then come to life and they will each come after you and attempt to kill you, you must defeat each ability in order to gain that item or ability back failure to do so by sun up may result in you losing that purchase permanently.

Scenario:

Hero's Journey:
For this scenario you will take the place of Atsushi Nakajima and your objective is twofold.

First you must gain the book, that is to say the cover and spine with at least one page inside.

The Book's true appearance and whereabouts are currently unknown and cannot be found using abilities external to this jump but as Atsushi Nakajima's replacement, you will become a 'guidepost' to the book.

The Book itself is full of blank pages, anything written on one of those pages even if they have been torn out of the Book are able to alter reality so long as the books rules are followed.

What is written in the Book or page must follow a narrative of a story.

The contents must follow rules of karma which means that extreme statements cannot be brought to reality.

Anyone using the page must make a number of events occur with their own efforts in order to follow the flow of the narrative and only a few sentences can be written on each page..

If all of these rules are followed then the desired events written in the Book or page become reality.

*Once you have acquired the book you must write within it something to the effect of "**After acquiring the book I completed the Hero's Journey Scenario**".*

Reward:
If you complete the task within your ten year stay you may choose to have eather +1000CP to spend above OR a flat backed copy of "The Book"
However if you complete it within one year you may have both.

Ending:

Ten years are up and the choice must be made once again.

Do you want to Go Home?
Do you want to Stay Here?
Do you want to Continue On?

Changelog:

V1.00 - Initial Version

V1.01 -
Changed Ability Terms
Added Added Examples

V1.02 -
Altered text To Macguffin, Names and powerless.
Added “Those Without An Ability” Item section

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