Tokyo Chronos

The Jumpchain V1.1

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On the surface, this is a very normal world, another Earth just like the one you left, albeit with a very… *strange* relationship with time. One that, even centuries later, will be forth tragedy after tragedy, eventually culminating in the End Of Time.

However, this is not the future.

No, this the Spring of 2018, the very beginning of an event that will bring about that doomed future. One Kyosuke Sakura will awaken in the city of Shibuya, Tokyo, completely devoid of all life, human and animal, save for seven others who were his childhood friends. They will gather, and a message will appear on a nearby billboard:

"I am dead. Who killed me?"

Trapped in this frozen world, they will find there is only one way out—to find this 'murderer' and kill them. You will awaken in this world the same time as the others do, somewhere in the mirror Shibuya, albeit devoid of any memories that would 'spoil' the plot. It *is* a mystery after all, wouldn't be all that fun if you knew everything at the beginning.

In exchange, take this, and enjoy this frozen world, and perhaps prevent that dark future:

+1000 CP

Origin:

- Gender can be freely chosen, and your age can be anywhere from 15 to 18.

-Number 10 | Free
Who you were before does not matter all that much in this frozen world. Whoever you were before is completely up to you, perhaps even not having a history, but it is advised to have some sort of connection with the group. However, no matter what you choose you cannot change a certain event in the past and the tragedies that follow.

Perks:

- You get two discounts for each tier, with 100s being free. The 600 CP perk however, cannot be discounted.

-Virtual Novel Character | Free
There is certainly an eccentric cast here, and I'm not talking about their personalities. Just by being here, you too can gain a unique appearance! Feel free to customize your appearance to your liking, from impossible hair colors to natural tattoo-like birthmarks, though you still must generally look like a believable human, if one from an anime.

-Absolute Unit of A Teen | 100 CP
You may not be smart, but damn you are strong. A combination of natural genetics and years of exercise, you are built like a brick shithouse and can easily get further gains. You are also a fair hand at fighting, and braver than you normally are.

-Stoic Queen | 100 CP
Maybe warm up a bit, huh? You have the uncanny ability to easily hide your emotions from others. No matter how shocked, happy, or in pain you are, should you not choose to, you will not outwardly show it. Even close friends that you have known for years could not see past this.

-Mundane Skill | 100 CP
Pick any mundane skill, from photography to physics, whatever it may be you are incredibly good at it. Years of practice in combination with natural talent has left you with practically guaranteed national attention at whatever you choose.

-Visualization | 100 CP
An odd talent, but you can 'project' images in you head onto the world around you. Nobody else can see them, and you can't touch them, but can be quite handy sometimes. For example, highlighting important objects or viewing a memory like a photograph.

-A Basic Gist | 100 CP
Whenever you are in a confusing situation or something happens that you don't know anything about, events will conspire to give you a basic understanding of what's going on. Nothing in-depth or complex, but a quick rundown on whatever it is.

-A Real Revolutionary | 200 CP
Through a combination of natural genius, high charisma, and years of hard lessons, you have an incredible sense and skill for politics, leadership, and delegation. Furthermore, you also find it much easier to come to a decision when faced with tough choices. It might not necessarily be the 'right' one, but you will almost never be paralyzed by indecision.

-Perfect Student | 200 CP
Your mind is something amazing to behold. While you may not be a genius, your ability to memorize and retain information is incredible, staying sharp and clear far beyond when other people would have forgotten about it. Aside from your memory, you have an incredible work ethic that has been refined to the point that you'll only fail to put in the work you promised when you are literally being swamped with other issues, or have been purposely sabotaged.

-National Attention at Thirteen | 200 CP
Normally society has a limit on what one can do because of their age. Sometimes it makes sense, sometimes it doesn't. For you, age no longer matters, so long as you can prove yourself competent or worthy of it, you can do it. Still wouldn't recommend alcohol at 12 though.

-Important Decision Incoming | 200 CP
Whenever you are faced with an important, life-altering decision, time from your perspective will completely stop. This state will last for however long it takes for you to come to a decision. No longer will you have to say or do something in the heat of the moment, or lack the time to come to a decision!

-Bad End Time | 200 CP
Do you feel that? A vague sense of uncertainty, a tingling down your back, your guts trembling? That's the world telling you that a 'bad end' is coming. As this 'bad end' gets closer, stronger the feeling becomes, at its strongest when the event that could possibly set it in motion begins. However, this feeling does not does not tell you what will happen, or which choice you should make to prevent it.

-Not Really A Genius | 400 CP
…is what you tell yourself. Everyone around you seems to agree otherwise, and I don't see why not. You are great at 'connecting the dots' so-to-speak, allowing you to form conclusive ideas and solid hypotheses based on what you already know, even subconsciously! You could wake up in a world devoid of all life, and with only a few minutes of thinking figure out that you are in a Chronos World. The only thing that limits you is stuff you don't already know, and your own bias towards certain topics. You would make for a great detective or scientist!

-Eyes To See The Right Things | 400 CP
Ever since you were little, you always picked up things that others had missed or looked over. Always reading between the lines, noticing seemingly innocuous details, your eyes and mind were always drawn to that which others would gloss over. You could easily act as a living lie

detector, or be an incredible treasurer. You also have perfect vision, maybe not 20/20 but pretty close.

-Memories ARE Important | 400 CP
You may not have a genius mind or a perfectly clear memory, but your memories and personality are unable to be removed or altered. No matter the force, be it a psychic intruder, perks you may have, or literal time embodied. The only force that can alter who you are is yourself, or what you allow to alter yourself, which you can negate anytime you desire with this.

-The Heart Of A True Hero | 400 CP
Ever since you were small, you always wanted to help others. A desire sparked by those around you, which grew into the raging inferno that it is today! You've got a big and powerful type of charisma, the kind that shines a light into others, warming them with your mere presence. Metaphorically, of course, but those around you can't seem to be negative, and those who you hold close would be affected even more, your advice and encouragement becoming integral parts of their lives. It would take something truly tragic to change this part of you, like the loss of a loved one, and the professed guilt of their murder by a close friend. Of course, should you somehow revert back or work through it, you will find your light returning.

-Live, Die, and Live Again | 400 CP
Hmm. It seems you are a crucial part to this world, or at least the quantum thinks so! You see, should your life come to an end, you will revive a few days later. Your body will be completely and accurately reconstructed, and your mind and soul will be transferred across time and attached to your new body. However, once you are reconstructed, you will lose the quantum's blessing for a full 10 years (or until the Jump ends) before you can be reconstructed again, and no amount of time manipulation can change this. After all, this ability *is* powered by time.

-Power Of Chronos | 600 CP
This is not the first time they have fought. This is not the first time Kyosuke killed. This is not the first time Nikaido has died. Why? Because this world won't let them, not until they reach that perfect ending.

The quantum that makes up this world has blessed you with the power to surpass time. Well, on a spiritual level. At any point you desire, you can send your consciousness backwards in time to a specific point of your choosing, where you will be perfectly integrated with your past self. While at first you won't retain any memories save for a vague sense of deja vu, eventually as you continue to loop you will remember what happens between them. What's more, in a place where time is more physical, like a Chronos World, you may even send objects or entire people backwards in time with you, provided you were touching them and were not resisting.

Items:

- You get a single discount per tier, with 100s being free. The 600 CP item however, cannot be discounted. Imports are free into their respective items.

-Uniform and Accessories | Free
A free male or female school uniform, one perfectly fitted to you. While the uniform is the same one as everyone else's, you also receive a few minor accessories that match your general personality and appearance.

-VR Headset | Free
An obligatory Oculus of whatever model you want, with infinite battery, space, constantly updating game list, all games free, and the best wifi connection anyone could ask for. There is the… *minor* issue of not having anyone else to play with, however.

-Bloodied Knife | 100 CP
A somewhat bloodied military-grade knife. It has no special properties, aside from being able to be summoned to your person whenever you desire. A bit odd, but stranger things have happened.

-Candies In Your Pocket | 100 CP
A random assortment of small candies from various brands, they have the strange property of lasting far beyond their expiration date and can actually keep you fed, at least to some level. There is always some in your pocket whenever you may need it. Toilet water not included.

-Research Notebook | 200 CP
A regular notebook, albeit penned by one Yuria Togoku. It contains all of her research on the Chronos World and its related subjects. Unfortunately, much of the research is theoretical and many of the equations are incomplete, but if one could solve them it would offer incredible insight to how quantums function and could be manipulated. Even as is though, the information held within is incredibly informative. In future worlds, you obtain another notebook filled with the same incomplete research on a subject of your choice.

-Important Item | 200 CP
Some kind of mundane object very important to you, maybe a camera or a stuffed animal. Whatever it is, it's practically indestructible and can be pulled out from anywhere on your person. It also perfectly functions, no matter how strange the environment or world becomes.

-Another You | 400 CP
The Chronos World allows for all kinds of possibilities to occur, from erasing entire personalities to bringing back the dead, but one of the crazier things to happen was to create an entire body for someone's separate personality to inhabit. The very same thing has happened to you on your arrival, another body formed for some aspect of your personality. Their looks and general attitude are determined by said aspect, and what's more they have some of your perks and abilities that you have that match their personality. You can import an alternate personality you

have into this, should you have one. They count as a companion or follower, whichever you prefer.

-High Rise Apartment | 400 CP
Situated in one of Shibuya's many towers, this mundane, if very expensive apartment is now your home. Fully furnished with all utilities and rent paid for, the entire building also has some of the best mundane security. In the future, you find this very same apartment appearing in whatever city you go to, in a similar part of town. You will also always know its address.

-Chronos World | 600 CP
It's a peculiar thing, the Chronos World. Defying all known laws of physics, surpassing time and even bringing back the dead, is it any wonder you would want to bring it with you? Now, once per jump you can cause the formation of a Chronos World regardless of the world's metaphysics. The inside of it will take the form of the world around you, but with everything that isn't related to the problem or survival is stripped away. Speaking of which, for the formation to start there needs to be some kind of unresolved issue to form the 'core' of this world, from which it will bring everyone related to it into the Chronos World, regardless of whether they are dead or not. You can optionally choose to be dragged inside yourself with no negative repercussions. Once inside the Chronos World, time will pass 60 times faster than the outside, until the problem that forms the core of this Chronos World is solved, where the Chronos World will disappear and those inside released.

Companions:

- Since there is a very small canon cast, you can bring them along for free should they agree into coming with you.

-Import | 50 CP
Import or create a companion for 50 CP, 8 for 200 CP. They get 600 CP to use on perks and items, however they are locked out of the Chronos World, meaning you won't see them until the plot is complete.

-Strange Detective | 200 CP
This rather unhealthy young man, with messy black hair and pale skin and a habit for sitting in strange positions, is in reality one of the world's most skilled detectives. Having solved a variety of crimes and mysteries in days that stumped others for years, having **Eyes To See The Right Things** and a talent to connect them, though he often remarks that he is **Not Really A Genius**. He is understandably incredibly curious about this strange world and the mystery it holds, and promptly took an interest in you soon after meeting you, pretty much sticking to your side for the time being.

-Ultimate Luckster | 200 CP
A short young man with spiky brown hair with a prominent ahoge, he frankly has no idea why he is here, lacking any connection with you or the others here, but regardless becomes fast friends with you. He is naturally kind and supportive, showing his **Heart Of A True Hero**, though he can be slightly naive at times. He also has some incredibly odd luck, having constantly gotten into strange incidents, the frequency of which having granted him a sense for these **Bad End Time**s. He also has **Virtual Novel Character** and **Visualization**.

-Leave This Dream… | 200 CP
Soon after you awake, you encounter a rather strange duo. Both seem to share the exact same appearance, short black hair and eyes, albeit the shorter one is very pale. The taller of the two is quiet and shy, often appearing like a **Stoic Queen** when in reality he just gets lost in his own head, **Visualizing** things that aren't there. He is also rather skilled in violin, having mastered the **Mundane Skill**.

The shorter one is probably the oddest, being actually **Another You** of the other, a violent protector formed after a tragedy in his past, now given a body. He carries around a **Bloodied Knife**, and never forgets anything, believing that **Memories ARE Important** no matter how horrible they may be. Both of them have **Visual Novel Character** and act as a single companion, and future purchases are divided between them.

Drawbacks:

- There is no limit on the amount of drawbacks you can take.

-Clipped Out | +100 CP
Choose one: All outside perks, items, and abilities; your out-of-jump memories; or everything you gained from this jump. They have been fully removed from your being, even your memories of them and related mental states/personalities have been erased. You will get your memories of everything back when you leave the Chronos World, and fully get all your perks and items when you leave the jump. You can take this multiple times, up to three for each option.

-Not The Sharpest Tool In The Shed | +100 CP
Maybe you hit your head too many times as a kid, 'cause you aren't all that smart. Now, I'm not saying that you're stupid, but rather that you have a hard time understanding all the complex parts of society. Math just goes one ear and out the other, sarcasm flies over your head, you believe what the random conspiracy theorists say on the internet, etc. Maybe stick with more physical pursuits, yeah?

-Problematic Personality | +100 CP
Even the best of friends can get on each other's nerves, and situations like this take that to the extreme. While not completely altering your personality, a main aspect of it has been enhanced to infuriating levels. Perhaps your anger issues have evolved into an explosive temper, or maybe the asshole part of you is in full force, purposely aggravating even the best of people. Regardless, your personality will somehow be troublesome for others.

-Family Issues | +200 CP
Hmm, it seems that parental issues are common here, considering you have one too. What kind is it? Whatever you want it to be, but for example; Yuria constantly feels the need to prove herself so that her dad will love her; Sai is literally just a replacement for her dead brother; Kyosuke lost all his family members; etc. Whatever form it takes, it will be incredibly debilitating on your psyche, though it can be cured but not without similar levels of therapy.

-Only Temporary | +200 CP
Much like Lowe and Nikaido, your existence is temporary. For whatever reason, you lack a body to go back to in the real world, making the Chronos World and similar places the only location where you can exist. Should you find a way to solve this problem, you will find that your body is much weaker and sickly than it normally is, so take care.

-Target Of Obsession | +200 CP
You've attracted the attention of a certain type of person, the kind that would certainly be called a Yandere. While some people might enjoy this, it seems that your own stalker is the opposite of what you might expect, far more violent towards everyone, and certainly the type to kill you to keep you to themselves. Whomever it is, it will be someone close to you. Perhaps a Companion, or one of the other folks trapped in the Chronos World, but regardless you won't know who it is until they reveal their true colors probably at your expense.

-Rage And Hatred Untethered | +300 CP
Damn Jumper, what the hell happened? Upon entering the Chronos World, a core aspect of your personality will be separated into an entirely new entity that will be completely devoted to fucking you over. For example, goading you into killing someone and thus trapping you in an endless loop. They will even follow you into the real world, somehow avoiding death and any attempts to get away from them won't last long. And since they are you, they have access to all the things you have access to, from your warehouse to your perks. The only way to free yourself from them is to end the jump, or reconcile with them in which you will fuse back into a single being.

-Bad End After Bad End | +300 CP
There is bad luck, but this is a whole 'nother thing! It seems that no matter what you do, your stay in this world will be filled with suffering. From having your childhood friend become a yandere; trapping yourself in a time loop without being aware of it; learning that your crush *murdered* your sister and felt nothing; and many other possible things. The only good thing here is that these events won't kill you outright, but staying on the edge of death for weeks is fair game. You will have to play it extremely carefully if you want to get out of here with your sanity intact.

-Who Killed Me? | +300 CP
You did, Jumper. It seems that years ago, you either took the place or were alongside Nikaido when she 'murdered' Rin. However it went, you have become the killer, your true death being the only escape anyone has in this world. No matter how powerful you are, or what exotic abilities you wield, the only way for anyone to escape the Chronos World or even let you leave the jump is your true and final death. However, this may not need to be the case, as there may be another way for *everyone* to leave…

End:

- Your time here has ended. What will you do now? Regardless of your choice, you will keep everything you bought from this world and the previous ones, and your companions will follow you wherever you may go.

Bad Ending
(This world taught you a few lessons, for better or for worse. Might you want to bring those lessons home?)

Neutral Ending
(You've gotten attached, huh? Can't blame ya, there is still so much to discover here. Don't worry about your home and your family, I got you fam. Here, take one last present from me: +1000 CP. Also, beware what the future holds for this world.)

Or

True Ending
(Heh, what other option is there? Well then, come on, unto the breach!)

Notes:

-version history:
- V1: made the jump
-v1.1: added clarifications and fixed grammer.

-When you leave the Chronos World, you gain back all your memories of the plot.

-OC Companions are expies from different series:
- L (Death Note)
- Makoto Naegi (Danganronpa)
- Sunny and Omori (OMORI)

-On 'Who Killed Me': Basically, your time here won't end until you achieve a chain-fail, with the only way out is for you to achieve the True End, but considering you took this drawback that means the way to get there is completely different than canon.

-Aside from the quantum, this world is entirely mundane. The Meteorias and the End Of Time aren't going to happen unless someone fucks around with time too much.