



'Once upon a time, years and years ago...'

Welcome to Ohtori Academy, Jumper. This private boarding school in the heart of Japan, bearing both a Junior Academy and the main Academy, plays host to the scions of wealth and power, the prodigal talents that could define a generation, and amid the white spiraling architecture and rose motifs one can find an experience unlike any other a child or teenager could ask for.

Dig deeper, however, and one will find a secret world; the world of the Rose Crest Duels. Bearing rings upon their fingers with the Rose Crest so commonly associated with Ohtori Academy, these duelists can gain entry to a secret dueling arena at the heart of the Academy grounds. There, the armed duelists must compete with roses on their lapels, with the loser being the first to have their rose struck from their body. At stake in these duels; the hand of the Rose Bride, an enigmatic student known as Anthy Himemiya. It is said whoever wins in all the duels and holds the hand of the Rose Bride at the end will receive 'The Power to Revolutionize the World', and though different people interpret that in different ways, most duelists seem to agree it is a world-altering power akin to having all one's wishes come true.

Into this battle stumbled Utena Tenjou, a self-proclaimed 'Prince'. Having been saved in her youth from despair by the act of a Prince, and given a silver ring with a rose crest, Utena has come to Ohtori

following in those footsteps. Misadventure and misunderstanding led her to defeat the current betrothed to the Rose Bride, and thus did Utena and Anthy's fates intertwine as she must now defend her in duel after duel.

Under the shimmering light of an upside-down castle, these duelists commit themselves to the swirling drama and conflict. Most are unaware of the darker forces entwined with these events, seeking to manipulate and control the outcome for their own ends.

As for you, Jumper, what shall you seek? Power? Glory? Love? Whatever the case, you will have ten years to find your path... or have one carved for you by others. Take +**1000 CP**, and remember...

“Never lose that strength or nobility, even when you grow up.”

Age & Location:

You will begin this Jump at Ohtori Academy, specifically at the Junior Academy, roughly nine years prior to the day Utena and Anthy are destined to meet and become betrothed. As such, you will begin this Jump at the age of seven or eight (your choice). If you'd prefer to start closer to the action, for 100 CP you can begin two years prior, at the age of 14 or 15, and your time in this Jump will be shortened to three years.

Origins:

Depending on your choices in Age & Location, your Origins may be closer to aspirational than accurate. Regardless, once the Rose Crest Duels begin in earnest, every player on the stage must take up their role. So what's yours?

Outsider (Drop-In): Who are you, Jumper? And where did you come from? Your history is a mystery to those around you, but no one can deny that even if you didn't come from money or power, you have a weight to you regardless. It's hard not to imagine you at the center of things, as if you had a gravity that draws others near you...

Student Council: The power brokers, movers, and shakers of Ohtori Academy, the Student Council is also the primary players in the mysterious and dangerous Rose Crest Duels. Now, you count among their number, a seeker after the power to revolutionize the world and claim the hand of the Rose Bride. Or perhaps you have your own plans in motion... regardless, it is on you to decide how to 'smash the world's shell'.

Black Rose Duelist: Jumper, please, have a seat. Yes, I know. You have gone through much to come here, haven't you? I understand. I suppose you have no choice but to revolutionize the world. The way before you has been prepared. You are now a part of- or perhaps an equal partner in -Mikage Souji's plan to usurp the Rose Crest Duels, kill the current Rose Bride, and install Mamiya Chida as the new one. Yours is the power of rage, hatred, spite, pain, loss, tragedy, and unfulfilled desire. Let's see what you can do with that.

Rose Bride: Oh, tragic soul. You who are condemned to suffer the burden and desire of others. You who are a symbol of power for others. Yet beneath your surface lies power on a scale those who might fight for your hand can scarcely comprehend. To call you witch would be an underestimation, but to call you godlike in your current situation would be a mocking overstatement.

'End of the World': You once held power. More power than anyone in this feeble world can comprehend. But the actions of fools denied you that power and your place in this world. Now, you must manipulate and scheme, shatter lives and dreams, cultivate and cull, all in a bid to reclaim your divine glory. Teach them all the power of a star that chose to become the Devil.

Perks:

All Perks are 50% off for their respective Origins, with 100 CP Perks free (unless noted otherwise).

General:

Free/100 CP: Style & Grace. You are exceptional in appearance and poise, a cut above the rest by most standards. The average student is sure to turn their head when you walk by, and you can expect people asking you out to the academy's many social functions. For **100 CP**, this is elevated to the level of an Akio or an Utena; even the best of the best in this school won't fail to recognize how incredible you look and how cool you hold yourself. You could even leverage this into a modeling career like Juri, if you were so inclined. Both versions come with a free choice of unique and wild coloration of hair, if you so choose.

Free/100/200 CP: Duelist Skills. Your role in the drama of Ohtori Academy will be small indeed if you can't handle yourself in a sword duel. For the free version, your skills will be on par with Nanami or Miki; capable, but you'll need a lot of practice and luck to win against the more talented duelists. For **100 CP**, your skills are now on par with Juri or Touga; exceptional, but not perfect. For **200 CP**, your skills are at their peak, on par with if not surpassing the finest duelists this Academy has ever seen. This won't make you invincible, however, and there are those here whose drive and ability can supersede such skills in a clutch situation if you're not careful.

200 CP: Ageless. Whatever the reason, something about your nature is simply... unending. Perhaps you're secretly a ghost made flesh. Perhaps your true nature is divine. Or perhaps you've ascended to a higher plan of existence. Regardless, you now remain physically in the prime of your life, are immune to powers that would attempt to alter your age unless you wish it so, and under normal circumstances will not suffer loss or fading of memory or skills. Please note; this does not cover having one's memory actively manipulated, or one's own self-deceptions.

Outsider:

100 CP: A Prince's Heart. Never give up. Never surrender. The ability to move and keep moving. Normally this just means a great deal of willpower and mental fortitude to push through the darkest times, but if someone you care about is in danger or has been hurt, this accelerates to a kind of moral adrenaline and pushes you and your capabilities to a whole other level.

200 CP: Super-Athlete. If you weren't so young (and tied up in the events at Ohtori Academy) you could probably compete in the Olympics. Which event? Yes. Your endurance is through the roof, you're dexterous and naturally stronger than you look, and can adapt to almost any sport or competition lightning-quick. If you were determined enough, you could probably give a professional duelist a run for their money or even defeat them the first time you laid your hands on even a wooden sword.

400 CP: Improv Master. Speaking of wooden swords versus real ones, Ohtori Academy is almost never what you expect it to be. If anything, you should assume half of what you see isn't what it appears to be on the surface. Motivational seminars could be brainwashing, healthy individuals could be on death's door, duels could be fought for the very fate of reality itself, and your date's dress could be dissolved in water. What to do? Improvise! This is an almost weaponized version of Style & Poise; the ability to just work with your surroundings, spin up a solution or two, and get to work as if you

planned it all along. With this, whipping together an artful dress out of a random tablecloth or turning a pitchfork into a viable dueling weapon are equally possible.

600 CP: Heroic Surge. Sometimes, all the willpower or exceptional natural athletic ability in the world can't see you through. When you're up against actual supernatural forces that mean you and yours harm, however, you can't afford to fall short. In moments like these, when all your other avenues are cut off and hope seems lost, you still have one last ounce to give. This 'ounce' will vary depending on the circumstances; if it's for a purely selfish reason, it will be little more than a final burst of energy. If it's for the sake of a friend or loved-one, it can last a handful of moments and supercharge your abilities and skills for that time. And once a Jump (or 10 years, whichever comes first), when it's for someone or something you love more than life itself, this improved power and ability lasts Until The Job Is Done.

Student Council:

100 CP ea.: Incredibly Skilled. Pick something outside the realm of dueling; you now have a prodigal talent in it. This could be something akin to Miki's pianist skills, Juri's modeling, Anthy's botany, Akio's cooking, or just pure academics (which, when not dueling or taking part in Council business, could come in handy at an Academy). You can purchase this multiple times, but only the first is free for Student Council Origins.

200 CP: Natural Born Organizer. As a member of the Student Council, in addition to the challenges of academy life and dueling for the power to reshape the very world, you also have duties and responsibilities towards your fellow students. With this, however, you should be able to handle those with almost a mindless ease. Setting up balls and festivals, organizing events major and minor, leading and controlling any number of clubs... all of these things are practically second nature for you. When (if) you graduate, you could probably move into a CEO role without losing a beat, and no one who has seen your work at Ohtori would be the least bit surprised.

400 CP: Actualize. Every member of the Student Council is, to be polite, a mess under the surface. Broken and fractured people, it isn't until it's almost too late that many of them come to realize their flaws and start to act to change. Even then, for many, it's too late to fix damages done. You, however, have an innate ability to reach that next step faster than your comrades. You are able to recognize your own flaws, and the steps you need to take to fix them, as well as ways to grow stronger and more whole as an individual. This is a power you'll likely never not have a need for, as there is always a way to improve, a flaw to correct, but this will keep you abreast of and ahead of yourself constantly. Which can also come quite in handy if someone else is trying to prey on your flaws to manipulate you. Just saying.

600 CP: Break The World's Shell! *For the sake of revolutionizing the world!* Rose Bride or no, you have within you the power to change the world. When you are fighting someone whose views and positions are diametrically opposed to your own, you not only get a general boost to your abilities, but you gain an intense sense of self and understanding of the situation at hand. Manipulating or tricking you becomes exceptionally hard, and in the process of attempting it you might root out the true motivations of your opponent and their own flaws and faults. Used properly, and against the right opponents, you could change everything around here...

Black Rose Duelist:

100 CP: Spanner In The Works. Everything was moving so smoothly along, but then, there came you. You have a natural ability to interrupt, disrupt, and throw off major plans by those you would consider your rivals. Once you consider them such, you could end up massively derailing what they had going. Just be careful you don't bite off more than you can chew with this power. Disrupting a plan or two might only make you a target for the darker powers out there...

200 CP: Mikage Seminar. You are a frankly terrifyingly adept therapist. In a single meeting with a client (or target), you can strip away their covers and self-deceptions and force them to recognize their base instincts and desires. What you do with them once you have them at such a vulnerable state, however, is up to you.

400 CP: The Power Of Hate. If you are able to push someone to their limits, to make them hate, to make them despise, to make them recognize their flaws and faults, you can turn that sentiment towards a target of your choosing so long as you can connect the dots. In short, if you can convince a person that defeating or killing someone will fix their problems, they'll charge forth to do what they must to achieve that and do so with heightened abilities to boot. And risky as it is, yes, you can even do this to yourself. Combines well with Mikage Seminar, for hopefully self-evident reasons.

600 CP: (Not) Another Brick In The Wall. So, the master manipulator got manipulated. You were out-gambited, out-foxed, out-bluffed... and in the end, the ones who had your number might have even been playing you all along. Such a shame for them, then, that you're not looking to go out like that. If you find yourself the unwitting pawn of someone else, you will leave a mark on their plans at minimum. At maximum, their inclusion of you could start the dominoes toppling that eventually bring their entire empire crumbling down. And no matter how powerful they are or what kinds of reality alterations they think to produce, they'll never be able to fully erase what you've done or the ramifications your actions had on those you affected.

Rose Bride:

100 CP: Passive-Aggressive Combat. The role of the Rose Bride is, ultimately, a passive and almost helpless one. Destined to be an object desired, a trophy, an instrument of power or a target for destruction. The Rose Bride does not fight like a duelist... but that doesn't mean the Rose Bride is helpless. You are extremely talented at hiding or subverting your attacks on others. Be it subtle verbal digs, cruel tricks that point the blame to a third party, clever 'accidents' that only long after the fact could anyone connect back to you, or any number of other methods. Just because you aren't holding a blade doesn't mean you don't know how to kill with a thousand cuts.

200 CP: Master Of Disguise. You are an exceptionally talented disguise artist. You could easily pass for a different gender, a different age, injured when you're not, well when you're ill, etc. But this power digs deeper; once per Jump (or every ten years, whichever comes first), you can employ this power to its fullest extent, not merely disguising yourself but being able to 'implant' the memory of that disguise into the minds of others. The disguise takes the place of the original appearance, meaning even if someone cared deeply about the person you're pretending to be, they'd see nothing wrong with the fact you're now a completely different ethnicity/height/weight/etc. You can only make use of this on a tiny handful of people, and even then only at full power on a single target, but if you do your disguise for them becomes impossible to discern unless you outright reveal the truth to them.

400 CP: Curses. Girls who cannot become princesses become witches, or so the old fairy tales go. And a witch without curses would be a tiresome weakling indeed. These curses are as wild as they can

be subtle; a curry that swaps the minds of two people who partake of it, jewelry that can twist the mind and hone it towards a mad rage, or that can change a normal human gradually into a cow, or just that classic stand-by curse of being hated by every animal someone encounters. This is by and large a cruel power, and depending on how you use it, you might well earn the hatred others heap upon you.

600 CP: Absolute Destiny Apocalypse. To be the Rose Bride is to be a walking paradox; the most and least powerful, the most capable of acting and the most confined, the bird and the cage. You now can embody both of these aspects simultaneously. You have the ability to lower and disguise your level of power such that even the finest oracles would be deceived as to your nature. You also can unleash your power and true self, a display that could virtually cripple the minds of the weak and that could bend the world around you temporarily. While the full extent of the latter ability can only be used once per Jump (or ten years, whichever comes first), it could be the kind of reality-shuddering boost needed to break down barriers, reveal hidden truths, and bring even the most personal and powerful of nightmares to their knees. Yours is the power behind the Rose Gate, and unlike the original Rose Bride, you have all of it at your fingers here and now. Use it wisely.

'End of the World':

100 CP: Devil in Prince's Clothing. You could be the most vile villain someone has ever imagined... and even if someone explained that fact to those around you, with proof, they'd likely laugh it off. You're an expert liar, a natural-born manipulator, able to hide your true intentions so well that those close to you could hesitate even if all your darkest truths were made clear as day to them. Bear in mind, the longer someone is exposed to your dark side, the less power this will have.

200 CP: Drives Like Crazy. How best to demonstrate your raw mastery, your wild sex appeal, and your devil-may-care attitude? Well, you could always go with the classic symbol of masculinity; awesome cars driven awesomely. So long as you're in contact with your car, you can drive it with the same level of maneuverability, dexterity, and style as if you were moving your own body. You could lounge on the hood of your car, chest bare, and drive it down the highway with no problems like the bad-ass you desperately want everyone to think you are.

400 CP: Long-Term Planning. Novice masterminds plan in months. True masterminds plan in years. You? You plan in decades, which is rather convenient given your situation. You could spot a person walking down the street, see how they interact with family and friends, and figure out the optimal way to manipulate them and their circumstances to fit into your schemes for years to come. Use this right and nothing short of your own flaws and shortcomings will be able to surprise you.

600 CP: Illusion Master. The power you deserve was taken from you... but that doesn't have to be the end of your story. Nor does it have to limit your ability to tell your stories, or force others to play their roles in them to your benefit. You now have the ability to create hard light illusions, so real that those involved in life or death struggles at the heart of them wouldn't be able to tell they're false. Weapons, hazards, places and more. With the right focus and foresight, you could trick people into thinking a single room is a hundred destinations, and put them through all sorts of creative hells. And when all is said and done, feel free to taunt them for falling for a simple trick of the light... right before the end.

Items:

All Items are 50% off for their respective Origins, with 100 CP Items free. All Origins have +200 CP for this section only.

Free: Ohtori Academy Uniform. Can't have you attending classes without the appropriate attire, can we? This closet's worth of Ohtori Academy Uniforms- which come in your choice of men's, women's, or both styles -are not only fashionable, but impressively durable and flexible. Why, you could practically sword duel in these at a moment's notice! Quite handy.

Free/100/+100 CP: Money In The Bank. Ohtori Academy is not some simple school; it is a prestigious boarding school, rich and proud, and entry isn't easy... or cheap. Ergo, to even be here, you need to have a reasonable bank account. For free, this is the equivalent of \$10,000, certainly more than enough for a mere student. For **100 CP**, your wealth at Jump's start amplifies to \$100,000, putting you on par with the Kiryuu family and its children in terms of free spending capital. For **+100 CP**, however, you begin with a meager \$500 in the bank, and will need to rely on skill, manipulation, and connections to manage any kind of lifestyle on campus. Whichever level you're at, you can expect to get 10% of your initial bank value every two weeks as an 'allowance', which will be maintained even in future Jumps.

Free/100 CP: Dorm Room. By the nature of Ohtori Academy being a boarding school, you need somewhere to board. For free, this is a simple two-person dorm room; with it will come the papers and ID needed to represent yourself as a member of Ohtori Academy, access to the facilities, and on-campus meal plans. For **100 CP**, you instead receive a luxurious single room, decorated to your personal design and desires to make your stay a comfortable one. In either case, the Dorm Room can become a Warehouse extension after the Jump, or be imported to an educational setting or apartment building in a future Jump.

Outsider:

100 CP: Ace Custom Uniform. The regular Ohtori Academy uniforms not sufficient for your needs? No worries! With the Ace Custom Uniform, you get all the flexibility, mobility, and durability of the normal uniform, ramped up twenty times over and with the added benefit of being shockingly resistant to spills and stains. It's also, well, whatever you'd like it to look like; mix and match bits and parts from any number of uniforms, gym attire, whatever your heart desires. Oddly, when wearing this, everyone will treat it as if it's entirely reasonable for you to wear, as if every dress code has this exact outfit as a well known exception. As a final benefit, you can have it have a special Duelist Mode, which doesn't really come with any tangible benefits, but can look different and more decorated without compromising it as a utilitarian attire to fight in.

200 CP: Tragic Keepsake. Just because you're the hero doesn't mean you aren't as burdened as everyone else. This Tragic Keepsake might have some baggage in terms of symbolic meaning to you, but it also represents a promise. So long as you have it, you gain a boost to your overall willpower and drive. Oddly, once per Jump, it can also turn out to act as a kind of pass into something you otherwise shouldn't have access to. Like, for example, a ring given to you in childhood turning out to be the symbol of access for a secret dueling tournament...

400 CP: Sword of Dios. This ceremonial hanger sword, while gorgeous, shouldn't be anything of note... if it weren't for the fact it is the Soul Sword of the lost prince, Dios. As such, bearing the power

of his nobility and virtue, this blade is practically unbreakable and always keeps its edge. Once a month, the sword can channel the divine power of Dios briefly, allows a 'miracle' for the wielder; their next strike manages to get past a foe's guard, or a parry catches their foe unaware, or against a foe vastly superior to them it strikes the one thing that would cause them to lose the desire to keep fighting. Bearing this sword openly is going to cause literally ALL of the questions around here, Jumper, so it might be wise to disguise or hide it until needed...

Student Council:

100 CP: Rose Signet Ring. These silver rings with a pink center bearing black outlines depicting a stylized rose emblem can be seen primarily sported by the members of the Student Council. Rather than just a status symbol, these are in fact the key to accessing the Duelist Arena and are the ticket to participate in the Rose Crest Duels for the hand of the Rose Bride and the 'power to revolutionize the world'. Even outside the duels, however- such as in future Jumps -a bearer of the Rose Signet Ring may find the strange, abnormal, and bizarre are more naturally drawn to them. This can be both a good and bad thing, but one thing can be said; a bearer of a Rose Signet Ring will, inevitably, never lead a boring life so long as they possess it.

200 CP: Personal Weapon. Uh, I know the Student Council is really powerful, but why are folks okay with teenagers just carting around actual live steel weapons? I mean, that woman with the curly blonde hair just whipped out a sword AND a dagger, for pity's sake! Well, that's the nature of the Personal Weapon. Aside from being made especially for you, and as such being shockingly well balanced and built to make the most of your personal combat style, they seem to exude an aura that causes those uninvolved in your affairs to just somehow not notice or care about them. This won't make it easier to fight those you do have business with- the weapons aren't invisible or disguised -it just means that everyone from fellow students to faculty to even cops won't bat an eye at you openly carrying them around on or off campus.

400 CP: Estate. Did your parents die and leave this to you, or are they just so absurdly rich that they can afford to give this to you as a boarding school present? Whatever the case, just outside of Ohtori Academy, a full estate is now your personal property. Mansion and grounds, complete with staff on hand (as Followers) to tend to the Estate and to your mundane needs when not on campus. The perfect sanctuary to unwind in, a place to throw parties, or just somewhere to take a date to impress them. After this Jump, the Estate can become a Warehouse extension or be Imported freely to any future Jumps.

Black Rose Duelist:

100 CP: Black Duelist Ring. When a duelist dies, their Rose Signet Ring turns black... or so it is said. A Black Duelist Ring allows the bearer access to the Duelist Arena just like an ordinary Rose Signet Ring, but it also helps to amplify the pain and suffering of the bearer and turn it into determination and power. A dangerous implement to be certain, but if one were wise with its usage, one could accomplish great things. Unlike ordinary Black Duelist Rings, if the bearer of this one loses in a Rose Crest Duel, the Black Duelist Ring remains intact and functional.

200 CP: Black Duelist Roses. This bundle of one hundred black roses with long stems are granted to you in a funerary bouquet. If one is removed and then stabbed into the chest of a target- willing or unwilling -it will temporarily fill them with the burning desire to execute on whatever plan you convince them will meet their base desires or sooth their deepest traumas. In addition, they'll gain the

power to draw a Soul Sword from a single person tied to them, allowing them to emulate that person's style and abilities (though, as this is fueled by negative emotions, they may not be as skilled as the person they took the Soul Sword from). However, if the Black Duelist Rose is destroyed, the target will be freed of their control and forget what they experienced entirely, as will the person (if any) who they took a Soul Sword from. You'll receive a fresh bundle, each one with a personal handwritten note from one Mamiya Chida (allegedly), at the start of each Jump.

400 CP: Nemuro Memorial Hall. Once, years ago, a scientific research building burned down under mysterious circumstances. One hundred students- one hundred Duelists -died in that fire. Now, in its place, sits Nemuro Memorial Hall. An ordinary Ohtori Academy building (i.e., very pretty and stylized while also being a perfectly functional academic building) no one would think anything odd of it... unless one was invited to a Mikage Seminar and asked to take the elevator in the back of the building, marked as an 'Interview Room'. This elevator causes anyone invited to take it that is being even slightly prodded to become shockingly honest about their inner feelings, doubts, fears, and angers. The elevator itself leads to a mausoleum, inside which the one hundred students are interred. Each one bears a Black Duelist Ring that can be retrieved and given to a new bearer, though these are decidedly of the one-use variety; if a Duelist wearing one loses a Duel, it shatters and turns to ash, blowing off the loser's finger. You'll receive a new crop of Black Duelist Rings at the start of every Jump.

Rose Bride:

100 CP: Rose Bride Dress. This red flowing dress perfectly accentuates your natural form, comes with an array of matching jewelry including a crown and earrings, and serves as a fitting bridal gown for the 'prize' of the Rose Crest Duels. It also enables the bearer to summon roses, one at a time, of any color and in full bloom. Handy, as to strike a rose from your opponent's lapel is to win a Rose Crest Duel. With this ability, you can easily set the stage for a proper duel at any time or place.

200 CP: Birdcage Greenhouse. This luxurious and lavish greenhouse, with its metalwork reminiscent of the bars of a birdcage, is surprisingly large on the inside. Here, almost any kind of flowering plant can be grown, and anything grown within here will grow faster and heartier than normal. This applies doubly so to roses, of which any variety can be grown here to be more vibrant and beautiful than almost any other rose that could exist in the natural world.

400 CP: Soul Sword. This sword is the manifestation of the inner self, a blade that represents a person's true nature. Akin to a flower's beauty, the power of the blade is inherently tied to how well actualized and cultivated that person is, with the most powerful Soul Swords stemming from those who bear the purest emotions and drives. You now bear a variable Soul Sword that can be 'sheathed' within yourself extradimensionally, one that can be drawn by those you allow to do so painlessly from your chest. Oddly, the sword they draw seems to have a lot more to do with their own soul than yours...

'End Of The World':

100 CP: Life Of Luxury. You're a prince among mortals; live like it. This collection of fine clothes, dinnerware, teas and snacks, bedding, and toiletries is enough to let anyone live like modern day royalty, and has the added benefit of being naturally alluring to those on the outside looking in. Anything that needs to be replaced or restocked will have it done at the top of each month, meaning you can wear out whatever you want and use it all up, you'll still have plenty more to indulge in.

200 CP: The Perfect Car. This red convertible, similar in make and model to a Chevy Corvette, bears

a custom 'OHTORI' license plate that is valid identification anywhere you take it. It is in perfect working order at all times, with full fresh fluids, charged battery, and brand new tires every time you so much as look at it. Which, coincidentally, is all you need to try and do to summon it to your side. A mere glance somewhere no one else is looking will let you summon The Perfect Car there, allowing you to seem to 'appear' lounging on it or driving it even in improbably places like indoors. Handy when you want to show off this symbol of masculinity and adulthood, or when you just forgot where you parked.

400 CP: Planetarium. This large round building bears a gorgeous projector, capable of creating a simulated night sky. Complete with lovely sitting areas, one could easily mistake this for a simple sign of scientific curiosity and wonder done in the traditional Ohtori style. In truth, this is a room of lies. The projector is capable of simulating almost any environment, creating a hard-light emulation of whatever you so wish while allowing you to hide 'outside' the range of its simulated environment. And if combined with an existing illusory ability (like Illusion Master) you could spread those falsehoods as wide as, say, an entire academy...

Companions:

50/200 CP: Import. Not looking to go through a dangerous and deadly academy decade alone? Probably wise. For 50 CP, you can import one Companion, and for 200 CP, you can import up to 8. Each one gets the Origin of their choice, plus 600 CP to use as they wish.

50 CP: Chu-Chu. This small blue monkey with large ears, often found wearing an earring and tie, was (prior to Utena Tenjou coming along) Anthy's only true friend. Now, you can have your very own loyal little comic relief, happy and eager to see you protected and smile. He might be a little hapless, but this pocket-sized primate means well and means it with all his heart. Whether he's merely a strange breed of monkey or something more supernatural in nature is a question best taken up with the original and his charge, assuming you can get either to level with you.

50 CP: Fan Club. This handful of Ohtori Academy students, roughly a dozen, idolize you and are more than eager to help in any way they can. This grip of Followers could help you plan and execute any number of school functions, after-hours parties, or whatever club you'd like to run. None of them have the slightest clue (at the start) about the more sinister side of the school, and as such none of them come in with the knowledge or skills needed to participate in the Rose Crest Duels. Whether that stays the case or not is up to you... and those who see you regularly with them.

100/200 CP: Revolutionaries. Looking to bring along some more notable members of the Academy's roster? For **100 CP**, you can bring along any named member of the cast involved in any fashion with the Rose Crest Duels, each of whom will have the full Perk tree for their appropriate Origin, plus Items. Utena Tenjou would have the Outsider tree, Touga Kiryuu the Student Council, and so on. If you wish for a character that canonically would gain the Rose Bride or 'End Of The World' trees, that cost would become **200 CP**. As a caveat, should you select someone with deep ties to another that would fall under the Revolutionaries heading and *they* convince that other to join them, the two can join you as a joint Companion taking up a single slot. After all, it would be cruel to separate a Prince and their Bride if both are willing to leave this place by your side.

100/200 CP: Shadow Girl Playhouse. Extra! Extra! Extra! Have you heard? The Kashira Shadow Players have found a new patron; you! This trio of actresses (A-ko, B-ko, and C-ko), specializing in allegorical shadow plays, seem shockingly well-informed about the goings-on at Ohtori Academy and are more than happy to present that to you... in a sense. Allegorical shadow play specialties and all. Read between the lines and you could find them warning you of countless plots, giving you insight into the people around you, and even warning you of your own failings. They also host a radio show on campus they'd be happy if you'd listen in on. For **100 CP**, they'll be sure to provide you, their new patron, with all their latest vignettes to help guide you through the madness of Ohtori Academy and beyond. For **200 CP**, you'll additionally receive the help of their entire network of fellow Shadow Players, a veritable army of E-kos and S-kos all with an extensive computer and information network, and able to give more direct real-time updates to help you if things get especially hectic.

Drawbacks:

Do you find these powers and pleasures too tempting for the mere CP you were given to start with? You may take any number of the Drawbacks presented here, gaining the listed CP for each one taken.

0 CP: Adolescence of Utena. Your time at Ohtori Academy will instead be spent inside the version seen in the film. Expect impossible architecture and excessive beauty, even by the standards of the 'normal' Ohtori Academy. Also expect a lot more ghosts and other strangeness...

+100 CP: Character Tics. Akin to Miki's use of the stopwatch just before speaking or Utena's stretching while holding conversations, you have some unique action you undertake with regularity. It might not even be something you have a good excuse for, but other than being odd, it's unlikely to draw too much attention. Though, ten years of it might get a little frustrating for you if no one else.

+100 CP: Naive Schemer. You're less an End of the World and more a Nanami when it comes to your plans and schemes. Convoluted plots, often with no Plan B should it not play out to perfection, and even more often failing to take into account the nature of your target. If it's life or death this won't kick in, but if it's not, expect to be the butt of your own jokes.

+100/200 CP: Stunted Emotions. In this place, the natural immaturity and emotionality of youth can be a sword turned against you with some regularity. For **+100 CP**, this is closer to just normal teenage behavior; your sentiments tend to be very self-focused, which can cause you trouble at times when empathy would help. For **+200 CP**, it is closer to Touga's natural state at the start of the series, borderline sociopathic with one's inability to show empathy to others. This will likely cause you a ton of problems, and probably won't help you make many friends here either.

+100/300 CP: Hyper-Symbolism. What, exactly, did those shadowy girls mean with their short play about train concessions? What's the deal with those desks and the milkshakes sitting on them? Why is that guy shirtless on the hood of his car? You poisoned my what now?! It seems like almost everything here is steeped in a couple layers of symbolic meaning, and getting to the heart of important matters is going to take a lot more forethought. This starts off mild, but the longer the Jump goes on and the deeper into the Rose Crest Duels you are drawn, the more this will take precedent. Worth **+300 CP** instead if you took the Adolescence of Utena toggle; before Jump's end, your odds of becoming a car or driving someone else as a car skyrocket. Good luck with all that.

+200 CP: Family Woes. Something about your home life and/or life with your close family is just... off. This could range from being an orphan, abusive parents, major issues with siblings, etc. Expect it to come up and haunt you when you least expect it, and would least want it, and expect any rivals you make to try and exploit it for all they're worth.

+200 CP: Cassandra Truth. There will come a time in this Jump when you'll realize something critical, something vital, something you utterly need to tell others... and no one will listen or believe you. Could be because the people you need to convince you've gotten on the wrong side of, could be that folks just don't want to believe it. Simply put, when this happens, it'll be up to you and your actions to solve the problem if you can, because no one will realize you were telling the truth until it is too late.

+200 CP: Cruelly Innocent. It isn't exactly that you're evil, mind you... you're just cruelly innocent.

You're prone to manipulating others without entirely understanding the ramifications. If someone could keep you on track or point out the flaws, you'd be fine, but on your own you can be dangerously toxic due to this.

+200 CP: All Of The Other Duelists. Something about this place shines and glows, like a sea of roses in every possible color all kissed by the dew. So why do you feel so plain? You're prone to comparing yourself to others as if they were the main characters and you're just a bit player unable to break free. If someone notices, they could easily take advantage of this level of insecurity...

+200 CP: Selfish Selflessness. You always have to be the hero. The world is just that black and white; when you see someone in trouble, you have to be the prince that rides to their rescue. It isn't even for them, not really, not deep down... you just *need* to do it. Need to be the perpetual hero. Sooner or later, either the folks you're helping will realize this and come to resent the selfish aspect of your 'help', or you'll find yourself run ragged by the endless effort. And it could get ugly if folks have come to rely on you too much and you need to stop...

+200 CP: Love Dodecahedron. Trying to plot out the full dynamic of relationships, interests, likes, loves, lusts, hates, and combinations of all of the above just among the Rose Crest Duelists requires graduate-level geometric modeling, and that's before factoring in their friends and family. Now, you're an especially bespoke part of that dodecahedron, drawn into the web of love and hate only a group of exceptionally dramatic teenagers (with additional manipulation) can create. This won't make you act entirely against your character, but no relationship you're entangled with will be a clean one, and it will bring you into all kinds of fun exciting conflicts with others.

+200 CP ea.: Targeted. Might be that they see you as a pawn they can make use of. Might be they see you as an actual threat. Or it might be they see you as fun. Every time you take this, pick one of the three following options you haven't selected yet: the Student Council, Mikage Souji, or End Of The World. The entry chosen will begin to target you as part of their schemes, or just in an effort to squash you like a bug. And if you think you're untouchable, bear in mind most if not all of the above can just as easily target those you care about as well...

+200 CP: Never My Fault. You are almost pathologically incapable of accepting blame or punishment for your own actions. You could be caught standing over a helpless person beaten half to death, their blood on your knuckles, and you'd still blame anyone but yourself. Aside from the damage this attitude is likely to do to yourself, expect it to do equal splash damage to anyone who remains in your orbit for too long.

+200 CP: Prone To Anger. You have a hair trigger. It doesn't take much to set you off into wrathful screaming, the occasional backhanded slap, or even at the extremes just drawing your weapons and attacking someone in public. Even in a place like Ohtori where emotions run high, you're going to build a horrible reputation real fast with this Drawback.

+200 CP: A Prize To Be Won. Most folks don't see you as a person; they see you as an object. A thing. A trophy or relic to be claimed. Those who are close to you can resist this at least to some degree, but sometimes even they might slip up. Expect to have your opinions overlooked frequently and to have others speak 'on your behalf' an uncomfortable number of times.

+300 CP: Disaster Magnet. Where Jumper goes, trouble follows. Whether it is a curse, bad luck, or the manipulation of others, you'll frequently- at least once a week -run into some kind of disaster.

Friendships will be strained, danger will be present. At least you won't be able to say you live a boring life, eh?

+300 CP: Nightmare Chef. You have 'gained' Anthy's cooking skills. Or, rather, the anti-matter version of cooking skills Anthy demonstrates. This isn't just 'You are a bad chef', this is 'Your Perks are actively drawn on to maximize the chaos of anything consumable you make more complex than a pot of tea or a sno-cone.' Ever had curry that could hit you with the equivalent of a conceptual attack? Or that could swap your mind and soul with the mind and soul of someone else eating it with you? As an added 'bonus', you'll forget you picked this until the final day of the Jump. Allez Cuisine!

+300 CP: Baleful Polymorph. You will forget you took this Drawback at the start of the Jump. At some point during your time here, you'll be given a gift. A piece of jewelry that you'll simply adore and want to wear all the time. However, this jewelry is cursed, and will over time turn you into an animal version of yourself, complete with impacts to your attitude and mentality due to it. This isn't permanent; once someone removes the cursed jewelry from you, you'll be able to regain yourself. But it will be deeply unpleasant, super trippy, and not at all fun. Hopefully you can convince those who experience it around you to agree to never ever bring it up again.

+300 CP: Locket Of Truth. You have a golden locket. Inside it is a picture that represents a dark and painful secret for you, and if anyone else opens it they'll instantly understand that secret. This would be bad enough, if it weren't for the fact that the Locket Of Truth also enhances any pain the secret might bring on a personal emotional level. Getting over this enough to accept the secret or be honest about it isn't impossible, but it will be legitimately difficult and borderline traumatic.

+400 CP: Swords of Hatred. You are now the bearer of the most painful of burdens; the Million Swords Of Hatred. These blades are impaled through every exposed inch of your flesh, but will never kill you as you remain sealed away somewhere secret. The 'you' that walks the halls of Ohtori Academy is almost akin to a drone, a remote pilotable body that can act and be acted upon while your true self endlessly suffers. It is possible to be freed of this burden, but whether it is by your own hands or those of another, this misery will persist until you can find a way to do so.

+400 CP: Your Own Rose Gate. Somewhere in the heart of this world lies a gate bound by thorny vines. Behind that gate lies your power as a Jumper; all Perks and Items from other Jumps, your Warehouse, all of it is severed from you for the duration of the Jump... unless you can break open the Rose Gate. But to do so, you'd need to cultivate a power of pure love and nobility that is strong enough, pure enough, to overcome this barrier. To do so would once more give you all the power you've had stolen from you. The methods by which you do so, of course, are entirely up to you.

+400 CP: Ungraduated. Have you been caught up in the projectionist deceptions of others? Has a curse befallen you? Or were you secretly a ghost all along? Whatever the case, for the duration of the Jump, you cannot leave Ohtori Academy. While the grounds are expansive, this gilded cage could become stifling very quickly, especially since this means no escape from the many machinations this place is constantly caught up in. Look forward to graduation day, Jumper.

Scenarios:

No one comes to Ohtori Academy without ambition in their heart, Jumper. If you'd care for an extra challenge or three, you may choose to take any of the Scenarios listed below. Failing one of them, barring the result of doing so somehow killing you, will not cause you to fail your Chain.

Haunted: A ghost from your past is here and making trouble, Jumper. Literally. This figure is dead, should be dead, shouldn't exist, yet is here in physical form and seems bound and determined to make a nuisance of itself. What's worse, it's not merely a ghost... it's a symbolic ghost. To overcome it, you'll have to manage three things: A) realizing what it represents for yourself, B) defeating it in a fair duel, and C) making IT realize its own truth.

Reward: Echo Returned. You've brought peace to this manifestation of your troubled past, Jumper. So... why is it still hanging around and offering to pay for pizza? You now gain this 'ghost' as a Companion for free; construct them out of 1000 CP using this Jump. They're as real and alive as you wish them to be for the duration of the Jump, and become a normal Companion afterwards.

The Rose Crest Duels: The power to revolutionize the world is a very tempting one. It can mean a thousand things to a thousand people. What, then, will it mean to you? You must enter, and win, the Rose Crest Duels. That means everyone- the Student Council, Black Rose Duelists, End Of The World, and any other additional legitimate challengers that emerge -must be defeated in proper Rose Crest Duels. This won't happen all at once, but over a considerable period of time possibly reaching as long as the duration of the Jump itself. At the end, however, the full truth of the Rose Crest Duels will be revealed. The Rose Gate will appear before you, and you're going to have a choice to make. Will you tear open the gate and claim the power within for yourself? Will you keep the Rose Gate sealed and claim the Rose Crest Duels for yourself? Or will you save the one who lies beyond the Rose Gate, even if it costs you everything you fought for?

Reward: If you choose to claim the power, you gain the Perk **The Power To Revolutionize The World**. Once per Jump, you may declare an element of said world to be... altered. Two people might never meet whose meeting defined the world, or a great war's inciting incident might never have come to pass. By its nature, this is a destructive power, more easily used to undo things than to create anew. With such a power, you could be a god among the rabble evermore.

If you choose to keep the Rose Gate sealed and claim the Rose Crest Duels for yourself, then you gain **Ohtori Academy**. This vast and gorgeous boarding school can serve as a Warehouse addition connected through a rose-emblem door, or be Imported into future Jumps at no cost. In addition to meaning you now have a means of recruiting, educating, and potentially manipulating countless persons in future worlds, you'll also receive the following Items for free (since they come part and parcel with the Academy): **Dorm Room, Estate, Nemuro Memorial Hall, Birdcage Greenhouse, Planetarium**, and an endless assortment of **Ohtori Academy Uniforms** for all your incoming students.

If you choose to open the Rose Gate not for yourself, but for the sake of the one trapped within and suffering, you gain (aside from a lot of good karma) **Utena Tenjou and Anthy Himemiya** as free Companions, each of whom comes with their full respective Perk trees (Outsider and Rose Bride) plus 300 CP each to use on Generic Perks, all the Items of their Origins, and both **Chu-Chu** and the 200 CP version of **Shadow Girl Playhouse**. You- and all of the above -will also receive a special Perk: **Graduation**. With this, you have the option upon leaving a Jump to be 'forgotten', with those you leave behind forgetting you over time along with any trauma suffered during your time there while

retaining any positive influences you left behind.

After The Revolution: The events of the past decade at Ohtori Academy were formative and challenging, to say the very least. But those left behind, the Student Council and others in their orbit, are not destined to have their stories end here. If you elect to take up this Scenario at the end of your Jump, you'll leap forward twenty years in time. You'll bear witness to the struggles of those who once dueled here, hoping to change the world. And you will have the chance to give them that power in their adulthood, not to revolutionize the world, but to better themselves one more time. You succeed at this Scenario if you can bring a personal 'Revolution' to at least one of these persons.

Reward: Those you aid you may take as Companions for free. Their skills may have shifted since their days of dueling at the Academy, but a little practice could prove there's still a duelist in there underneath their skin. In addition, you'll gain the Perk **A Prince's Duty**. When you help someone, they stay helped, and grow stronger from it. This won't fix everything for them, but rather, give them the strength to better themselves and the world around them accordingly.

End:

All things must end, Jumper. No fairy tale, nor childhood, lasts forever. You are now left with one final decision to make in this rose-scattered world.

Go Home: It isn't perfect. But it's true. You abandon the illusions and cages, returning to the world you originated from. Your Chain is over.

Stay Here: Perhaps eternity was your aim all along. Or perhaps you simply like playing Prince too much to give it up. Maybe you just want to see how it all plays out. Whatever the case, you remain in this world. Your Chain is over.

Continue: There are many more adventures left to be had; why turn your face from them? So long as you and yours can pave them, the roads will take you far beyond the horizons you've seen so far. Enjoy the worlds yet to come, Jumper; may they bring you closer to your own Revolution.



Someday, together, we'll shine...

Notes:

Revolutionary Girl Utena was created by Be-Papas, with the manga written by Chiho Saito and the series directed by Kunihiro Ikuhara. All rights reserved to their respective holders. Please support the official releases.

This is one of my favorite series of all time, and the only reason I didn't make this sooner was I honestly thought someone else must have. Hopefully, I did it justice.

The Junior Academy affiliated with Ohtori, based on the episodes where characters from it are relevant, seems to be a full-on elementary school in terms of age range. With no further details, I treated it as such for the purposes of Age & Location.

Heroic Surge, while very powerful, does have the limitation of needing to be for others to reach its full potential, and only really lasting until the matter directly relating to them resolves. So you couldn't use this for a full Jump because you really love the Princess who is at war with another kingdom and you're fighting for her, but if her castle was under siege you'd be able to employ it at full once-per-Jump capacity until the siege was broken and she was saved.

Yes, if you took Utena with Revolutionaries and she put in the leg work, she could probably recruit about 90% of the surviving cast by the end of the series/Jump. If you really want to bring the whole cast of misfits on the Chain that way, hey, I won't argue it. Enjoy the drama!

For Shadow Girl Playhouse, the Kashira Shadow Players received as part of both the 100 and 200 CP version count as a single Companion in regards to importing rules for future Jumps, while the full network received for 200 CP are effectively Followers. That said, in neither case are they typically combatants; they'll help how they can in their own ways, but they're more so facilitators for your story, not costars in it.

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Version 1.0: Created Jump

Created by Astrangeplaytomake