

# Eiken

## Jumpchain

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Welcome to Zanshono Private Academy! This massive city-slash-school can hold almost fifty-four thousand students. Those here for the long haul enter in first grade and leave in their late teens. Many students and teachers also live, work, and shop on campus full-time, never needing to leave with the huge variety of facilities available.

Though it may look like an ordinary, if oversized, campus on the outside, Zanshono has quite a few oddities. Mysterious buildings that people wander into and can never find again. Child geniuses building mecha in private machine shops, and girls that can crush tanks with their bare hands.

The student's bodies can be equally oversized. Seriously, what are they feeding those girls? The most infamous busts on campus belong to the girls of the Eiken club, a mysterious and oft maligned club that...doesn't seem dedicated to anything in particular.

You'll arrive on the same day that the 'protagonist' Densuke Mifune will begin his schooling here.

He'll be forcefully drafted into the Eiken club before the day is done, and subjected to a never-ending stream of sexually suggestive accidents, misunderstandings, and set-ups. He'll be shoved by hips, bludgeoned by boobs, taunted by cleavage, tormented by older women, thirsted for by both the sister and mother of his girlfriend, and generally be treated as a life-size chew toy.

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You will stay here for 10 years, so choose an age between 8 and 17. You'll graduate around age 18 and receive an immediate offer of employment from the Academy, starting out as a teacher's assistant. You may choose your sex for free.

You have 1000cp to spend.

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## Location

You'll arrive at the same place everyone else does, New Student Registration. Here you'll pick up your class schedule, introductory material, and dorm key if you're a boarding student.

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## Background

Boarding student (Drop-in)

One of many new Zanshono students, you have no history in this world. A scholarship will cover your living expenses. You'll receive a small monthly allowance which will increase as you get older, but you'll need to get a part-time job if you want any real amount of spending money.

Eiken club

The most highly-desired club membership on campus and also the most feared, no one really knows what the Eiken club does. Besides be filled with incredibly attractive girls, some of whom are unbelievably well-endowed. Even the eleven-year-olds. Maybe it's something in the water?

### Exchange student

Zanshono selects the most charismatic students to show off the Academy's stuff in other nations around the world. As a foreign arrival or a newly-returned student, you've got popularity and the air of an elite on your side to help you coast through your time here.

### Zanshono student

One of many, many, many students here, your only hope of standing out from the massive masses in any way is through academic excellence. Without connections or wealth all you can rely on is yourself, so hit those books and show the prettyboys what real talent looks like.

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### Perks

*Within your background, perks are discounted 50%. 100cp perks are free.*

### Boarding student (Drop-in)

#### 100cp – Nondescript

Being so small and average, people tend to gloss over your presence. In a crowd you're practically invisible, If you don't do anything to draw attention. Bodyguards and similar sorts will take note of you if you approach their charges, but otherwise you're the last one to be picked out of a group.

#### 100cp – Nice hands

You've got nimble fingers, a soft touch and a firm grip. Great for tasks requiring manual dexterity, like grabbing soft, delicate things before they hit the ground. Once word of this quality of yours gets out, you'll be volunteered every time someone needs lotion applied or a backrub given.

#### 200cp – It wasn't me!

'Harmless' is a word often used to describe you. 'Easy to take advantage of' are a few more. Unless you're directly responsible for something bad happening, you can duck the vast majority of any misplaced blame or hard feelings that get thrown around as a consequence.

#### 200cp – Let me help!

For someone so dense, you can occasionally manage moments of surprising insight. When people are stressed, shy, scared or otherwise troubled, you tend to fumble your way into saying things and acting in a way that makes them feel more comfortable. It's not much, but it can take the edge off.

#### 400cp – Lucky to have survived that

You have the remarkable ability to survive things that would have otherwise killed you...by accident. The less malice there is behind something, the less true intent to cause harm, the less it hurts you. Something entirely random and natural, like a lightning bolt, would leave you sooty and coughing smoke at most. A friendly boob to the head that sends you careening off-balance to slam head-first into a brick wall will leave you with bumps and scrapes at worst, not a broken neck. But when the bullets are flying and monsters come out, you're only moderately tougher than the toughest human when determining how much an attack will injure you.

#### 600cp – Universal appeal

Some people say that there's something good in everyone. This is debatable, but everybody seems to find something about you as attractive or worthy of admiration. It'll be different for each person. It may be a physical quality or the way you act. Maybe something you did or said resonates with a value or ideal they hold dear. However it happens, they'll be left with a positive impression of you

that's very hard to break. They'll be happy to talk, spend time with you, or provide a favor here and there. Depending on how exactly they see you, they might call you up to hang out, ask you for aid, or start dropping unsubtle hints that they'd be open to romantic overtures. These feelings will never fade over time, and continuing to do whatever endeared you to them in the first place can strengthen their feelings towards you. On the other hand, this infatuation can be broken if you do something horrible in general or specifically contrary to whatever appealed them to you in the first place.

### Eiken club

#### 100cp – Huge tracts of land

Your figure stands out. Way, way out. Hot, handsome, cute, whatever, you project an image that turns heads, and a silhouette that tilts them. You can choose for one of your...features...to be especially exaggerated, if you're willing to bear the attention. And possibly pay for custom clothes. You may buy this perk multiple times.

#### 100cp – Innuendo

You can add undertones to damn near anything you do. You can be subtle, a twist of your hips or a finger on your lips can start someone's heart racing. Or with a few words you can reduce someone to a sputtering mess through sheer brazenness.

#### 200cp – Just Eiken stuff

What does the Eiken club do? What doesn't it do! They laze around, make hotpot, enter contests to win vacations, fly around in giant robots, and...um...huh. At the very least, members of the Eiken club are very good at two things. Making it seem like they're doing something, and making those things seem like nothing out of the ordinary. Your time here will teach you how to be a weirdo that masquerades as a productive member of society.

#### 200cp – Odd squad

Eiken is a gathering of oddballs who have somehow come together and stayed together despite wildly differing personalities, quirks, and some members' love of unrelenting mammicular assaults. From them you'll learn how get along with people despite whatever quirks, troubles, and trauma they bear, and guide them to open up and make healthy social connections.

#### 400cp – Eiken science

A prodigy among inventors almost equal to Kyoko Morooka, you'll got a creative streak that makes it easy to come up with new ideas for inventions and to draw inspiration from old or outdated devices. Though you're not at the point where you can break the limits of the tools and science of the times, what you can make is easily bashed together or quickly repaired.

#### 600cp – Eiken club charter

There's no sugarcoating it, the Eiken club gets involved in some really weird shit. Except that no one seems to notice, and there's no lasting consequences. A small army of kidnappers attacks the school, and a single teenage girl beats them down and punches a tank into scrap? Not even a 'hey, you remember the time that-' or a smoking crater to be found. After leaving this bizarre place, you'll benefit from a similar ability to fly under the radar. After weird things happen (weird as defined by the public consciousness of the current jump) memories get hazy and even physical evidence fades away. More serious things like death and wide-scale destruction will still be noticed, recorded, and investigated, but the supernatural elements will either slowly fade from public awareness or be misremembered as something strange but ultimately mundane. You may turn this perk on and off, but where massive, world-changing events are concerned, all bets are off.

## Exchange student

### 100cp – Playboy sense

At a glance you can tell the following about someone. If they are in a romantic relationship, if they have any such feelings for someone who is also in your field of view, or if they find you attractive.

### 100cp – Smooth talker

A silver tongue grants you a lovely voice, and you're very good at keeping a level tone and slip up or trip over your words no matter the situation. Stress won't be heard in your voice unless you want it to, letting you deliver messages and lies with equal ease.

### 200cp – First among equals

When a member of a group, you naturally gravitate towards becoming their posterboy. Even if you aren't the best or greatest contributor among them, people will soon see you as the 'face' of the bunch. Even if there's an official spokesman, many outsiders will come up with a reason why it's better to talk to you first regarding various things about the group you 'represent.'

### 200cp – Idol

Fame is fleeting for many people, but not you. It's easy to build a reputation, word of your deeds spreading far and wide and often become inflated along the way. It's also harder to lose the fame you've earned. Hits to your reputation are softened, people are slower to forget what you've accomplished, and the ability to ask for favors from the grateful is stretched just a little bit farther.

### 400cp – A friendly game between men

An underhanded dick like yourself prefers to settle your disputes before anyone realizes there was even a contest. You can sabotage someone's efforts in a future endeavour by challenging them to an otherwise innocuous game or challenge, and during that time make a few subtle or not-so-subtle comments about their poor prospects in that regard. Provided you win, they will leave disheartened and full of doubt, unable to give their all when the time comes to fight over the real stakes.

### 600cp – Better to be famous than smart

You've got connections. Your connections have connections. Your connected connec-you get the point. You know so many people that authority and influence in one area can substitute for it in others. The farther removed one field is from another, the less the effect. Being a fashion mogul doesn't give you much military authority, but if you were a contractor making weapons for the army you could butt heads with a general over the implementation of major strategic policies. The fashionista could requisition a private or two at most, and it would somehow be legal to do so.

## Zanshono student

### 100cp – An actual student

Outside of the craziness of the Eiken club, thousands of students work hard on their very ordinary education. You're able to focus on your studies for a long period of time without becoming mentally fatigued, and can speed read through text without missing anything important.

### 100cp – Head of the class

A little talent to go with your hard work. You're smart enough that many people would call you a genius, and able to memorize things quickly when you need to do some last-minute cramming.

### 200cp – Man of many clubs

Zanshono Academy has tons of clubs, and you've visited all of them at least once. You've got skills...on the level of a dabbler only, but skills covering a great many subjects. There's no mundane

skill, no subject, no tool or even weapon that exists here that you haven't tried your hand with. In future jumps, you'll begin with a similar amount of know-how for other very common skills as well.

200cp – I happen to be an expert on this topic

You could be a certified genius, but you're certainly not old enough to drive. For anyone else, such youth could make them seem less than credible. Not you. Little things like age or gender don't give anyone reason to doubt your qualifications or abilities. Or big things. Or really weird things.

400cp – Minimal standards

After all your hard work, why leave things to chance? When pure random chance is involved you're on the lucky side, rolling high numbers and pulling winning tickets. You're so lucky in fact that even in the face of total randomness it's impossible for you to come up dead last. This does nothing for contests of ability, winning those is still on you. But when it's all up to a spin of the wheel or the roll of dice, at absolute worst you'll land in second-last place.

600cp – Club president

Your dedication to a particular hobby has taken your skills to an entirely new level. An actress could mimic another person perfectly, even an eleven-year-old half her size. A construction aficionado could demolish a house and cart away the rubble with nothing but a crowbar in less than an hour. A scientist could kludge together advanced machines with sub-par materials and facilities, though they'll be far from perfectly functioning. You must develop a high level of talent within a field before this perk will apply, and this perk is not magic. It can stretch logic, but not break it. Any sort of effect looking for supernatural or reality-bending elements would find none in what you do. This is, after all, pure skill. Somehow.

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### **Items**

Free – Absolute Bra

In a world...of massive boobies...this is...the perfect bra. Or codpiece. Whichever. It doesn't matter how bountiful you are. This undergarment is the most supportive and comfy thing your wobbly bits will ever nestle inside. No matter the situation or physical activity, your bits will never slip out, flop around, need adjusting, or get in your way thanks to advanced space-folding anime magic. Will automatically adjust to unusual anatomies, you freak. You receive as many of either type you need, and can imprint this quality onto other pieces of clothing, armor, or mecha you own.

Free – Zanshono uniform

If you're going to school, you'll naturally need a uniform. Each morning you have have a freshly cleaned and pressed set ready to wear, and it'll disappear at the end of the day to be made ready for tomorrow. They are perfectly normal and functional outfits, even if the skirt for girls is just a hair on the short side. Strangely enough, wearing the opposite sex's uniform can make less perceptive people confuse you for that sex at first glance or even longer, if you can play the role well.

100cp – Family pasta

Courtesy of Komoe's grandmother, you have an unlimited supply of tasty and easy to cook pasta. Which kind? Every kind! Any kind of recipe that involves pasta will taste great with this.

100cp – Cute wallet

A small wallet with a childish design, it looks empty to anyone you don't want getting into it. It can store an infinite amount of wallet-related stuff, and you'll have no problems finding what you need no matter how much you cram in. The wallet will somehow quickly find its way back to you if lost.

#### 200cp – Teddy costume

Looking like some kind of mascot, this large bear costume perfectly hides the identity of the wearer. The anonymity is quite liberating, and wearers will find their confidence and strength increased. Even a child could flip a car while wearing it. It does muffle outgoing sound, so you can hear others but cannot speak or communicate in return. Replaced in 24 hours if lost or destroyed.

#### 200cp – Dress code update

This form will allow you to alter a group's dress code. This could be a school, military, business, convent, whatever. Just fill out the details and deliver it to an appropriate figure within the group's hierarchy, and the wheels of bureaucracy will begin turning to make the change an official policy. No one will see the changes as particularly strange. The only restrictions being that the changes must not be illegal, cannot put the wearers at risk, or include things that don't actually count as clothing. So while you could make nuns wear extra-low-cut backless habits, and all women in the military wear miniskirts, you could not alter the safety gear of firefighters or make people go nude.

#### 300cp – Gentle flu

Analysis of a blood sample taken from Misono Kirika has yielded a unique strain of a common virus. Infection causes very mild flu symptoms and a large change in personality. Those infected become more cheerful, relaxed, and generally nicer and more aware of the needs of those around them. There is less than an hour between exposure and the appearance of symptoms, and the infection takes around 24 hours to resolve. Sufferers retain only fuzzy memories of how their behaviour was abnormal during that time. The Gentle Flu is communicable, but only through bodily fluids. You receive a replenishing supply of virus samples.

#### 300cp – Mini-mecha

A prototype purchased from Kyoko Morooka, this robot is a copy of her 'Gustav' line of robotics. Gustav Drei is a one-seat, five-meter tall, human-shaped robot. Despite looking squat and lumpy, it was built primarily for industrial work and so includes a large assortment of mundane tools built into the limbs that can be manipulated with extreme precision. Like Gustav Zwei, it can fly at around a hundred kph, though doing so will quickly drain the batteries. The mini-mech runs on clean high-density batteries that will self-recharge after 24 hours. If destroyed, you'll have to wait a month before getting a replacement.

#### 400cp – Faded plaque

This square of bronze is positively ancient. Weather-worn and caked in verdigris, the only words you can make out are 'Building Zero' and 'In remembrance.' There's an air of unease and sadness about it, and attaching this plaque to a building will give it an aura that makes people unconsciously avoid it. If the building is already something hidden, like a cabin in the woods, it will become much more difficult to find even with a map and a dedicated search. If the building is something obvious or public, it makes areas you want to remain hidden far less likely to be stumbled upon as people become nervous and less inclined to explore or spend the time to perform thorough searches.

#### 400cp – Zanshono franchise

Only from Japan...you're the proud owner of a brand-new micro-academy. The start-up costs which include salary, land use and sundry are already handled, so all you need to do is set the curriculum, hire teachers, and attract students. This facility is nowhere near as large as the original academy, only handling about two hundred students at once before things start to get crowded, but the utilities are all top-notch. The building itself lands in a location of your choice, and is of a type suited to the current jump. You'll make a small profit from tuition, maybe a few thousand each month. Unless some outside factor requires your intervention, the academy will run itself smoothly. You retain total and final authority over all administrative functions.

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## **Companions**

### **100cp – Canon companion**

Did you meet someone here you actually liked? This option will let you take them along as a companion to future jumps. Many characters here have families, close friends, and side characters that they would hesitate to leave behind, so why not include them too? For an extra 100cp, you may bring along any such flunkies or family members as followers.

### **200cp – The ghost of building zero**

So...who is this? Wasn't she mentioned in only a single chapter before never being spoken of again? You'd think a little dead girl would get more attention than as Yet Another Girl Chasing Densuke, but no... She'll become more than a footnote in your care, her ghostly nature getting a small power boost that lets her 'haunt' the Cosmic Warehouse or any other property you own, flipping switches, moving small objects, creating cold spots and small noises, etc. She'll be able to return to this ghostly state as an alt-form in the future. She'll also need a new name, having forgotten it long ago.

### **300cp – Companion import**

Don't want to suffer alone, huh? Misery loves company, so let's say you can import any number of companions here. They get a free background and 600cp to spend. Just for the hell of it, they're also allowed to take any of the +100cp drawbacks for extra points, for the full Eiken experience.

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## **Drawbacks**

*You may take a maximum of +600cp worth of drawbacks*

### **+0cp – I am Densuke Mifune**

By taking this drawback, you will take the place of Densuke Mifune, get shanghaied into the Eiken club and be dragged through all the absurdity that membership entails. Since this is a drawback, it also means that perks are completely ineffective at moderating the troubles and general insanity you'll have to deal with on almost a daily basis. This is a dumb setting. A really, really, really, dumb setting. I can't stress that enough.

Your reward for putting up with this madhouse is simple. At the end of each future jump, you may return to Zanshono Academy for a month of obligation-free relaxation.

### **+0cp – Rule #63**

Wait a minute...how...why?! You've stumbled into the wrong place, or maybe the wrong place has stumbled into you. This is still Eiken, and everything is the same. Except for the people. Sexes are swapped, but personalities are not. Be careful around the guys, unless you want a bulge to the face.

### **+100cp – Ridiculously large tits**

You've got a terminal case of tits and ass. Or maybe you've got the full package. Either way there's no hiding it. It'll probably make dealing with crowds and maybe even doorways difficult, and you'll want to avoid small spaces. You can't completely hide what you've got, and when you've got the hots for someone, believe me when I say that everyone will know.

+100cp – Clumsy

It's a miracle you've lived this long, really. You'll fall, trip, or take a tumble at least once a day. You won't land someplace automatically fatal, so you don't have to worry about accidentally cartwheeling into a woodchipper or taking a swan dive onto an electrified rail before being hit by a train. But if you could somehow end up embarrassed, inconvenienced, or doing something humorous for everyone but you, then that's the position you'll find yourself in.

+100cp – Trap bait

You will get forced into clothes, makeup, and situations that have no respect for your self-image, sexual identity, or good taste in general. Did you start flirting with a cute girl? Surprise, it's a boy! When Eiken's science division needs a guinea pig, it's time for the gender- or body-swap chapter. These instances will thankfully be brief, but will happen with annoying regularity.

+100cp – Nearsighted

You need glasses. The moment you'll lose them you'll be almost blind. Your other senses and general awareness will take a hit too, making you a little more clumsy and accident-prone as well. Events will conspire that you will lose track of them on a semi-regular basis.

+200cp – Chaos, thy name is Eiken

The Eiken club makes things interesting for Zanshono Academy, in the Chinese sense of the word. You'll be forcefully dragged into their nonsense if you want to be or not, and if you don't help out their troubles will reflect heavily on your own life.

+200cp – Part-timer

For whatever reason, you are required to hold down a part-time job for your time here. It'll take up at least a few hours of time each week, and will cut into the normal time periods needed to study, relax, or attend clubs. You will always be able to find and get a job if you go looking for one, though it isn't guaranteed to be well-paying or enjoyable.

+200cp – Romantic rivals

You'll gain quite a few admirers during your time here. Too bad you can't stand any of them, and you can't get rid of them either. They won't care if you're already in a relationship. Even if you're the harem type, no one will want to let these crazies in. For an extra +100cp, a long line of equally unpleasant suitors will also chase after your companions. Their romantic scheming and attempts to get companions away from you to keep for themselves will never fail to get under your skin.

+300cp – Why don't you have a seat over there

New school, hot girls, improbable measurements...with you not being a walking cliché like the resident meek 'protagonist' this jump is shaping up to be a lot of fun. Except...well, they're most all underage, you know? And you probably are too. Anime logic has been revoked for your time here, but not in regards to how things become randomly and inexplicably lewd, oh no. The Academy now takes a very dim view of sexual misconduct, so things like 'accidentally' wandering into a girl's change room, spying on people during a health exam, or grabbing a handful of ass are all very serious issues. Accidents do happen, but if you're caught having too many 'accidents,' or worse, if you're found to be doing such things intentionally, it will mean disciplinary actions or even an expulsion, which will cause you to fail the jump.

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You're still sane after all that?

Of course you'll **move on**. You'd be crazy to **stay**. Or maybe it's time to finally **go home**?