

原作 青山 弘美
漫画 山根 和俊



Champion
RED Comics

RED

THE FRONT OF SUPERMAN

INTRODUCTION

+1000 Game Points

What does it mean to be special?

Does it mean receiving some unfair advantage unique to you?

Does it mean to work hard to refine your talents to a fine point?

Does it mean to simply be destined for greatness, and claim your birthright?

Whatever the case, these will all be put to the test.

On this day, a strange godlike being resembling a naked woman will approach 14 humans with a proposal. Her name is Fee, and whether through force or coercion, she will orchestrate a series of 7 death matches. Each match will be between a trained master in a certain form of combat or warfare, and one seemingly normal human being who has been granted a psychic power by Fee herself.

After the 14 become seven, it will be revealed that everything until now was simply the preliminaries. A similar being to Fee, resembling a black cat and answering to the name Mate, will appear with seven warriors of their own. Each is an almost unkillable artificial human, each holding the mind of one of the greatest geniuses in human history. The seven humans must defeat these monsters.

Should they fail, the warriors of Mate will enact a plan to construct a time machine that will allow themselves and the Earth elites to construct a time machine that will allow the chosen to create a new age of technological advancement but kill all those humans that were not fortunate enough to be chosen.

Don't bother looking for "whys" or "hows". Two gods found our dimension and decided to have some fun at humanity's expense. That's all you need to know.

You'll be here until the conclusion of this twisted death game, no matter who wins.

NATURE

Choose one. Decide age & gender freely. Any choice may be treated as Drop-In. You may choose whether you replace one of the canon participants in the game or simply increase the number of participants for each stage from 7 to 8.

Expert – 0 GP

The vanilla, so to speak. You were recruited by Fee to serve as one of her “experts”. This means you’re no stranger to life-and-death situations, but you also aren’t getting any special powers or immortal bodies out of the deal.

Esper – 200 GP

A mostly normal human, who was discovered by Fee and granted a single supernatural power that she found particularly fitting. Other than your power, you’re a mostly normal human. So don’t get too cocky.

Genius – 600 GP

One of the enhanced warriors of mate. As a “Carbonoid Rebooted” your body has been enhanced in a variety of ways. You possess inhuman strength, speed, durability, reflexes, and healing rate. Your blood is self-propelled, meaning you don’t have a heart or arteries to serve as weak points. Carbonoids also possess a ceramic-based skull that is significantly stronger than human bone. It’s said that just about the only reliable way to kill a Carbonoid is by decapitation or their body’s complete destruction.

Each Carbonoid contains the mind and DNA of one of the greatest geniuses in human history. They also receive a unique ability relating to their original’s area of expertise.

PERKS

Choose any two 100 GP Perks to receive for free. You may choose two Perks from each price tier to discount half-off, unless specified otherwise.

A Free Mind – 100 GP

The greatest asset for anyone involved in this conflict. You are a naturally creative individual. You especially have a knack for finding unconventional applications for supernatural powers. You'll frequently have epiphanies on entirely new ways to utilize your powers in the midst of life-or-death struggles.

Talented – 100 GP

You are naturally skilled in a non-combat related skill of your choosing. It could be stage magic, music, surgery, etc. You find it bizarrely easy to apply this skillset to give you an edge in battle or similar life-or-death situations. Like using medical skill to target an opponent's vitals or using your magic skills to bait a pursuer into a trap.

Stepping Stones – 100 GP

A rather bizarre quality. When you find yourself on the brink of despair, you will hallucinate phantoms of those you've killed in battle. They'll mainly just stare at you, but this will invariably grant you a second wind and reawaken your will to live. It may even provide you with a hint to escape your current predicament.

Burning Heart – 100 GP

Nothing like a death battle to awaken romantic passions. You find that love comes freakishly easy to you in high-stakes adventures. You can know someone for a matter of days, and you'll be acting like you've been madly in love for years. This won't apply to anyone you wouldn't be interested in, or whom you have zero chemistry with.

Specialist – 200 GP (One Free Expert)

You are a master in a particular method of violence of your choosing. Whether you're a sniper, hitman, swordsman, a kung-fu master, or even a dog trainer. You're one of the best in the world at what you do. You could easily kill hundreds of armed guards on your own with just this. Of course, that's assuming said guards are regular humans. Those who possess superhuman abilities have an inherent edge that maybe not even you can overcome. This can be taken multiple times for different specialties.

Broken – 200 GP

There is something seriously wrong with your body. You completely lack the ability to feel pain or discomfort. This also allows you to push your body past its natural limits, like punching someone so hard it shatters your own hand.. You don't heal any faster than before, but injuries almost always heal cleanly if given enough time. You can choose now whether taking this also numbs your conscience and emotions.

Full Circle – 200 GP

What good is strength without conviction? Or power without control? When it comes to powers or techniques that require either an excess of emotions or a total lack of emotions, you can treat those two conditions as interchangeable as needed. You can use love to fuel a technique that normally requires apathy, or tranquility for a technique that normally demands overwhelming hatred, to give two examples.

Playing Dirty – 200 GP

It's hard to say whether the rules of this death game actually matter, considering how often people intervene in 1:1 duels. Going forward, you'll find in similar competitive contexts with clear rules that you'll get far more leeway than anyone else when it comes to blatantly cheating, as long as you do so in an entertaining way. Even if you don't always get a free pass, you'll almost never get disqualified outright.

Stubborn – 400 GP

It's almost disturbing the kind of damage some of these combatants survive. You could use "fighting spirit" to survive injuries that really shouldn't be possible. Whether it's a knife through your brain, full-body impalement, or being reduced to a pile of organs and muscles, as long as you refuse to admit defeat, you'll simply refuse to die until the battle ends, whether by defeating the enemy, or by losing all hope of victory.

Chosen One – 400 GP

You aren't like the plebians around you. You are a true elite. Whether due to your bloodline, wealth, reputation, or just your regal air, you'll always be welcomed among the "elites" of a given world. In addition to many powerful networking opportunities, whenever there's some apocalyptic conspiracy going on that will sacrifice the majority for the benefit of the few, 9 times out of 10 you'll be able to reserve a seat on the ark.

High Priest – 400 GP

Devotion to a religious doctrine of your choice has made you more than human. Your superhuman strength is dwarfed only by your willpower. You can use prayers or chants alongside a tranquil heart to forcibly shatter illusions. When you have someone at your mercy, you can cause them to hallucinate the finishing blow. All but the most remorseless foes spared in this way will be overwhelmed by a feeling of rebirth.

Stacked Deck – 400 GP

The more a conflict is stacked against you, the more fate bends over backwards to give you a fighting chance. Allies will survive injuries they really shouldn't, you'll pull techniques out of your ass that perfectly counter your opponent, enemies will make absurdly stupid mistakes and take way too long to deliver a finishing blow, etc. This ensures you always have a chance against all but the most invincible foes.

True Void – 600 GP

The pinnacle of swordsmanship. Achieving this state requires you to completely empty your heart and mind of all emotions, becoming nothing more than a weapon. Once you achieve this, your sword strike will gain the inexplicable ability to bypass any techniques that manipulate space or time. Whether it be intangibility, time dilation, dimensional barriers, etc. You can cut them like you would any normal man.

Universal Genius – 600 GP

With an IQ of at least 250, your mind is centuries ahead of the modern day. You may choose whether to focus all this brilliance on one subject, like Alice Traylor's grasp of dimensional technology. Alternatively, you can be a true polymath like Leonardo da Vinci himself, able to excel in just about any creative or scientific field that catches your eye, though not to the same extent as if you chose to specialize.

Inheritor of Meiyouken – 600 GP

By drawing on your own internal qi and the dragon pulse that runs through the earth, you can produce a variety of supernatural effects. In addition to your superhuman strength, you can use pressure points to boil someone alive, purify toxins with acupuncture, fire a beam of pure qi energy, or even infuse your qi and martial arts knowledge into others. Overuse will result in rapid aging, or even death.

Complete Victory – 600 GP

Whenever you seize victory in some life-or-death battle, you'll find all your injuries magically healed immediately after, even things like missing limbs or brain damage.

Once per Jump, should you claim final victory in a war or battle of apocalyptic significance, you may choose to transport you and the souls of any allies (even those that died) into a parallel timeline where this battle never occurred and everyone is living out their ideal lives. Only you and your companions will retain any memory of the original timeline. Best not to think about what happens to the old timeline.

Download – 500 GP, No discounts

Similar to the method used by Fee and Mate to create their champions, each Jump you may bestow 7 individuals of your choosing with one full-powered copy each of a supernatural power from your own arsenal. Should one of these seven die, it will free up one of these seven slots, allowing you to bestow a power of your choosing to someone else. Only those active in the current Jump are counted against how many powers you can give. So those left behind in a world won't be counted against this, but those you companion will. In the latter case, you may choose whether or not to rescind the power you gave them between Jumps. Post-Chain you can give as many powers as you want to whoever you want. Not like it matters much at that stage.

Rebooted – 500 GP, No discounts

You are privy to the technology behind the creation of the Carbonoid Rebooted. In essence, you can create synthetic humans with the various enhancements mentioned in the Genius Nature above. You can infuse an individual's DNA into a Carbonoid to create a kind of clone containing the memories, skills, and personality of the original. Of course, you can also make tweaks to their mind if their original disposition doesn't mesh well with your own objectives. However, this only allows you to replicate the body of the Carbonoids. Whatever mechanism Mate used to turn abstract theories into supernatural powers is beyond the scope of this Perk.

POWERS

Exclusive Espers. Choose only one.

Wall Passer – 0 GP

With a simple thought, you can render your body and anything on your person intangible. You seem to have a degree of three-dimensional mobility while phasing, almost like you're "swimming" through the surface. The only thing that could be considered a weakness is that you need to be consciously aware of whatever you're phasing through. So even if you're halfway through a wall, you could still be cut by a sword stabbed through said wall, as long as you don't see it coming.

Metal Bender – 0 GP

You have the ability to psychically control any metal you make contact with. There doesn't seem to be any limit on the amount or durability of the metal you can manipulate. As long as your hands are in direct contact with a metal structure, you can bend it like clay or control it like tentacles. You can even weaponize the iron in your blood, going as far as replacing entire severed limbs with blood constructs.

Ultravision – 0 GP

This ability is centralized in your eyes, allowing you to serve as a human MRI. Your eyes can see through solid walls and view every level of the human body in absurd detail. Every muscle contraction, every stimulated gland, and every neural impulse is clear as day. Short of their internal thoughts, you can tell everything about a person by looking at them, from their emotions to their condition to their next attacks. This also enhances your reflexes to enable you to act on this predictive ability in combat.

However, this power holds one last secret. Should you lose the use of your two eyes, your Vajrayana Chakra will awaken, acting as a third eye. This "God's Eye" attunes you to all the forces of the physical universe, allowing you to process all this information with little issue. You can see the electrons around an atom, the forces governing gravity, the flow of time, and so on. Enough stimulation can overload your God's Eye, but there are very few phenomena in the natural world that can manage such a thing.

Fire Master – 0 GP

You are able to create and manipulate fire with your mind. You are able to ignite anything in your line of sight, regardless of distance. With some creativity, you can use “Adiabatic Expansion” to fire the air itself like bullets. Your flames can normally reach about 2000 °C at most. As an additional benefit, you are completely unaffected by the heat of your own flames, unless you wish to be, such as to cauterize a wound.

This power is fueled by your own pain and suffering. The more you get hurt, the hotter your flames and the greater your control. Should you become especially desperate, you can self-destruct, creating a fireball big enough to wipe Tokyo off the map.

Blues Man – 0 GP

A strange ability that requires a guitar to be focused through. Your music is able to induce illusions in anyone who hears them. You can trap someone in just about any illusion you can think of. The illusion is so real that anything one experiences in the illusion will be reflected in their physical body. One can forcibly break the illusion with superhuman willpower, but a portion of the damage sustained will still transfer over.

Even if your illusions don't do the job, continuous exposure to your music can resonate in one's very DNA, instantly infesting their body with large cancerous tumors.

Super Regenerator – 0 GP

A potent defensive ability. Any injury you sustain can be instantly restored in a flash of light. Even if your entire body is blown to pieces, you'll be completely unharmed moments later. Even damage to clothing or items on your person is restored. The root of this immortality is “desire”. As long as you desire to be healed or to live, your regeneration will trigger instantly. This means you can choose to delay your regeneration if you don't wish to be healed for whatever reason. This also means that the only way to kill you permanently is to make you sincerely desire to die.

This power functions by pulling in mass from other dimensions to mend your body. As such, those with the ability to manipulate dimensions can potentially cut you off from your powers. Though, beings with such an ability are hardly common.

A more pressing weakness is that your regeneration has no countermeasure to poison or foreign substances trapped within your body. In the worst case scenario, you may get caught in an infinite loop of death and revival.

Telekinetic - 0 GP / 300 GP

A seemingly weak ability that hides infinite potential if used creatively. You are able to move objects with your mind. You cannot manipulate any object with mass greater than a baseball. There's no limit to how many distinct objects you can manipulate simultaneously. However, locking onto a new target isn't instant. This usually isn't a problem, but for something like a bullet that moves faster than sound, the most you'd have time to do is slightly alter its trajectory away from your vitals.

By default, you are still bound somewhat to the laws of physics, but for an extra *300 GP* your telekinesis is upgraded from having functionally no limits to having literally no limit on speed, distance, quantity, or minimum size. Once you realize this, even individual particles can be launched at FTL speeds to induce nuclear fusion or tear the very fabric of spacetime to shreds in a localized area via the manipulation of tachyons.

Unnamed Power - 0 GP / 300 GP

You may design your own power, using those listed above as a metric. Most powers here are relatively equal in overall utility. Each one is extremely potent in its own right, but are either highly specialized (only affects vision, only affects healing) or have in-built limitations that somewhat limit its destructive potential. Every power has some kind of loophole that can potentially be used against it, but these loopholes are often so specific that you'd rarely come up against an opponent with the means to exploit them.

For an additional *300 GP*, your power's potential is functionally infinite. It will take time to recognize the full scope of your power, but the more you explore your limits (or lack thereof) the more applications you'll discover. In time, you'll discover the only real limit on your destructive power and versatility is your own imagination. Before long, even the laws of physics will be at your mercy.

THEORIES

Exclusive Geniuses. Choose only one.

Universal Gravitation – 0 GP

The power associated with the mathematician Isaac Newton. You are able to summon an infinite amount of apples that serve as the vector for your power, generating spheres within which you can manipulate gravity in whatever way you please. Whether that be crushing everything within with intense weight, creating micro black holes, or even bending space to act as a kind of forcefield. You may even learn how to mold gravity into other shapes like rings of gravity you can bind an opponent with to puppeteer their body. However, while your gravity can slightly bend space, it is nowhere near strong enough to notably influence time.

Evolutionary Theory – 0 GP

The power associated with the biologist Charles Darwin. You have the ability to mentally control any simple-minded organisms in your vicinity. More impressively, you can freely manipulate their evolution, causing instant transformations and creating mass from nothing if need-be. Whether it be transforming finches into a stampede of tyrannosaurus, evolving a butterfly hundreds of years to give them razor-sharp wings harder than diamonds, spawning poisonous fungus from the ground, or even shaping a mundane deer into a perfect body-double of you. It doesn't appear that you can use this ability against an unwilling target. On account of your control over simple plants or animals, this basically only applies to humans.

Supercooling – 0 GP

The power associated with the Japanese queen Himiko. You have the ability to instantly slow down molecular movement and induce freezing. You can freeze any object in an instant, including the air itself, creating projectiles akin to liquid nitrogen water balloons. You can even use this power to manipulate air particles, allowing you to manipulate the weather, such as shaping the clouds into a water jet strong enough to cut a steel ship in half. It's unknown if this is the true limit of the power, or if the canon user just wasn't as imaginative as many of her peers.

Universal Genius – 0 GP

The power associated with the polymath Leonardo da Vinci. With it, you are able to manipulate energy to a variety of effects. While impressive on paper, it is quite simple in application. In effect, it enhances your physical abilities to the point where you can move at the speed of sound and shatter buildings with a punch. You are also able to fly and can condense heat to produce a miniature sun. It's unknown if this ability has any more nuanced applications.

Achilles and the Tortoise – 200 GP

The power associated with the philosopher Zeno of Elea. It allows you to manipulate localized space and time. You can create an infinite space around you to make it impossible for any attack to reach you (while being fully capable of attacking back). At the same time you can accelerate or decelerate time to move at inhuman speeds and almost appear to teleport. As a final ace in the hole, you can take advantage of the “Banach-Tarski Paradox” to produce a seemingly limitless number of clones of yourself. However, killing your original body will cause all the clones to disappear.

Feather of Galois – 200 GP

The power associated with the mathematician Évariste Galois. This ability allows you to utilize “set theory” to transform 3D space. This power is focused through black feathers you can summon and throw with pinpoint accuracy. Striking a target with these allows you to freely manipulate its physical parameters. The transformation itself is harmless. It's only after they rematerialize that whatever you sculpted them into becomes physical reality. While you could dematerialize yourself to dodge attacks before returning to your original shape, you could just as easily turn an enemy into a grotesque monolith of muscles and organs. Naturally, most targets won't survive long in such a state. You aren't limited to manipulating matter. You can just as easily negate sound-based attacks or transform an energy projectile to reflect it back at the source.

The most bizarre trait of this power is your ability to summon and control dozens of leech-like creatures from higher dimensions. The “Four-Dimensional Leeches” are small carnivorous worms no larger than regular leeches but come in great numbers. You can also summon “Infinite-Dimensional Leech” which are the size of a bullet train and have the unique ability to negate abilities reliant on higher dimensions.

The only thing even resembling a weakness in this ability is that it must be used consciously. Meaning you can't defend against an attack you don't see coming.

Imperial Court - 200 GP

The power associated with the Japanese prince Shoutoku Taishi. The power involved is simple, yet terrifying. You are capable of mind control. It's unknown what the exact limits of this are, but over the course of a week, you could convince every world government to unite together to enact a plan that would brutally kill 95% of the Earth's population to achieve a completely abstract goal, without a single dissenting voice. If it's even possible to resist this control, the attributes to do so clearly aren't common. By all appearances, those under your influence won't feel anything awry, and will be fully convinced that all their decisions are their own, even if they're patently insane.

Uncredited Theory - 0 GP / 200 GP

Perhaps you'd like to possess the DNA of another of history's greatest minds, and a unique power to go with it. You must use the powers above as a basis for your pricing. All powers here are absurdly powerful by default, so the price has more to do with how easy it is to work around these powers. Something like *Universal Gravitation* or *Evolutionary Theory* are exceptionally powerful/versatile, but their effects are straightforward and it's not that hard to imagine how someone could kill them.

However, some powers are just nonsensical. *Imperial Court* can just make an opponent give up of their own volition (unless it has limitations we aren't aware of). *Achilles and the Tortoise* would have been invincible if they weren't against an opponent who could inexplicably bypass spacetime warping techniques. *Feather of Galois* only lost because the user was basically fighting all the survivors from the first round at the same time, and even then, only after a series of consecutive asspulls. If an ability is so intrinsically unfair that you'd be basically invincible against any single opponent that isn't a perfect hard-counter to it, then you'd instead have to pay *200 GP*.

ASSETS

Choose any two purchases to discount. Discounted 100 GP items are free.

Item imports are free, as long as they're the same type of item.

Comrades - 100 GP Per

With each purchase, you may either receive a slot to recruit any native as a companion or instead import or create a companion with 600 GP to spend as they please. Each purchase after the first doubles the number of companions you may receive through this, whether they be exported, imported, or created wholesale.

Wheels - 100 GP

A personal motor vehicle of your choice (car, motorcycle, speedboat, etc.). Though, nothing airborne or exceptionally large. Its fuel tank seems to refill itself overnight, and if the vehicle is lost or damaged, it will reappear in your warehouse in peak condition.

Armed - 100 GP / 200 GP

A well-made weapon or set of personal weapons of your choice. It can be a katana, a pair of pistols, a whole collection of scalpels, or even something as fantastical as a gauntlet that can release miles of razor-sharp wire with stun functionality. It just can't be anything exceptionally powerful like a grenade launcher. For double the price, you receive an entire arsenal of bombs, guns, knives, and various attachments. Spent or lost weapons/ammo/bombs/etc. Are replenished overnight.

The Family - 200 GP

A pack of a few dozen loyal dogs. They are unconditionally loyal and are trained to execute complex maneuvers and tear a target limb-from-limb at your command.

Helicopter - 200 GP

I assume you know what a helicopter is. Like with Wheels, the fuel refills overnight and it will reappear in your Warehouse if lost or damaged.

Silver Bullet - 200 GP

A single silver bullet. For one reason or another, it is freakishly effective against targets with regenerative properties. The silver seeps into their veins and causes them to suffer agonizing pain as nothing short of destroying their body or draining it of all blood will extract the poison in any timely fashion. Replaced overnight if used.

Focus – 400 GP, No discounts

You have some small, mundane object that you can produce a seemingly infinite amount of from any unobserved part of your body. Whether that be coins, apples, playing cards, feathers, etc. You are able to infuse any of your powers into these objects, causing the object to manifest the intended phenomenon wherever it lands. You can throw these with inhuman accuracy over an absurd distance. That said, you have to decide what effect this object will have before you throw it. So be sure you know exactly where it's going to land before it leaves your fingers.

Hidey Hole – 400 GP

A large bunker and high-tech laboratory hidden within a mountain. A holographic projector disguises the entrance as an active volcano. It has an untraceable wireless connection, a plethora of high-tech electronic and medical equipment, and special disruptors that can prevent detection by extra-dimensional beings.

Synchrotron Schematics – 400 GP

Detailed schematics for the construction of an enormous mega-structure called the Synchrotron. An artificial ring 40,000 km in circumference. By taking advantage of gravitational forces, the Synchrotron can essentially act as a time machine. Although, the radiation produced will likely kill at least 95% of the population and leave the Earth uninhabitable. Such a small price to pay to become the master of time.

Quantum Research Notes – 400 GP

Research notes left behind by Professor Alice Traylor from her time at NUDT's many-body quantum research laboratory. Initially, their only goal was the creation of an advanced quantum computer. However, Professor Traylor wished to use the project to prove her own theories involving reaching all 10 dimensions. The result was a freak accident that ripped open a hole in spacetime, through which Fee and Mate entered our third dimension from the second and fifth dimensions respectively.

Perhaps with some research, you may be able to complete her research and form a stable dimensional gate, or maybe even manifest the same godlike abilities shown by Fee and Mate in time. Well, that's the best-case scenario. It's still not entirely known what factors led to the rip in space, and it was only due to dumb luck that Fee and Mate showed up to freeze the anomaly in time before it could do even more damage. If you aren't careful, you may tear the fabric of spacetime to shreds long before any kind of transcendence or technological revolution.

DRAWBACKS

No Drawback cap.

Psycho – +100 GP / +0 GP & Mandatory Genius

You are a complete sociopath. Whether due to a twisted sense of justice or simple sadism, You have no respect for human life and actively enjoy the suffering of those weaker than you. You can come to respect people as individuals, but that's it.

Coward – +100 GP

You've always been fairly weak willed, or at the very least insecure. You're constantly doubting yourself, and when it comes to "fight or flight" you lean heavily towards "flight". Still, it's hardly impossible for you to grow past this.

Unfair – +100 GP

You always seem to end up in fights against the enemies you least want to fight. Whether because you like them and legitimately don't want to hurt them, or just because they have annoying powers that seem made to counter your own.

Framed – +200 GP

You can't help but get caught up in political machinations through no fault of your own. Greedy politicians can't help but see you as the perfect pawn for their sociopathic schemes. Halfway through this Jump, you will become framed as an international terrorist and become a wanted man worldwide.

Lonely – +200 GP

You should avoid getting close to anyone. Anyone you become emotionally close to will inevitably suffer due to your proximity. Whether they become implicated in your own crimes, or your enemies just can't resist such a tempting hostage. The only way to keep them safe is to stay as far as possible from anyone you grow attached to.

Contrivance – +200 GP

Psychic powers are nothing before the power of plot. Those you fight against always manage to pull nonsensical powerups out of their ass that give them an advantage (or at least a chance) against you. Whether it's a samurai learning to negate space warping, or a telekinetic suddenly learning they can warp the space-time continuum.

Degraded - +300 GP

You are far from your physical prime. Whether you're a shriveled old man, or infested by cancerous tumors, you can at most take advantage of a fraction of your full physical capabilities. You are constantly aching, and all-around far more vulnerable to injury than any of your peers. As long as you avoid getting any serious injuries, you won't have to worry about your condition taking your life before the end of this Jump.

Playmate - +300 GP / +400 GP

As extradimensional beings themselves, it should come as no surprise that you'd catch the eyes of Fee and Mate. They are fully aware of your presence and nature. They will be actively rebalancing the game to stack it heavily against you, perhaps even restructuring it to pit all the contestants against you. For an extra 100 GP, they won't even bother with the game and will use the full extent of their power to destroy you.

Depowered - +400 GP

Wouldn't be much of a game if one side had this much of an advantage over the others. Some dimensional anomaly has sealed away all your perks, powers, and similar advantages from past Jumps. At least you get to keep your Bodymod, along with your own memories and anything purchased in this Jump.

ENDING

- Go Home -

Conclude your Chain and return to your original world.

- Stay Here -

Conclude your Chain and remain in this world.

- Move On -

Continue your Chain into a new world.

NOTES

Jump by Gene

The Japanese name of the series is *Chouhin Sensen*. I've also seen it translated as *The Throne of Superman*, which makes the most sense to me personally, but you'll usually see it under the name *The Front of Superman*, whatever that means.

Practically every fight in this manga was settled by nonsensical asspulls. *Stacked Deck* is unironically the strongest perk in this Jump.