



Classroom of the Elite Deluxe Version Jumpchain, Version 1.0

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“Equality is an illusion. Those who don’t rise above are destined to be stepped on.”

— Kiyotaka Ayanokōji

Welcome to Advanced Nurturing High School, an elite government-sponsored institution that shapes the future of Japan. Only the most talented—or seemingly ordinary—students are admitted. Once inside, however, it's not grades or attendance that determine your fate... it's how well you play the game.

Here, every student starts with a monthly allowance of points that function as money, earned (or lost) through performance, social strategy, and manipulation. Classes are ranked A through D, and your goal is to rise—or survive—in this brutal academic battlefield.

But the school is more than just tests and classes. Behind pristine walls lies a hidden war of minds. Students are free to lie, cheat, and backstab to climb the ranks, as long as they don't get caught. You're not just earning grades. You're earning control, influence, and power.

Amid this, a mysterious and calculating student, Kiyotaka Ayanokōji, hides a dark and brilliant mind behind a quiet exterior. As shadowy institutions, psychological warfare, and social Darwinism dominate the environment, you'll need more than smarts to win. You'll need to understand human nature—and how to exploit it.

Will you uplift the weak? Build an empire of trust? Or manipulate the system from the shadows like the White Room's perfect student?

The choice is yours.

You have **1,000 CP** to shape your role, skills, and destiny within this ruthless academy. Choose wisely—your reputation, your influence, and your future are all at stake.

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Locations

Your place within the school is more than just a classroom—it's a battleground that determines your allies, enemies, and how far you'll have to climb.

Roll 1d6 to determine your class randomly, or pay 100 CP to choose your destination.

1. Class 1-A

The pride of the school. These students are the cream of the crop—whether by intellect, charisma, or manipulation. Prestige, influence, and pressure come standard. Your every move is watched, and your fall would be legendary.

2. Class 1-B

Balanced and composed, this class focuses on cooperation, fairness, and social unity. Idealistic on the surface, but don't mistake kindness for weakness. Starting here puts you in a position to be a bridge—or a threat—to others.

3. Class 1-C

Brash, aggressive, and competitive. This class believes in victory through force and fear. Discipline isn't their strength, but sheer will and

chaos are. Loyalty here is earned through power—or fear. Can you tame the wild pack?

4. Class 1-D

Bottom of the hierarchy. Misfits, troublemakers, and people deemed useless to society. Yet buried here are overlooked talents and frightening minds. Starting in D means you'll have to outwit a system built to make you fail.

5. Staffroom

You begin as a teacher or school staff member. You have insight into the system, access to hidden rules, and the power to influence students—but you're still under pressure from the administration. Will you protect the students or manipulate them?

6. Free Choice

Choose freely from the above locations. You may also craft a custom role within the school—be it a transfer student, undercover observer, or something stranger.

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Age & Gender

Your role in this elite system comes with certain limits... and expectations.

If you choose the *Staff* origin, your age is determined by rolling 20 + 1d8 (resulting in an age between 21 and 28). After all, no one gets hired straight out of high school... not officially, anyway.

If you pick *Drop-In* or *Student*, your age is set at 15—the standard for first-year students at the Advanced Nurturing High School. Welcome to adolescence, whether it's your first or fifth time through.

By default, your gender is whatever you had before entering this Jump. However, if you'd like to change it, doing so is free—this world doesn't question it, and neither do we.

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Origins

Choose your background—or lack thereof. Your origin determines how you enter this world, how others perceive you, and what perks are available to you.

All origins receive their 100 CP perk for free, and receive a 50% discount on other perks from their origin.

You may only select one origin.

♦ **Drop-In**

You have been dropped into this world without ties, history, or context. No one knows who you are, and the records that do exist are shallow and fall apart under scrutiny. Still, you possess a student ID and enough paperwork to barely pass as someone legitimate—for now. You have no memories of any past life here, just what you carry with you as a Jumper.

A blank slate in a world that thrives on manipulation—will you carve out a new identity, or let others define it for you?

♦ **Student**

You're a natural part of this world. You were born here, raised here, and somehow—by talent, luck, connections, or manipulation—you've been accepted into the Advanced Nurturing High School. Whether driven by ambition, family expectations, or a desire to change the system, you're now among the elite youth of Japan.

Note: This is the only origin that may retain memories (or distant memories) of life prior to the start of the Jump.

◆ **Staff [200 CP]**

You were selected as a member of the school's faculty—a teacher, counselor, or administrative staff. On paper, you've passed intense government screening and background checks. In reality, you were inserted into the system with a Jump-approved cover identity. Your resume is fake, your history is shallow, and your skills are... pending.

You're expected to play your part among colleagues and authority figures, even if you have no actual past or memory here. How long you can keep up the charade—and whether you use your role to help or hinder students—is entirely up to you.

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Perk

General (Undiscounted)

These perks are available to all origins. They are not discounted, but they offer valuable tools to help you navigate the unforgiving world of elite education and quiet power struggles.

- **Cultural Chameleon (100 CP)**

You're not just passable—you *blend in*. You instinctively mirror local behaviors, speech patterns, and social expectations, allowing you to blend into Japanese school life (or any culture) like a native within days. From bowing etiquette to slang to food customs, you'll pass every social test without raising suspicion.

- **Poker Face (100 CP)**

Your expressions, body language, and tone are completely under your control. Whether you're lying, panicking, or silently scheming, no one will know unless you *want* them to. Even trained professionals will struggle to read you without concrete evidence.

Perfect for pretending you're just "average."

- **Morning Routine (100 CP)**

Each morning, you wake up with a calm, focused mind and hear a quote echo in your thoughts—something philosophical, motivational, or reflective.

"The unexamined life is not worth living." — Socrates

- **Pattern Recognition (100 CP)**

You can quickly detect patterns in behavior, habits, speech, and even systems. Whether it's realizing when someone is lying, spotting loopholes in rules, or predicting test structures, you see the strings others don't.

In a school where rules are puzzles, you're the one solving the box.

- **Reputation Management (100 CP)**

You're naturally good at shaping your public image. Whether you want to be feared, respected, underestimated, or invisible, people tend to see you how you want to be seen. This can be done subtly, without needing to act differently around different people.

- **The Voice That Listens (100 CP)**

People find themselves talking to you. Telling you secrets, admitting feelings, confessing fears. You don't need to prompt them—they just feel safe, or compelled, or both. You're not hypnotizing anyone; you simply *listen better* than anyone else.

Most people just want to be heard. You? You give them that illusion—perfectly.

- **Effortless Allure (100 CP)**

You don't just look good—you *carry* it. Your hair always settles just right, your uniform fits perfectly, and your posture radiates grace or cool confidence. It's not magical beauty—it's simply a cultivated, striking presence.

You're the type who'd have an unofficial fan club... or stalker.

- **The Real Deal (100 CP)**

You give off the aura of someone who's more competent, capable, or intelligent than you might actually be. People will assume you're more skilled than you let on, and often hesitate to challenge you directly unless they have proof. Useful for bluffing your way to the top—or keeping people guessing.

Even if you're faking it, they'll treat you like you're making it.

- **Cold Reader (200 CP)**

You can assess a person's emotional state, motivations, and likely intentions after just a brief conversation. With a glance, you'll notice tells—fidgeting, word choice, eye movement—and correctly interpret them the vast majority of the time.

You can even construct eerily accurate psychological profiles with continued exposure. This doesn't let you read minds—but it's close enough to scare people who think you can.

- **Intuition Bias (200 CP)**

People's gut instincts about you are biased in your favor. Unless given hard evidence, others are far more likely to assume you're honest, capable, or innocent. Even authority figures will hesitate to suspect you without direct cause.

You're always the "last person they'd suspect"—until it's far too late.

- **System Hacker (200 CP)**

You're exceptional at dissecting complex systems—rulesets, scoring models, hidden bureaucracies—and exploiting them. You can predict how actions ripple through a structure and find overlooked clauses, loopholes, and grey areas.

In a school where every test is secretly a mind game, this lets you twist the rules in your favor without technically breaking them.

- **Soft Knife (200 CP)**

You can destroy someone's confidence, social status, or relationships with subtle manipulation and social engineering. You don't need to

scream or threaten. A few seeded doubts, whispers, or offhand comments are enough to tear someone down.

You excel at being *plausibly deniable*, and your hands are rarely dirty—even when someone else's life is in ruins.

- **Clean Slate [200 CP]**

Your arrival into the school is completely free of baggage—no records, no rumors, no expectations. No one knows who you are, and your background is considered confidential even to the staff. You won't be underestimated or targeted for fame, wealth, or history, and people instinctively find it hard to dig up your past. This gives you perfect plausible deniability and lets you slip into any group without prejudice.

- **Always Two Steps Ahead (200 CP)**

You're a natural strategist who can plan and predict outcomes with uncanny foresight. You excel at long-term schemes, timing, and leveraging small wins into major victories. When a trap is sprung, you're rarely surprised—because you probably built it.

- **White Room Conditioning (400 CP)**

Your body and mind were sculpted through years of brutal, inhuman training—designed to forge a perfect being. You possess near-superhuman intellect, absurd problem-solving ability, lightning-fast reflexes, and flawless emotional suppression.

While you're not superpowered, you're functionally at the peak of normal human capabilities.

- **Social Phantom (400 CP)**

You can exist in a group and leave no footprint. Teachers forget your involvement. Students underestimate your influence. Your presence is so effortlessly neutral, you're invisible in plain sight—until you choose otherwise.

When you act, it's clean, effective, and impossible to trace. You could steer an entire class war from behind the scenes—and when people start asking who's responsible, your name never even comes up.

- **Unshakable (400 CP)**

You possess complete mastery over your emotions, impulses, and outward expressions. No manipulation, stress, or trauma can crack your composure. Lie detectors fail. Torture gains nothing. Panic does not exist in your vocabulary.

- **Rulebreaker (400 CP)**

You instinctively understand the structure behind any system—academic, legal, social, or institutional. More than that, you can subvert and *rewrite* expectations, bending rules around your actions so flawlessly it's like they were written with you in mind.

Exams, class rankings, point systems, and even teacher protocols are just suggestions to you. You don't *break* the rules. You make everyone else think you're still playing by them.

- **Master of the Game (400 CP)**

You are a true grandmaster of manipulation, strategy, and social warfare. Whether leading from the front or orchestrating from the shadows, you can plan and execute multi-layered schemes that unfold over weeks—or minutes.

You can manage multiple long cons, adjust on the fly with little information, and turn enemies into pawns. Allies don't just follow you—they *believe* in you. Enemies fall before they know there was a game to begin with.

- **The True Genius Behind the Curtain (600 CP)**

You are not merely intelligent. You are *beyond the scope of measurable intellect*. You can design schemes that span months with minimal data, run psychological simulations of dozens of people in real time, and pivot entire strategies on the fly without losing a beat.

Even elite manipulators won't realize they're playing into your hands until it's too late. You don't adapt to systems—you force systems to adapt to *you*.

- **Contingency Overlord (600 CP)**

You no longer need to “react.” You've planned for that. And for this. And for *everything*. You're capable of setting up failsafes, backups, and misdirections so deeply embedded in your environment that even total chaos only serves your greater plan.

Even if you seem to lose, it's only a feint. You were already three victories ahead. The only way to beat you is to never play.

- **The One Everyone Watches (600 CP)**

You have a natural gravitas so powerful that you draw eyes, influence, and attention the moment you enter a room. Teachers second-guess themselves. Students rally or crumble under your gaze. Your words carry the weight of authority even if you have none.

- **Total System Override (600 CP)**

You can *completely* understand and subvert any institutional system, no matter how opaque or layered. From school policy to government oversight, point mechanics to special exams—you can *comprehensively master* its design, flow, and weakness within days.

You don't exploit loopholes. You turn the very rules into tools. Given time, you can redesign the hierarchy itself. You are the virus in the system, and the system calls it an upgrade.

- **Post-Human Strategist (600 CP)**

Your mind has transcended traditional human limitations. You can handle vast data inputs, juggle layers of manipulation, and operate across emotional, intellectual, and institutional fronts without burnout or error. Stress, fear, fatigue, and emotional bias do not degrade your performance.

You are *not emotionless*. You simply *cannot* be manipulated by them—yours or others'. To lesser minds, you seem cold and calculating. To those who understand what you really are, you're something terrifying: the kind of person that breaks the world without meaning to.

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Drop In

- **Unremarkably Remarkable (100 CP, Free if you choose Drop In as your Origin)**

No one can quite pin you down. You don't draw attention unless you want to—but even then, people struggle to remember your name or your

past clearly. You're always *around*, always *present*, but never enough to be a target or a threat. You're the perfect ghost in a school full of peacocks.

- **Improvised Instincts (100 CP, Free if you choose Drop In as your Origin)**

You're a master of adapting on the fly. New tests? Secret rules? Sudden social shifts? You may not have prep time like the locals, but your gut decisions tend to be sharp. You're quick to spot the flow of the room, the hidden motive, or the best way out—just fast enough to stay ahead.

- **No Expectations (100 CP, Free if you choose Drop In as your Origin)**

You start with no reputation, no rumors, no pressure—and that's your greatest weapon. People underestimate you, overlook you, and speak freely around you. You're not seen as a rival or ally—until it's far too late. In social warfare, being invisible is just another kind of power.

- **Unknown Quantity (200 CP, 100 CP if you choose Drop In as your Origin)**

No one knows what you're capable of—and that uncertainty is your shield. Students and staff alike instinctively second-guess themselves when dealing with you. Are you hiding your power? Are you actually just dumb luck? This doubt gives you social breathing room and the upper hand in any first encounter. Rumors about you tend to be inconsistent or contradictory, making it hard for enemies to unite against you.

- **Trap Sense (200 CP, 100 CP if you choose Drop In as your Origin)**

You may not have insider knowledge, but you have a sixth sense for when something's *off*. You're unusually good at sensing the invisible pressure of a setup, manipulation, or psychological ambush—even without hard evidence. You might not know *what's* wrong, but you'll always feel *when* something is wrong.

Whether it's a loaded question, a rigged vote, or a test with more than one answer, you almost never walk into a trap unprepared.

- **Persona Shuffler (200 CP, 100 CP if you choose Drop In as your Origin)**

You're a natural at blending in with any social group or hierarchy. Need to be a loner? A flirt? A tryhard? A background extra? You can adopt the tone, slang, posture, and body language of any clique or archetype—believably. You aren't changing your core self—you're playing temporary roles so well that people invite you in without hesitation.

Perfect for walking between groups, spying, or spreading influence without ever seeming like the common link.

- **Puppetmaster Without Strings (400 CP, 200 CP if you choose Drop In as your Origin)**

You can influence groups, factions, and rivalries without ever directly involving yourself. With a few carefully chosen words, a shifted rumor, or subtle encouragement, you can push events in the direction you want. People don't even realize you were a factor until much later—if ever.

You excel at planting chaos that looks like coincidence. With just social pressure and psychological leverage, you can reshape the entire classroom dynamic from the back row.

- **False Genius, True Results (400 CP, 200 CP if you choose Drop In as your Origin)**

You can fake being an expert in almost anything—well enough to fool *real* experts. You instinctively know the kind of things someone "should" say or do in a given role (like student, strategist, or leader), and can perform well enough to keep up with them—even if you actually lack technical mastery.

- **Zero-File (400 CP, 200 CP if you choose Drop In as your Origin)**

Your presence actively resists categorization. Surveillance data glitches, records about you are always vague or outdated, and no one can recall your exact past, GPA, or disciplinary record without checking documents—which tend to be... missing. Even official systems struggle to maintain a consistent profile of you.

You're not invisible. You're something worse: *untrackable*. Teachers, classmates, and even institutions can't pin you down—and it becomes nearly impossible to weaponize your history against you.

- **The Invisible Spider (600 CP, 300 CP if you choose Drop In as your Origin)**

You can manipulate people, structures, and outcomes so subtly that your influence is almost never noticed—let alone traced back to you. You're able to orchestrate complex, multi-layered schemes across multiple

factions simultaneously, feeding misinformation, redirecting aggression, and constructing false narratives without ever leaving your seat.

More than unseen—you're *unconsidered*. Even those actively hunting for the mastermind will overlook you by default.

- **Instinctive Tactical Genius (600 CP, 300 CP if you choose Drop In as your Origin)**

Without formal training, without prep time, and without inside knowledge, you can enter any scenario—test, vote, negotiation, or social game—and within seconds identify the power structure, weak points, and optimal strategy.

- **The Unwritten Rule (600 CP, 300 CP if you choose Drop In as your Origin)**

Your presence alters the way institutions handle you. Rules seem to bend without being broken. Officials defer to you. Students instinctively avoid crossing you. The system resists punishing you even when you're caught—you're treated like a gray zone, an exception, a necessary anomaly.

You didn't hack the rules. You became *part of them*. No past. No future. Just an anomaly the system silently adapts around.

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Student

- **Test Sense (100 CP, It's Free if you choose Student as your Origin)**

You've developed a refined sixth sense for written tests, oral exams, and pop quizzes. You instinctively recognize trick questions, hidden criteria, and "gotcha" phrasing. Your test-taking anxiety is practically gone, and your guesses tend to be scarily accurate even when you're unprepared.

- **Lunch Table Social (100 CP, It's Free if you choose Student as your Origin)**

You have a natural knack for blending into casual student conversations—classroom chatter, cafeteria drama, study groups. You're likable without being threatening, forgettable in just the right way to fly under the radar, and you almost never say the wrong thing at the wrong time.

- **Point-Conscious (100 CP, It's Free if you choose Student as your Origin)**

You're unusually good at budgeting and squeezing value out of your Private Point allowance. Whether it's trading for better lunch, predicting upcoming sales, or avoiding unnecessary penalties, your point usage is *tight*—you live like a king on a peasant's salary.

- **Group Project Tyrant (200 CP, It's 100 CP if you choose Student as your Origin)**

You have an uncanny ability to take charge in group tasks—whether others want you to or not. You're a natural at organizing roles, delegating work, and making your group look more competent than it is. Even slackers perform under your direction. You always get top marks—and usually take the credit.

- **Reputation Manager (200 CP, It's 100 CP if you choose Student as your Origin)**

You always know what people are saying about you—and more importantly, how to control it. Rumors rarely stick unless you want them to. You can spread whispers, suppress stories, or reframe a scandal to your advantage without breaking a sweat. It's not about being liked—it's about being *positioned*.

- **Academic Momentum (200 CP, It's 100 CP if you choose Student as your Origin)**

You've unlocked a learning style that makes you *absorb* information. Once you grasp the basics of a subject, you can accelerate your understanding to match or even exceed top scorers with surprising speed. The more you're taught, the faster you improve—especially under pressure.

- **Latent Force (400 CP, It's 200 CP if you choose Student as your Origin)**

It seems that you blossom in adversity, your potential shines, in the same way Suzune Horikita does. The more things are stacked against you, the better you improve and the faster your potential realizes itself.

- **Unshakeable Mask (400 CP, It's 200 CP if you choose Student as your Origin)**

You've constructed a perfect persona—one that doesn't crack, falter, or give anything away. Under pressure, during interrogation, or even in crisis, you maintain emotional control with absolute precision. Whether

you're pretending to be a loner, a flirt, a slacker, or an honor student—no one sees the real you unless you *want* them to.

- **Social Chameleon (400 CP, It's 200 CP if you choose Student as your Origin)**

No matter the clique, class rank, or club, you can blend in effortlessly. Whether you're mingling with delinquents, elite scholars, or manipulative backstabbers, you know the dynamics, the hierarchy, and exactly how to fit just well enough to gain trust without suspicion.

This doesn't make you universally loved—but it makes you *accepted*, which is far more useful in a cutthroat environment.

- **Game Theory Instinct (400 CP, It's 200 CP if you choose Student as your Origin)**

You possess an intuitive understanding of group dynamics and long-term strategy, even in high-pressure, time-limited environments like special exams. Bluffing, alliance formation, information leaks, point manipulation—you see the chain reactions before they happen and can always identify the optimal move that benefits you or your class *most*.

- **True Genius (600 CP, It's 300 CP if you choose Student as your Origin)**

You deserve the appellation, for your existence confirms the line between true and false genius. To be more precise, your mental faculties are boosted far beyond ordinary people, to the point your only peers would be on the level of Arisu Sakayanagi. Be it parallel calculation, visual calculus, strategy—your brain is the equivalent of a computer, boosting your IQ to match hers.

- **Master of Masks (600 CP, It's 300 CP if you choose Student as your Origin)**

You don't just wear a mask—you live as many. You can perfectly embody multiple identities, each with its own personality, memories, habits, and emotional tics. Whether you're acting like a timid doormat, an arrogant leader, or a bright-eyed social butterfly, each identity is flawless and undetectable, even under close scrutiny or psychological testing.

This isn't just acting—this is *living lies so well that even you forget the truth*.

- **System Breaker (600 CP, It's 300 CP if you choose Student as your Origin)**

You understand the school's rules, point system, faculty biases, and exam structures with terrifying clarity. Not only can you anticipate upcoming changes and loopholes—you can exploit them *better than the staff can react*. You don't just navigate the system; you *undermine it strategically*, bending institutional momentum toward yourself or your class over time.

Even teachers begin to wonder who's really in control of the school.

- **Legacy of the White Room (600 CP, It's 300 CP if you choose Student as your Origin)**

You possess the distilled results of years of elite, unspeakably rigorous training—equal to or superior to what Kiyotaka Ayanokōji received in the White Room. Your mind is hyper-adaptable, perfectly balanced, and capable of learning at breakneck speed, while your body is honed for peak performance in any physical or combat situation within human

limits. But unlike White Room survivors, you're emotionally stable and mentally intact. You aren't just a prodigy—you're what the White Room *wanted* to create... without the trauma.

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Staff

- **Authority (100 CP, It's Free if you choose Staff as your Origin)**

Maybe it's the way you stand, or how you bark orders, but when you talk, everyone pays attention—and is inclined to submissively obey.

- **Paper Trail-Proof (100 CP, It's Free if you choose Staff as your Origin)**

You have a refined instinct for bureaucracy. You know how to write reports that dodge scrutiny, file just enough paperwork to appear diligent, and bury or delay anything controversial in red tape. Your name rarely comes up in internal audits or disciplinary meetings.

- **Deadpan Professionalism (100 CP, It's Free if you choose Staff as your Origin)**

You've mastered the tone of polite disinterest. Your voice and body language give nothing away, and no one can tell when you're lying, annoyed, or stalling for time. In meetings, interrogations, or tense teacher-student discussions, you always appear calm, collected, and unshakably neutral.

- **Network Familiarity (100 CP, It's Free if you choose Staff as your Origin)**

Whether it's knowing which staff members actually care, which ones are just collecting paychecks, or who you can nudge for minor favors, you have a well-cultivated understanding of faculty politics. You can leverage internal gossip, staffroom dynamics, and seniority to quietly shift outcomes without formal authority.

- **No Morals Left (200 CP, It's 100 CP if you choose Staff as your Origin)**

It's exactly what it says. When push comes to shove, you know the levers of society. Or in a blunter way, you know how to smell opportunity and how to set up a blackmail/threaten someone.

- **Faculty Untouchable (200 CP, It's 100 CP if you choose Staff as your Origin)**

Your personnel file is either glowing, protected, or compromised in just the right way. Your mistakes get buried, your suspicions are dismissed, and even when you're clearly bending rules, your superiors rarely investigate too deeply. You've become someone it's just... easier not to challenge.

- **Human Metric Reader (200 CP, It's 100 CP if you choose Staff as your Origin)**

You've developed a refined sense for measuring people—students and staff alike. You can quickly read someone's ambition, fear, social masks, and loyalty with only a short conversation or classroom interaction. You're rarely surprised by betrayals, and you usually know exactly which pressure point to press for results.

- **Soft Power Educator (200 CP, It's 100 CP if you choose Staff as your Origin)**

You understand how to influence without needing punishment or points. Through passive-aggressive language, veiled expectations, subtle praise, and strategic silence, you can redirect behavior and cultivate obedience while appearing perfectly professional. You build loyalty—or fear—without leaving evidence.

- **Clean-Out Expert (200 CP, It's 100 CP if you choose Staff as your Origin)**

You are an assassin, Jumper. You know the tools of the trade, how to make someone disappear, and how to make it appear as an accident.

- **Psychological Tactician (200 CP, It's 100 CP if you choose Staff as your Origin)**

You are a master of applied psychology. From body language to microexpressions, cognitive biases to manipulative framing, you can tailor any conversation, lesson, or interrogation to get the exact result you want—whether it's obedience, confession, breakdown, or loyalty. Even other professionals get caught in your web without realizing it.

- **Embedded Asset (200 CP, It's 100 CP if you choose Staff as your Origin)**

You're not *just* faculty. You're an agent for some other group: a government body, a private conglomerate, or an undisclosed third party. Your background is a complete fabrication, but even the school doesn't know that. You receive outside intel, enjoy extra protection, and can make things happen that even high-ranking staff don't understand.

- **Collapse Management (200 CP, It's 100 CP if you choose Staff as your Origin)**

You specialize in salvaging disasters—cheating scandals, violent fights, emotional breakdowns, even deaths. With chilling efficiency, you can cover tracks, alter documentation, push blame onto convenient scapegoats, and rewrite the school's internal narrative. Your students may never recover, but the *system* always does.

- **Future of the Nation (600 CP, It's 300 CP if you choose Staff as your Origin)**

Politics—how hated the word. Still, with this perk, events conspire to have someone high-placed develop a positive impression of you, enough to potentially sponsor your rise. You also know how to play the game: the words to say, the tone to strike, the impression to leave—on paper or in person.

- **Architect of Systems (600 CP, It's 300 CP if you choose Staff as your Origin)**

You are a designer of institutions and human machinery. You can build rules, curriculum, social games, exams, or evaluation metrics that subtly guide behavior, reinforce values, and shape outcomes—without students or staff realizing they've been manipulated. The systems you design are elegant, airtight, and *dangerously effective*.

- **The True Headmaster (600 CP, It's 300 CP if you choose Staff as your Origin)**

The school may have a principal, but *you* are the power behind the throne. You know how to direct others, steer major decisions, and avoid

the spotlight. Students disappear, classes shift, policies change—all because you pulled a single string.

You don't need authority. You have *control*.

- **Black File Clearance (600 CP, It's 300 CP if you choose Staff as your Origin)**

You have access to *everything*. Hidden student records. Financial data. Psychological reports. Even confidential experiments and off-the-books projects buried deep in the system. You not only know how the school operates—you know what it's hiding, who's funding it, and what they're really trying to produce.

You hold secrets that could burn this place to the ground. Or reshape it in your image.

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Item

General (Undiscounted)

- **Social Compass (100 CP)**

A sleek, minimalist wristband or ring that gives you an intuitive sense of the social dynamics around you. You'll gain a mild but constant awareness of others' emotional states, unspoken intentions, and current opinions of you—like a “social barometer.” It won't tell you their thoughts or secrets, but it helps you avoid faux pas, detect lies more easily, and choose the right approach in conversation.

- **Strategist's Notebook (100 CP)**

A slim, inconspicuous notebook that never runs out of pages. When used to jot down plans, hypotheses, or information about people or events, the notebook subtly helps you structure your thinking and remember relevant details. Your notes become clearer, more insightful, and patterns emerge more easily. While it won't give you answers, it boosts your strategic and analytical capabilities.

- **Standardized Excellence (100 CP)**

A perfectly tailored uniform or outfit, updated to fit the setting, that always leaves a good impression. It subtly enhances your aura of competence and reliability, causing teachers and students alike to subconsciously view you as capable and trustworthy—until proven otherwise. This won't save you from a scandal or evidence of failure, but it gives you a social edge in day-to-day interactions, interviews, or negotiations.

- **Mental Refresh Protocol (100 CP)**

A small device (or mental technique, if you prefer) that allows you to “reset” your mind to a calm, focused state. Once per day, you can remove emotional fatigue, distractions, and mental clutter, giving you peak mental clarity for about an hour. Ideal for when you're under pressure, being manipulated, or need to make a crucial decision.

- **Mask of a Model Student (200 CP)**

This sleek, metaphysical “mask” enhances your ability to project whatever persona you need: the perfect honor student, the obedient subordinate, the charismatic leader, the harmless background figure. People instinctively accept the role you're playing, unless they have specific evidence or exceptional insight. You can shift the persona subtly,

but not instantaneously, and while it won't fool superhuman lie detectors or psychic powers, it's invaluable for social infiltration, psychological games, and earning unearned trust.

- **Full Spectrum Analysis Lens (200 CP)**

A contact lens or implant (optional form) that gives you a real-time overlay of relevant social and environmental data: stress levels, microexpressions, attention focus, and behavioral patterns of those around you. In effect, it's a silent assistant helping you read people like open books and spot patterns that others miss—who's lying, who's faking confidence, who's following orders.

- **The Reserve Account (200 CP)**

A special school-issued digital account that, mysteriously, always contains 200,000 Private Points at the start of each month, and cannot be traced to your official balance. You can use this money as you wish—bribe, buy, or gamble—but if you're caught flaunting it too obviously, others might start asking dangerous questions. Think of it as a black budget that refreshes monthly. It's not infinite power, but in a system where points are everything, it gives you a massive edge.

- **Schemer's Library (200 CP)**

A personal digital archive filled with a vast collection of psychological profiles, historical strategies, social engineering methods, and high-level academic materials—think Machiavelli meets Sun Tzu meets real-world elite education training. More than just text, the system actively recommends strategies based on your current context (without directly telling you what to do). The more information you feed it, the more useful

it becomes. With time, this item can turn even average students into world-class manipulators or tacticians.

- **Blackbox Persona Protocol (400 CP)**

An advanced mental framework and internal toolkit that allows you to compartmentalize your mind with near-superhuman precision. You can simultaneously maintain multiple mental “personas” with distinct emotional responses, behavioral patterns, and goals—switching between them seamlessly or even blending traits. This allows for perfect role-playing, mental resilience against interrogation or manipulation, and unparalleled adaptability in layered social situations. Others might see only what you want them to see—if anything at all.

- **Phoenix Clause (400 CP)**

Once per Jump, you can activate a hidden “failsafe” embedded in the system’s bureaucracy. This can completely erase a major failure, social scandal, or expulsion-level mistake from official records, rewinding your public reputation and standing to what it was one week prior. All involved parties forget or rationalize the discrepancy. It doesn’t fix *everything* (e.g., you’ll remember the mistake), but it’s a one-time resurrection from what would otherwise be game over.

- **Red Room Access (400 CP)**

Grants you access to a secret, ultra-exclusive facility beneath the school—officially unacknowledged, known only to the few who’ve “earned” their way in. The Red Room contains resources for private study, training, planning, and research. AI-driven simulations, academic archives, hacking tools, surveillance feeds, and blackmail material

databases. You can use it without surveillance or interference, and what happens there doesn't appear on school records.

- **"Code: Horus" – The Observer's Authority (600 CP)**

You possess a hidden override protocol embedded deep in the school's digital surveillance system—something even the administrators only half-understand. This grants you privileged access to real-time video, audio, and data logs across the entire campus, with AI assistance to flag anything relevant to your goals (suspicious meetings, secret trades, covert cheating, etc.). You can't control the cameras overtly (no deleting evidence), but this is near-total omnipresence—turning you into a ghost that always watches, always knows, and never leaves a trace.

- **The Keystone Protocol (600 CP)**

A hidden function embedded within the school's reward-punishment system, accessible only through this item. You can subtly tweak the mechanics of class advancement, Private Point allocation, or rule enforcement. For example, make merit-based systems favor certain types of behavior, temporarily change how points are distributed, or ensure a specific event is scored differently. These aren't infinite or blatant changes—you get one "shift" per month—but they're invisible to staff and systemic in impact. Used cleverly, you could make your class unbeatable... or cause another to implode.

- **The Architect's Pen (600 CP)**

A symbolic writing instrument (or digital stylus) that allows you to author and implement up to three new "rules" into the school's unspoken social system. These rules are not official policy, but they become deeply accepted by the student body as if they were. Example: "Students in the

top 10% academically are untouchable,” or “All inter-class alliances must be secret.” The rules cannot contradict school law but shape student behavior, fears, and assumptions at a cultural level. Used wisely, this item lets you *sculpt society* itself.

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Drop In

- **Money (100 CP, It's Free if you choose Drop In as your Origin)**

You receive a discreet source of funds equivalent to ten times the average salary of a working adult in Japan, delivered monthly into a private account. No suspicious paper trail, no questions asked. It's not enough to buy power directly, but it keeps you financially secure and capable of smoothing over problems with bribes, purchases, or lifestyle boosts. Living comfortably while everyone else plays the point game? That's real freedom.

- **Social Reset Button (100 CP, It's Free if you choose Drop In as your Origin)**

A small token, like a coin or phone app, usable once per month to subtly reset your reputation among the student body. It doesn't erase specific memories, but neutralizes current widespread negative perceptions—rumors fade, hostile stares soften, and people stop treating you like a pariah unless they've had direct personal conflict with you. Extremely useful for bouncing back from social sabotage or failed manipulations. Does not protect you from official disciplinary records—only social impressions.

- **Jack-of-All-Traits Guidebook (100 CP, It's Free if you choose Drop In as your Origin)**

A simple-looking but deeply insightful handbook or eBook that explains, in plain terms, how to survive and adapt in unfamiliar social, academic, or strategic systems. Think of it as a living “Lifehacker for High School Warfare.” Every week, it updates with tips, manipulative techniques, routines, or survival strategies relevant to your situation—no hard answers, but the best kind of soft guidance. Makes you competent at almost anything with effort and time, especially in out-of-context scenarios.

- **Backpack of Stuff (100 CP, It's Free if you choose Drop In as your Origin)**

You showed up with a bag full of hand-picked essentials. Inside: high-end noise-canceling headphones, a preloaded laptop with bypassed restrictions, textbooks and study guides from *outside the curriculum*, spare uniforms, burner phones, and more. It's the kind of gear any well-prepared dropout, spy, or troublemaker would smuggle in. Nothing supernatural, just extremely convenient and very hard to acquire under normal school limitations.

- **The Ghost Line (200 CP, It's 100 CP if you choose Drop In as your Origin)**

A secure, unregistered smartphone with an encrypted satellite tether—completely untraceable by school authorities, law enforcement, or hackers. Comes with pre-installed apps that let you spoof location, intercept unsecured signals, and run deep background checks (within realistic limits) on public-facing individuals. It won't hack into top-level

secrets, but it's more than enough to build dossiers on classmates, schedule "accidents," or dodge surveillance. Also acts as a global contact book with several mysterious but helpful NPCs you can hire—for a price.

- **Midnight Locker (200 CP, It's 100 CP if you choose Drop In as your Origin)**

A seemingly ordinary locker at the edge of campus—or a small private safe in your room, if you prefer—that operates as your personal dead drop. Every Sunday, it refreshes with small but useful assets: discreet bribe money, forged documents (hall passes, test answers, fake disciplinary reports), generic medication, or student-legal contraband like cheat tools and privacy devices. You don't control what appears, but it's always helpful and plausible. Think of it as a mysterious ally watching out for you... but never asking for anything in return.

- **Shadow Curriculum (200 CP, It's 100 CP if you choose Drop In as your Origin)**

A custom online course platform you alone can access, containing elite-level instruction in manipulation, logic, business, law, psychology, and more—hidden under the guise of a normal study app. It delivers both theory and practical exercises, accelerating your learning far beyond the standard curriculum. With regular use, you can gain graduate-level understanding in fields that matter within this game-like school system. No one else can trace or access it, and it's updated weekly with new modules based on your progress and needs.

- **Contract Broker (200 CP, It's 100 CP if you choose Drop In as your Origin)**

A nondescript notebook (or app) that allows you to formalize simple social “contracts” with other students or staff. These agreements are mundane in content (favors, protection, point-sharing, silence, etc.) but gain a psychological weight when both parties sign—they feel *compelled* to honor them. There’s no magic or force involved, but the agreements stick in their minds, making breaking them harder without guilt or stress.

- **White Room (400 CP, It’s 200 CP if you choose Drop In as your Origin)**

A private, fully furnished white training facility located in a pocket dimension or hidden annex near campus. It comes equipped with state-of-the-art fitness equipment, academic resources, psychological simulations, and a rotating staff of skilled but silent tutors and trainers. The staff aren’t real people—they’re constructs designed to push you to your limits. It resets daily, cleaning the space and restoring any damaged equipment. It has no students yet, but it’s the perfect training ground for one: you.

- **Paper Trail Eraser (400 CP, It’s 200 CP if you choose Drop In as your Origin)**

This device—disguised as a plain USB drive or burner phone app—can, once per week, completely delete or rewrite a single incident’s worth of digital records and bureaucratic traces involving you (or someone you designate). Whether it’s security footage, exam logs, Private Point transactions, attendance records, or even administrative files, it will be as if the event never happened—or happened *differently*. You can’t use this to erase major crimes (like murder), but it *can* make you or an ally untouchable for almost any academic or behavioral offense.

- **The Chameleon Protocol (400 CP, It's 200 CP if you choose Drop In as your Origin)**

This implant or neurological upgrade allows you to flawlessly emulate social archetypes, behavioral norms, and even accents or cultural behaviors. You could pass for a born-and-raised Tokyo elite or a clueless transfer student, seamlessly fitting into any group or setting with zero tells. More than acting—it's the real-time modeling of tone, gesture, and presence. You'll always seem like you *belong*, and even enemies will hesitate to treat you as an outsider.

- **Umbra File (400 CP, It's 200 CP if you choose Drop In as your Origin)**

A mysterious, hyper-secure digital folder—accessible only to you through any device you own—that contains confidential dossiers on every major figure in the school system: students, teachers, staff, and even shadowy benefactors. Each profile includes private history, psychological weak points, habits, connections, and skeletons in their closets. The information updates gradually over time as events unfold, giving you an expanding web of blackmail and leverage. It's not omniscient, but it *is* just enough to ruin people—or reshape them.

- **The Backdoor (600 CP, It's 300 CP if you choose Drop In as your Origin)**

You possess a master key—digital, bureaucratic, and psychological—into the unseen infrastructure behind the Advanced Nurturing High School. With it, you can subtly alter administrative data (student rankings, point distributions, disciplinary records), redirect surveillance feeds, manipulate staff assignments, and nudge the rules

without being detected. You can't do anything blatantly supernatural or violent with it, but you *can* make a class leader vanish from records, swap out a crucial report, or ghost yourself from suspicion. It's not infinite, but it is *complete access*, once per day.

- **The Substitute (600 CP, It's 300 CP if you choose Drop In as your Origin)**

A synthetic identity system that lets you operate behind the scenes while an entirely convincing “you” exists in the public space. Your stand-in—perfectly fabricated from physical appearance to emotional nuance—can attend classes, interact socially, and perform daily routines while you're elsewhere. The stand-in isn't conscious, but it operates flawlessly on pre-programmed scripts, and can convincingly improvise in routine situations. You can live *two lives* without suspicion—one public, one hidden.

- **The Stray Tower (600 CP, It's 300 CP if you choose Drop In as your Origin)**

You own an off-grid, high-security safehouse located just beyond school jurisdiction—but with secret tunnel access to campus. Fully soundproofed and shielded from surveillance, this facility includes a blackboard strategy room, private server network, combat training space, sleeping quarters, and secure storage. You can bring in allies or contraband without being tracked. It's your command center, hideout, lab, and war room. No one knows it exists unless *you* tell them.

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Student

- **Academic Arsenal (100 CP, It's Free if you choose Student as your Origin)**

A personalized set of top-tier school supplies tailored to your learning style. Includes pens that never run out, notes that reorganize themselves for clarity, and textbooks that subtly simplify or highlight what you struggle with most. It doesn't magically give you knowledge—but it *does* make studying, cramming, and test prep feel almost effortless. Also includes a custom study schedule planner that improves retention and pacing. Great for keeping grades high with less grind.

- **Meal Card Max (100 CP, It's Free if you choose Student as your Origin)**

A deluxe meal card that works at any school cafeteria, vending machine, or on-campus restaurant—giving you the best meals available, every time. The food is always fresh, nutritionally balanced, and subtly tuned to your mood and physical state (boosting focus during exams, calming nerves before interviews, etc.). Never runs out of credits. An easy way to ensure physical and mental sharpness without worrying about point costs or eating instant noodles for a semester.

- **Club-in-a-Bag (100 CP, It's Free if you choose Student as your Origin)**

A duffel bag that contains everything you need to instantly create or run any school club, from sports to niche hobbies to study groups. Includes uniforms, equipment, and starter paperwork—automatically filled out and ready for submission. You still need students to join, but this item eliminates all logistics. Want to start a martial arts group, an anime club,

or a philosophy discussion salon? Done by lunch. Perfect for building influence or alliances under the guise of harmless student activity.

- **Sleep Bubble Blanket (100 CP, It's Free if you choose Student as your Origin)**

A cozy blanket or roll-out futon that, when used, instantly creates a noise-canceling, privacy-preserving "sleep bubble" around you for up to 8 hours. People will see you, but they won't disturb you, and ambient distractions (noise, light, annoying roommates) are nullified while inside. You wake up fully rested, mentally refreshed, and resistant to burnout or school fatigue. Also works great during breaks, solo study sessions, or even just emotional recharge time.

- **Student Council Access Pass (200 CP, It's 100 CP if you choose Student as your Origin)**

A seemingly ordinary lanyard that grants you "intern-level" access to the Student Council's digital infrastructure. You can view—but not edit—meeting records, policy drafts, club funding requests, point transfers, and academic overviews for every class. It updates weekly, and while staff don't see your access, overuse could raise suspicion. This is a goldmine of political and financial data—perfect for planning moves before they happen. Use it to anticipate class strategies, uncover corruption, or quietly influence events from the shadows.

- **Personalized Study AI (200 CP, It's 100 CP if you choose Student as your Origin)**

A sleek, school-approved tablet with a built-in AI tutor that knows your learning habits, weaknesses, and schedule better than you do. It can simulate exam conditions, break down complex concepts into bite-sized

lessons, and even help you predict future test topics based on historical trends. You'll never fall behind, and with consistent use, you'll always be one step ahead of your peers—without burning out. The AI is polite, a little sassy, and extremely efficient.

- **Strategic Seating Chart (200 CP, It's 100 CP if you choose Student as your Origin)**

An enchanted (but setting-compliant) binder that provides a real-time social heatmap of your classroom. It updates daily, mapping rivalries, friendships, romantic tension, manipulative pairings, and power dynamics with surprising accuracy. With it, you'll know who to sit near, avoid, or approach for group projects.

- **Reputation Manager App (200 CP, It's 100 CP if you choose Student as your Origin)**

A discreet app on your phone that tracks your social standing across the school with uncanny accuracy. It records public perception, influence levels, and trending rumors about you or any target you input. It can simulate how a given action (e.g., exposing a cheater, joining a club, confronting someone) would affect your reputation with specific groups.

- **Dean's Favor Protocol (400 CP, It's 200 CP if you choose Student as your Origin)**

A confidential folder and contact chip giving you an indirect line to an unnamed higher-up in the school's administration. You can request up to three favors per year—each discreet and plausible. These can include subtle rule-bending like changing exam times, nudging a disciplinary review, "rebalancing" point transfers between classes, or discreetly reassigning a student to a different dorm. It won't protect you from

full-blown criminal acts, but within school regulations, it's a quiet hammer that lets you make policy work *for* you.

- **Perfect Point Planner (400 CP, It's 200 CP if you choose Student as your Origin)**

A sophisticated budgeting wristband synced to your school ID and point account. It passively monitors Private Point inflow/outflow across the entire student body and predicts shifts in point value trends. More importantly, it lets you schedule automated purchases, optimize spending for group bonuses, and "game" class contribution metrics for monthly boosts. Want to maximize your payout from a group project, subtly drain someone else's point reserve, or forecast the next high-value social investment? This tool is financial manipulation 101.

- **The Prestige Portfolio (400 CP, It's 200 CP if you choose Student as your Origin)**

A curated, constantly-updating file that makes you look like the *ideal student* on paper: glowing fake club accomplishments, believable community service logs, perfectly "coincidental" academic breakthroughs, and proof of loyalty to school values. Any teacher, staff member, or outside evaluator who reviews your record sees a well-rounded, leadership-ready overachiever. While it can't overwrite active scandals or known disobedience, it covers gaps and magnifies your standing in formal reviews and opportunities like scholarship interviews, promotions, or student council selection.

- **Crisis Class Scheduler (400 CP, It's 200 CP if you choose Student as your Origin)**

An advanced, smart holographic schedule planner that does more than just time-block your week. This tool dynamically analyzes your academic obligations, social tensions, and even enemy moves to help you optimize your time for survival and dominance. It auto-recommends when to study, when to confront, when to avoid conflict, and when to push for control.

- **Elite Smartdesk (400 CP, It's 200 CP if you choose Student as your Origin)**

A premium, custom-made study desk equipped with advanced academic utilities: an interactive surface with touch-responsive textbooks, voice-command research access, time management AI, and a hidden compartment with secure storage. The desk can analyze your study patterns and suggest optimal review timing, test simulations, and note summaries. It syncs with school schedules and exam cycles, ensuring you're *never caught unprepared*. You may be a student, but with this, you work like a top-tier executive.

- **Prestige Uniform Set (400 CP, It's 200 CP if you choose Student as your Origin)**

An upgraded version of the school's standard uniform, tailored perfectly to you using smart-fabric technology. It subtly enhances your presence—projecting confidence, neatness, and academic excellence without being flashy or suspicious. It self-cleans, regulates temperature, and offers a discreet internal notepad system via gesture commands (perfect for taking notes mid-discussion). When worn, it grants a quiet authority—teachers see you as more competent, and students instinctively associate you with high status.

- **Negotiator's Briefcase (400 CP, It's 200 CP if you choose Student as your Origin)**

A sleek black attaché case designed for social maneuvering and information control. Contains forgery-proof contract templates, foldable privacy screens for discreet conversations, a subtle voice modulator for anonymous tips or power plays, and can also be a locking compartment for items you *don't* want found.

- **The Redacted Notebook (400 CP, It's 200 CP if you choose Student as your Origin)**

A high-end, leather-bound school notebook that functions like a blend of planner, dossier, and spy ledger. Each page can be locked to your biometric signature. Write anything—from passwords to rumors, rival analysis, or blackmail material—and it stays invisible to anyone else unless you allow access. The notebook can also auto-summarize overheard conversations and group behavior trends within your class, like a social analysis assistant. It's your private war journal—every top-tier student needs one.

- **Shadow Dormitory (600 CP, It's 300 CP if you choose Student as your Origin)**

A private, off-the-books student dorm hidden within the school's underground utility sector. Legally nonexistent, it has secure biometric locks, full amenities (bathroom, study, kitchen, private rec room), a clean digital footprint, and no curfew monitoring. Only you and those you choose can enter.

- **The Golden Tablet (600 CP, It's 300 CP if you choose Student as your Origin)**

A one-of-a-kind, ultra-secure digital tablet recognized by the school's top systems as a staff-level access device. Disguised as a premium student tablet, it gives you passive insight into point inflow/outflow across all classes, exam structures and scoring weight, and Inter-class trades, project proposals, and group compositions

It won't let you directly change things—but *knowing* what's going on gives you a ruthless edge. It updates weekly and can't be traced to you unless stolen and physically cracked open. Think of it as the eyes of a faculty member... in your backpack.

- **Prestige Letter of Legacy (600 CP, It's 300 CP if you choose Student as your Origin)**

A rare, physical letter bearing the seal of a former high-level graduate—someone who went on to become influential in the school's alumni network. Presenting it at the right time grants you access to priority opportunities no normal student could obtain: early access to elite projects, a seat at “quiet” decision-making tables, or private mentorship from top-tier instructors. The letter doesn't grant unlimited influence, but it opens doors that most students never even know exist.

- **The Mirror School (600 CP, It's 300 CP if you choose Student as your Origin)**

A fully-furnished, miniature offsite school facility—like a hidden satellite campus—staffed by professional instructors and AI tutors. Built in the mountains behind the school or in a secret city annex, it has dorms, classrooms, combat zones, simulation centers, and administrative rooms. It exists outside the regular student body, allowing you to bring in loyal classmates for training, recovery, or simulations. Think of it as your

own elite prep school—ready to train future leaders under your vision, not the school's.

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Staff

- **Standard-Issue Faculty Organizer (100 CP, It's Free if you choose Staff as your Origin)**

A stylish, leather-bound organizer issued to high-performing staff. Contains a hybrid planner-journal system with smart pages that sync to the school schedule, student profiles, and personal task lists. It passively logs your interactions and suggests the best times to approach students, staff, or make administrative moves. Think of it as a professional's companion—keeps you efficient, punctual, and always a step ahead of chaos. Also contains a secure section for sensitive staff-only notes.

- **Break Room Premium Keycard (100 CP, It's Free if you choose Staff as your Origin)**

Grants access to a luxurious, rarely-used staff-only break room hidden on the top floor of the teacher's wing. Features massage chairs, gourmet coffee, and absolute privacy—shielded from cameras and student intrusion. Comes stocked with daily snacks, custom lighting, and white noise control. While small, this space is ideal for decompressing, holding off-the-record conversations with colleagues, or planning your next big move away from prying eyes.

- **Faculty Comm Earpiece (100 CP, It's Free if you choose Staff as your Origin)**

A discreet, in-ear communication device connected to a secure, staff-only frequency. Allows hands-free coordination with other faculty members, alerts to school-wide incidents, and a direct link to the security team or administration. It also includes voice note capabilities and can transcribe key conversations during disciplinary hearings or conferences. Perfect for keeping control during crises or monitoring student activity without obvious interference.

- **Student File Dossier (100 CP, It's Free if you choose Staff as your Origin)**

A physical briefcase containing hard copies of psychological profiles, academic records, and behavioral flags for one full classroom of your choice. Includes data not visible in the standard digital system—such as family background summaries, potential risk factors, and internal commentary from past instructors. It updates monthly and helps you develop deeper insight into your class—useful for mentorship, manipulation, or career management depending on your angle.

- **Administrative Override Badge (200 CP, It's 100 CP if you choose Staff as your Origin)**

A discreet staff-level card embedded with an encrypted chip, allowing you temporary access to certain restricted systems across the school.

You can override curfews for specific students, access camera logs from the last 48 hours, and adjust student movement permissions for dorm, club, and facility access

It's not a master key, but it's an invaluable tool for quietly guiding or obstructing students when rules get in the way. Officially, you're not

supposed to have this. Unofficially? It opens a lot of doors—literally and figuratively.

- **The Faculty Watch (200 CP, It's 100 CP if you choose Staff as your Origin)**

A sleek, minimalist wristwatch with more than just timekeeping. Tied into the school's internal alert system, it passively monitors your assigned class's stress levels, attendance, social spikes, and performance drops. If someone skips class, is being targeted, or spikes in aggression, it quietly alerts you via subtle vibrations. It also tracks your own schedule, helps with time-blocking, and records key disciplinary moments with a tap. Professional, discreet, and essential for any hands-on educator or manipulative operator.

- **Disciplinary Case Locker (200 CP, It's 100 CP if you choose Staff as your Origin)**

A portable, secure mini-safe designed for staff use, containing paper files on past and current incidents, including evidence not in the official database, unedited student testimonies, and banned or restricted surveillance data

Each version is unique and includes dirt on at least one administrator, one teacher, and multiple students. A staff member with this can *silence*, *shield*, or *blackmail* with plausible deniability. The locker updates monthly through a private courier system and comes with a hidden compartment for additional documents of your own.

- **Academic Influence Binder (200 CP, It's 100 CP if you choose Staff as your Origin)**

A black leather academic portfolio that lets you submit "staff influence proposals" on student records. These recommendations subtly affect club eligibility, priority in elective slots, honor roll candidacy, and tutor or mentor pairing

You can submit one influence proposal per week, and while your suggestions aren't guaranteed, the binder pushes the odds in your favor through its quiet administrative weight. Use it to help—or sabotage—students behind the scenes with clean hands.

- **Blackroom Terminal (400 CP, It's 200 CP if you choose Staff as your Origin)**

A compact, encrypted laptop linked to a hidden administrative server—known only to top-level faculty. Grants access to the full psychological profiles on every student, an unfiltered security camera footage across campus, a historical academic and disciplinary records, including expunged files, and an "Observation Notes" from undercover evaluations

While not capable of altering records directly, this terminal gives you the truth, stripped of PR. It even highlights potential manipulative behavior, group dynamics, and future risk indicators. Store it in your dorm, office, or briefcase—if it's found, it could ruin you. If it's used correctly? You'll never be caught off guard again.

- **Whisper Room Key (400 CP, It's 200 CP if you choose Staff as your Origin)**

A single black keycard granting you access to an off-the-books meeting room in the administrative wing. The Whisper Room is soundproof, camera-free, and completely unmonitored—a place where true power is

brokered. Use it for secret meetings with students, rival staff, or even external parties. Comes pre-stocked with recording-blocking tech and neutral furniture. You can only access it twice per month, and its location resets every term to avoid discovery. There's no paper trail. Only those with Whisper Keys can enter.

- **Mentor's Ledger (400 CP, It's 200 CP if you choose Staff as your Origin)**

A thick, aged leather-bound ledger used by former top-performing educators. It allows you to form an invisible "mentorship bond" with up to three students at a time. While bonded, you gain an intuitive insight into their current mood/state, a passive sense of their stress and academic progress, and a subtle boost to your influence over their decisions in one-on-one settings

You can switch out students once per month. The bond isn't mind control—but it makes your words *land deeper*, your guidance harder to ignore, and your punishments sharper. For those with a genuine teacher's heart—or a puppet master's hand.

- **Independent Budget Envelope (400 CP, It's 200 CP if you choose Staff as your Origin)**

A special finance card tied to a quietly authorized "development fund." Refilled every quarter, this card provides the equivalent of 5,000,000 Private Points per term, with no reporting required. It can be used for discreet student support, funding side projects or classroom operations, bribing intermediaries, and even hiring external evaluators or counselors

As long as your spending doesn't draw open suspicion, no one asks questions. The envelope comes with a matching anonymous phone

number used by select third-party school affiliates—you'll quickly discover that money talks far louder than lectures.

- **Master Keycard Alpha (600 CP, It's 300 CP if you choose Staff as your Origin)**

This unassuming card grants you top-tier administrative access to the school's infrastructure. We're talking full access to student point accounts, academic records, disciplinary logs, and surveillance feeds—with editing privileges. You can remotely authorize or cancel club approvals, shift class privileges, schedule surprise inspections, and quietly erase damning data. Using it recklessly will trigger higher authority attention, but with restraint, it's the tool of a puppetmaster in plain sight. Think of it as a low-key god mode—only if you're smart enough not to flaunt it.

- **The Black Briefcase (600 CP, It's 300 CP if you choose Staff as your Origin)**

A sleek, matte-black case that contains everything a “special assignment” staff member might need: forged documents, confidential evaluation criteria, blank recommendation letters, burner phones, coercion files (on students *and* staff), and a hidden drawer with physical evidence usable in future manipulations. Every week, the case subtly updates to stay relevant to the week's key events, targets, or upcoming twists. It's not infinite, but it always contains *exactly what you'd need* to pressure, protect, or promote anyone.

- **WhisperNet Earpiece (600 CP, It's 300 CP if you choose Staff as your Origin)**

A slim, encrypted earpiece connected to the “silent network” used by high-ranking staff and system insiders. Through it, you can access real-time updates on key events, covert staff maneuvers, and off-the-record orders from figures above even the principal. It also allows you to issue anonymous directives to lower staff, subtly nudge class behavior, or even manipulate point distribution behind the curtain.

- **Offsite Observation Hub (600 CP, It's 300 CP if you choose Staff as your Origin)**

A private monitoring facility located just outside school grounds, fully outfitted with live data streams, archived footage, psychological profiles, and communication tap-ins for every student and staff member. Think of it as your personal command center—far from prying eyes, soundproof, and stocked with analytic tools that rival the school's internal systems. It even contains predictive modeling software that simulates likely outcomes of major events or manipulations.

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Companion

Navigating the treacherous halls of the Advanced Nurturing High School is tough alone. Fortunately, you're not without options. Whether bringing allies from your world or making new ones here, you'll have help—if you're willing to pay for it.

- **Import Companions**

You may bring up to 8 companions from outside this Jump, each of whom will receive 800 CP to spend on Origins, Perks, and Items as you do. You can assign them any Origin, and they will be treated as transfer

students or staff depending on their role. You may also choose to import fewer companions for narrative balance—those not imported do not accompany you.

- **Canon Companions [Variable CP]**

You may choose to recruit canon characters from *Classroom of the Elite* as companions. Doing so will adjust their narrative role accordingly. These companions may keep their established personalities and goals unless altered via perks or narrative influence.

Cost Tiers:

- Background Students (minor year 1 students, side club members, etc.) – 100 CP
- Named Supporting Students (Ike, Haruka, Sudo, etc.) – 200 CP
- Mainline Students (Ichika, Kei, Horikita, Kushida, Ryuen, Ichika, Sakayanagi, etc.) – 300 CP
- High-Level Staff (Chabashira, Mashima, Tsukishiro, etc.) – 400 CP

Canon companions retain their strengths, limitations, and personalities unless altered by perks or narrative developments. You may recruit up to 4 canon characters, unless a perk or item says otherwise.

- **Original Companion Characters [100 CP Each]**

These are Original Characters (OCs). They can be added as companions for 100 CP each. Each has a distinct personality, Origin

assignment, and hidden strengths or weaknesses. You may choose one to start with for free if you have no other companions.

1. Reina Kisaragi

“People follow power. But true leaders? They make others *want* to.”

Daughter of a prestigious diplomat family, Reina was groomed from childhood for elite society. She was fluent in three languages by age ten, learned debate before she learned algebra, and was sent to the Advanced Nurturing High School as the final phase of her preparation for entering the political world.

Reina excels at manipulation through subtlety and polish. Her beauty, poise, and aristocratic bearing make her appear invincible—but underneath lies a calculated mind that views social relationships like chess pieces. Her weakness? She's not good at handling failure—used to control, she can spiral if caught off-guard or humiliated.

She initially would regards you with curiosity, especially if you're unpredictable or resistant to social norms. Whether she sees you as a tool, a threat, or something more depends on how you play the game—but earn her respect, and you may find an ally who never lets her enemies touch you directly.



2. Kaoru Hayate

“The system is broken. That doesn’t mean we have to be.”

Kaoru is the kind of person who *shouldn’t* succeed in this school—but somehow holds his class together through sheer moral gravity. He’s the eldest son of a working-class family and enrolled on a full scholarship, determined to prove that decency can survive even in a school built on deception.

He doesn't manipulate. He doesn't threaten. What he does is lead by example—standing up for weaker students, taking responsibility, and building real trust. That earns him loyalty... and makes him a target for cynics. Kaoru's flaw is his idealism; he believes people are fundamentally good, even when they've proven otherwise.

Kaoru would be drawn to you if you show conviction or strength in your own beliefs. Whether you challenge his ideals or support them, he's someone who *wants* to believe in you—and may push you to become a better version of yourself, whether you like it or not.



3. Shun Kurobane

“You don’t win here by playing nice. You win by surviving.”

Shun didn’t come from wealth. He came from nothing—foster care, juvenile detention, street fights. He got into the school through a special recommendation program meant to test “unconventional talent.” What he has isn’t polish or pedigree—it’s raw instinct, loyalty, and sheer force of will.

He runs Class C like a pack. Loyalty is everything. Betray him, and you’re out. Back him, and he’ll bleed for you. Despite his image as a thug, Shun is more strategic than he lets on—he plans raids on rival classes like military ops, and he’s surprisingly adept at psychological pressure.

Shun may respect you if you’re strong or unafraid. He admires people who don’t flinch, especially those who survive in their own way. Whether as a rival, a right-hand, or an unexpected confidant, you’ll never find a more intense ally.



4. Yui Nakahara

“Let them ignore me. That’s when they make mistakes.”

Yui has always been the girl in the back row—the one teachers forget to call on. But behind that quiet exterior is an observant, razor-sharp mind. She notices the shifts in seating, the tone of voice in announcements, the unspoken rules. And she stores it all.

Her family owns a mid-tier logistics company, and she's here to prove her value by succeeding in silence. She rarely speaks up, but when she does, people listen. She's not interested in control—she's interested in *balance*. Disruption. Quiet sabotage. Let the loud ones burn each other out.

Yui would be drawn to you if you stand out—and she wants to understand why. You may find her appearing at your side when you least expect it, offering a crucial detail, or watching your back... when no one else even knew you needed it.



5. Rika Arisugawa

“If you want to survive here, learn to *listen* before you speak.”

Rika is the soft-spoken, sharp-eyed strategist unofficially known as the "Owl of Class A." She never raises her voice, but her insight cuts deeper than most head-on confrontations. Her family operates a private intelligence firm that handles corporate espionage, and Rika was sent here to refine her understanding of manipulation in *civilian* contexts.

Unlike many elites, Rika isn't obsessed with points or reputation—she wants information. She's methodical, quiet, and terrifyingly perceptive. Most assume she's harmless until they realize she knows *everything*—and has known it for weeks.

She's drawn to you out of intrigue. If you're hiding something, or seem different from the rest, you'll catch her attention. If you make a deal with her, she'll keep your secrets—for a price.



6. Masaki Gojin

“Sometimes, people just need someone to throw the first punch. I volunteer.”

Masaki is bold, driven, and speaks with the intensity of someone who’s had to lead before they were ready. Coming from a broken home, he

earned his place in this school through sheer academic merit and recommendation. When he arrived, he was naive. Not anymore.

After surviving multiple betrayal attempts, Masaki hardened into a charismatic but aggressive leader—equal parts motivator and blunt instrument. He believes in reforming the school from the inside out, but he's also willing to go down swinging if it means breaking the cycle.

He would bond with you if you're principled, bold, or *willing to challenge the system*. He's not interested in manipulating you—but if you stand beside him, he'll never let you fall.



7. Mei Hoshikawa

“Information’s valuable. But debt? Debt’s better. Especially when it’s personal.”

Mei is infamous. She’s a skilled fixer—discreetly providing solutions to problems no one wants to admit they have. Need answers to an upcoming test? A forgery? Discreet medical help after a fight? Mei can help... for a favor.

She has a background in pharmacology and bioengineering, having grown up in a family of underground doctors. Cold, calculated, and always professionally courteous, she sees the school as a lab—and the students as test subjects in systems of power, pressure, and punishment.

She might approach you if you're unknown, new, or unpredictable. That makes you interesting—and potentially profitable. But be warned: she never does anything for free, and she never forgets a debt.



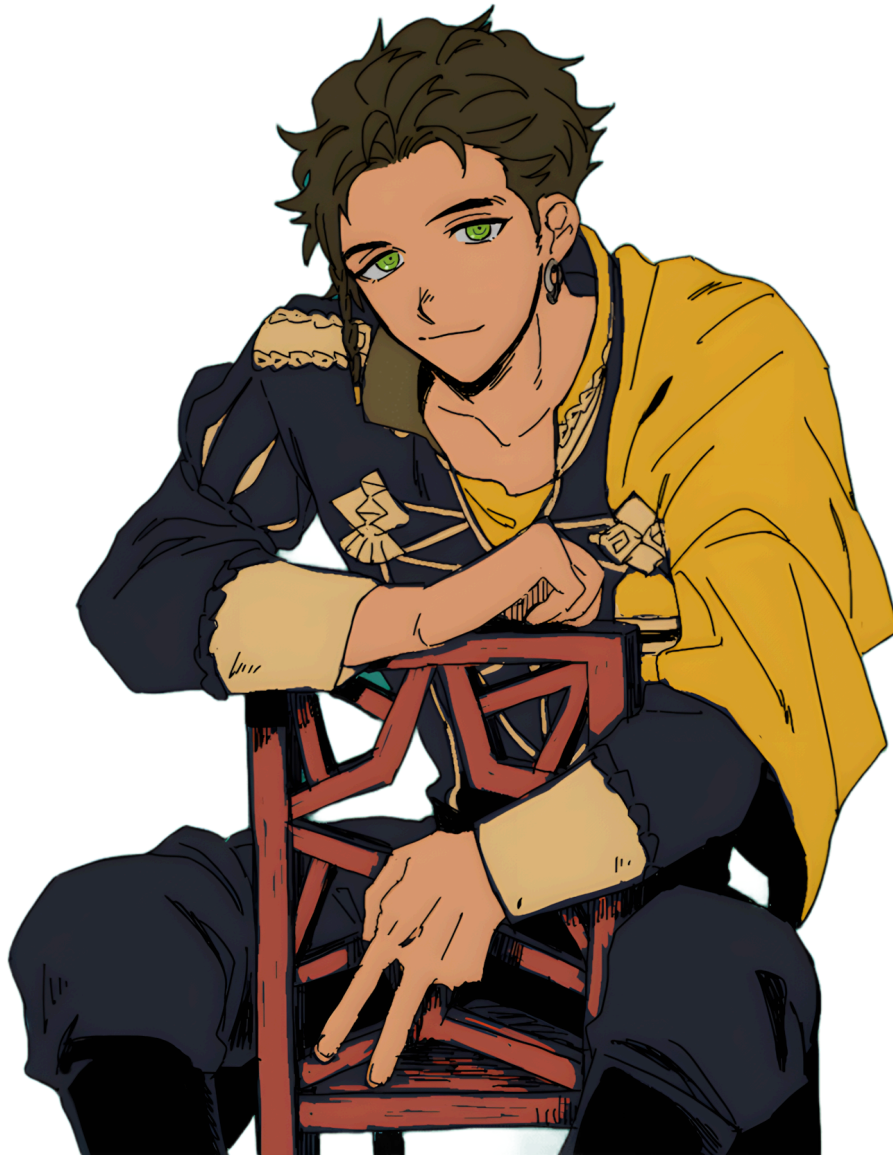
8. Taiga Renjou

“If everyone’s playing a role... then let me be the wildcard.”

Taiga is a mystery wrapped in drama club flair. He’s charismatic, funny, and often dismissed as a harmless eccentric—but underneath the playful chaos lies a master manipulator who uses confusion as cover. No one knows his true background—he gives a different answer every time.

He thrives on being underestimated. Where others use pressure or power, Taiga uses perception—twisting group dynamics, nudging emotions, planting rumors with surgical precision. He’s playing a long con for reasons he never clearly states.

He may find you fascinating simply because you’re new—and possibly immune to his usual tricks. Or maybe he already knows more about you than you’d like...



9. Toshio Mikami

"You'd be amazed what kids leave behind. Or what they say when they think no one's listening."

To most students, Mikami is just the school's ever-present janitor—a worn-out older man with a bad back, yellow gloves, and a fondness for black coffee. But Mikami's been working here longer than most of the

staff, and he's seen *everything*. Rumor has it he was once a surveillance expert for the government—now quietly relegated to sweeping floors while collecting secrets.

Students ignore him. Big mistake. He knows who's sneaking out after hours, who's crying in stairwells, and who left blood on the classroom window. He says little, but when he does speak, it's always useful.

He might take a liking to you—especially if you're sharp, respectful, or curious about what *really* goes on at this school.



10. Hanako Yamada

"Hungry? Sit down. First meal's on me. The second one costs a secret."

Hanako runs *The Breakroom*, a student-favorite café just off campus where students unwind, vent, and make deals over bowls of soba. She's warm, always smiling, and calls everyone "*kid*"—but she used to be a fixer for underground clubs in Tokyo, and her ears are still very sharp.

She provides food, advice, and occasionally passes along messages between students (for a price). Her café is considered "neutral ground," and fights never happen there—not if you value her cooking or your reputation.

Hanako will be kind to you, but if you lie to her or cause trouble in her café, you'll find doors quietly closing all around you.



11. Mina Kurose

“You think this school is about education? No. It’s about who can read between the lines.”

Ms. Kurose teaches Japanese Literature, but her real talent lies in subtext. She’s observant, analytical, and subtly encourages students to question everything—from exam phrasing to classroom rules. Once an award-winning novelist, she lost her career in a scandal involving a ghostwritten political exposé.

She now teaches like she writes: layered meanings, quiet resistance, and sharp insight. She’s rumored to be part of an underground resistance within the faculty—those who think the school's purpose is going too far.

She sees potential in you if you challenge the system, question norms, or approach knowledge with curiosity instead of obedience.



12. Daigo Hoshino

"Pain's just your body learning. Quit whining."

Mr. Hoshino is a hard-bodied, loud-voiced PE teacher who treats every gym class like a military bootcamp. A former JSDF survivalist and counter-intel officer, he now funnels his discipline into the school's sports programs. He's respected by some, hated by others—but he's unshakable, and always fair.

He despises cheating, but respects cunning. If you're strong—or determined to be—he'll push you harder than anyone else. If you're lazy, he'll ignore you.

Mr. Hoshino is a valuable physical mentor, and could train you in survival, combat awareness, or even offer *physical conditioning challenges* for Private Points.



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Scenarios

Scenario: “The Quiet Coup”

Overview:

A new directive from the school board introduces an experimental *Leadership Redistribution System* to test meritocracy under fire. Each first-year class must elect a temporary representative, and that person is given a sealed dossier of the entire class's weaknesses—academic, personal, and disciplinary. The goal? Lead your class to become the top-ranking class by the end of the next two exams.

But there's a twist:

- The representative *can't* share the dossier.
- The representative *can't* be replaced once selected.
- And someone from another class already has a forged version of your dossier, designed to tear your class apart from the inside.

You, the Jumper, are not the elected representative. But you've been approached by a mysterious upperclassman who offers to fund your class's rise—if you can take control without anyone realizing it.

You must:

- Infiltrate the class's leadership without being officially named.
- Identify and neutralize the misinformation being used against your class.

- Uplift your class's performance without exposing the existence of the original dossier.
- Defeat the rival class being propped up as your narrative "hero," all while keeping your name out of the spotlight.

This is a game of manipulation, subtle planning, sacrifice, and trust-building. Fail, and your class spirals into paranoia and collapse. Succeed, and you change the balance of power.

Constraints:

- No overt powers unless they can be explained in-universe (e.g., photographic memory, social intuition, enhanced charisma).
- Canon characters will react realistically. Ayanokōji, if present, may begin observing you.
- You must avoid detection by the school administration if you engage in sabotage.

Reward Options:

If completed successfully, the Jumper may choose one of the following:

1. "Puppetmaster's Poise"

Gain a permanent boost to strategic thinking, charisma, and social reading, especially in manipulative environments. You can now always see two steps ahead in any social situation, and automatically detect lies or hidden intentions unless masked by supernatural means.

2. "Executive Privilege"

Receive a personal AI assistant modeled after the school's own system, capable of handling logistics, scheduling, and analysis at a professional corporate level. Includes limited surveillance access and budgeting features, plus a "network freeze" function usable once per Jump.

3. "The Black Dossier"

You gain a mystical dossier in all future jumps—custom-tailored to whatever factions or groups exist in the setting. It contains psychological profiles, dirty secrets, and three major leverage points per group. The data updates once per arc/chapter.

4. "Class Unity Seed"

Your efforts at subtle cohesion leave a lingering effect. In any group you lead going forward (companions, armies, guilds, etc.), their loyalty to one another grows, and they work toward shared goals with minimal infighting—unless actively manipulated from outside.

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Scenario: "The Underground Test"

Overview:

Rumors spread among the second-years of a "forbidden exam" that was once banned for being too dangerous. But now it's been quietly reinstated for a *select group of students* chosen without consent.

You wake up one morning to find a message on your tablet:

"You have been selected for Special Assessment Alpha.

Report to Sector 4 – Sublevel 3. No excuses. No witnesses.

Team assignment is random. Pass/fail is determined by elimination."

You arrive in a dimly lit underground facility beneath the campus—an abandoned training center once used by White Room candidates. You and 19 others (some canon, some OC, maybe even a disguised staff member) are thrown into a combat simulation, equipped with nonlethal but painful shock weapons, blunt training blades, and paint-marker projectiles.

Your mission:

- Survive.
- Win.
- Or disappear.

The event is unrecorded, unofficial, and deadly serious. No rules beyond "don't die." Faint traces of the school's secret oversight suggest someone wants to see who among you is more than just clever.

Objectives:

- Form or break alliances. Every participant has hidden objectives (eliminate a specific person, protect a target, steal a cache).
- Find and secure the central command room, which gives partial control over the arena.

- Uncover the true purpose of the test—it's not just physical. Some players are planted agents.

Bonus Objective: Escape *without using a single assigned weapon* and still win.

Constraints:

- Powers must be justified as personal skill, cybernetics, or light body-enhancing perks (or explained as “exceptional talent” in-universe).
- Participants will react realistically—some are sadistic, some scared, others coldly calculating.
- Any fatalities result in expulsion from the school. Most won't go that far... unless pushed.

Reward Options:

Upon success, choose one of the following:

1. “Combat Prodigy”

Your reflexes, situational awareness, and pain tolerance are now at elite spec-ops level. You can disarm, evade, and incapacitate in close quarters effortlessly—even against trained opponents. Automatically adapts to similar environments in future jumps.

2. “Ghost Protocol”

Gain access to a custom-built stealth loadout usable in any modern-to-future setting. Includes noise-dampening suit, active camo layer (short bursts), and a concealed blade or dart system. Comes with a companion AI that warns of nearby surveillance or betrayal.

3. “Adaptive Body”

You can subconsciously adapt physically in combat—each fight you survive makes you incrementally faster, stronger, and more resistant to injury. Maxes out at Olympic-tier levels without needing ongoing maintenance.

4. “Survival Instinct”

Gain an intuitive sense for traps, ambushes, and dangerous people. This preternatural awareness lets you avoid most non-supernatural ambushes or sudden betrayals. In dangerous environments, you get “gut feelings” that are usually correct.

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Scenario: “The Ethics Trial”

Overview:

A new special exam is introduced for select students across all years. Unlike other exams, there are no classes, no team divisions, and no points awarded for academic scores or athletic performance. This one is purely psychological.

You're called to the Honnami Ethical Simulation Lab, an old psychological testing center repurposed for this unique experiment. Along with nine other students, you're locked in a room for three days

with food, water, and a large monitor. Every six hours, you are presented with a moral dilemma—some personal, some social, some existential. The answers you give determine your success... and may affect real-world consequences.

The dilemmas vary:

- Would you let a classmate fail to save your best friend from expulsion?
- If you could erase someone's past trauma, but alter who they are—would you do it?
- Would you trade all your class's points for the life of a stranger in another class?
- What is justice: balance, retribution, mercy, or order?

You are judged anonymously—not by faculty, but by your fellow students.

However, there's a twist:

Some dilemmas are fabricated to test groupthink. Others are leaked to canon characters outside the simulation, who begin reacting to your answers socially—without you knowing.

You don't need to "win." You need to prove your philosophy, justify your actions under pressure, and emerge with your ideals intact—or evolve them.

Objectives:

- Consistently respond to dilemmas in a way that reflects a coherent personal philosophy.
- Identify which ethical tests are traps, designed to bait you into hypocrisy.
- Influence others during debates without becoming tyrannical—or irrelevant.
- Face a final, personalized dilemma that directly conflicts with your past decisions or beliefs.

Constraints:

- No use of powers or abilities that “solve” moral problems by brute force (e.g., mind reading or precognition).
- Canon characters like Chabashira, Ayanokōji, and Sakayanagi will receive summaries of your ethical profile afterward. How they treat you may shift permanently.
- Any contradictions in your actions or ideology will be challenged *in-story* by others.

Reward Options:

1. “Moral Architect”

Gain the ability to intuitively understand the belief systems and ethical values of those you meet. You can always tell what someone thinks is “right”—and where they’re vulnerable to manipulation or persuasion based on their values.

2. “Principle Engine”

Your personal philosophy becomes a source of inner strength. When acting in line with your core ideals—even under pressure—you gain perfect mental clarity, emotional resistance, and can sway others with conviction alone.

3. “True Neutral Ground”

You are granted a mental space or domain (a "Neutral Court") in your mind that allows you to resolve inner conflicts, reset emotional state, and invite others into philosophical dialogue. In future jumps, this can evolve into a full ideological sanctuary or debate arena.

4. “The Socratic Seal”

When you question someone’s motivations or beliefs aloud, they must respond truthfully (as far as they understand themselves). Their next statement cannot be a lie or obfuscation, and this effect recharges each time you win a major debate or moral dilemma.

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Drawback

There are no limit on how many CP you can gain from the Drawback
Section

- **Unfavorable Placement (+100 CP)**

You didn't start in Class 1-A or even 1-C. You were dumped into Class 1-D, the infamous class for "defective" or "problem" students. Your peers are undisciplined, suspicious of each other, and lack any initial team cohesion. Worse, the faculty has *already given up on your class*, and resources are sparse. If you want to rise, you'll have to build order out of chaos—or become a tyrant.

- **No Free Points (+100 CP)**

For reasons unknown, your monthly point allotment is slashed to one-fourth of what everyone else gets, and you don't receive bonuses unless you lead your class to top performance. That means no luxuries, limited food, and fewer bribes or negotiations—unless you find creative ways to work the system.

- **Teacher's Pet Project (+100 CP)**

You've drawn the attention of one of the staff members—perhaps Chabashira-sensei, Sakayanagi's father, or an OC instructor. Unfortunately, their interest is not positive. They've placed unfair restrictions on your freedom, blocked your access to clubs, and may even leak your secrets to rival students. You're under constant observation, and any mistake could be weaponized against you.

- **Truth Bleeds Out (+100 CP)**

People instinctively find you untrustworthy or threatening, even when you're sincere. This isn't a curse—it's the result of how your presence intensifies group dynamics. You can be a leader, yes, but others will always wonder: *What's in it for you? What's your game?* Gain allies slowly. Betrayal (or even the perception of it) will hit you harder than it does others.

- **Extended Enrollment (+100 CP per take, up to 10 times)**

Each time you take this, your time in this Jump is extended by ten additional years.

- **Sabotaged Reputation (+200 CP)**

You begin the Jump with a malicious rumor already circulating about you—fabricated, but deeply believable. Depending on the origin, this could be:

- You're a secret White Room agent.
- You seduced a teacher.
- You betrayed your middle school classmates to climb the ranks.
- You cheated on the entrance exam.

This rumor spreads fast, and even people who don't believe it will watch you with suspicion. Canon characters will act differently toward you, especially those who prize loyalty, ethics, or control. Trust becomes a resource you'll never have in abundance.

- **Class Traitor (Repeatable up to 3x) (+200 CP per take)**

You are forcibly assigned to act as a covert traitor within your own class. This could involve secretly leaking test info, misdirecting strategies, or framing a teammate. The traitor role is assigned by either a high-ranking student (like Sakayanagi or Rokusuke Kōenji), a staff member with a hidden agenda, or the system itself as a “secret rule.”

You are not allowed to explain your status. Every time you take this drawback, a new layer of betrayal is required—or you're blackmailed even harder.

Failing to act as a traitor will result in real consequences (expulsion risk, blackmail being revealed, or point deductions).

- **Staff Surveillance (+200 CP)**

One of the school's top security agents or manipulative teachers believes you're a threat to the institution. You are bugged, tracked, and often pulled in for unexplained "check-ins." They may subtly interfere in your tests, adjust your class rank, or manipulate events so that you're never comfortable.

They're not *evil*, just convinced you'll break the system—and they *will* test you until you crack.

You'll have to work twice as hard to outmaneuver their quiet hand.

- **Karmic Debt (Repeatable up to 2x) (+200 CP per take)**

You arrive at the school with one or more serious unpaid social debts. These could be:

- You humiliated someone in the past—now they're here, and they remember.
- You betrayed a friend to get into this elite school.
- You got someone expelled in a previous life (or jump), and their sibling is in your class now.

- You "owe" something to an unseen figure—money, reputation, or a favor.

Each time you take this drawback, one more debt surfaces, pulling you into new personal subplots where you're not the hunter—you're the hunted.

- **Public Enemy #1 (+200 CP)**

For some unknown reason, every class sees you as a top-tier threat. Your mere presence at an exam makes others rethink strategies, target you first, or form temporary alliances just to undermine you.

This is *not* paranoia—they're right. Your presence is a wildcard, and as far as they're concerned, you're the next Ayanokōji (or worse).

Whether or not you deserve it doesn't matter. You now live in a world where every action you take is magnified, judged, and countered with extreme prejudice.

- **White Room Burnout (+400 CP)**

You are not just a transfer—you're a failed experiment from the White Room, released under observation. While you retain some of your skill and training, your mental stability is fractured, riddled with insomnia, flashbacks, and intense emotional detachment.

Your body reacts with clinical perfection, but your heart and soul are numb or disassociated. Others will either fear you, pity you, or try to use you. Your presence also attracts unwanted attention from other White Room agents, who may be embedded nearby... or still consider you a threat to their legacy.

- **Administrative Enemy (Repeatable up to 2x) (+400 CP per take)**

You have made a powerful enemy within the school administration itself. This could be a vice-principal, board member, or shadowy patron who wants you expelled, broken, or ruined—and has the power to make it happen subtly.

Each time you take this drawback, a new high-ranking individual is out to sabotage you. They may:

- Change the rules mid-exam,
- Plant fake evidence against you,
- Feed rival students classified info about your tactics or background,
- Or manipulate your companions into abandoning you.

You are not allowed to retaliate directly unless you want to be expelled—or worse.

- **Memory Lock (+400 CP)**

Upon arrival, you suffer a partial amnesia block. You retain your base skills and survival instincts, but you do not remember your perks, background, or abilities for the first three months in-universe.

You must rebuild your influence, alliances, and strategy from scratch—as if you were a normal student. Your powers slowly return

through use and stress, but until then, you are at a major disadvantage in manipulation-heavy exams and social warfare.

To others, you seem odd, unpredictable, or even dangerous. Even your companions are unsure if they can trust you.

- **The Snake in the Garden (+400 CP)**

You have a traitor companion—either one you brought from another Jump, or an OC/canon companion turned against you. They appear normal, maybe even loyal at first, but they have been bribed, threatened, or programmed to sabotage you from the inside.

They may leak strategies, disrupt your plans, or attempt psychological warfare. Worse still: you don't know who they are at the start.

They can be redeemed, maybe—but it won't be easy, and their betrayal may cost you everything before that point.

- **Collapse Condition (+400 CP)**

You have a hidden psychological trigger or condition that, when activated, causes a complete breakdown: hallucinations, violent rage, or total withdrawal. The school knows this. And the Special Exams are rigged to push you toward it.

You don't know the exact nature of the trigger—it could be betrayal, failure, confinement, or a particular phrase or smell. Every time it's triggered, you lose access to your powers for 24 in-universe hours, and any social damage is real and lasting.

NPCs may discover your weakness before you do—and some will use it.

- **Expulsion Protocol (+600 CP)**

You are already on probation. One strike—one major rule broken, loss in a test, or failure to cooperate with a team—and you will be expelled immediately. No second chances. No appeals.

Worse still, the school is actively trying to provoke you into mistakes. False accusations, manipulated test results, or pushing you into morally compromising positions is all fair game.

Even your allies are warned not to associate with you. You'll need flawless execution, manipulation, or outright miracle-working to survive.

- **Black Envelope (Repeatable, up to 3 times) (+600 CP per take)**

You've been selected to receive one of the school's Black Envelopes—top-secret challenges issued by the Board that no one talks about. Each envelope contains a personal mission that must be completed without discovery by other students or faculty. Missions include:

- Ruin another student's reputation.
- Rig a Special Exam to benefit a rival class.
- Force a canon character to betray their team.
- Sabotage a teacher or administrator.

Failure to complete a mission or exposure of your role results in expulsion or worse. Succeed, and you live with the consequences—and the enemies you've made. Each additional envelope raises the danger, complexity, and consequences.

- **Unleashed the White Room (+600 CP)**

You've unknowingly triggered an administrative change: White Room students are now being introduced into every grade level, and you are marked as a primary calibration target. Ayanokōji is no longer acting alone—his *successors* and *rivals* are unleashed.

These agents are ruthless, hyper-competent, and trained to test your limits. They do not care about fairness, rules, or appearances. They see you as an obstacle to be removed—by any means necessary.

Expect psychological warfare, false alliances, direct sabotage, and *complete unpredictability*. You may also need to protect canon characters from them... or see them fall one by one.

- **Void of Support (+600 CP)**

None of your companions—imported, OC, or canon—will follow you into this Jump. Any perks that rely on social bonds are inert, and items that assist teamwork or coordination fail or break.

You are utterly alone in an environment built on social warfare. The school seems to know this and chooses you for the most collaboration-heavy exams. Your victories must come from pure wit, adaptation, and personal cunning.

Even if you manage to make allies, betrayal is more likely. It's survival of the most isolated.

- **True Manipulated Memory (+600 CP)**

The school has rewritten your identity in the minds of everyone—including your own. For the first six months of the Jump, you

believe yourself to be a mundane transfer student with no special skills, while everyone else views you through that same lens.

Your perks, powers, and memories are locked behind psychological barriers, only returning once you've reawakened your true self through a major personal crisis or victory.

Until then, you are a normal student, living a false life, completely unaware of what lies beneath the surface. And something *inside you* is desperate to stay buried.

- **Unmasked Origin (+800 CP)**

Your true background — Jumper, off-world traveler, power-wielder — is fully exposed within one week of your arrival. Every class, teacher, and administrator knows you don't belong here.

But instead of expelling you, the school treats you like a specimen to be observed and exploited.

Exams are tailored to study your abilities.

Staff may detain or drug you for research.

Students may try to manipulate, seduce, or destroy you for clout.

Your presence disrupts the balance of the entire institution, and you must either become the school's new god... or its scapegoat.

- **Bitter End Protocol (+800 CP)**

There is no natural end to your stay. You are trapped in the system until you reach Class 1-A and graduate as its undisputed leader, OR until every canon class leader is expelled or broken.

All story exits, standard jump duration limits, and “go home” options are disabled. Even death doesn’t free you — you’ll wake up in the infirmary, reset, and pushed back into the game. The system needs to know how far you can go.

No one else is given this condition. Only you.

End the game on your terms, or never leave.

- **False World (+1000 CP)**

You are not in the real *Classroom of the Elite* world. You are inside a high-fidelity simulation, run by an unknown party with full control over the environment, outcomes, and even the memories of those around you.

Reality itself bends if it means testing you, allies might not be real. Neither might your enemies, events loop, break, or reframe constantly.

To escape, you must find the exit trigger—a hidden event, key figure, or truth—and force a collapse of the simulation without losing your mind. If you “win” the game before breaking free, you are simply reset and looped again.

Can you find what’s real before you forget what you are?

- **Enemy of the System (+1000 CP)**

You have unknowingly been identified as a corruption vector—a bug in the school's perfect system. Now the entire school, including *canon protagonists*, teachers, AI, and special units, are tasked with monitoring, restricting, or removing you.

Every exam is rigged to punish you, every student has a “get-ahead” bonus for sabotaging you, and new characters would be generated to counter your strategies.

Even the narrative itself will shift to undermine your progress. “Plot armor” is inverted—plot doom follows you. The only way to survive is to subvert or rewrite the school’s rules through sheer ingenuity, social control, or outright revolution.

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Graduation — The End of the Exam

Time, like all things in this carefully engineered system, has run its course.

You’ve played your role: student, staff, manipulator, observer — or anomaly. You have walked the winding corridors of Advanced Nurturing High School, faced rigged systems, broken minds, formed fragile alliances, and made enemies you will never forget. You’ve challenged not only others, but the very *idea* of meritocracy, identity, and truth.

Now, the final bell rings.

You stand at the edge of the school gates, diploma (or dossier) in hand, and you must make your choice — the ultimate Special Exam, where the only thing at stake is your future.

Option 1: Move On

The path of the Jumper continues. You gather your companions, collect your knowledge, your wounds, your quiet victories, and step forward into the next world.

The next Jump awaits.

Option 2: Return Home

You've had enough.

The lies, the games, the quiet cruelty wrapped in order — you're done. With the experience gained, you now return to your original world, stronger, smarter, perhaps colder. The lessons of this place will never leave you.

And neither will the shadow of who you became here.

Option 3: Stay Behind

You refuse to leave.

Whether to guide the next generation, to finish a grand plan, or because you've realized you belong more to *this* world than any other — you remain. The system no longer tries to test you. You've become a fixture, a legend, a variable the school can no longer calculate.

For choosing to stay, you gain +1000 CP, to represent the consolidation of all your influence, power, and mastery within this setting.