

## Baka to Test to Shoukanjuu Jump

Welcome to the world of Baka to Test to Shoukanjuu, jumper! I'm sure even a weirdo like you can find a place to fit in here. Mhh? What do I mean by that? Well, for the most part this world is alike the earth prime from where you come from, expect maybe for Fumizuki Academy. Four years ago, this school adopted an examination system where the scores are not limited to 100. With this system, students could answer as many questions as they could within the time limit of an hour. A student would then have no limit to how high they could score, the limit instead being the student's own intelligence.

The classes are ranked from A to F, with the smarter students, those who scored better in the placement exam, go to class A and have better facilities than those classes below it. The quality of facilities progressively go down until class F is reached, with the worst facilities of the six classes that year level.

Another unique characteristic of this school was the "Shoukanjuu Summoning System", which was created with advanced technology. With the teacher's supervision, students can summon their unique 'Shoukanjuu' ('Summoned Being' in case you're wondering, normie) which gains the power equal to the student's last test score, to fight each other in a variety of contests and wars.

Well then, Good luck. And don't forget these **+1000** choice points (cp)

**Age & Gender:** All origins but Iron Teacher start with and appropriate age for high school. Iron Teacher rolls 1d6+22 for age. Your gender won't matter much, so feel free to change it now for free. Or pay 50cp for choosing any age you want.

**Location:** You start at Fumizuki Academy, in case that much wasn't obvious.

## **Origins**

### **Transfer Student**

New to the school and this world at large. You own no new memories to hinder or help you here. At the very least a clear history is something very few can boast.

### **Genius Pupil**

Both talent and effort granted you a high score in your tests, enough to be in the top ten of your grade, regardless, some things are more important than study, don't you think so? No? Sorry then...

### **Crouching Moron, Hidden Idiot**

People say you're stupid, but they don't know the truth! That you're actually left-handed!! ...Sure, you aren't the sharpest tool in the shed, but for some reason people tend to view your brand of stupidity as amusing.

### **Iron Teacher**

Feeling that you're far too old to be a student here? Well, that's probably because you're actually a teacher, tasked with helping these young minds to understand the world around them a little better. That and punishing those that score far too low on the latest exams.

## **Initial Class Placement**

You see, this academy has 6 classes, from A to F, with the highest class being A and the lowest being F. The placement exam determines the class you will be in. The higher you score, the higher up in rank you will be, meaning you will be in A if you score a very high score, but if you score very badly, you will be in class F. The facilities of each class level varies, meaning that the higher classes, like class A, will get better quality facilities, for example class A gets a larger room than the other classes and things like a wall-sized plasma-screen TV instead of a blackboard, a fancy glass ceiling, high-class drawings hung on the walls, ornamental plants, and things that made it look like a 5-star hotel. However, class F is on the other end of the scale. The classroom is a small room and gets no funding for furniture or equipment, with no chairs, simple cushions, tatami mats, Japanese-style tables, no provided chalk for the blackboard, faulty equipment and the room would be dirty, like that of an abandoned house. If something broke it isn't replaced, you used glue or tape to fix it, for example, with a broken window, you get plastic bags and tape to fix it.

The system was put in place to incentivize students to do as well as possible on the tests and study hard. Essentially rewarding the good students and punishing the bad ones. You may eventually change classes or the conditions of the class you are attending during your stay here. This is merely to select your initial class.

### **A Class**

The class of the elite, reserved for the students with the higher notes in the grade, their classroom five is times larger than usual and every student here is given a laptop, a personal air conditioner, a fridge, an adjustable chair, etc.

### **B Class**

Intelligent, but not enough. Never enough. This class has funding comparable to the Class A, albeit a little lower in certain areas. Strangely enough, the students here can be more arrogant than those in Class A.

### **C Class**

Above average, if barely. Their funding makes a class well stocked of materials and an all-around nice place to be in. Good portion of the student body here has some hobby or part-time job outside the school.

### **D Class**

The average here, painfully so. Their grades, class furniture and funding are on par with the normal schools. The weakest subject here tends to be math... how normal.

### **E Class**

Home of athletes that doesn't study all that much and rather focus themselves into honing their sport abilities. Because of this they are rather resilient in summoning battlers. Their funding is what you would expect from a poor or rural school.

### **F Class**

Its F because it's full of voyeurs, travesties, perverts and students that don't study at all. Actually, that's a lie. Some students arrived here by bad luck or for having talents outside the school graded subjects. In the other hand, this is a very funny place to be.

## **Perks (General)**

No discounts here

### **Lucky Idiot (100)**

Don't you think it's a little strange? How much important events or interesting people just keep appearing in your path? Well, it may not be something bad, at least with this, you can be assured that there won't be a single boring day in your adventure.

### **What Does She See On (You)? (200)**

I'm... impressed, jumper. You became so attractive all of sudden... not like you weren't attractive before, but now there's something on you that makes people romantically interested in you, regardless of any... deficiency you may have in other areas. They simply seem to ignore those in favor of your good points. Try to not break too many hearts.

### **My Eyes Are Up Here (200)**

Don't you hate when you have to give a speech or teach a class and somehow everyone seems more interested in the floor? N-no it's not like it happened to me! Idiot! Anyway, you don't seem to have that issue, being able to gather the attention of people with easy, be that you have a big speech to say or just some stupid comeback. It's n-not like I'm je-jealous or a-anything!!

### **She Keeps On Getting Away With It (400)**

Sometimes government regulations and laws can get in the way of your business, not in your case though. Any organization you run as the head is left alone to your own devices, be that you want to try new technologies in your employees or ban the students of your school from dating. Remember, it only works on your institution grounds.

## **Perks (Origin)**

One 100cp perk free to origin, rest is discounted.

## **Transfer Student**

### **One More of the Party (100)**

Let's face it, most of the people here already know each other and entering their close group may prove difficult. This will help you enter any established social circle with no problems, even if there's little you have in common, as long as you have something in the same ground as them you will be able to mend in the group without problem.

### **Pretty Crossdresser (100)**

Oh my, jumper. Have I told you that you look great in a drag? Yes, your looks and overall charisma gets a nice boost when you're using clothes designed for the opposite gender. C'mon, let me see a little of it... Why are you blushing?

### **A Smile for You! (200)**

You got a nice smile, jumper. Good enough to make other people happier and lower their guard when you offer them a genuine smile. Actually is a little more than that, the more you smile to someone the more they open themselves to you. Remember it has to be a real smile, fakes don't work.

### **Confession Under a Tree (200)**

Your clothes look good, but only because you're the one wearing them. Enjoy having a body that makes you the focus of the room, even if it's not the conventional beauty. Most people will be either mesmerized or envious of your good appearance. Expect guys and girls confessing their love to you.

### **True Comrades (400)**

Odd, how far your friends can go for you. Even after a relatively small amount of interaction they can take high risks for you and remain loyal to your cause as if they have known you from all their life. It seems you have a knack for making real friends.

### **Making New Friends (400)**

Somehow, when arriving to new places, the city itself seems to welcome you with open arms, simple actions gain you the favor of people, luck seems to smile at your way and friends are made quickly. Of course, the effect is greater when you're new to the place and weakens the more you stay in the same place.

## **Genius Pupil**

### **Hopeful Suitor (100)**

Unrequired love is now a thing of the past. You get a way to drill yourself into your loved one's hearts, making winning their affections a contest of resistance. Don't worry, even the most adverse will give up to your advancements in time.

### **It's Always Funny Here (100)**

Well, aren't you an entertaining one? No matter the situation you can always make some trick to make all laugh and lighten the mood. Even if sometimes the joke is at the expense of you, at least everyone seems happy.

### **Popular Bastard (200)**

Charming barely begins to describe how alluring your words are. Your bewitching eyes and lovely smile can easily win hearts and attract admirers like moths to a flame. It won't take much time before you have your own fan club. Just remember that not everyone is pleased with having a pretty boy around.

### **Proper Upperclassman (200)**

It's important to organize and separate the happening in your life so they don't get in the way of each other. With this you can safely coordinate so the various aspects of your life don't interrupt the others. Feel free to ace all your exams while remaining an idiot in romance troubles.

### **Strengths & Weakness (400)**

The mark of a good commander is how well he can use his troops. Something you excel at, more specifically you can easily identify the good points and deficiencies of your army (or equivalent), allowing you to maximize their power and minimize their flaws.

### **Only Because It's You (400)**

You have something, jumper. People seems to make exceptions for you in most cases, even with it goes against their personal moral code. As long as your arguments have some logic to them. Lights violations to moral codes are fine, but expect to be arrested if you blatantly break laws.

## **Crouching Moron, Hidden Idiot**

### **The Good Brother (100)**

Maybe it is because your low intelligence, but you seem to be really good with those younger than you. They naturally see you as trustworthy and reliable and they'll come to like you more if you answer those expectations. Expect to be the designated big brother/sister of the kids around.

### **Master Chef (100)**

You have been blessed with an extreme high talent for cooking, making the most delicious cuisine with the appropriate ingredients. On the flipside, don't expect much if you only have sugar and water in your fridge.

### **Specialized Learner (200)**

You may not be the greatest overall, but there is a subject in which you're the best around. Select a class normally taught in high school, you are now at college level on it, more than enough to ace all the exams without problems.

### **Slapstick Damage (200)**

Controlling your own strength can be a hassle, especially when some friend pushes the wrong buttons and you aren't sure if kill him or not. With this you can choose to make your attack only make 'slapstick' damage, meaning it won't do any real destruction. It will still hurt.

### **Underdog Determination (400)**

It almost admirable how resolved you can be when the need arises, your willpower is increased in a proportional scale with your current goal, be in the way of obtaining a gift for a friend or getting better grades in an exam. Success is not guaranteed, but you will try with all you got.

### **Kindhearted Hero (400)**

All living beings that you interact with perceive you as someone naturally kind and nice. Even if you aren't all that good or if your actions have less-than-pleasing consequences they will be inclined to believe the most benevolent reason for your actions and act accordingly. Remember that this won't help if you do things that are unmistakable evil.

## **Iron Teacher**

### **Respect Your Elders! (100)**

Youngsters these days have lost respect for those older than them. Not you though, maybe it's because your looks or some aura you emit, but younger people always take you seriously, even when disobeying isn't all that scary.

### **Iron Body (100)**

All that paperwork won't do themselves, thankfully those hours behind the desk left you with a ripped body, near human peak. Let's hope it's enough to finish work on time.

### **Time for Extra Lessons (200)**

Not all the students learn the same way. Now you have an instinct for finding the best ways to instruct a pupil of yours. Be with bribes, punishments or simply helping them to concentrate more.

### **Master of Subtext (200)**

Highschoolers don't fear their teachers for their real power, after all, a detention is probably the worst they can do. But rather they fear what their mentors imply they can do. You too can make your threats or offers look bigger like that. Even when the target knows you're bluffing they will feel compelled to agree.

### **Role Model (400)**

As a teacher it's your duty to be a good example for your students to follow, they are in need for one. Delightedly, this gives you a natural charisma to inspire your students to better themselves. It works better when you take the lead to show them, participating in a sports festival will raise their moral and showing passion in your lessons will make them more interested in them.

### **Ways of Teaching (400)**

You aren't a teacher for nothing. Anything you know, as long as it's not something biologically restricted, can be taught to any student you have. Of course this also lowers the time needed to instruct them in more mundane materials. The performance raises with the student's interest, so even the most abstract or difficult lesson can be drilled quickly enough if the student wants it.



## **Perks (Initial Class)**

Free to their class, others cost 100cp

### **Traitors! Traitors Everywhere! (Class-F)**

It's regretful, but the students in Class-F are more concerned with one-up each other rather than unify their efforts for a greater good. At least the constant backstabbing left you with a sixth-sense to know what others want of you, after a few interactions.

### **Street Smarts (Class-E)**

School is far from everything in life, you are the living proof of that. Choose a sport or subject not taught in school, you're now proficient enough in it to beat the rest of the student body at it with ease.

### **The Average Inside of You (Class-D)**

Being average can be something good, sometimes. This is one of those times, no matter the examination you can easily score the average with minimum study. Not the flashiest advantage, but it's useful when you're occupied with other things.

### **Basic Tactician (Class-C)**

Sometimes, you get to butt heads with some other powerful enemies and just raw power don't do the trick, thankfully this gives you the ability to plan, in a small frame of time, a decent enough strategy to, at the very least, have a shot at winning the battle.

### **Rallying The Troops (Class-B)**

What's the point of a battle if your soldiers won't put effort in it? It's practically assuring your defeat! This provides you with enough leadership to encourage those in your care. It won't assure victory, but they will try their best.

### **Good Schedule (Class-A)**

It may sound strange, but the most reliable method to get good grades at school is not actually being a genius, but rather constant study. You have knack to schedule your study time, making the most of whatever amount of time you can dedicate to it.

## **Items**

100cp items free to origin, rest is discounted.

### **Shoukanjuu/Summoned Being (Free for All)**

The bread butter and cake of Fumizuki Academy, and their more iconic trait, along with the class-system. Summoned beings look like a small, "chibified" version of their summoners with clothes matching their personality and slightly beast-like features. They can only be deployed in a ESB-Field with the supervision of a teacher and it can't interact with the world, only with other summoned beings. The strength and hit points of one's avatar are based on the scores of the summoner's most recent tests, while the aim and mobility are restricted by the summoner's concentration and physical endurance.

## **Transfer Student**

### **Romantic Chart (100)**

A not-so-small chart listing you and your friends and lovers, as well as their feelings towards each other. Good to see who is in love with who, just try to not make it too convoluted, alright?

### **Cosplay Uniforms (200)**

An obscenely big assortment of cosplay dresses with your name on it. Don't worry, they're guaranteed to look good on you. From military clothes to fetishized maid uniforms

### **Bank Account (400)**

Well, to be honest there are a lot of expenses when you're a student, I can understand. So here's a bank account that will deposit the equivalent of \$50000 the 20<sup>th</sup> of every month. Try to not spent it all in games.

## **Genius Pupil**

### **Jumper, Companions and Music Videos (100)**

A small collection of music videos depicting you and your companions in your adventures. You get a new one with every world you visit.

### **Textbooks (200)**

Here, a student like you need those, an assortment of textbooks, while not very advanced (they're all at high school level), they cover a very diverse array of subjects and using them will reduce the time needed to learn the material.

### **Classroom of The Elite (400)**

A Big classroom full of commodities that make it look more like a high class hotel room than a place to study. Regardless, it's a great place to relax and study, as anyone furthering their knowledge here will find the time to master a subject halved. It attaches to your warehouse after the jump ends.

## **Crouching Moron, Hidden Idiot**

### **Striker Sigma V (100)**

The answers are here. A coded pencil with the uncanny ability of actually work. Well, not really, when you use it in multiple-choice exams it will make you pass with a minimum passing grade.

### **Iron Bracelet (200)**

Normally only teachers can summon the ESB-Field used to battle with Shoukanjuus. This bracelet is the exception, enabling the user capable to create a smaller ESB-Field without the help of a teacher. If broken will be replaced, within a week. Post jump, it can be used to grant other people shoukanjuus.

### **There is no home, like home (400)**

A really cozy apartment registered in your name. The fridge is always stocked with good food and all rooms maintain a comfortable temperature inside no matter the season. Good spot for parties with your friends.

## **Iron Teacher**

### **Iron Suits (100)**

Actually it's only one suit, as resistant as you and totally impossible to stain. Will make you look good when working and it's probably the most comfortable cloth you will ever wear.

### **Nice Car (200)**

What's the point of having a nice salary if you have to ride the train like a plebian? None, that's why here's a new car in perfect conditions, any model you want. Works with minimum fuel for days and doesn't need maintenance. Try to keep it clean.

### **Jumper's Academy (400)**

Your own school to teach the young minds. It follows you through jumps and you can teach any branch of studies you want there, as long as you know it. Staff will be recruited automatically.

## **Companions**

### **Companion Import (50/300)**

Feeling lonely already? Well, no worries, you can import a single companion for 50cp or eight of them for 300cp. They gain 600cp to spent in perks and items, but can't take drawbacks. Feel free to create your own companions with this option.

### **Canon Companion (200)**

If you can convince them to accompany you, then any character from this world can be recruited as a companion with this. Remember to be nice to them.

## **Drawbacks**

### **Hopeless With Tech (+100)**

How come you put that fridge on fire again!!?? There's no way around this, you're completely incompatibly with modern technology. It will be a problem during your stay here. Hopefully your friends won't mock you much for this.

### **Misunderstood (+100)**

I know you said you aren't dating the guy, but we saw you the other day in the same town. Confess already!!! And just like that, any action you make will be saw in a completely unrelated way by the onlookers. Don't worry, companions are immune. Though they might get curious why everyone thinks you're the math teacher's lover.

### **Lethal Chef (+100)**

Just get yourself as far away as possible of the kitchen and let's hope it's enough. Yeah, you won't be able to feed yourself during your stay here. Look at the bright side, you can still eat those fat filled meals from the market.

### **Dense as a Brick (+200)**

You... you aren't the brightest bulb around, not when it comes to social interaction at least. Expect to be putting your feet on your mouth on a daily basis and create unfavorable situations every time you open your mouth.

### **Supplementary Lessons (+200)**

Jumper, you need a hold of your grades. You keep and keep on failing, making the teachers take your precious time after school in more classes. Some of your peers will even mock you for it, constantly.

### **Serial Crossdressing (+200)**

Alright, be honest with me, jumper. Why are you crossdressing? I mean... you look kind of cute, but is still pretty weird. No matter what you do, you will end up in clothes made for your opposite sex. It will freak people out... even people that are into it.

### **Poorest Student Around (+300)**

...Well, this is a little awkward. It seems your banks accounts are in constant problem and any attempt at guarding money for more than a day fails. Your meals will be mostly water with salt, maybe water with sugar in a good day.

### **The FFF Inquisition (+400)**

The inquisition made by the lonely, still single students of Class-F. They hold a grudge against you for reasons untold. This group will persecute you to the ends of the earth to make you pay for your sins in the only way they know: death. They somehow know all of your powers and have a way to counter them. Expect surviving to be a challenge.

## **Graduation**

Your time here is up. What will you do now?

### **Baka Go Home**

Oh, so you're tired of all this? Can't blame you. Time to go back home with all your got during your travels

### **Extra Classes**

Mh? What's this? You want to stay in here? Well... I suppose this place is as good as any. It has been fun until now, jumper.

### **The Adventure Continues**

That's what I wanted to hear, let's go to the next jump at once!

**Notes**

Shoukanjuu (summoned beings) are the avatars of the students of Fumizuki Academy. They appear as chibi versions of their students (with beast-like features) equipped with their own clothing and a weapon, you can freely choose yours. The base attack power, defense power and health of a shoukanjuu depends on the latest grades of the summoner. Because they're basically what amount to holograms, they can't interact with the world in any meaningful way.

You can invoke you Shoukanjuu anytime you want after the jump.

The bracelet grants a shoukanjuu to someone by rating their intelligence while in the field and then splats out a Shoukanjuu statted accordingly

Praise the sun

Made by Ricrod