



School Girls Vs Elite Teacher Shinobu Jump v1.0
By Orz

Fuka Gakuen Girls' School. Considered a prestigious school, it has produced many excellent students in the path, who've gone on to be contributing members of society. Unfortunately, in recent years, many girls have been accused of engaging in sexual activity, the school's morals and reputation falling apart at the seams. In desperation, an elite teacher has been invited to turn this school around! Can Shinobu discipline these lewd school girls and change the facility's reputation back to its original pristine state?

Somehow I doubt it.

You have **1000 Choice Points**.

Origins

Elite Teacher

Called in by the President of the Disciplinary Committee (because the Headmaster certainly isn't going to act at all), you're here to guide these girls back to the light by any means necessary.

You're probably a guy, for several *totally* good reasons.

Student

Eh, what's with this mouthy shota telling you what to do? You had a pretty good thing going before he came along...Maybe you can change things with a bit of cleverness and guile.

You're totally a girl and if you aren't? Well, the paperwork backs up your side of the story~.

Perks

Elite Teacher

Cute! (100 CP): You're utterly adorable, enough to draw the eye and plenty of squeals from anyone who favors that sort of thing. While this alone certainly won't get others to listen to you, it at least makes it much easier to get their attention. It also makes it sting a lot more when you beat them in something, to the point where they might just cover the whole thing up in shame.

Teaching Aid (200 CP): It would be foolish to call yourself an elite teacher if you couldn't do your actual *job* right? You're quite skilled at keeping the attention of your students, a stern glare and maybe a few words enough that they're entirely focused on you and the task at hand.

Justice Drive (400 CP): To do the right thing you need to have power! Even if pure strength is out of your reach, you must use what you have to make a difference! You have much more control over your strength than most, be that the actual strength of your muscles, social clout or something more esoteric, allowing you to pull off feats that others would balk at attempting.

Aura of Authority (600 CP): Channeling the power of hard work and discipline itself, you can bring forth your intent to such an extent that an ominous black aura covers your body and your eyes become glowing blue dots of eerie light. In this state, your physical abilities are greatly expanded, from raw strength to speed and dexterity. And it should come as no surprise that you're quite intimidating in this state, able to cow the weak-willed with but a glance.

Student

Boing! (100 CP): You're a real hottie, you know that? A figure of feminine beauty, whether you're lush and voluptuous or tight and tomboyish. Or maybe you're cut from the same man-among-man stock as Shinobu's father? In any case you're sure to attract the eyes of cuties just by going about your day, to say nothing of if you were wearing sexy clothes or acting seductive.

Immoral Influence (200 CP): Won't you listen to this big sis? You're quite good at twisting people around your finger, training them into seeing things your way as they let some *fun* into their heart. Naturally, this works much better on those who are naive or unsuspecting, but as long as they aren't completely and actively hostile you'll be able to get your foot in the door.

Dirty Tricks (400 CP): Heh, corruption in a different sense. If you're attractive enough, you can get away with all kinds of things and you've quite the talent for doing just that. Bribe a teacher in exchange for a glimpse at your panties, have someone 'lend' you money with a smile or put someone in all kinds of erotically compromising situations with a bit of acting.

Club President (600 CP): This place *is* a prestigious school, so it shouldn't be a surprise that the clubs here are some of the best for miles around. As the president of one of these clubs, be it swimming, drama, wrestling or even kendo, you're not only very skilled in your chosen activity but able to turn that skill towards more lewd purposes~. Drama might give you a talent in seduction, wrestling can be useful both in the ring and in the bedroom and kendo might give you a knack for handling all kinds of long, hard objects. Work hard and play harder~.

Items

Elite Teacher

Elite Jersey (100 CP): You can't just wear the same thing as all these *normal* teachers...and depending on your size compared to them that statement might be completely literal. In *any* case, you've got your hands on a brightly-colored jersey and *tight* spandex sports pants, perfect for ease of movement and attracting attention. Hey, why are they staring at your lower body?

School Map (200 CP): A map of Fuka Gakuen Girls' School, lovingly provided by the President the Disciplinary Committee and annotated by the same. It's perfect for getting around an unfamiliar location like this one and you'll find yourself with a new one at the start of a jump.

Fuka Shrine (400 CP): A peaceful shrine that also seems to be well-kept and tidy despite the lack of anyone performing maintenance. Praying at the shrine and making a small donation will allow you to grow closer to others during your next meeting, whether the effect is concentrated on one person in particular or spread thin to include all the students in an entire school.

Fuka Gakuen Girls' School (600 CP): That's right, the academy itself! Or at least, its main building and attached 'playground'. Along with a nice set of classrooms, it also comes with a gymnasium, dormitory, and buildings for tennis, swimming, martial arts and wrestling clubs. If you like, you can swap those clubs for other ones, receiving any necessary facilities and equipment that they might need, but you may only do this at the *start* of a jump. Have fun.

Student

JK Uniform (100 CP): A skirt so tiny that one might see equally skimpy panties with a slight breeze and a shirt so tight and thin that just walking around can give tantalizing glimpses of what's underneath. The perfect tools in the seductive school-girl's arsenal. You won't even get in trouble for walking around in them because it's *somehow* become the official uniform.

Voyeur's Phone (200 CP): This fancy new smartphone has all the bells and whistles a school girl can ask for and never seems to run out of battery, but more importantly it has a seemingly limitless storage for pictures and videos. Combined with the way others tend to ignore it you can get up to quite a bit of fun with this, even if you don't use it for anything but your *own* fun.

Camera Drones (400 CP): What? How the hell did a student like you get their hands on *these*? This set of drones can be set to patrol an area of your choice, floating around and releasing some utterly deafening alarms if they come across an intruder during their duties. Seriously, where did these things even come from?

Old School Building (600 CP): Ehehe~. This out of the way building was set to be demolished but no matter how much time passes that never seems to happen. Perfect for a little clandestine fun, especially considering the inside is remarkably intact for a building so outwardly run-down. Unless someone's a particularly *nosy* individual, they'll find themselves staying away from this place unless you invite them, although you should know that the inner walls are a bit thin~.

Companions

Import (100 CP): You want to invite someone else to join the fun? Sure! The more the merrier! Each companion you import into this setting gets 600 CP to spend and an origin of their choice. Oh, this is so exciting! I'm sure they'll have just as much fun as we'll have with them!

Shinobu Ryuguji (100 CP): The son of a renowned martial artist with over two-hundred thousand disciples, this boy's incredible strength in certain regards is only matched by his crippling weaknesses in others. He has the entire **Elite Teacher** perkline, along with **Elite Jersey** and **School Map**, but also starts with the **Stork Watcher**, **Aquaphobia**, **Unbecoming Arrogance**, **Luddite** and **Rhymes With Gullible** drawbacks, although depending on how things go, he may or may not lose the first three over the course of this jump.

Ayaka (100 CP): A girl with a pair of bright pink pigtails and a body as voluptuous as it is muscular. She's the President of the Wrestling Club as well as the ringleader of the girls who want to reverse the changes Shinobu's made to the school. She has the full set of **Student** perks, along with her **JK Uniform** and the key to the **Old School Building**, but she also suffers from a very **Unbecoming Arrogance** that's sure to attract or utterly repel most people.

Chisa (100 CP): Ayaka's second in command and an avid follower of physical sports. She's wanted to be made Shinobu's disciple ever since she saw him beat Ayaka but maybe you have something even more impressive than that? In any case, she has the **Boing!** and **Immoral Influence** perks along with her **JK Uniform** and a set of *really* out-of-place **Camera Drones**.

Mayura (100 CP): A girl with sky-blue hair and a *giant* crush on Shinobu for his incredible cuteness. She has the **Boing!** and **Immoral Influence** perks along with her **JK Uniform** and her trusty **Voyeur's Phone**. Maybe you can divert her feelings to someone else?

Aoi (100 CP): An adorable boy who's always dreamed about attending a girls' school. He likes video games, dancing and wearing female clothing. He also happens to have the **Cute!** and **Immoral Influence** perks, his own personal **JK Uniform** as well as the **Fuka Shrine** that sits on his family's property. He'd probably love to go on an isekai adventure with someone like you~.

Drawbacks

Luddite (+100): You're kind of bad with technology aren't you? Sure, you know what various devices are and theoretically what you do, but actually using them is probably not going to go well for you. You're more likely to accidentally turn a phone off then look up pictures on it.

Shrimpy (+100): Are you that small or just that incredibly unfit? In any case, you'll find that you'll lose an arm-wrestling match with your average school girl, much less actual wrestling. It's kind of embarrassing, huh? Even if your other physical attributes *are* the same as normal.

Aquaphobia (+100): You dream of drowning. You don't even want to *look* at seemingly deep water much less try to swim in it, and you don't know how to besides. This can cause you quite a bit of unneeded stress and anxiety but with guidance and encouragement maybe you can cure yourself of this awful fear. Gambatte!

Stork Watcher (+200): "Sexual Activity"? That's flipping skirts, right? You're an utter virgin, both physically and mentally. You don't even know what an orgasm *is*, much less how to make one happen for yourself or others and while you may know someone's attractive you won't have any idea how to actually handle that fact. Maybe somebody can *help* with this?

Unbecoming Arrogance (+200): Your ego can probably be seen from space, huh? Sure, you may or may not actually be able to back up your words with action, but even if such pride is 'justified' it's still likely to rub people the wrong way. Expect to sulk all day after any defeat.

Rhymes With Gullible (+300): A bee stung your nipple so you need someone to suck out the venom? Seems legit! You just can't seem to figure out when someone's trying to fool you, possibly not even until they come out and say it. This doesn't mean you'll do anything they say, ignoring any requests that seem too troublesome as you wish, but it does mean you're liable to get into some pretty alarming situations more often than not.

Shinobu-Ma (+500): What?! Where did these monsters come from and did that teacher just confess to being a wizard!? It looks like Shinobu's family martial arts aren't the only supernatural thing in this world after all and now it's all coming out of the woodwork at once. This'll probably put a damper on those seduction plans, to say nothing for keeping order in the school...

Ending

Stay Here

Go Home

Move On