



ご愁傷さま二ノ宮くん

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My Condolences, Ninomiya-Kun!

Welcome to earth, jumper! You might be familiar with this place already. Well, there are a few key differences. Like succubi and incubi existing since ancient times and mingling with normal folk in secret. But that's a minor concern.

You see, Shungo Ninomiya, a high school guy, lives in a large house with his older sister Ryouko, who works as a mercenary and tends to boss him around. A few days from now, Ryouko will send the siblings Mayu Tsukimura and Mikihiro Tsukimura to live with them. The reason? To help out Mayu, who is a succubus, but has a crippling fear of men and is unable to control her powers around them, which of course causes a lot of trouble. Seeing that Shungo is both morally strong and somewhat resistant to her powers, they will be forced to 'train' together, mostly by doing couple-like stuff.

Of course, things will get complicated as Hojo Reika, student council president, sole heir to the Hojo Corporation and forgotten childhood friend of Shungo, gets a wind of the situation, in her tsundere efforts to get rid of Mayu around Shungo, she will end up as a live-in maid alongside them. Incidentally, the three of them share certain common past and there are more than a few secrets to be unraveled.

But don't worry too much about that. This story is about you, who will start in this world a week before Mayu goes to live with Shuno Ninomiya. Good luck, jumper... and my condolences.

+1000cp

Origins

Drop In

You came, finally! No one here was expecting you, but few will object against you being around. You got no new memories to help or hinder your journey, being armed only with the papers proving your identity, a nearby hotel with a room rented for the week, and enough change in your left pocket for a few cheap meals. Don't worry, the people around here can be very welcoming... if a bit odd.

Student

School, household chores, socializing... the life of a student is full of problems, some more important than others, but all a pain to deal with. Be that you're a high-schooler attending Jinguji Gakuen or a slighter older youngster going to a local university, you're still you. While some people may know your name, you're still largely unknown, immature and full of potential. Go make some waves.

Caretaker

Yeah, being young is nice and all, but the good parts of the party are reserved to the adults for a reason. You're one of those adults. Mostly. Well, you're the old enough to be in charge of these teenagers and problem kids. You got a, hopefully legal, well-paying job and good hours to look after the little ones. Enjoy the advantages of being grown-up, like manhandling your younger siblings.

Horny Devil

We don't know how long you guys have been around, but it has been a loooong time. You're a succubus, or an incubus, depending on your gender. Naturally, you're more beautiful and attractive than the average joe. You're also capable and dependent of absorbing human's spirit to survive. Well you got some advantages to make that possible. You age the same as a human, but more gracefully.

Age & Gender

Are you a boy or a girl? I don't care, choose your gender freely this time around. For your age, it will depend on your origin, Drop Ins and Horny Devils can choose freely something that makes sense, Students can choose something between 14 and 19 for their age, while Caretakers are between 21 and 30. If you really want something else for your age, you can pay 100cp to get another number.

Perks

All 100cp perks free to origin, rest is 50% discounted

Drop In

Like Buddha (100cp)

Man, this place can be like the ocean sometimes, it makes you unbelievable thirsty, yet all the water around is unfit to drink. And I'm not referring to the bratty teenagers or the dangerous succubi around, eh! Thankfully, you got endless amounts of integrity and self-control. There's no sin or temptation that can get you, nor there's anyone that can seduce you into straying from your path unless you let it happen. This is not to say that you're incapable of doing bad deeds or sinning, you can do that just fine. Just that you won't ever feel pressured enough to do against your will or better judgment. So, remember to ease up from time to time.

Hold The Mastercard (200cp)

There are things that money can't buy, for everything else, there's this perk. Maybe a bit of an exaggeration, for everyone knows that there's nothing that enough money can't buy. To aid you in the unending quest that is getting enough coin, an impossible task according to some, this will grant you some sense for business and install a crash course of economics in your head. When the pain subsides, you will find yourself with the knowledge, talent and instincts to create and run all kinds of companies and economic enterprises. With enough time and resources, you will be able to create corporations that match the fabled Hojo group, which has as its disposal enough money and influence to cash the country several times over.

50 Shades of Potatoes (400cp)

Jumper! Being alone is sad. Thus, I'm giving you this blessing. What does it do? Simple, really. It's a thug of destiny so you constantly meet with interesting people or get in situations that could be swayed into your advantage. You could go to the grocery store, meet a cute girl asking for directions and end up the day fighting the yakuza and some international agent that went rogue and rekindling a lost friendship with someone you meet a few hours ago. To put it into few words, with this you won't have a dull day ever again! Of course, you can toggle this one and off as you will. Even I want some vacations from time to time.

My Condolences, Jumper! (600cp)

Like a victimless crime. You go around alluring the minds and hearts around you, making them fall into endless pits of love. How so? Exactly like I said, people that you find attractive also start to also think about you in the same way. At first it will be a passing acknowledgment of your charms, then an undeniable crush, even if you wouldn't normally fit their tastes or standards; soon enough all their thought will gravitate towards you, and before they realize they won't be able to stop themselves from wanting you be by your side. Of course, you can control the when this effect is active, as well as the strength and speed of it. Warning that this doesn't make them get along between themselves nor gives you any extra endurance. Also, it seems to have some effect even when you have it turned off.... How odd.

MAN IN PINK APRON (100cp)

Food! Everyone likes food, it can be filling, delicious and you are going to die if you don't eat, so it's a good motivator sometimes. On that note, given that your parents were typical anime parents and left you unsupervised for far too long, you have been practicing household chores for a few years now, and have gotten remarkably good at them, especially your cooking is of considerably high caliber. Perhaps enough to consider a career as a chef. Be selecting the ingredients, judging quality, finding your tools, choosing the preparation methods, creating new recipes and such, you're a verified badass in the field of cookery.

Nature's Conqueror (200cp)

Alright, maybe your parents decided to not take care of you, but your crazy older sibling was up to the task. It's a bit of a shame that they spend their time traveling around the world and fighting everywhere rather than doing something more normal. Still, going with them made you strong, maybe not as much as them, but you're still able to kick the ass of polar bears and most armed thugs that come for you. Then again, while you are certainly capable and talented in the arts of combat, you still are without formal education in martial arts. A way to improve, maybe.

Between You And I (400cp)

Well, aren't you a social butterfly? It seems that despite your unusual upbringing, you were still able to make lots of connections ever since you were a kid, and those bonds you created with others persist to this day. That why, you will find yourself meeting again those past connections, plus you will have an easy time if you choose to rekindle those bonds once again, or create a new relationship with those connections as a starting point. In case you are without history in some world, you will instead find yourself connecting with people that had similar experiences to yours in the past, even if only tangentially, and thus quickly create strong bonds with them, reminiscent of close confidants that have known each other for years.

Hurricane Heart (600cp)

The vitality of man, the spiritual and life energy that flows in all of them. Also the food of incubi and succubi. While some martial artists, gifted youths, and trained athletes may have a bit more than the average, you blow them all out of the water. A natural Kamisei. Your vitality and energy is night-unrivaled in these lands. Being several times bigger than anyone else around. Such complexion has both its ups and downs, not only with the amount of energy you will probably have to burn daily to sleep well, but also how it helps in extreme situations and improves your natural healing. This makes you, paradoxically, both highly resistant to the powers of incubi and succubi, as well as somewhat more attractive to their senses. In other worlds, the same will apply for similar beings you encounter.

Sensible Men (100cp)

Some people have to express their feelings in other, more indirect, ways than the norm dictates. You choose several artistic veins to do so and got decent at them in the meantime. From painting to sculpting, from design to glass-making. You're good enough to get money from your works, while also being exceptionally talented at one particular venue. Hey, it's not the most secure job out there, but people love a good looking artist like you, and it also works to pick up people at bars.

Soul Soldier (200cp)

Call it legacy of a misspend youth, a lot of things happened and you ended up enlisted in the special forces for a while. You didn't stay there for long, given what happened to John in the bathroom, but you got all the close-quarters-combat, guns, and general training they could offer you. Plus some really nice experience in actual battles, while having your life on the line. Good times. Nowadays, despite not being in the military anymore, you still kept on training and polishing your skills.

Woman of Many Talents (400cp)

Sure, there are some people that are managers, others that are teachers, lawyers, engineers, doctors, etc. At some point people must decide their careers and future prospects for jobs. And deciding you did. You decided that deciding was for losers, thus you went into making one big mess around many universities and colleges. Now, barely a few years later, you have a dozen degrees of different careers and from many universities, all of them famous and prestigious. Feel free to choose and tell which careers you have learned and were recognized by. Of course, your mind is still sharp as always, and you would have no problem finished another career in a year or so without problem. Some people are just born intelligent.

Highest Peak On Earth (600cp)

Man, it feels like yesterday when you were training your younger sibling in the mountains. You had taken a few super bears by the time they had defeated a single baby one. It's not that they were weak, it's just that you really are that strong. Your strength, speed, reflexes, healing, talents and such other specs border on the inhumane. You're capable of having a conversation on the phone while fighting in a war without problem, and you can finish the battle and head home in another country before dinnertime. Your capacities are such that it won't be strange if people start calling you "humanity's strongest", although there might someone that wants that particular title.

Horny Devil

Blooming Cuties! (100cp)

All Succubi and Incubi are attractive and seductive to some degree by nature. Some more than others, however. You belong to the former category. Both your physical features and your natural charisma are vastly higher than the average for your race. Be some rugged manliness, chiseled features, androgynous charms, or whatever style you favor, be assured that your appearance will be turning more than a few heads towards your direction.

Babe's Got Back (200cp)

One of the biggest characteristics of the succubi and incubi are their ability and need to absorb the spirit of others. It's because of this need that they are so beautiful and charming, to lure they prey and take bits and bits of their spirit to satiate themselves. Normally it's not a big amount, and even if they tried their best, they wouldn't be able to do more than knocking a single person. That's not the case with you. Your natural capacities are way beyond what they should be, almost like a bizarre mix of mutant and natural alpha specimen. You can knock out dozens of people in a very big radius or even taking enough spirit of them to be mortal. Similarly, the rest of characteristics of your race are amplified.

Heating Stones (400cp)

It's not only about how directly strong you are, but how much finesse you can apply into your actions. Sure, a punch that shatters concrete or enough absorption power could let you do some impressive feats, but even with average strength and talent, you can get the same results by applying the correct methods. Hell, it would be more efficient as well. Under such pretenses, you have been training for years, eventually becoming able to perfectly control your natural instincts, impulses, powers and strengths to the greatest degree. Such control lets you select the degree your powers work, even things that shouldn't normally be adjustable, like your natural charm. As a side effect, it also makes you way more efficient when using those same powers.

Most Attractive Victim (600cp)

There's a reason why your species is so low in number and lives in relative hiding from the public, even with your natural advantages and control over certain spheres of power. It's because you come with drawbacks. Sure, absorbing the energy of others sounds good, except you need to do it or you will die. Be eugenics at work or just a blast of luck with your genes, you were born without the usual downsides of your race. This, extraordinarily, doesn't affect your power to siphon energy from others, just that you don't need to do so to use your powers or keep on living. Perhaps doesn't sound very flashy, and it isn't, but it can be really useful.

Items

One 100cp perk free, one for each price tier 50% discounted

You Hear That? (100cp)

Made by Nokia, some drunk mad scientists, that genius guy, in collaboration with yours truly. It was a crazy night. Anyway, this a top-of-the-line cellphone designed to work anywhere and everywhere, even in the north pole, space, at the center of the earth, and other places where it really shouldn't work or have connection. Basically indestructible. It also possess a smooth line, and will let you have conversations without problem, even if your are in the middle of war, firing a gun, or the likes. Of course, it will update itself whenever a more advanced technology is available. Feel free to import something else you have into this role.

Aprons! (100cp)

You know what this party needs? Cosplay. Lots and lots of suggestive dresses and clothes. Attires fit for kings, goth stuff, viking cosplays, victorian dresses, shamanic costumes, even things like swimsuits, many maids outfits, or modern garments. Any and all kinds of outfits can be taken out from this portable wardrobe. They all come in the perfect size for you, but you can also get them in different sizes, in case you want to dress-up a friend or something.

Gun Collection (200cp)

You know what true strength is like? It's not courage, or martial arts, or money, or love, or some weird powers that comes from being a succubus. No, it's guns. Guns are true strength. That's why you got this, your personal armory, enough guns to arm to the teeth 28 states and a couple countries more. Of course, it comes with another room for the ammunition, which will replenish as it's used and it's almost enough by itself. Almost, because it can never be enough. Whoever said that guns weren't the solution to a problem, it's because they didn't have enough gun.

My Friend John (200cp)

Not really an item as much as a favor. This is John, and this is his group. He leads a band of modern mercenaries, despite the job he has a high-success rate and possess the latest, tested, armament for his people. They're only about a hundred of them, but they're all modern fighters capable of much. You can call them to help you with stuff like capturing a target, fighting a war, scared someone shitless, etc. They will do it once each year for free, but you can contract them more for a fee.

My Place, Your Place (400cp)

Your home, your place, a nice mansion paradoxically both very near civilization and hidden to the point normal folks wouldn't ever find it without help. It's way bigger than it has any right to be, and only gets even more so to accommodate each of your friends and family members. Don't worry about the bills, and it always have food and other necessary items in stock. Beautiful garden aside, this mansion will also automatically hire some maids to take care of the cleaning.

Jumper Enterprises (400cp)

Your own corporation, not in the same league as the biggest ones around, but it has potential. Even now, it's massive and has its hands in a wide array of industries. It will grow even if left alone, hiring and managing itself towards acquiring everything it can. By the time the ten years are up, it will rival the Hojo Corporation in all aspects, down to their gigantic reserves of money, which are enough to pay up the national budget several times over without having a dent on it. Of course, you can use all the company's resources as you see fit, or take over and control its actions.

Companions

Import Companion (100cp/300cp)

I suppose you can't fully enjoy an adventure without your friends. After all, where's the fun in only wandering alone for years? For 100cp I will let you import a single companion, with 600cp for their purchases here. Or you can use 300cp to import the whole group of eight companions, they come with 600cp to buy perks and items as well. They can take complications for cp if they want to.

Create Companion (100cp)

Hm, it seems you found someone here worthy of going into adventures with you. I approve. With this option you can create your own companion, with 600cp to spent on perks, items and the likes here. They can take drawbacks, although I don't recommend it.

Canon Companion (100cp)

Oh, so you took shine to a character here? Feel free to take them as companions if you can convince them to come along. Don't worry, I will make sure you have plenty of opportunities for you to hit it off. Though the brunt of the job will fall onto you.

Chicken Massaman Curry (Free)

Ever since ancient times there has been swordsmasters. Sure, ever since the gun became practical and widespread, their numbers dwindled quite a bit but the few that remained honed their skills to an absurd degree. This woman is one such example, trained since she could walk, known as a prodigy from childhood, an undefeated girl from age 10, at age 15 she became convinced that her husband must be stronger than her, declaring that she would marry whoever defeats her in battle. Now, 10 years later, she's still single. A kid called her 'auntie' the other day. Until the day you appeared, that's it, and after some wacky shenanigans including an ancient sword, a private jet, and northern druids – you managed to best her in combat. Or at least that's what she claims. Don't worry, despite her being a bit 'off' in some social situations, she's still a master of the sword and prodigal martial artists. Her talent will show up in many other skills as well. Just be careful, she may try to molest you whenever you show an opening.

Complications

Ghost Of Me (+100cp)

Maybe you got a magic seal, or perhaps your energy got sucked from you during a bad moment, maybe its just a consequence of repressing your powers and instincts; whichever the reason may be, you're now amnesiac. Not fully, of course, but there are some big, noticeable gaps in your memory, some merely uncomfortable, others a making a bit difficult to pinpoint how long you knew someone. With enough willpower or suitable treatment you could regain your past memories.

Eat The Eggs, All of Them (+100cp)

Turns that some stuff comes back to bite you in the ass. You did some embarrassing stuff back in the day and someone got a hold of those juicy events – and they're going to milk the hell out the situation. Don't worry, they won't ask for anything too unreasonable, dangerous or embarrassing (they know you would refuse otherwise) but expect having to make time to cater their whims every now and then. Of course, you could always just accept whatever stupid thing you did in the past. Who knows, such maturity may lead to interesting outcomes.

Take Your Pants Off (+200cp)

Turns out some people just can't help themselves, you know? Your flustered face is just so cute. For the duration of your stay here, you will be constantly sexually harassed by every single bachelor around. They won't do anything that may kill you, but they won't have any qualms about taking up your time or using powerful traps that may hurt you a bit. It will be very uncomfortable.

The Banana Factory (+200)

You know there's moralfag, then thightass, then you. You got a decent self-rules there, I'll admit, but you go a bit too far with it. Whatever loose code of action you had before it has now become an iron-clad set of rules you'd put over your own safety, many times over. If you avoided murder of any kind, now you despise all kinds of altercations; if you liked to obtain power, then now you can't allow yourself a day without a gain. Things like that. Of course, this is purely a mental thing and you should be able to reign it in, just don't expect it to be easy.

These ButterHands of Mine (+300)

Jumper, what the hell is wrong with you? You're a ditz, a klutz, one clumsy idiot. Your hands are useless, your head is useless, your instincts are useless, you are useless. Well, no, perhaps I'm exaggerating. However it still stands that you're ridiculously clumsy right now. It's not like you're unable to do anything, just that you will take many, many, many, many, many times over what it would take a normal person to do. Expect many embarrassing moments as you fail even the most basic of tasks. Don't worry, I'm sure there's people that won't mind your fuck ups.

A Mirror For Me and Me (+300)

This is like “The Jumper In The Mirror”, great book, that one. In case you’re a total pleb and haven’t read it, this means that you got another personality inside of you. It’s less of some parasitic being and more of a repressed part of your psyche that became it’s own thing over time. Don’t worry, it will take over your body whenever your mind wavers enough, but it will only try to archive your goals. Sadly, this other you has none of your morals or codes, so it might make some trouble. Likewise, their general demeanor is very different from yours. After the jump you can choose to give it a new body and take it as a companion for free.

Final Choice

I’m tired of this...

So, you want to go to your original world? I can’t believe you’re really choosing this, I really can’t believe it. Well, it can’t be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don’t think you can get back on this, you know!? I’m being serious! We’re going to be done if you go through that door! Jumper! Come back here!

This is where I belong

...Really? You want to stay in here? What? Why? We were having fun, weren’t we?! There’s no need to stop here, you know? I mean, why don’t you try a few more worlds and then decide? This place can be fun, but it’s not *that* much fun! Eh? Wait, don’t ignore me!! Jumper!!!

Further, I still want more.

Yay! That’s what I wanted to hear! Let’s go to the next adventure! I knew I could count on you, jumper!

Notes

-I forgot what I was going to put here

-Made by Ricrod