

Slice of Life Jump

You are tired. You have so many abilities that nothing is fun to you anymore. While you won't be challenged, I'm sure you can enjoy the situations that will occur in a slice of life jump. But... It's a bit weird having godlike abilities in a normal (comparatively) world, so I'm just going to store your powers for now. Your body is temporarily replaced with a 16 year old body, but any knowledge you have is retained. It would be unfair to just take all this away, so in return, you get

1000CP

You will be 16 and going to school with a 3 close friends. You seem to always have a way of getting into trouble that doesn't really affect you in the long run. When you graduate, you will get a job with all your friends. You may be born into one of four wealth statuses.

Drop-In (0):

You are dropped into highschool and you will quickly make those three friends.

Low-Class (0):

You are born into a low-class family, making less than 25,000 dollars a year. You will still have enough to eat, but you can't go up to middle or high class while still in school.

Middle-Class (50):

You are born into a middle-class family, making 25,000 to 100,000 dollars a year. You will be able to afford most common luxuries, but you won't get a limo. Can't go to low or high class while in school.

High-Class (100):

You are born into a home of luxury. You can throw around money like it's nothing. Buying a radioshow so that you can work on talking? Sure, whatever. May or may not be seperated from your money unless you pass highschool.

SETTING:

By default you will be in an Earthlike place in Japan with little to no changes. But perhaps you'd like to change that, hmm?

Humorous injuries (100): (Drop-In Free)

In this world, people can hit and be hit by others with only a small bump/magically appearing bandage in the injurie's place. Must not be hurt with malicious intent.

Monsters (100): (Low-Class Free)

This world has creatures that do not obey most scientific laws. These have always been a part of the world, and people don't see them any weirder than bears or wolves. May or may not be from previous jumps. You may upgrade to Monstergirls/boys for an extra 100 points.

Workplace (100): (Middle-Class Free)

You don't want to go to school again. It's understandable, so we decided to let you skip all that. You now immediately go to your job, changing your age to 20.

Moe Extravaganza (100): (High-Class Free)

This school and/or this job is adorable. All the girls wear cute glasses or a bow and all the guys have the most charming boyish smile. Even the janitor seems cute in an adorable old man kind of way.

Goal (300): (Drop-In Discount)

You've got some type of goal in this world. Whether it's surpassing an idol or getting a million dollars, this will drive you forward and make life just a bit more interesting.

Secret life (300): (Low-Class Discount)

You have a secret life here. You may be a very popular blogger, an anonymous author, or a youtube musician. Your friends will find out eventually, and one or two of them might actually be fans, but it's sure to be lots of fun.

Time Travel (300): (Middle-Class Discount)

You can go to any time period from 5000 years in the past to 100 years in the future.

Specialized setting (300): (High-Class Discount)

While before you could have expected an average school and an office job, you know are in a specialized school/job of your choice. Want to go to clown college? Okay you weirdo, just go. Want to be a musician? Alright, go ahead. The possibilities are endless.

Jump SOL (600): (Drop-In Discount)

You want to see what a school is like in Dragon Age? Maybe the NCR have a new program teaching children the basics of the wasteland? With this option, you can find out! No major things will happen.

Magic (600): (Low-Class Discount)

The school or workplace you're in has a lot to do with magic from a jump you've done previously. There will be no great threats you must defeat. Only needs to be tangentially related to magic.

Dominion (600): (Middle-Class Discount)

You can control all of the setting options that you've chosen, going from Doctor Who to Digimon, old to modern, etc. This will take a year to change.

Tech (600): (High-Class Discount)

The school or workplace you're in has a lot to do with technology from a jump you've done previously. There will be no great threats you must defeat. Only needs to be tangentially related to technology.

Perks:

Sick Episode (100): (Drop-In Free)

You will be sick about once a year, and the antics of your friends trying to care for you will always put a smile on your face.

Rock (100): (Low-Class Free)

When people are saddled with problems and they just need to vent, they come to you. You will be known as a rock, trustworthy, solid, and very sagelike. Whether you are or are not depends on you.

Festival (100): (Middle-Class Free)

Parties and you go together like peanut butter and jelly. Parties are attracted to you, and you carry yourself very well in them. Guaranteed to have at least one a month.

Tutor (100): (High-Class Free)

You are the top of your class and/or workplace. Often times, one of your friends is not. You will tutor them at either school or doing their job.

Optimism (300): (Drop-In Discount)

You can look to the future and see a brighter tomorrow. With nearly uncrushable hope, you are very resistant to fear attacks, and you always have the ability to stand after being pushed. With close emotional bonds, this may be shared with your friends.

Extravagant (300): (Low-Class Discount)

You can make even incredibly simple things seem like they're life or death matters. If you paint on national television, people will hold their breath when you make an addition, praying you don't mess up, and cheer loudly for you when you do. Major boost in leadership skills and you can convince almost anyone to help you with whatever you're doing.

Back and Forth (300): (Middle-Class Discount)

You are very witty. If someone insults you, you can make an awesome retort within ten words.

Sagelike (300): (High-Class Discount)

Something about the look in your eyes or the way you walk makes people see you as very wise. Expect your colleagues and classmates to defer to you in stressful situations. In addition, your natural stoicism makes people feel incredibly happy when they can invoke an emotional reaction out of you, giving you an unreachd star sort of appeal.

Genre-Shift (600): (Drop-In Discount)

You have an odd ability to always find interesting in every sense of the world. It will end in a day, but the emotions and situations will always be real and interesting.

Chivalrous Pervert (600): (Low-Class Discount)

You are a very kind man, or can at least seem that way. You will not be viewed negatively by the opposing (and same) sex for making perverted comments. You get a major boost in attractiveness to the other sex the more you are around them. Also become the king of dirty talk and flirting.

Quirky (600): (Middle-Class Discount)

You, and any companions you may have in the future, are very quirky. You want to be incredibly stoic while having your partner be tsundere? Want your designated fighter to be obsessed with videogames? With this, they can be all this and more. To sweeten the deal, you will not get into any permanent trouble because of these quirks.

Psychologist (600): (High-Class Discount)

You are extremely in tune with the human (and not so human) mind. If you are a bartender, you're skilled at knowing just what beverage to serve the customer. Very secondarily useful for most jobs.

Happiness (99999999):

You, even after all the things you've seen and done, are happy and content with what you've done.

Items:

Anime Collection (50):

You get a collection of all the (good) anime known to man. These will be stored in a single cd case that will be about the size of a college textbook.

Figurine Collection (50):

You get a collection of figurines of little anime girls. These will take up as much space as they normally do. May you rot in hell.

Game Collection (50):

You get a collection of the top 100 games on the charts right now.

Hidie Hoodie (100):

You get a hoodie that completely stops anyone from interacting with you. Perfect for those days that you just don't want to deal with anyone shit. Customizable.

Stuffed animal (100):

An indestructible, unlosable, shapeshifting stuffed animal. It defaults to a teddy bear, but it can be any reasonably cute animal.

Animal Costumes (100):

You get a whole lot of animal costumes. While the ones that you might recognize are catgirl and puppygirl outfits, it also has full outfits that make you look like a bear and fursuits (optional). About 500 total.

Scooter (300):

You get a scooter that goes about the speed of 40 miles per hour. It does not run out of fuel, and you can turn quickly and dramatically.

Bento (300):

You get a lunch box that regenerates the last meal put into it every day. It won't regenerate anything unless you put it in for the sole purpose of nourishment.

Phone (300):

You get a phone that is just all around useful. It has apps for just about anything convenient. (no hacking app for you) It also only runs out of power when it would be convenient.

Companions:

Pet (100):

For those that want something to love them unconditionally, you can have a pet. It provides great moral support and it doesn't age or require food or water. For an extra 200 points and the monsterhuman upgrade, you can have a domesticated (dog, puppy, or cat) pet. It will be very smart but not sentient.

Import (200): (Drop-In Discount)

Your close friends will be 3 of the companions you already have.

Yandere (300):

This person is crazy for you. Literally. She will be more obsessive than possessive, so you won't have to worry about her killing you so that no one else can have you, but you will likely have to buy clothes three

times as often. May do you favors in return for that jersey that you didn't have the time to wash. (Gives you 300 points if they become possessive.)

Robot (400):

For some reason or another, a robot that looks like a very lifelike male or female is interested in you. They will be sentient and will do favors for you if you do favors for them. They will likely ask for hair and blood samples or the ability to observe you in return for simple favors, but may require you to chop off a finger for large scale favors.

Rival (500):

Someone has all of your experiences, though not exactly the same, in a skill of your choice. A cook? If you served extremely high class meals, they served food for the masses. The major differences make it difficult to say who is better.

Retainers (600): (High-Class Discount)

You have an arrangement of 15 hired humans. Maids, butlers, spies, while they may not be experts, they are as skilled as if they had trained for a year. Only count as one companion.

Little Sibling (800): (Middle-Class Discount)

You get a little sibling. She is left up to your specifications, however keep in mind that you do spend years of your life growing up with her. Alternatively, you may adopt a little sibling. You may make her not blood related and have a brother/sister complex as you wish, but dude. That's pretty fucking messed up. May import as actual siblings, even if they're older than you. They get a much weaker version of all of your abilities.

DRAWBACKS

Want to make your stay a little more interesting? Want to get a few extra points? With drawbacks, you can have both of these. Only take up to 600 points.

Idiot +100:

You are not very intelligent. You could be funny and witty, but you aren't clever and make bad decisions. CAN be taken with tutor.

Preachy +100:

Everyone seems to have the same ideas, and the ones that do not are idiots. These may or may not be ideals you agree with.

Friendless +200:

While before, they are incredibly close friends and care deeply about you, they now are more acquaintances. Cannot be taken with import.

Butt of Jokes +200:

You are now the butt of all jokes. If you respond to an insult with a witty comment, they respond with a wittier comment, and you are left fuming. Cannot be taken with back and forth.

Background Character +300:

Lots of interesting stuff will happen around you, but it will happen just outside of reach. You can't fight the robots that attack every week, you can't kill the serial killer that the guy in the back of the class is

looking for but is so obviously the guy in front of you, and you can't enjoy anything but the simpler pleasures.

Status Quo is God +300:

Everything reverts at the end of the day, and not in the good way. Every moral that your enemies learn they forget, every friend that gets a little more interesting gets a little less interesting, and nothing positive really happens.

ENDINGS

So, you've managed to live ten years where you were basically guaranteed not to die. Good for you. Now, you have three options.

STAY HERE:

You enjoy life here. Maybe it's a bit less exciting than usual, but on the whole, you'll live your life happily.

GO HOME:

You like this world, you really do, but now it's time to go home. You wake up back in the real world with all of your powers and abilities.

MOVE ON:

What? Why would you give up a life of adventuring just for some nostalgia or a little bit of happiness? You've got a long time of travelling, and that's just the way you like it.

What? You want a reward for taking a vacation? Alright. You may come here for six months every jump you complete.