

A Method to Make the World Gentle Jumpchain

~ Yasashii Sekai no Tsukurikata ~

Welcome, Jumper, to a fairly mundane and enjoyable modern world with all the wonders and casual horrors that has to offer including child geniuses, space observatories, physics equations, anime, fashion, friendship, love, systemic corruption, and of course, careless child abuse. Here you will be attending the all-girls school which the main characters of this story attend, try not to get expelled or fired from this school for at least a year or else you will fail this Jump. After that, you will only need to survive 9 more years.

Here's 1000 CP to integrate with this gentle world.



Origin: Your origin is obvious to the point of needing no explanation, as you are either a Student or a Teacher. Drop-ins are restricted to the Student origin and will be set up with a foster family. Should you be a teacher, you will naturally have the relevant expertise of your choice of subject to teach.

Archetype: Your archetype affects how you approach the world during this Jump.

Intellectual - You are particularly talented and skilled, but perhaps lacking in mundane life experience.

Experienced - You are particularly experienced with mundane things, but oddities like physics may be outside of the grasp of your experience.

Age Roll: If you are a Student, add 1d2 to 15 for your age in years. If you are a Teacher, add 1d24 to 18 for your age in years. You can choose your age for 50 CP.

Gender: If you are a student you will have your gender set to female, if you're a teacher, you will stay the same gender as you previously were. You can choose your gender for 50 CP.

Starting Location: Japan. You will be learning or teaching at a certain all-girl school depending on your origin.

Perks

Origin and archetype specific perks are discounted except for the 100 CP perks, which are free for that origin and archetype.

Romance Manga Character (Free)

As befits a Romance Manga character, your appearance has been improved to fit in with everyone else, so every part of yourself will be subtly shifted to be attractive with minimal overall changes. You may choose to apply this to everyone in a setting whenever you start a new Jump.

Local Language Fluency (Free/50 CP)

If you aren't already, you become fluent in Japanese, uninhibited by any speech disorders. If you are already fluent then you may choose another language present on modern day Earth such as English, Spanish, Italian, French, Chinese, Korean, Portuguese, German, Russian, Arabic, Greek, Irish, Ukrainian, Hebrew, Navajo, Esperanto, or even an extant fictional language like Klingon. For an additional 50 CP, you match many of the characters here in having learned another language of your choice.

Lust Restraint (200 CP)

If you're a particularly innocent person, you might run away due to overstimulation from the environment of this school. You simply don't have this sort of problem if you aren't interested and don't want it, thanks to your respectable capacity to restrain your lust and flusterment.

Physical Advantage (50 CP)

Pick a single physical aspect about yourself, and it will be obviously improved from your baseline within human norms. Choices can include the likes of height, fat distribution, skin complexion, hair texture, bust size, and even something as vague as general cuteness or prettiness.

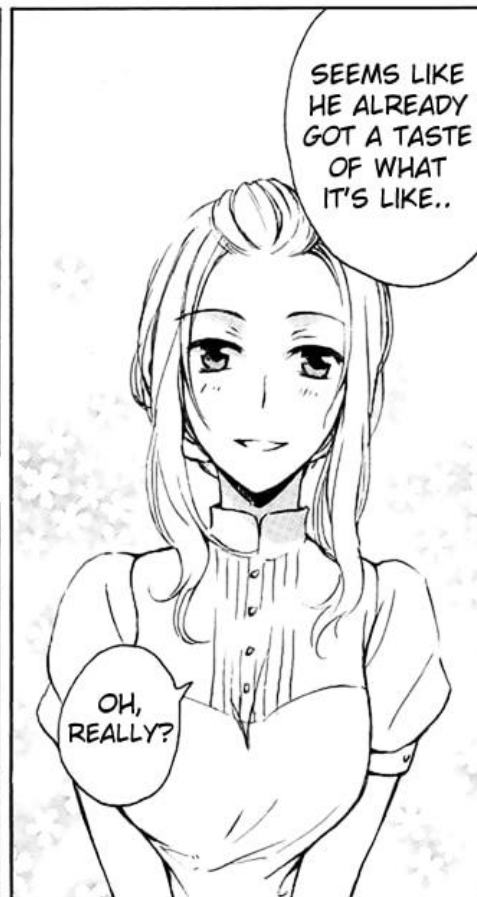
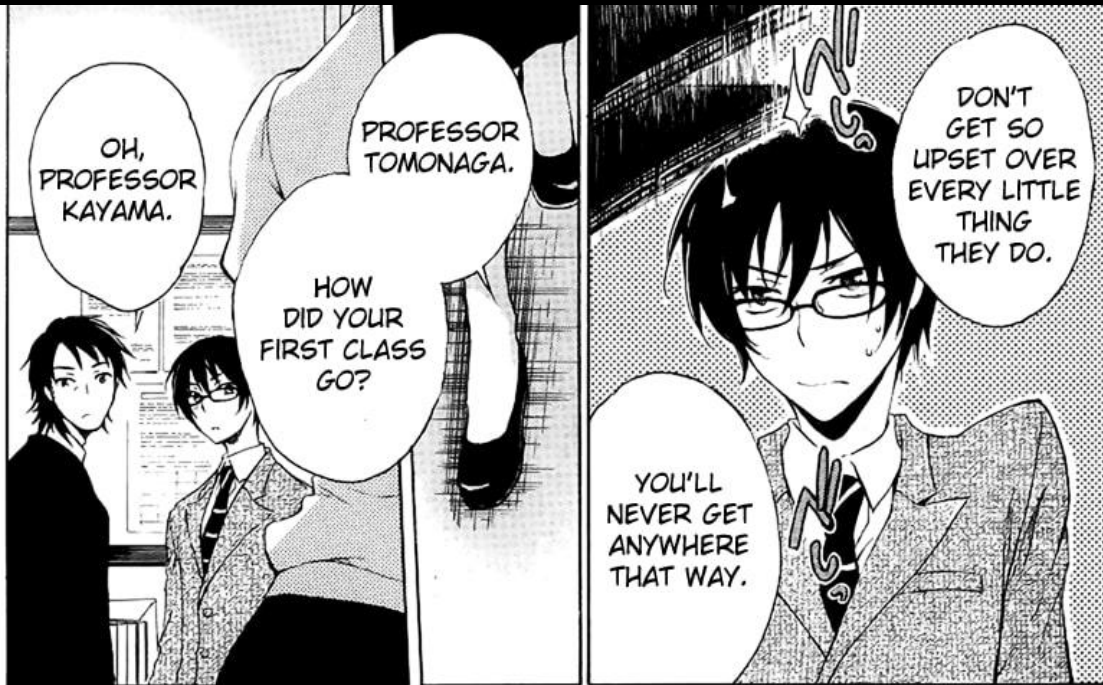


Soldier of the Prank War (300 CP)

You are particularly adept when it comes to pranks, not just able to come up with and implement an impressive variety, but also able to work around the advantages of others such as superior intelligence, all while ensuring your pranks communicate your perspective and desires as well as dodging the worst possible consequences. This is a capstone perk that boosts 600 CP Origin perks.



Teacher Origin Perks



A Proper Teacher (100 CP)

You have all the skill, talent, sense of empathy, general awareness, memory, patience, and willpower necessary to work as a teacher of your chosen subject in a decent high school, regardless of your background's age. More than that, you have all of this to the level of a proper, good teacher that goes out of their way to make time to help their students individually. Maybe, just maybe, you'll be, not just hopeful, but confident in each and every one of your students when they leave your care. Regardless, you won't fail to remember and recognize them if you come across them again, and they will likely remember and recognize you as well, giving any words of advice from you the amount of consideration that such would be due if they do, because you don't need to stop teaching just because they have left your care.

Private Lessons (200 CP)

There are a variety of reasons for someone to want to learn more in secret. Perhaps someone wants to hide an abundance or lack of talent for something like physics or cooking, for one example of many. Maybe a student of yours even suppresses their potential after being accused of cheating due to how smart they are. Regardless, this perk makes it so that if you're ready for it and a student needs it, then fate will align for private lessons to be workable, as long as you don't try to use this to exploit your student, these private lessons will be properly concealed, intriguingly educational, and often even enriching to both you and them, hopefully giving you a chance to steer a wayward charge in the right direction when otherwise they might have gone in the wrong direction, and even if these private lessons break some rule or taboo, they will be received well, at least allowing for some reasonable leniency.

Sensei's Care (400 CP)

The idea of taking care of your students has to be worrisome, isn't it? That's why this perk is built to help with that. You have the sort of luck where you could find any students in trouble by meandering around, the hearing to pick up on your students saying something suspicious like "Let go!" even if you're focusing on something else in a loud and crowded school event, an openly understanding nature that results in students calling you for help about one issue that doesn't exist to get you help them with another issue that they wouldn't feel comfortable talking about, and a level of hardheadedness both metaphorical and literal that is more than enough to get horny delinquents and possessive exes off your students' backs based off of your resulting level of intimidation.

A Perspective of the Gentle World (600 CP)

You gain a perspective that assists you in understanding the point of view of people that you are in conflict with. What this actually means is that, regardless of whether you call it luck, fate, or chance, whenever you come across something that could be construed to be something that shows the perspective of someone you are in conflict with, you will recognise that as it is, and understand that to the best of your ability as long as you try. More than this, as you see the perspective of those in conflict with you, and recognise such properly, the more those in conflict with you see your perspective as you see theirs, and when you both finally stand on even emotional ground, they will gain a copy of this perk, on and on endlessly. Of course, this obviously won't make world peace come true, as people will still be as stubborn as they normally would be, as well as unconsciously lie, but it certainly will result in a gentler world.

Capstone Boosted - Director of the Prank War

Not only can you prank others with masterful skill, but your expertise as a teacher has broadened this to expertise in the best ways to respond to the pranks of others. You could arrange for a reasonable discussion like most teachers would, or you could prank them back in a way that gets them to help you help them.



Student Origin Perks

Slice of Life (100 CP)

You find it easy to enjoy the mundane events you come across in life, even if they might end up in ways you wish they wouldn't.

Event (200 CP)

Whether it be a maid café, a beach episode, or a science museum, you will often find yourself drawn into a variety of fun events whenever you look for them.

Your Teachers are the Best (400 CP)

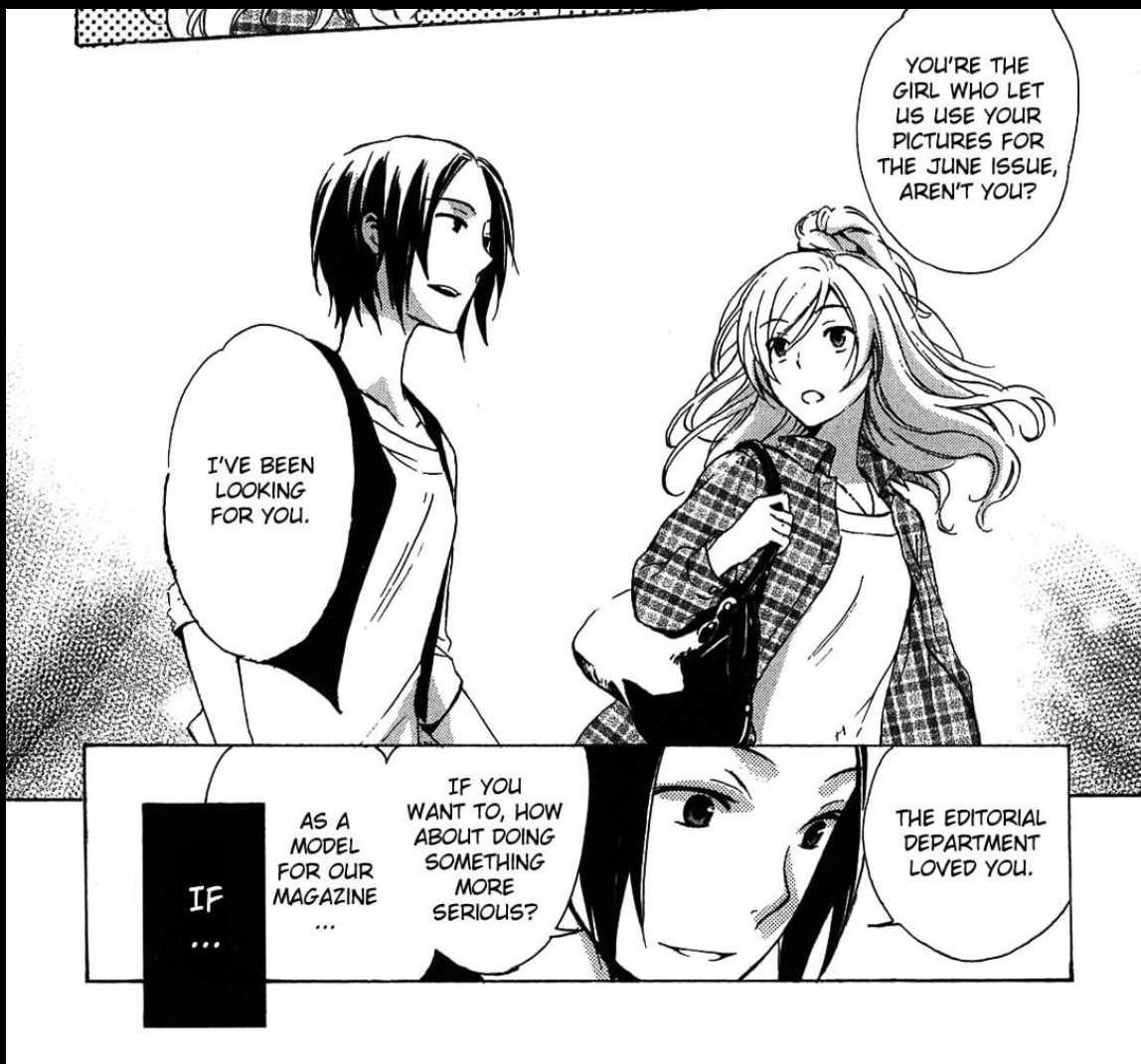
Your teachers are generally better for you than they would otherwise be, often teasing you to open up if you need it, being open to free tutoring after the school day ends, and even outright being prone to protecting you at risk to themselves.

Talented (600 CP)

With this, you can choose one general topic to focus on, such as fashion modeling or physics, and within that topic, you will be talented towards such and gain an increased learning rate in it, be likely to succeed within it, and enjoy engaging in such. For a relevant example, look at Haruka Kusakabe representing modeling, who was able to start a successful modeling career through a part-time job while enrolled in school, and became notably famous after only a single year of doing this. You can change what this perk focuses on once per jump, keeping all the skill you developed in the process.

Capstone Boosted - Talent Pushes Beyond:

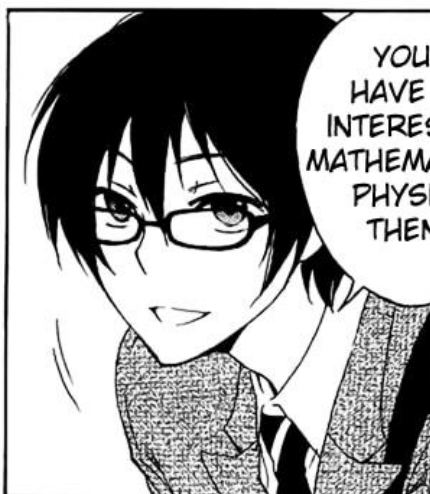
There are times when society pushes you down, when entertainment jobs being banned by your school means you must quit your prized modeling job, however now your ability to avoid the worst consequences of your pranks now extends to things that suppress this talent in general. With time, petty regulations could be outright ignored without worry thanks to circumstances aligning to produce opposition to the regulation in your case specifically.



Intellectual Archetype Perks



SFX: SQUEEZE



Academics (100 CP)

You are unusually skilled and knowledgeable in Academics in general, with a focus in a field of your interest of your choice, within which you gain expertise well beyond your age group. More than that, you gain an increased understanding of why and how the Academics you know are important.

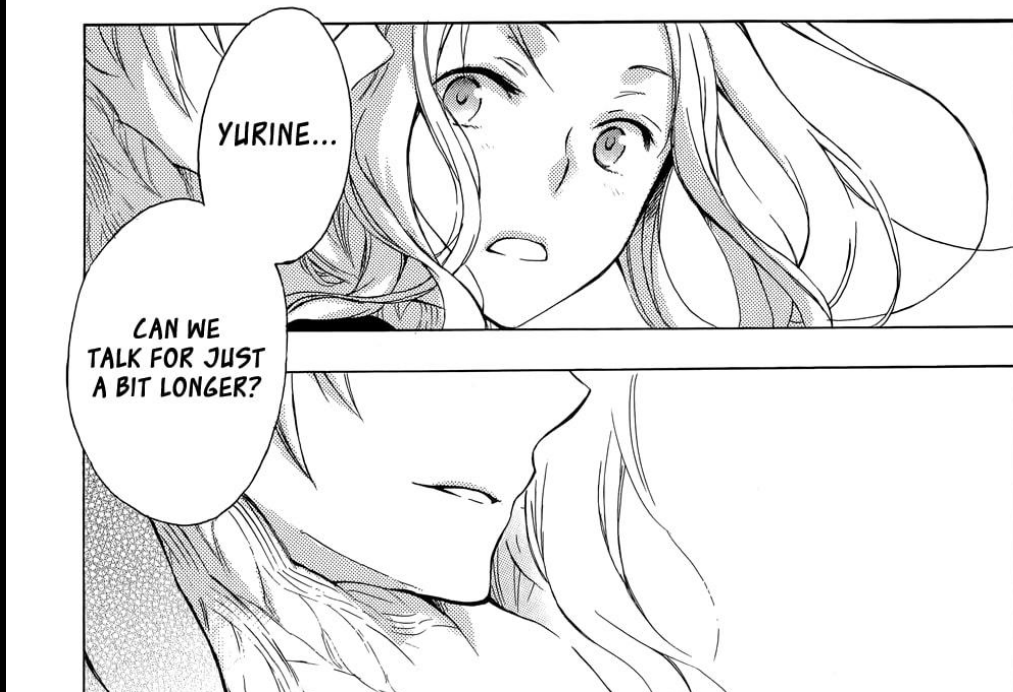
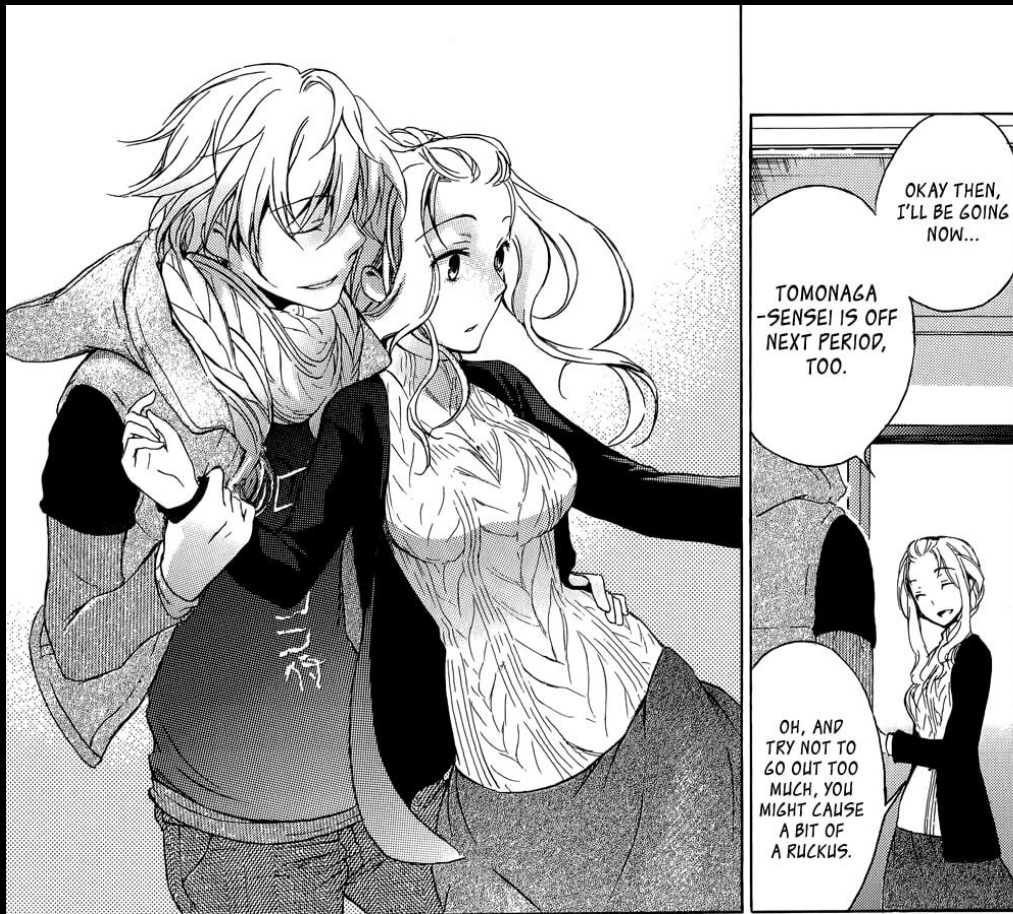
Just a Sophism (200 CP)

A Sophism is a fallacious argument, especially one used deliberately to deceive. You gain great skill in such, able to reframe various contexts in various ways to allow attempts to justify various things. If you do this well enough against someone holding a heartless or unethical stance that is still in line with the written rules, then people with connections will notice and the corruption inherent in the system will naturally oppose such.

Genius (400 CP)

You are a genius with an eidetic memory able to learn academics well beyond your age group with ease and gain a significant increase to your learning speed when you are particularly devoted to a certain field, however, this is limited by your inclination to actually study, research, and test yourself, as well as the resources you have to work with. This has significant synergy with Talented, making the increased learning rate expand to related topics, such as learning a foreign language in order to learn your Talent better, as long as doing such can be justified. As a bonus, this perk gives you the ability to emotionally connect with people regardless of your level of intelligence or knowledge.

Experienced Archetype Perks



Honest (100 CP)

You know the value of honesty, and get by rather well through it. Additionally, in your experience with honesty, you have attained the capacity to lie fairly well for better or worse.

Common Sense (200 CP)

Quite frankly, sometimes people overthink and make simple things into more complex issues than they have to be. They don't understand, but you do, so you don't overthink it. For example, if you have been out of contact with your siblings for a while, and they start fighting because of that, then the solution to that is obviously to just pay attention to them, and so, you do when you have time.

Run Him Out of Here! (400 CP)

There are times when those in authority do wrong, whether they be teachers, parents, or even politicians. Fortunately, you are skilled in using evidence to push a narrative, manipulating people to bring about outcry, eventually forcing them out of their position through one way or another. Unfortunately this has much more diminished effects without evidence, serious wrongs, or the person being in a position of authority, but you are still skilled enough to manipulate people in minor ways.

Items

Origin and archetype specific items are discounted except for the 100 CP items, which are free for that origin and archetype.

Teacher Origin Items



Alcohol (100 CP)

Whenever you want it, you will be able to get alcohol of your preference of brand, quality, flavor, alcohol content, and so on, and it won't cause anything like long-term liver issues, but this can't be anything strange for the standards of this setting. If you take the "And Now Jumper's Drunk!" drawback, this will apply as a modifier to that alcohol.

Library (200 CP)

You gain a library with a selection of media well-suited to the subject you teach, which any prodigious students interested in your subject would find irresistible. The media present in this library updates each Jump with publically available information. If you aren't a teacher you may choose any subject reasonably taught in a modern day girls only high school.

Girls-only School (400 CP)

Due to a variety of circumstances, you will soon find yourself inheriting this school, ascending to the position of Headmaster within a couple years. In future Jumps you will own an all-girls jump much like this school.

Woman-only College (600 CP)

Due to perhaps even stranger circumstances, you will eventually come to own the Woman-only College associated with the school of this setting, becoming its Headmaster. In future Jumps you will own an all-woman college much like this one. Do note that this college is intended for an ideal college experience rather than impressive academic work.

Student Origin Items



School Uniforms (100 CP)

You get a wardrobe of well-fitting clothing such as school uniforms, underwear, casual clothes, pajamas, beachwear, and a maid outfit. For some reason, your school uniform skirts are oddly prone to failing to conceal your panties when you are careless, but surely this shouldn't be a problem in an all-girls school.

Convenient Places (200 CP)

When you want something, you can go to a convenient place nearby and at least find a decent substitute. Examples of this include wanting to test your math skills privately and finding a rarely traveled pavilion with malleable-enough sand to write in and a sturdy stick that had recently fallen from a nearby tree, or being bored and wanting a friend to get together with someone romantically, and just happening to be with them by a window where the two of you would see someone they might crush on.

I'll Need To Get a Job (400 CP)

Every 4 years or once per Jump, whichever comes first, you'll be able to say "I'll Need To Get a Job" and either legally get all the money you would get from working a part-time job in the world you're in for a couple months or actually get a particularly suitable part-time job.

Developmental Connections (600 CP)

You have perfect connections which enable you to get into the career of your choosing should you be competent and dedicated enough. This includes connections related to both training and employment. Your choice of career could be just about anything such as pilot, physicist, mangaka, or teacher. You may choose the specific connections these entail once per jump.

Intellectual Archetype Items



Chalkboard (100 CP)

You have a chalkboard which makes figuring out problems just a bit easier, which naturally aids in research, studying, and teaching.

Laptop (200 CP)

You get a top of the line laptop of your choice, and may swap this out for a similar device once every Jump.

College Invitation (400 CP)

Once per jump, you are guaranteed to get an invitation to one of the best schools in the Jump's setting. You will still need to pass an entrance exam, but thanks to a recommendation from a staff member it is mostly a formality.

Elite College (600 CP)

In the coming years of this Jump you will eventually come to own a co-ed Elite College, becoming its Headmaster. In future jumps, you will own a co-ed Elite College much like this one.

Experienced Archetype Items

A Place to Stay (100 CP)

This isn't a concrete item that you yourself own, instead it is a repeatable circumstance enabling you to encounter someone that will let you live in their home for a while should you find the need to do so.

Hangout Location (200 CP)

Once per jump, you gain access to a particularly nice and easily accessible hangout location of excellent quality such as a bar, beach, or mall.

Apartment (400 CP)

Congratulations on succeeding in life, as you are now the proud owner of a penthouse apartment with all the utilities paid off.

Blackmail (600 CP)

Once per jump, you can draw upon this item, gaining access to blackmail on anyone you plausibly could have obtained blackmail from in a mundane method such as a hidden camera. This requires the perpetrator chosen to have actually done something wrong, for better or worse, or else you will have only obtained mundane records.

Companions

Import (50/200 CP)

You can import 1 companion per 50 CP spent, or import up to the maximum number of companions for 200 CP, however, you can only import up to seven companions into the Student Origin and one companion into the Teacher Origin, so you can only import up to 8 companions total. If you're a student, only the first 3 Student companions you choose will be in your same school year and classes, if you're a teacher, only the first 3 Student companions will be in your homeroom class. Each imported companion will gain 600 CP to spend on everything except companions, but are free to take drawbacks.

Jumpchain Ticket (50 CP)

For each purchase of this you can take one person along with you as a companion so long as they agree.

Canon Companion (100 CP)

Is this the pull of fate? The invisible red string? Destiny, perhaps? Whatever it is, you will be able to form a relationship of mutual understanding with one canon character of your choosing. If they agree to it, you can take them as a companion.



Drawbacks

You are restricted to a maximum of 300 CP gained from drawbacks.

All Men are Wolves/Pack of Wolves (100 CP)

This drawback comes in two forms, and whichever you dislike more is the form that will be activated if you choose this drawback. The first form is "All Men are Wolves" in which case you will be assumed to be a sort of predator by various members of the gender(s) you are interested in that you interact with, and chance will align to maintain that perception, shifting your luck perks towards that direction. The second form is "Pack of Wolves", in which case various members of the gender(s) you are interested in will try to take advantage of and humiliate you.



They Pulled Their Funding (100 CP)

You will have to work at this all-girls high school as a teacher throughout this jump, and you lose access to the likes of money items in this jump, so you will have to rely on a teacher's salary. Should your origin be that of a student, then you will be fast-tracked to work as a teacher as soon as possible after you graduate, and will be required to work to do so at the threat of failing this Jump.

Girl/Boy Love! (100 CP)

Rumors about your platonic relationships with friends will be surprisingly common, and frustratingly popular, as any attempts to deny such will only serve to fuel the flames.

Pretty Big Slob (100 CP)

You are going to be a pretty big slob, and that's describing you fairly. If you move into a hotel room, then your clothes will be haphazardly scattered all around the room the day after you sleep in it, if not sooner. This will only get worse the longer you rest in an area, eventually leading to things like your leaving underwear around in hallways.

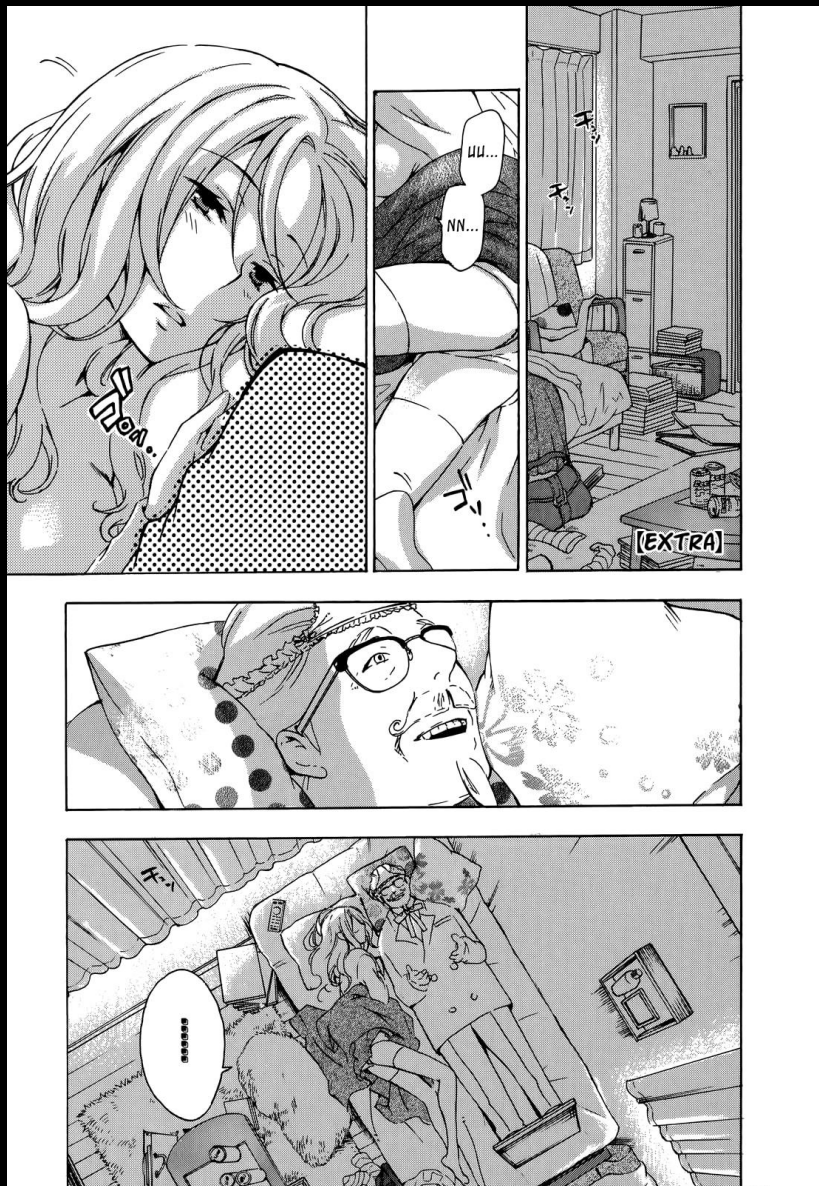


As Always, I'm Not Strong At All (200 CP)

Your heart is one that can be considered to be made of glass. You went through a traumatic experience recently, and while you managed to get rid of the source of that trauma, due to the circumstances you will soon find yourself in at this school, if this trauma could be considered a scab, then those circumstances will play the role of picking at that scab.

And Now Jumper's Drunk! (200/300 CP)

There's one new detail about you. You're an absolute lightweight when it comes to alcohol, will act embarrassingly whenever you drink it, and will have to live with the consequences of whatever happens due to that. And you will be drunk surprisingly often, whether that be due to eating a cake that your class made which really shouldn't have alcohol in it or not finding it in yourself to refuse to go out for drinks with your friends and coworkers. For better or worse, your blatant supernatural abilities won't work in this state, although that won't stop you from thinking that they do if such would be embarrassing. For an additional 100 CP, when you go into a blackout drunk mental state not only will your supernatural abilities work *just barely* enough to complicate this to the extent of finding yourself in precarious positions like waking up in your bed cuddled up with a Colonel Sanders statue, but your supernatural abilities won't work again until you've figured out what happened when you were drunk and fix it to the reasonable best of your mundane abilities. Should you lack supernatural abilities from other jumps, then this will instead guarantee such events once a month.



Disgusting (300 CP)

You have suppressed a significant, positive part of yourself, similar to what Aoi Hirose did with her intelligence and love for physics, refusing to let even your close friends and family know about it due to some trauma from your past exacerbated due to poor handling of this trauma, and will constantly feel like the outsider and liar you are due to this. While you can grow past this, you can't do it on your own, and if you experience rejection on this, you might just break mentally. While any companions you bring can help you through this, they won't be able to remember you taking this drawback, and you obviously won't be telling them. If you somehow get through this jump without growing past this trauma, then you will never be able to bring yourself to make use of this again. Any perks that should help you with this will be warped to only make you think worse of yourself.



I Wonder if Someone Will End Up Stabbing You? (300 CP)

It's scary because of how likely it is. Regardless of whether you try to or not, numerous people you meet will eventually think that you are stringing them along, and in turn, this will spread into the public eye, affecting your reputation and relationships as it should.

Finally, after your time here has come to a close, will you do which of the following?

Go Home

Did living in a mundane world such as this remind you of the wonders of your own world? Then feel free to go home and show your family and friends just who you are.

Stay Here

Do you want to stay in this gentle world? Then feel free to stay here and be assured that not only would everyone you were close to receive a message addressed from you that you got a cushy job in another country, but that the person you were closest to at your home will receive the “A Perspective of the Gentle World” perk.

Move On

Congratulations on moving on from this gentle world into another world, hopefully you have grown to be a bit more gentle yourself thanks to your time here.



Notes

This manga admittedly goes into some controversial areas, particularly with teacher/student relationships, but despite that *and* most of its art being in black and white, it is still one of my favorite manga thanks to its slice of life genius themes.

Due to that, I hope you enjoyed this Jump. Admittedly I put off finishing this literally years ago in embarrassment of its more controversial themes, but after seeing the desire for a Big Bang Theory Jumpchain and the recent creation of what was apparently a lewder Jumpchain than this in a Jumpchain of “Seton Academy: Join the Pack!” I was prompted to try and finish this.