

DEADMAN WONDERLAND

デッドマン・ワンダーランド



Deadman Wonderland Jump (Remake 2020) V1.1

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The year is 2024, 10 years after the Great Tokyo Earthquake that engulfed the city. On an otherwise normal day at school, student Ganta Igarashi and his classmates are visited by a mysterious figure The Red Man, who massacres the entire school in whips of blood and implants upon his chest a red crystal and disappears leaving the middle schooler as the only survivor. Upon waking up in a hospital bed, he is surprised to see that he has been framed as the killer, and that his lawyer Mr. Tamaki had concocted evidence to ensure his arrest and arrival to his own prison as a subject of a game of life and limb called Carnival Corpse. Welcome, Jumper, to Deadman Wonderland.

+1000cp

Location: Tokyo is the host of the setting in its entirety, so you can arrive anywhere within city limits. Except for inmates, whose location is within the prison.

Origins: Pick any sex and age between 8 and 80.

- **Drop-In:** No memories to clog your brain, but no connections. You know the drill.
- **Administrator:** A smart person you are, but lacking in the humanities department. You had managed to get on Tamaki's good side and prove your worth, as a result you are enjoying a stable job organizing, dissecting, and otherwise enjoying yourself with the inmates.
- **Inmate:** While not a Deadman yourself (at least not yet), you are imprisoned in Deadman Wonderland for a crime you may or may not have committed. You have a collar monitoring your location at all times.

- **Guard:** While normal guards patrol the prison and normal inmates, there is a special taskforce created to combat prisoners that possess any Branch of Sin. You're one of those guards.

Powers and Skills:

Origin perks and items have a 50% discount, with the 100cp perk/item as a freebee

Drop-In

- **100 Danger Sense:** Prisons are dangerous, especially ones that don't properly restrain the inmates. When something in the immediate future will go wrong for you (ie a shank through your liver) you'll feel an intense chill in the general direction of where said incident will occur, and things farther off in the future giving you a lesser, but longer chill.
- **200 Gentle Touch:** More than just picking pockets, you're agile and dexterous enough to pull important wiring from a mobile killer drone. Human targets are even easier, allowing you to steal anything you can physically hold from a person with just a brush!
- **400 Unnoticed:** Being as unremarkable as you are, you're not exactly the most memorable, guards will forget your presence, and people will flat out not notice you so long as you don't do anything that demands attention.
- **600 Irrelevant:** You know those faceless side characters that seem to reappear every few episodes, even if there was an event that really should have prevented it (in other words, death)? You're one of those. So long as you do not involve yourself with the plot, the plot will not involve itself to you. You won't be sucked into events, and damage from plot-related events will skim over you as lightly as possible.

Administrator

- **100 Discerning Eye:** The difference between a good scientist and a great one is talent. Not only can you at a glance determine how good someone is for any job you have in mind, you also have the knowhow on grooming them for said role and getting them to see things as you do.
- **200 Top-Shape:** Keeping a prison running is hard, you bills to pay, mouths to feed, and nothing in the world is free. You always manage to get the most out of your investments and they always manage to turn at the very least a modest profit.
- **400 Four-Eyed Bastard:** While most would never consider allowing a prison to be open that uses its prisoners as entertainment in blood sports, you have a way with skirting and avoiding consequence for your actions. So long as you can name a few upsides to your ideas, laws that would otherwise prevent you from being a legally recognized business in any way will be ignored so long as the business is standing.
- **600 Brains:** Deadmen are caused by a man made parasitic life-form called the Nameless Worm, a byproduct of immune system research. While the secrets as to

replicate Shiro is still unknown to you, you have the complete foundation to build the Nameless Worm, and can create both Deadmen with it, and Forgeries as well.

Inmate

- **100 Crow's Eye:** Your spatial senses are beyond human. If you can see a target, you know both its exact range, and how to score a perfect hit, even if it is moving.
- **200 Endurance:** Normally anemia is a problem when you're literally throwing your blood around, that's not true for you however. You can remain in good fighting condition after losing a massive amount of blood, and can keep moving almost indefinitely if you haven't lost any blood.
- **400 Plot Armor:** Some things aren't about luck. Shiro's Original Sin was strong enough to sink Tokyo, and she can knock a ship out of water, yet it didn't kill Ganta when she went all out? Once per jump if you were to receive damage that would kill you, instead will just knock the wind out of you.
- **600 Branch of Sin:** Your body was injected with the Red Crystal at some point, and as a result you've become a Deadman. What this means is that you can both freely manipulate the blood outside of your body, and condense your own blood into a specific use. Some examples are scythes, floating bombs, projectiles, even armor that stops bullets. Each Deadman only has one condensed power, but said powers can also evolve over time. Only the first upgrade is free, with subsequent purchases yielding no discount. Purchasing this gives you a single item that has a means of making you bleed. The item is up to you but it is otherwise mundane.
 - **100 Already Evolved:** You know what I said earlier about it taking time? Yours has already reached its first evolution, with an example being blood projectiles going supersonic.
 - **100 Safer Secretions:** Most characters in the series carry around serrated objects, or bite their own skin to induce bleeding, but you don't have to. You can willingly secrete blood through your skin, removing the need to cut yourself.
 - **100 Elemental:** Only seen through Shiro's and Idaki's blood being set aflame, you can alight your branch of sin with a single element (ice, fire, electricity, etc.)

Guard

- **100 Revel in the Madness:** Even though the leaders of the Undertakers are terribly insane, they are still the most reliable way to contain prisoners, not because their plans are foolproof, but because they revel in the madness they create. When you or your allies are attacking, so long as the movement is frenzied or otherwise remaining on the offensive, enemies will have a much harder time keeping up, even if they would be more than evenly matched with you.
- **200 Mindbreaker:** Whether by doping them up with a substance, or by being downright terrifying, you can drain the enemy's will to fight in battle. The greater your strength is the quicker that it happens.

- 400 Turncoat: The enemy of my enemy is my friend they always say. While not making your enemies into allies, if you either demoralize an enemy or otherwise break their will you can choose to have them enter a berserk state where they will attack their own allies for a time.
- 600 Superhuman Strength: Because normal 7 year olds can't lift a sword much heavier than the average man. You have some quality about you that makes your durability and strength superhuman. While not as strong as Shiro, you can lift and swing much heavier objects than you should be able to, and take more hits as well.

Undiscounted

- 800 Wretched Egg: While Shiro was the first, you were the second. Through a long and complicated series of medical procedures you have gained a perfected version of Shiro's power. This means that you can regenerate almost instantly from any wound, fly, superhuman strength (slamming a cargo ship underwater with a single blow), and control the blood both inside and outside your body capable of creating hurricane force winds that engulf a city and lighting your blood ablaze. What makes this version perfected is that you no longer will suffer death from overexertion of your power, instead only spurring it to greater heights.

Items

Companions:

- Import: for 100cp you can import 1 companion, who gains an origin, 600cp, and can take 200cp worth of drawbacks. You can use this option to create a companion as well.
- Take: If you really like anyone here, you can pay 100cp to bring them along.

Drop-In

- 100 Otaku Collection: Figmas, manga, even the Blu-Ray set of Deadman Wonderland. If you know nothing of the series, or would like to get a character on your side this could be useful to you.
- 200 Prison Map: A detailed digital map of the prison Deadman Wonderland, including secret areas, and points of interest. In future worlds this updates, containing the maps of plot-important areas.
- 400 Visitor's Pass: In the form of a card, this small piece of material acts as a "pass" allowing you to bypass guards and enter buildings you would not be able to otherwise.
- 600 Red Crystal: A single, crimson red gem, if you plant it in a normal person they would gain a branch of sin, but maybe you could find another use for it?

Administrator

- 100 False Confession: Given to you by an "ally" this short video is a confession of any one person to any one crime. This replenishes every jump, and while it is useful to immediately imprison someone, evidence can always come out after the case, and this does not protect you from the consequences.
- 200 Lab: A large facility for conducting less than legal medical experiments. It not only includes all of the material you will need, but also "lab rats" for trials.
- 400 Half-Twins: At some point in time you came across a pair of twins with half of a brain, you were able to somehow save them, and as a result you have a pair of twins with unwavering loyalty to you. They gain 600cp to spend, and both share the abilities of a single branch of sin.
- 600 Deadman Wonderland: Complete with the prisoner-powered attractions, you get your very own massive prison that sits on an island. This not only contains roller coasters and a death-cage battle, it also houses a single Mother-Goose system, capable of either sealing off a being from their power (within hearing range of the device), or sealing them completely within.

Inmate

- 100 Lucky Coin: A lucky coin that always lands where it's called, unlike Crow's coin it actually has two sides.

- 200 Memento: A picture of a loved one, a toy doll. Something that reflects a better time; when you look into it your nerves are calmed and your anger is quelled.
- 400 Smuggled Collar: It seems that you've used a great deal of connections in prison, Jumper. You managed to acquire the prototype for the collar used in prison, which is nigh unbreakable and can be used to either track anyone from a distance. Additionally, this collar can stun by sending out a jolt of electricity, and release a steady poison that only you have the antidote for. Of course, you have to put this on someone for it to really work.
- 600 Walfisch: A massive, near undetectable military submarine that can be piloted by as little as one person. It will never run out of power, and refills all of its ammo within minutes.

Guard

- 100 Gun: Guards need something when the prisoners riot, don't they? No matter what weapon this is, you will always find ammo on hand when you pull it out.
- 200 Worm Eater Weapon: It seems that other than the Snake Poison, there was another invention to combat Deadmen and the Wretched Egg. This device can nullify any biological-based attack and absorb it, strengthening the weapon itself. The power of the attack means nothing, and will work as long as said attack is less than supersonic.
- 400 Necro Macro: An incredibly agile and powerful anti-personnel robot, this autonomous drone can launch missiles, spray acid, and gun down anyone who stands in your path. Be careful that no-one targets its wiring though. Comes with the blueprints to make more.
- 600 Forgery Mask: The only Branch of Sin that multiple people can have is Snake, which was invented to combat the Wretched Egg. Said mask contains enough material to make a single person possess "Snake" allowing them to freely control their own blood outside their body, and, additionally makes their own powers much stronger, merging with their branch of sin into an even greater form. Additionally this makes their blood act as a poison to others, enough so that it could kill even the Wretched Egg in time.

Drawbacks: Take as many as you think you can handle. Of course drawbacks always override any perks and powers that would nullify them.

- **100 Bad Personality:** Maybe you're a bit pathetic, or you seem to lash out at those who love you often. While not being a deal breaker to any relationships you'll have a harder time making and keeping friends while you're here.
- **100 Unlucky:** Close calls do not exist for you. You won't be tripping on banana peels, but in a fight don't expect anything with less than an 80% chance of success to ever succeed the way you wanted.
- **200 Mother Goose'd:** Like how Shiro's powers were sealed in this device, so are yours. The first purchase halves your power, while the second one removes all of them completely. Cannot be taken with The Hard One.
- **200 Missing Limb:** If you took Branch of Sin this was likely due to you losing a game of carnival corpse while you were in prison, if not then a job accident, or a sports injury. No matter what, you're either missing a body part. Whether it's an eye, a hand, or anything else is up to you. Can be taken up to three times.
- **200 Aceman!:** Due to a series of traumatic experiences, when you are stressed you succumb to an alternate persona, who acts ruthlessly and without mercy causing widespread damage, focusing on making those you love suffer.
- **400 Forgotten Lover:** In the past you seemed to have a strong relationship with a friend but when they needed your presence the most you weren't there for them. Said person's trauma was due to medical procedures similar to the ones that created Branches of Sin, and has power that rivals your own. How is this a drawback? The person went a little insane, and now believes that you both love each other and your companions are trying to tear you both apart. Your "Lover" is now actively hunting your companions, to eliminate them, and if you interfere she might snap and try to kill you too. If a companion is killed by her they do not respawn until the jumps end. You can sacrifice 200 of the CP gained from this drawback to take this person along if you can still tolerate them.
- **400 Real Death Collar:** Will immediately kill you if you try to remove it, indestructible otherwise. You subsist on a special candy that either the director OR promoter gives you, and will order you to do terrible things. If they die their special candy disappears.
- **1000 The Hard One:** The prison break never happened and you are shut off from all outside powers and abilities that aren't from here. You are now imprisoned in Deadman W for 10 years with your companions. You will have to face against your companions in Carnival Corpse at some point, and if it is found they throw the match/go easy on you, you will not get away unpunished.

After your ten years are up, what will you do?

- Go Home: You return home, taking everything with you
- Stay Here: Maybe you enjoy the otherwise normalcy of the world, if so you'll spend the rest of your days on a similar earth.
- Move On: You go on to your next jump, eager for more adventure.

Notes:

- You gain some nice prizes from the Deadman Wonderland competition, including candy and Choice Points (CP).
- Choice Points are not what you buy perks with, they are the prison's currency, and can be used to buy "perks" in prison.
- Powers in this setting are caused by implanted red crystals/stones which can be shattered, causing the user's power to completely disappear (including the Wretched Egg). Purchasing powers with CP here prevents power loss from the crystal's destruction.
- You can import items into any of the sections for free.
- Each branch of sin varies per the user, the link https://deadmanwonderland.fandom.com/wiki/Branch_of_Sin will help if you need an example.

Changelog:

- V1.1
 - Buffed the Halk-Twins