Kämpfer

A Jumpchain Experiment by dingbat779

Welcome to Earth! Wait, you've been here before? Really? It does look similar to the world you are familiar with except for a key difference. There is a war in the shadows between two factions, Red and Blue. The stakes are high as death means erasure from the minds of everyone you know. What is the prize? There is none! Nope! These poor saps are conscripted into this battle without a word and expected to fight. What will you do? Will you try to stay on the fringe and avoid fighting? Will you choose a side? Maybe you want to try uniting the factions? Whatever you decide it won't be easy. Feel free to take these Choice Points and good luck!

+1000 CP

Before we begin you need to pick an Origin. How will you fit into this strange world of battle maidens and gender bending? What? You didn't know about that? Well you do now!

Age: 17 and Gender is the same as last Jump. You could pick both for 100 CP or be a girl for free!

Background

Drop-In (Free): This is the standard drop-in option. Nothing special about it really. No new memories to trip you up, but no connections to help you out. You will just have to make your own path. You start with an apartment free.

Student (Free): You're just starting out in high school and everything is just so confusing! Maybe you're not all that popular, but you're not unpopular either. That has to count for something! You can either have a family or live alone in a small house.

Ojou-sama (100 CP) - You have status and it shows. Other students wish they could be you with your resources, popularity, and beauty. If you are a boy then you're very handsome. Like the Student you can either have a family or live alone, but start with a large house free.

Moderator (300 CP) - Now this is interesting. You're not one of the pawns, but one of the chessmasters. Perhaps you were sent to Earth to aid your agent in monitoring the Proxy War? To better blend in you can tailor your form to look like the dominant lifeform. All Moderators have some capacity to manipulate the Kampfer Bracelets. This starts at performing minor tweaks. With some work you might even be able to figure out how to make more or deactivate them. You have a large house for free.
-Renegade (+200 CP) - Maybe you decided it was immoral and should be stopped? Whatever your choice, don't expect it to be easy. Now that you're an enemy to the Moderators they will attempt to either convince you to return, or eliminate the problem. A White Kampfer is activated early specifically for this purpose.

Entrails Animal (+100 CP) - Are you sure about this? You're a plushie. An animated plushie, sure, but still just a plushie. Kind of a silly choice, but oh well. It's your funeral. Home? What home? I guess you can start with Kaede for free.

Locations

There is really only one location and that's a generic Ward in Tokyo near the ocean.

General Perks

You're Pretty (Free) - Everyone in this universe is, at worst, cute. There are no plain Janes or Johns here. No matter what your looks cannot be ruined unless it would actually add to your beauty.

Kampfer (Free to All Origins except Entrails Animal/100 CP) - This is what you came for, right? Become a magical girl, even if you're a guy, and fight in a war for glorious prizes! Like...living? Maybe it isn't such a great deal, but you get cool powers! Such as heightened strength, speed, durability, and able to leap 20 ft in the air. Choose a single Type for free.
(Note: If you are an Entrails Animal then you must take the Drawback Time Out for 0 CP.)

-Zauber (Free/100 CP) - This is the Magic Class of Kampfer capable of wielding their element freely. This only refers to the element drawn from the Bracelet and not existing sources. The Zauber Class is primarily offense and support. Can also be seen as the most destructive class as their element attacks range in size from small to very large. With enough training one could make pinpoint strikes.
Types: Fire, Ice, Water, Wind, Earth, Lightning, Light, Dark
--Exotic Type (100 CP) - Choose a nonstandard magic type instead. Examples: Void, Sound, etc.

-Gewehr (Free/100 CP) - A class that encompasses all manner of firearms from small caliber to large. Mainly covers handguns, shotguns, and rifles. Free choice. This is generally a more evasive Class as they prefer quick strafing runs as opposed to standing their ground. Even better is that one doesn't even have to reload. It's magic!
--Moar Dakka (100 CP) - For those who want more bang for their buck. Adds heavy weapons to your choices. You have to be able to actually carry it in Kampfer Form.

-Schwert (Free/100 CP) - A class encompassing all sorts of bladed weapons. From swords, daggers, to chain blades, this class has all your sharp and pointy needs! A true Jack-of-all-Trades Class as if brings a wide variety of tactics to the table from aggressive for overwhelming weaker opponents to passive for more canny enemies.
--Adaptive Strike (100 CP) - Want a telekinetic blade? Maybe manipulate your chain dagger in midair? With this enhancement, you can learn to perform special maneuvers but only with your blade.

Roll d8 for Faction (Moderators skip this step)
1-3 Red
4-6 Blue
7 White (Take the White Kampfer Drawback)
8 Free Choice

Background Perks

Discounts Available for Origin (100 CP perks are free for Origin)

Drop-In

Unfazed Everyman (100 CP) - What do you mean I have to genderbend into a girl to fight in a secret war? Are you out of your mind? While this doesn't stop you from legitimately getting annoyed at stupid situations, it does keep you from being paralyzed in indecision at a critical moment.

Magnetic Personality (200 CP) - There's just something about you. Some quality that others lack. No matter what you do it just seems to draw the attention of others. Believe it or not, this is actually a good thing. Your magnetic personality draws in friendly acquaintances. Whether they stay friendly is all on you. This just gets your foot in the door.

Hopeless Romantic (400 CP) - You believe in the power of love and friendship. You *really* believe in the power of love and friendship. To you there is no such thing as a lost cause. At

least when communicating with others. As long as you can find some common ground, your attempts at diplomacy gain a boost in effectiveness. While this doesn't guarantee a success right away, even the hardest hearts can eventually be swayed.

Strong of Heart (600 CP) - You will not be stopped or dissuaded from your chosen path. No matter how crazy it might seem. Even if your friends think you're mad. You gain a substantial boost to willpower. Willpower enough to throw off even the most insidious forms of brainwashing. No matter what, you cannot be turned against your friends, your allies, or your beliefs.

Student

Studious (100 CP) - Never have trouble studying again! You enjoy learning so much that studying actually counts as relaxation. While it doesn't shorten the time it takes to learn something, you never suffer from lack of rest due to research.

Going Clubbing (200 CP) - Not literally "clubbing" of course. You just have a knack of knowing what's going on in whatever organization you've joined. While it doesn't give you access to top secret information, it does give you a general set of handy skills. Great for knowing just what book someone wants or how to sew a difficult stitch.

Athleticism (400 CP) - You're not just decent at sports, but a true champ. Track and field, swimming, football, rugby, kendo, whatever. If you can compete in it, you can be a pro. This doesn't help you with scheduling all of those sports activities, but it will make you popular. As an added bonus you get a physique capable of those impressive athletic feats.

Get your hands off him! (600 CP) - Sounds a little too yandere, but whatever. This doesn't just apply to your husbando or waifu, but to anything you hold dear to your heart. When your chosen is threatened it awakens a burning desire to succeed. You gain the mental fortitude to press on regardless of the odds. Somehow this communicates your purest feelings to those around you. No, I don't know how it works.

Ojou-sama

Grace and Poise (100 CP) - You know just how to carry yourself for maximum effect. Not even slippery or uneven ground can break your stride.

The Price of Fame (200 CP) - Why is being beautiful such a chore? People constantly fall all over themselves to make you happy just for some attention. Now you no longer have to worry about disappointing your adoring public. Everything you do is pleasing to them, unless it blatantly violates their sense of morality.

Keen Insight (400 CP) - You have the savviness to understand what motivates a person. The longer you observe them the better. It is possible to fool this ability, but eventually even the most inscrutable nuts can be cracked. Try to use your powers for good and not evil, or not, I don't really care. Just make it entertaining.

The Prestige (600 CP) - You were born to greatness and it shows. No matter what you own it will always be the best, the latest, the fanciest. What this means is that any Item you buy is made Deluxe. A single outfit? Make it two! Want a car? It's now a prototype! Buying a house? You get a mansion with a full staff. Please fanwank responsibly. Get +200 Item CP for this Jump only.

Moderator

Adaptive Form (100 CP) - Your body is capable of being altered to give the appearance and basics of the planet's dominant life form. If you're a Moderator your natural ability is enhanced further. Your Kampfer Form becomes the base form. For all other Origins it grants an extremely healthy body.

Silk Hiding Steel (200 CP) - You are able to mask your true intentions behind a veneer of gentility. This takes practice as requires hiding your true feelings. The closer the hidden personality is to the false persona, the easier it is to maintain. Moderators can develop a true split personality if they so desire. One persona can be 'innocent' and unknowing while the other is fully aware.

Seductive Presence (400 CP) - Well, aren't you a bad girl, boy, whatever. Your very presence carries with it a certain charm. Those who find you attractive will be drawn in like bees to honey. It does make finding friends easier and getting your own way. Moderators have it at an improved level. Through a genetic enhancement they can even attract those of stronger wills. Kampfer specifically can fall sway with enough time.

No one could survive that! (600 CP) - Except you can, in fact, survive that. You can survive quite a lot actually. While it doesn't make you immortal, it does increase your resilience by a factor of ten. You can still scar or lose limbs, but recovery is much quicker than before. Moderators however get it one better. Their vital organs and skeletal structure are hardened against trauma. Lost limbs can be reattached by holding it to the stump. Recovery from lesser injuries is near instantaneous. Other Moderators can bypass your defense with ease, treating you as if you had the lesser version.

Entrails Animal

Fugly Cute (100 CP) - No matter what your appearance *someone* finds you charming. Maybe. You could just be deluding yourself though.

Animated Annoyances (200 CP) - Your form is no barrier to movement. No shackles can hold you down! Not even being in the body of an ugly as sin plushie! Cast off your chains! Grants animation to inanimate forms and freedom from non-magic/non-super science restrictions.

Not Worth the Trouble (400 CP) - Sometimes the best defense is someone else's apathy. You're just not worth the time it would take to kill you. As long as you aren't a total obstacle you will find that enemies just never see you as a threat. You might piss them off, but are they really going to shoot someone as pathetic as you?

Magical Mascot!? (600 CP) - This is what you were waiting for, right? With this Perk you can make others into Kampfer. What's the restriction? Oh, right, can't have it go unrestricted. You might get weird ideas of making an army. With this Perk you can only grant a Kampfer Bracelet to those you have a bond with. Love, Hate, doesn't matter. (Why would you give it to someone you hate? I don't know). Making a Bracelet takes a lot out of you. Too many at one time could literally kill you. Try to avoid that, okay?

Items

School Uniform (Free for all Origins except Entrails Animal/50 CP) - This is a nice school uniform. Very sharp. If it gets dirty, or damaged, a brand new one is on your bed the next morning. Conforms to whatever is the local uniform. Can be bought multiple times for different outfits.

School Supplies (Free for all Origins except Entrails Animals/50 CP) - It's just school supplies. The basics of the basic no matter what world you're in.

Smartphone (Free for all Origins except Entrails Animals/100 CP) - A smartphone in your choice of color and style. Capable of connecting to the internet wherever you go. 4G network capable. Somehow can get a signal in whatever modern era world you find yourself.

Cash (Free for all Origins except Entrails Animals/100 CP) - 10,000 yen free and clear. Can be bought multiple times. Ojou-sama comes with five purchases free.

Important Memento (100 CP/Free for Drop-In) - This memento can take many forms, but it must be something meaningful to the holder. You can shake off despair or mental control just by seeing this talisman of better times. If the memento holds a similar meaning to someone else they can gain the benefit as well.

Reliable Transportation (100 CP/Discount for Drop-In and Student) - It's a 20 speed bicycle in your choice of color. Perfect for racing and off road riding. Pads and helmet provided!

Collection of Entrails Animals (100 CP/Free for Moderator) - Why do you want this? They're just fugly little plushies. Whatever, it's your choice. You get a set of ten. Moderator Only: You can make your own Kampfer with these. Just give your chosen warrior (schmuck) a doll and voila! Replenishes at a rate of one doll per Jump. Can't be used to get around purchasing a Companion.

Sexy Lingerie (200 CP/Discount for Kampfer and Moderator) - This doesn't just look good, but feels good as well. Great for sleep or showing off for that special someone. Grants a bonus to all Charisma based Checks and a penalty to Willpower for that 'someone.' No, I'm not kidding.

Nice House (400 CP/Discount for Ojou-sama and Moderator) - A perfectly nice house with all the comforts of home. Two stories with a basement and an attic. Surprisingly large all things considered. Follows along in later Jumps and can be a Warehouse add-on. Always has the appropriate paperwork and utilities.

Companions

Basic Companion (50 CP) - Feeling lonely? Have a completely original starting companion. They're built on 600 CP with any background (except Moderator) free. Yes, this includes an Entrails Animal. If you want this can even be an import option. For the low cost of 300 CP you can import up to eight companions.

Canon Companion (100 CP) - Was there someone you liked among the cast? Invite them along with you! While this doesn't guarantee that they will join you, it at least makes your first meeting pleasant. It's up to you to convince them. Doesn't include Kaede.

Moderator's Puppet (300 CP) - This lets you either create a Moderator, import an ally, or invite Kaede along for the ride. Just remember that it's on you to convince her.

Drawbacks

Have fun and go nuts! There is no limit, but please cheese responsibly.

Harem Comedy (+100 CP) - Well isn't that swell? You're stuck in the fanservicey anime version and not the more serious Manga/Light Novel versions. Good luck surviving the insanity as everyone's worst qualities are magnified in favor of the Gainaxing.
-Why!? (+100 CP) - Now even that low bar is gone. What have you done Jumper? Did you truly want a fanservice experience like this? Try not to go insane as Natsuru's denseness becomes greater than a White Dwarf, Akane is a trigger happy psycho no matter the form, Shizuku makes Gendo look like an unprepared noob, Mikoto as a hyperactive yandere, and Kaede as a dominatrix. Wait. She already was kinda that in canon. Awkward.

Clueless Protagonist (+100 CP) - You are romantically clueless. While it doesn't stop you from making friends, or noticing the affection people have for others, it just doesn't click when directed at you.

Obsessive (+100 CP) - There is something you enjoy above all others and it can be quite a distraction. When confronted with the source of your obsession, only an act of will can get you to concentrate. Can be taken multiple times, but do you really want the hassle?

Time Out (+200/+0 CP) - For some reason your power is heavily restricted to 10 minutes per day. How this happened is up to you. Maybe you pissed off the Moderators somehow? If you're an Entrails Animal with a Kampfer Form you must take this for free.

Personality Shift (+200/+100 CP) - Your Kampfer Form not only confers great power, but perhaps even greater personality changes? Roll randomly for your Kampfer Form's dominant emotion. 1-Angry, 2-Sad, 3-Happy, 4-Masochistic, 5-Timid, 6-Brave/Reckless, 7-Loving, 8-Sadistic. For +100 CP only you can choose the emotion. This can be taken multiple times, but I question your logic Jumper.
-Jumper-Minded (+100) - This is ridiculous. Instead of being in control you're someone's alternate personality. You can import a Companion to fill the role of the other persona. Whoever is sharing the body gets this CP added to their total. Just don't expect them to be too happy with you.

There Goes the Neighborhood (+200 CP) - You've become a magnet for supernatural shenanigans. If there's a Kampfer battle? Expect to walk right into it without hearing anything beforehand. Why are Kampfer falling in your backyard? Did one just fly through your bathroom window? 10% per week of a random Kampfer encounter. This stacks weekly until an actual encounter happens and the counter resets.

Kaede is Watching (+300 CP) - In canon the Moderator's puppet Kaede would develop a major crush on Natsuru. Now she has her sights set on you. She's a crazed yandere hiding behind a sweet facade. For an added +100 CP you completely forgot you took this Drawback.

White Kampfer (+400 CP) - What are the White Kampfer? They're the ones who serve Kaede and the Moderators in their quest to keep the Proxy War running. Why is this such a bad thing? Both Red and Blue will be out to kick your butt. When taken with 'Kaede is Watching' you are now her brainwashed servant. Maybe someone can free you? For putting up with the added aggravation take another +100 CP.

Nobody's Friend (+600 CP) - How did you manage this? Red, Blue, and White are all hunting you! What did you do? The only good news is that you might be able to talk them down. Maybe. Just don't expect your time here to be pleasant that's for sure.

10 years pass…

Return - After ten years of this I would want to go home too.

Stay - You really didn’t get enough? Well I hope you enjoy yourself. All Drawbacks are nullified.

Continue - It can’t get much weirder than this, right? Ha ha ha…