

Dangan Ronpa Jump, version 0.whatever



Welcome to Hope's Peak Academy! Founded by Izuru Kamakura many years ago, this Japanese high school is dedicated to the cultivation of talent- your talent. With this acceptance letter, you've officially become the next Ultimate student to be enrolled within these hallowed walls. It's said that those who graduate from Hope's Peak Academy are set to succeed for life, and with Alumni in every conceivable field, it's hard not to believe that. Before you take the first step into your future, however, please take these 1000 Choice Points (CP) to get yourself settled! I'm sure you'll have a lovely, productive school year, in which nothing goes wrong. I mean, what's the worst that could happen?

Talents

Regardless of talent, your sex is the same as last jump, and your age is 15-17. You can switch sex for free, if you want.

Ultimate Lucky Student (drop-in):

Well, well, well! Looks like you're quite the lucky duck, hm? Some people would argue that luck isn't a talent, but Hope's Peak disagrees. Every year, a raffle is held for a random student like you to become a part of the main course, and you won! Unburdened by silly things like 'memories' or 'family,' you'll find yourself at the front gate of Hope's Peak Academy clutching your acceptance letter, ready for a fresh start.

Ultimate Coroner:

Oh, dear. What an unusual talent! It seems that you've spent several years being raised under a relative that worked with the police force, and they often brought you along for their cases. You picked up a knack for the work, and assisted your relative (unofficially, of course) on several tricky deaths. One of our intrepid talent scouts picked up on your trail, and one day an acceptance letter found its way into your mailbox. Though, really, what are the odds you'll have to use your talent this year?

Ultimate Pop Star:

Lights! Camera! ACTION!

Well, that's what I'd say if you did anything that had to do with film. Instead, you're a pop star! Musical talents are common, but yours is a cut above. Your band's debut song made a large dent in the charts, and you've been living the high life ever since. Popularity, critical acclaim, cash, it's all been yours ever since you burst onto the musical scene! Success was already yours, but by deciding to attend Hope's Peak, you've put your career on hold to truly guarantee a blessed life. Spread that cheer to your new classmates!

Ultimate... Reserve Course Student?:

There seems to have been a terrible mistake. We're very sorry, but your acceptance was not, in fact, to the main course. You're a Reserve Course student. Your parents paid for you to attend Hope's Peak Academy, using the school's good name to excuse the ridiculously expensive fees the Reserve Course requires. Despite this, you'll receive a worse education, worse conditions, and be a part of a generally depressing atmosphere while you watch Main Course students go about their happy, successful lives. How does it feel to be a talentless loser? It almost makes you want to do something... Desperate.

No matter what path you took to get here, you stand at the front gate to the Hope's Peak Main Course Building. Whether you're one of the talented students about to enter and start your school year, or talentless trash that'll turn around and head back to your own building, you suddenly begin to feel faint. The world spins around you, and for a single moment, everything goes black.

Then you wake up, and the game begins.

Perks

100CP perks are free and mandatory for their Talent, and all other perks in that tree are discounted. You're special, after all! Unless you aren't.

Truth Bullets (0): Everybody gets this perk. While engaging in a Class Trial, certain parts of your classmates' arguments will be "highlighted" for you. If you shoot a Truth Bullet, AKA a piece of evidence, at that highlighted segment, you'll either break through their argument or back them up, depending on your intention.

Ultimate Lucky Student

Ultimate Luck (100): You're the Ultimate Lucky Student for a reason! However, luck in this universe works a little differently than you may be used to. For some, luck works only in slight ways, acting more as invisible plot armor than anything else. For others, it's a bombastic, noticeable effect, that swings from one extreme to the other. Your luck is of the black-cat variety. Rather than being directly to your benefit, bad things happen to other people around you instead. Maybe you only got accepted because the other raffles were accidentally thrown away? At least you can expect not to be murdered while others around you still breathe. This is only toggle-able after you complete the Jump.

Sore Wa Chigau Yo! (200): Your Truth Bullets are extra effective. As soon as you see a contradiction within someone's statement, or they state an idea that you can expand upon, you can immediately jump in with a shout. All of your statements that are made this way are guaranteed to be easily-expandable upon and relevant to the mystery at hand, but it comes at the cost of requiring someone to provide an idea in the first place.

Ultimate Hope? (400): Makoto Naegi you are not, but you share his passion in the face of madness and his ability to unite those around him. Even when those around you falter and fall to despair, you can bring them back to relative sanity. If the world ended in front of your eyes, you'd be able to staunchly say that you'll rebuild it, and more importantly, others will believe you.

Russian Roulette World Champion (600): Alright, fine. You wanted bullshit luck? You get bullshit luck, with this perk. Remember, though, that such fortune always comes at a cost. If your luck is being further boosted by perks from other jumps? The cost will be even greater. On the bright side, you'll probably come out relatively unharmed and stylish, even if everyone else dies horrible deaths.

Ultimate Coroner

Gag Reflex (100): You wouldn't be much of a coroner without this perk. Blood, gore, even the most horrific arrangements of human pulp won't trigger your gag reflex. To sweeten the pot, you can extend this effect to others, so that your work won't be interrupted by someone hurling all over your important cadaver. Additionally, though this prevents you from losing your lunch, it won't dull your empathy for the victim in question. Death leaves behind no beautiful corpses.

Actual Coroner Ability (200): As expected of the Ultimate Coroner, you have an inherent skill for this line of work. Corpses can do little to hide their secrets from you. You're skilled in differentiating cause of death from irrelevant wounds, measuring the depth and severity of cuts, being able to determine the time of death, and more. While your tools may be limited and your circumstances daunting, you'll always be able to discover at least something about the body and how it came to be. If you continue your chain, your skill and knowledge will be updated accordingly if the setting is home to different sentient species.

Bullshit Detector (400): You're no ordinary coroner. In suspicious circumstances, suspicious evidence can often be found with the death of another. In the back of your mind, you can always sense when this evidence has something wrong with it. Whether it's been forged, or there's more to it that hasn't been explored yet, you'll always find the truth about it. However, what you do with that truth is up to you. Conveniently, it also works as a proto-lie detector, though it isn't foolproof and certainly isn't enough to accuse someone.

Sit the Fuck Down (600): You're not done yet. While condemning someone of a crime, all you need to do is fix them with a stare, and they won't be able to move until you've finished. You can list piece after piece of evidence, recount witness testimony, and sum up the entirety of the case against another before they can even get the chance to refute your statements. The initiative is a powerful thing, and once accused, it can be difficult for others to believe in your target. Use this wisely.

Ultimate Pop Star

Genki! (100): You're excitable! You're energetic! You could jump around, or Jump around, for days on end! Even if, totally hypothetically, you were trapped in a horrific killing game that had no end in sight and continually turned up victims that were killed by your friends and allies, you'd be fine! Looking on the bright side of life is very important when it feels like nothing will ever get better, and your energy is almost infectious. Other people around you won't be smiling and doing a jig, but you have a way of settling peoples' fears and helping them lower their barriers.

Little Miss Fanservice (200): Well, someone had to be the attractive one. It's only fitting that it turned out to be you, after all! Yet this isn't just a beauty perk. As long as you're strutting your stuff and showing off whatever it is that makes you such a hottie, you'll find that you're no longer a target for murder plots or attacks. This only works to a reasonable degree, of course, but when it comes to premeditated, carefully planned murder, you have a much greater chance of survival. Consider this the "big brown anime titties that never die" perk.

Springboard Brain (400): Sherlock needs a Watson, and you fit perfectly into that role. Perhaps you're not the smartest in the class, but others can always find themselves bolstered around you. You unwittingly say things that inspire your classmates to the truth of a matter, or perhaps you simply support them in a way that they find themselves entering the zone. This also applies to non-intellectual matters, fighters will find themselves fighting harder beside you and your friends will always discover the limits of their talents are a little further than they thought.

Resolve (600): Nice isn't always Good, and Good isn't always Nice. You're tired of people thinking that just because you're kind, you're a pushover. No, deep down, there's a well of resolve within you that you can draw from at any moment. The kind of resolve that could drive someone to kill for a loved one, or even condemn an entire class to death. This well within your soul will never die, and you'll find your willpower permanently reinforced as you continue on.

Reserve Course Student

Nobody Special (100): Oh, you're nobody, really. Just an inter-dimensional, super-powered, world-crossing Jumper with infinite potential. As long as you can hold onto yourself and remember who you are, no one will ever be able to control you! Even when afflicted with amnesia, focusing on your current self is all it takes to stop someone else from bending you to their will. You're nobody but you, at the end of the day. Do note, however, that you can't inspire other people with this ability. Anyone else that's been broken will need to find their own reason to keep living. They're not exactly a Jumper, after all.

FFFFUUUUUTUUUURE (200): Pick an idea that is neither Hope nor Despair. Victory, Technology, it can be anything. If you strive towards this idea, no matter the consequences or what anyone says, you'll find your steps to be resolute and significant. Others may fall in line with you, but all that truly matters is that you work towards what you believe in. If you do, you cannot possibly fail. Falter, however, and you may fall to despair.

The Only Functional Person Here (400): Jesus, are you the only sane person in this school? As it turns out, fantastic talent that puts you on a pedestal is not a recipe for mental stability, and it certainly shows. However, with this perk, you'll be able to reign in the crazies in your group. The more diverse and "out-there" the personalities in your entourage are, the better you'll be able to set them to work in a constructive way. Want to work with a literal serial killer without having to worry about being stabbed in the back? Now you can!

Fine, You Get a Super Saiyan Form (600): Placeholder because I can't figure out what the fuck to put here besides some despair bullshit.

"Upupupupu...!"

A strange chortle echoes in your mind as you groggily wake yourself. From what you can tell, you're sitting at an average desk, in what appears to be a totally average school room. A small black tablet is on the desk in front of you. The projector shudders to life, and the image of a black and white bear sitting on a table appears on the screen. It waddles to its feet, and sassily places a hand on its hip.

"Finally up, eh kiddo? Well, sleepyhead, you're way behind all your classmates, so lemme give you the 4-1-1. I'm your headmaster, Monokuma!"

The bear pauses, as if expecting a reaction. Given the fact that this is obviously a video, it can only huff and continue its spiel.

"I'll your fluffy and loveable teacher for this school year! You might be anxious getting into it, but... I don't care! Gyahahahaha!"

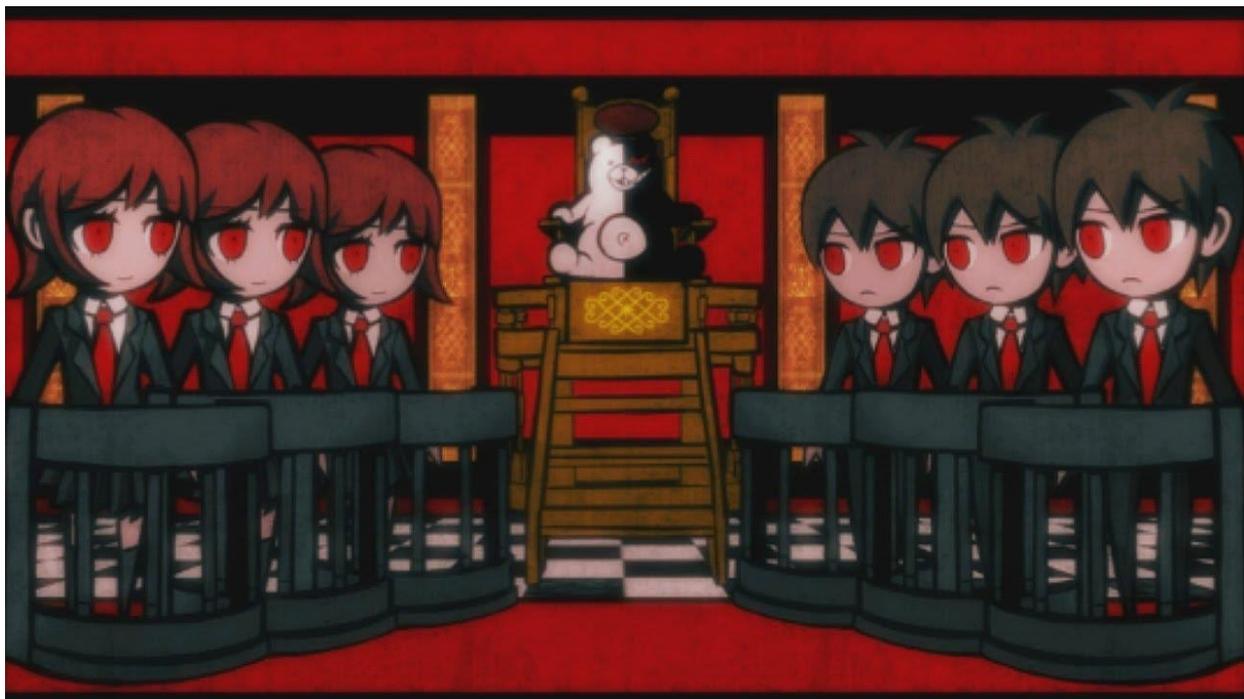
It enthusiastically clutches its stomach as it rocks with false laughter.

"I got one job and one job only: to make sure you don't actually leave this area. No friends, no family, and ESPECIALLY no conjugal visits for naughty brats like you!"

"Buuut... If you really, REALLY wanna be free again, there's a way out."

It raises a conspiratorial paw, as if this was a secret between the pair of you.

*"Just **take out** one of your fellow students! And I don't mean on a date, bucko. If you can do that, and manage to not be voted as the killer in the following trial, you'll be off scot-free! I won't even tell the cops about your little incident, upupupu."*



The screen shows an “example” of this. Afterwards, the door to the classroom cracks open, and the bizarre bear hops off the table on the screen.

“Oh, yeah, check out that digital handbook of yours for the rules. Avoiding punishment is a good thing, right?”

“Upupupupu...!”

The video begins to loop, which can only be taken as a sign to leave. On the other side of that door are your classmates and your new “education.” Will you try your best to escape on your own, or will you succumb to despair...?

Items

jesus christ what do i put here besides donuts and sex toys

Drawbacks

You can take up to +700CP of drawbacks. You can take more, but you won't get more CP.

The mysterious 17th student, Jumper... (0): The killing game you've become entangled in is, in fact, the one that took place during Danganronpa 1! You can replace Makoto or just become an extra class member, but either way, I hope you're ready to get intimately familiar with Hope's Peak Academy.

Super Dangan Jumpa 2 (0): Ready for some sun and surf, huh? Welcome to SDR2! Unlike the first jump, you won't get the option of replacing the protagonist Hajime Hinata. However, I hope you realize that introducing a foreign element to this killing game could significantly skew the results.

Gimmick Character (+50): It's not awful, but people here seem to be very closely linked to their talent. Something similar happens to you with this drawback.

Hope Fanboy (+50): Oh boy. While this won't stop you very much in your day-to-day life, you'll find yourself rubbing against the nerves of others with your constant hopegasms. Plus, Monokuma will probably put you on his bitch-list. For everyone's sake, try to not take this with Despair.

ON THE MEAT BONE (+100): As it turns out, condemning one of your classmates to death by presenting the final piece of evidence can be pretty hard. With this drawback, however, it almost becomes an impossibility. You stumble over your words, fumble with evidence, and generally act incompetent in the worst possible moment.

Obligatory Dumbass (+100): Every game needs one, and it's you. You'll barely have a brain-to-mouth filter, and the things that come out of your mouth are liable to make those around you remind you that someone fucking died, Jumper, now is NOT the time to talk about 9/11.

No Powers (+200): Right there on the tin. You're talented, not a god. Seals your memories of how to use those powers, and the jumps where you got them. Additionally, you'll be brought down to normal-teenager levels in mundane stats. Basically, you're a normal teenager, outside of your talent.

Despair (+300): Ah... Isn't it wonderful? The deep, abiding sensation of despair, crawling up and down your arms like goosebumps? It makes you want to spread it to everyone else in your class...

You Can't Save Them (+300): Your classmates will die in this jump. You can't stop that. There will be class trials, and if you find the killer, they will be executed. Even if you have all your superpowers, all your abilities, there's no stopping this. You can only do is stick around for the ride.

Hope for A Better World

Did you come to like this world? Well, I can't blame you. Your Jump will end here, with all of the powers and companions you've gained over the years. Time will resume back on Earth, your friends and family finding a way to be happy without you.

Despair That Claws at Your Heart

It seems this world broke your spirit. It's understandable, of course. You'll return to Earth, with everything your Jump has blessed you with so far.

The Future Waits for None

Of course. You'll continue to march to the beat of your own drum, and thus your Jump continues.

Notes: The Jump end-condition has two options: the first is when the killing game is over. Whether that means if you get away with murder, or if you make it to the end, is up to you. The second, however, is after spending 10 years in this world, as standard. Since DR often involves memory-fuckery, it'll just be 10 years from when the killing game starts.

If you take ON THE MEAT BONE and Sit the Fuck Down, you'll present most of everything normally, but will falter on the last piece of evidence.

Yes, you can take Hope Fanboy and Despair, but don't expect to enjoy being a Nagito clone.

If you don't take The mysterious 17th Student, Jumper... or Super Dangan Jumpa 2, the killing game you'll be a part of is some miscellaneous one. It'll be just as interesting and wrought with intrigue and colorful characters as the others, but without you already knowing what happens in advance.

I'll add a V3 scenario when the game comes out in English or whenever I update this.

I based the perklines on "archetypes" found throughout DR characters.

Fanwank something for why a Reserve Course student that wasn't Hajimeme is still alive. Maybe it's related to your status as a Jumper, or the killing game you're involved in?

Yes, gag reflex can be used for lewd things. Weirdos.