



Doll Waifu Jump

Version 1.0

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In a small workshop, a lone figure stands over a beautiful, unusual doll. When the doll's eyes flutter open, the person standing over them smiles. Or perhaps they frown. Regardless, this is the beginning of what could be a beautiful partnership. On the other hand, this could be the commencement of a much tenser relationship. Welcome to the world of *Doll Waifu*, jumper. Take these points. They'll make the coming days easier.

You now have 1000 Doll Points. Use them wisely.

This is an SFW UC--09 CYOA Jump. Have a link to the [source](#).

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump.

Doll (+200 DP): By taking this origin you are not the figure standing over the doll in the intro text. You have instead opted for the more difficult route of being the doll the figure is standing over. You are a doll that blends magic and science, though the degree to which you blend the two differs depending on which type of doll you choose to be; by being a *Magic Clockwork* doll you blend magic and science somewhat evenly. If you are a *Shiny Metallic* doll, you blend science and alchemy more so than science and magic, and lean more towards science than magic. If you are a *Plain Traditional* doll you are primarily a thing of magic, with some good old craftsmanship thrown in. If you are a *Lifelike Synthetic* you are mostly a thing of science though your power core seems more esoteric than scientific. Each type of doll also corresponds to a dollmaker of a specific type, *Magic Clockwork* aligns with *Magic Chronosmith*, *Shiny Metallic* aligns with *Metal Tinkerer*, *Plain Traditional* aligns with *Traditional Dollmaker* and *Lifelike Synthetic* corresponds with *Synthetic Scientist*. By default this origin becomes an **alt-form** in later jumps.

Please Note: The remaining origins are all that the human standing over the doll might be. Barring something like a drawback or a companion inserting into the doll (in which case the companion will select the type of doll they want to be), the doll's type will correspond to the origin you choose (assuming you opt to be the human); Magic Chronosmiths get a Magic Clockwork doll, Metal Tinkerers get a Shiny Metallic doll, Traditional Dollmakers get a Plain Traditional doll, and Synthetic Scientists get a Lifelike Synthetic doll.

Magic Chronosmith (Free): You are a magician of at least some skill specializing in both enchantment and chronomancy. You have mostly created trinkets before now, small toys that synergize functions related to time and tools. The new doll you've encountered seems more than willing to present you with a fascinating opportunity to grow as a spell caster.

Metal Tinkerer (Free): You are a skilled blacksmith, talented at creating small, precise devices that can be a critical key to larger machines. Your skill with blacksmithing is the key that allows you to learn from the doll you've happened across.

Traditional Dollmaker (Free): Traditional doll making is an under-respected and undervalued art. Nonetheless you've come far as a traditional dollmaker, and are quite skilled at the fine motor control and dexterity that this requires. Your skill with dollmaking and other associated arts are likely going to improve as you care for and work with the doll you now have.

Synthetic Scientist (Free): You are a scientist. While true scientists in this world of magic and supernaturalism are rare, you are clearly an oddity and have made your way through this world

learning about real sciences such as biology and chemistry. Your skills as a scientist make you quite compatible with the high-tech scientific miracle that is the synthetic doll you're befriending.

Starting Location:

There is a single starting location here; the Doll Workshop.

1. Doll Workshop

The precise sort of workshop you find yourself in depends on the type of doll you have. Assuming zero drawback-based interference you will find yourself in an Arcanum Chamber if you're a magic chronosmith, a Machinery Shop if you're a metal tinkerer, an Inventor's Shop if you're a traditional dollmaker, and a Technical Lab if you're a synthetic scientist. The exact circumstances of you starting off your time in this jump will depend on whether or not you're a doll. If you're a doll you'll open your eyes and find the human here standing up in front of you, startled by your awakening. If you're a human you'll find yourself in front of the doll who reacts to your proximity by waking up, opening her eyes and giving you a look based on her personality. As you exit the workshop you discover that it is inside a nice household

Perks:

All appropriate perks are innately toggleable.

Doll Perks:

Doll Physiology (Free And Mandatory For This Origin): You are a doll. This comes with some innate advantages, as well as a few minor drawbacks. Firstly you are enduring, as you are fashioned from a fusion of magic and science. Your body is tough and you can take a beating, though how tough you are depends on what type of doll you are (Plain Traditional Dolls and Lifelike Synthetics are only somewhat tougher than humans, while Shiny Metallics and Magic Clockwork dolls are a good deal tougher than humans). This also removes your need for sustenance and things like sleep or breathing. Sadly, for the duration of this jump, you are unable to be completely independent. There are facets of your physiology that require external assistance to be properly maintained, and this external assistance needs to come from someone who is at least a little bit skilled with a variety of things related to your precise origin. It'll take a specialist to keep up with you just like it'll take you to keep a specialist safe. In future jumps, or with the right OCP you can figure out how to address this alone.

You also get two powers, or gifts as they are called in the source material, by default; the one linked to your doll type (Meta-Material for Magic Dolls, Mecha Musume for Metal Dolls, Spirit Possession for Traditional Dolls and False Primulacra for Synthetic Dolls) and one other one you can choose at will. If you wish you can replace your type-exclusive power with another one that is not type-exclusive. Additional powers cost 50 DP) each. The one power that is in the source material that is not an option is **Replica Twin** (which is part of a scenario).

You also have one doll essence; Introspection, Peerless Beauty, Empathetic Soul, and Eroticism. Each of these offers some benefit to the dollmaker traveling alongside you, and to others you love and are loved by. By default you only get one essence, though there may be some OCP that allows you to get more. If you have more you can swap out your active essence, or can offer one of your essences to aid in the difficult process of dollmaking (specifically making dolls like you).

Chameleon (100 DP): You quickly and silently study people, adapting to quirks of theirs and their base personalities with incredible ease. You can use this to quickly befriend people, or at least prove helpful enough to them that they decide they can keep you around. You also learn to study organic lifeforms and can come to predict their actions based on their attitudes.

Assistant (200 DP): You are a talented assistant, capable of quickly learning how to aid others and can innately do a variety of things that make life more convenient for others such as cook delicious meals, tend to important but distracting tasks, and help care for someone's body. This gives you minor skills in a variety of areas such as first-aid, and empathy, and gives you a learning boost in all the areas related to your own maintenance and the upkeep of your unique form. This also boosts your teaching speed, making you able to help others become more independent.

Enhanced By Equipment (400 DP): Equipment of all sorts enhance you. This can be as simple as a wool hat, or as mystical as a necklace made from rubies mined from the heart of an active volcano. More mystical and ornate equipment enhances you in more suitably dramatic ways, but there is power and purity in simplicity and something that is lovingly made can offer powerful enhancements all its own. Many of these enhancements may be things that affect those around you, such as a charming effect that makes animals like you, or an ability to help other people sleep regardless of things like comfort or temperature.

Mystery Seeker (600 DP): As a doll, it seems fitting that some facets of yourself are beyond human. Impossibly real and pronounced. One particular area in this trait that is true for you is your curiosity. You have an inhumanly curious mind, one that is naturally drawn to mysteries and to making sense of the world around you. Your mind is keen and you are skilled at finding the answers to mysteries, provided you follow your instincts and trust your curiosity. Any mystery, no matter how esoteric or long forgotten, you put your mind to will be solved, so long as you put in the time and energy needed to solve it. You also get rewards that fit the mystery you have solved.

Magic Chronosmith Perks:

Internal Clock (100 DP): You possess a frightening accurate internal clock. At any given time you can turn inward and know exactly what time it is. You also know how long it'd take you to do anything that is purely dependent on you, such as how long after you pull a trigger a bullet will fire out of a gun.

Arcane Arts (200 DP): You have a level of skill, both innate and the product of some study, when it comes to the arcane arts. This gives you a lesser form of the *Magically Gifted* gift that a *Doll* can have. You are especially skilled, naturally, when it comes to storing spells in objects and magic that temporarily animates inanimate objects. You have an astoundingly high level of upward potential, but you will need to work to really master it.

Longevity (400 DP): Your actions are remarkably long-lasting. When you maintain something, be it turning a clockwork key or doing something like cleaning the rust off of something, the effects of it persist for much longer than they should. You will not need to put in half as much effort to keep your doll going as you would otherwise. This means many basic, repetitive duties you perform will only need to be done a few times.

Magic Maker (600 DP): What you create is naturally infused with powerful magic, so long as you'd want it to be. Your creations are more magically inclined, more sensitive to magic, and can even help you or someone else overcome the effects of spells. This trait rubs off on things you own but didn't make, and on stuff you maintain. This also gives you the knowledge needed to figure out how to make *Magic Clockwork* dolls yourself (and create doll essences), though acquiring the necessary resources is still on you.

Metal Tinkerer Perks:

Blacksmith (100 DP): You are a skilled blacksmith, though one who is ultimately mundane. Still you know how to forge all sorts of materials and you know how to care for a forge with ease. Additionally, you are quite a bit faster at blacksmithing than mundane smiths are, letting you create materials in hours, rather than days, even with historical equipment, and craft things in minutes with modern equipment.

Assembler (200 DP): You are finely skilled when it comes to creating complex items that are more than the sum of their parts. You are able to create and assemble complex items with a number of small pieces that add to their overall function but make them harder to safely disassemble. Additionally, the more complex you make something the better it becomes, being altogether more effective.

Precision (400 DP): You are remarkably skilled at precise actions, allowing you to more skillfully maintain your dolls. Things that require extremely precise movements, such as fitting something small and thin into a tiny hole to clean something out, will be hilariously easy for you.

Metal Brain (600 DP): Your creations are wise, their minds enhanced beyond what should be possible. Things you maintain take on facets of this as well, particularly when it comes to golems, magical constructs, and synthetic lifeforms. Your creations and things you maintain are also more loyal to you than they'd otherwise be, their minds being subtly moved by the quality of your maintenance and the detail you put into their construction. This also gives you the knowledge needed to figure out how to make *Shiny Metallic* dolls yourself (and create doll essences), though acquiring the necessary resources is still on you.

Traditional Dollmaker Perks:

Tailor (100 DP): In addition to your innate skills in making normal-sized dolls, you are also quite good at creating items like clothes for dolls, even ones that are life-sized (or bigger). You are also quite fast, letting you do this in minutes. This could be the start of a wonderful career as a fashion designer...

Aesthetic (200 DP): You are strikingly skilled at making things that look good. Additionally, the better you make something look, the better it functions in every respect.

Sturdy Maker (400 DP): You are remarkably good at improving the durability of things you make. With careful, diligent maintenance you can prevent your goods from breaking, and steadily improve their durability until they are impressively hardy. You can also do this to things you didn't make, but it's a bit harder and more resource-intensive. Still, if you have time and resources then you can do a lot with this.

Toy Maker (600 DP): You know how to create wonderful toys, bright and vibrant playthings with a multitude of uses. You can also install hidden functions in the things you make, similar to how your doll companion has abilities that are not evident with nothing more than a glance from the naked eye. Things you maintain also take on facets of this, developing new and hidden abilities over time. This also gives you the knowledge needed to figure out how to make *Plain Traditional* dolls yourself (and create doll essences), though acquiring the necessary resources is still on you.

Synthetic Scientist Perks:

Biologist (100 DP): You are a trained and true biologist, one with something akin to a PhD in biology. This gives you an updating mental database that gives you knowledge of all sorts of mundane lifeforms in future jumps you visit, letting you understand basic biology facts about them.

Mimic Maker (200 DP): You are quite skilled at creating things that look natural. You naturally excel at making things that are uncannily good imitations of other, more natural things. You can use this to create skillful disguises, but you can also use this to make dolls that are frighteningly good mimicries of actual people.

Lifelike Maintenance (400 DP): You have a very special maintenance ability. You can treat inanimate things like they are living, and maintain them that way. This means you can give an object food and water and watch as it maintains itself. You can fix broken things by treating them like pets you love and care for, fixing and repairing things you made and/or own with greater ease than things that are not yours.

Unique (600 DP): Your skill is in making one-of-a-kind things. Your creations are unique, with distinctive abilities and appearances. You will make all sorts of wonders, or horrors, with this, each of which will catch your friends and foes alike off guard. The items you maintain also grow to reflect this tendency toward uniqueness, spontaneously manifesting new traits over time. This also gives you the knowledge needed to figure out how to make *Lifelike Synthetic* dolls yourself (and create doll essences), though acquiring the necessary resources is still on you.

Gifts:

This section is for doll gifts, the powers that a given doll can get. Each doll gets two abilities for free, by default this is their type-exclusive gift (Meta-Material, Mecha Musume, Spirit Possession, and False Primulacra for Magic, Metal, Plain, and Synthetic dolls respectively). That said, you can pay 50 RP to give them additional gifts, and the type-exclusive gift can be swapped out for another gift if you wish. Human jumpers decide which gifts their dolls have, unless their dolls are companion imports, or they select a specific drawback, and doll jumpers decide their suite of gifts no matter what.

Separable Limbs: Your doll (or you, if applicable) can be separated from their limbs. These limbs keep functioning even when they aren't attached to her, and replacing limbs is as easy as affixing replacements to the proper space. Additionally, your doll has perfect spatial sense when it comes to her separated limbs.

Mentalpathy: Your doll is minorly telepathic, able to transfer words, sounds, and images to other minds, as well as control dreams and subtly alter perceptions. She can even partially read the surfaces of other minds, including yours!

Magically Gifted: Your doll has some arcane abilities, knowing how to do things like teleport, and has the ability to use a variety of quality of life convenience magic. Beyond that she can learn more magic, and is able to teach you some magic as well.

Ventriloquist: Your doll can take control of other dolls and other movable mechanisms. She can use things like puppets as secondary bodies, and the objects she seizes control of does not need to be complex or right next to her for her to take control of it.

Living Likeness: Your doll is eerily lifelike, able to do things like sweat, cry, eat, sleep, and even bleed. Somehow her body is also incredibly soft, allowing you to hold even a metal doll if you want.

Complex Parts: Your doll carries an arsenal within her, as her body is riddled with supplementary components that let her exercise a number of abilities and use a variety of tools. She can have weapons hidden inside of her, or have extra limbs that allow for more mobility such as flight or better swimming/underwater operations.

Dress Up Mimic: Your doll has a unique ability to gain near-instant proficiency in a variety of careers and roles based on her outfits. If you can design armor for her she can become a skilled warrior, if you make magic robes for her she can mimic a wizard passably.

Meta-Material: Your doll is made of some strange material that allows her to configure and control her body in ways that differ from what another doll could do. For example, she could be made of slime, letting her control her form with frightening ease and specificity, or made of crystal which would tremendously increase her durability, etc.

Mecha Musume: Your doll has a secondary form vaguely resembling a sort of modular suit of power armor hidden away somewhere. She can enter this flexible, adaptable form so long as she's close to it, and can use the thing's abilities with ease, however this is taxing and afterward she would need to recharge for a few days before returning to normal functioning.

Spirit Possession: Dolls with this ability can separate their souls from their bodies, and can incorporeally and near-invisibly explore the world as well as possess other living things, other doll shells, or even inorganic objects. She may or may not be able to control them, depending on the size of their souls and consciousnesses may make this hard or impossible.

False Primulacra: "Dolls" with this ability are artificial but fully organic lifeforms. They can age, give birth to living human children, and are naturally attuned to the humans who help "maintain" them.

Items:

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General Items:

Unusual Objects (4 free, 50 DP each after that): Your doll, or you before you started your time here if you are a doll, collected four unusual trinkets. These small accessories give you or your doll new abilities, depending on the trinket in question. You can have four of these for free, and can purchase more for 50 RP each.

Notable Locations (100 DP Each): You are the owner, legally and otherwise, of a notable area near your workshop. This area will provide you with easy access to resources, and a small income due to tourism and other, more commercial activities. This place follows you into future jumps.

Doll Shell (200 DP Each): Somewhere in your home is a second, inert doll shell. The type of doll it represents is something you select when you purchase this item. You need to find some way to awaken the consciousness within this doll, but if you do that is a second doll for you and your ally to befriend and take on adventures with you. These dolls are lesser in power than the main doll, having only a single gift, but are still loyal and customizable allies with personalities and interests you design when you select this item. You can buff the cost of the item to 400 RP, if you want to get a doll who is equal in power to your doll/you.

Workshop (First free, 200 DP for one of the three remaining types of workshops): This place is a perfect workshop to maintain your doll/be maintained. The first one, which corresponds to your origin or doll type is free and comes with more than enough to keep on maintaining the doll. After that you can grab additional workshops for 200 DP, and each new workshop comes with enough material to eventually figure out how to build both lesser dolls and also dolls equal in potency to you or your doll, depending on your origin. Any purchased workshops follow you along your chain, even if you don't take the Dollmaker's workshop item, entering your warehouse or being imported into any chosen property you select in future jumps.

Dollmaker's Workshop/Home (400 DP): For free, for the duration of this jump (regardless of whether or not you take this item) you have access to a combination workshop/home. You can design the specifics of it, according to the base rules of the CYOA (you can customize its size, style, the make of the furniture, and select a number of rooms based on the size of the home). By taking this option here, this item follows you for the rest of your chain. Additionally, you can select three additional rooms for your household and one grand construction for free, and can pay 50 RP more for each additional room, and 100 RP more for each additional grand construction.

Companions & Followers

Importation & Creation (50 DP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 DP to spend themselves on perks, and items. Companions cannot take drawbacks. There CAN be multiple humans and multiple dolls, if you have enough companions to do that. You can also use this to create custom companions who join your chain here.

New Friends (50 DP): This option is for companioning other Doll-Waifu-verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's sapient), native to this setting the ability to come with you to future jumps, if you can persuade them to come with you. If you wish, you can use this to companion the doll or the human without doing the scenario.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the... *Road-Verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Unusual Oddities:

Your doll, or your human (whichever one you are not) has a plethora of knowledge and insights into oddities around the world. They tell you that there are mysteries to be solved and asks for your help in addressing them. You get the opportunity to address various situations and problems throughout your home and beyond, and if you rise to any given situation and work to address it you can get unique rewards. Additionally, this does include the *Your Goal(s)* section at the climax of the CYOA. The Oddity to be the doll is not included in this and does not count towards the goals beneath this part of the jump doc.

There is one original oddity available for jumpers: *Mystery Rooms*. In it your household randomly gets bigger one day, new rooms spontaneously appear. If you research the rooms you can find one guarded by doll-like monsters that lack the intelligence of your doll/you. If you defeat these dolls you are able to proceed past their fallen forms and find something strange.

Reward:

Rewards here work a little differently. Completing **One** of these mini-scenarios is enough for you to earn the loyalty of **Your Other** (be it a human to your doll, or a doll to your human) which allows them to join you on your chain as a follower (and be imported for free, but without a budget) or be imported as a companion. In order to get the 200 DP reward you need to complete 4 of these mini-scenarios, however the rewards each individual oddity offers are fiat-backed, with things like the reward for the *Unfalling Star* scenario being one wish per jump that can alter the world somehow. The reward for *Mystery Rooms* is access to an experimental workshop that contains a *Replica* of your doll/you (if you are a doll), and combines elements of the different workshops (which follows you on your chain even if you don't take the workshop home item). If you complete half of the oddities, or one of the goals, you get another 200 DP, and if you complete all of the oddities you get a third reward of 200 DP.

Scenarios that offer to remove defects can be used to end drawbacks or improve your doll/you making you better in every respect, while the *Recover* reward gives you a 1-up that can activate once per jump.

Additionally, each row of mini-scenarios you complete (every time you complete 4 of the total mini-scenarios) gives your newfound companion the next perk in their origin, and completing all of these mini-scenarios results in your companion having all of their perks.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 DP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Complications (50 DP Each): You can select as many complications as you wish to affect you (which are detailed on page 1 of the base CYOA). These complications are minor things, but they do make it a bit harder for you to get along with others, or otherwise inconvenience you. You can also select one of these complications and not get POINTS from it, but use it to secure the acquisition of a new gift for you, or your doll.

Stereotypes (100 DP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 DP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Imperfections (DP): No matter your origin you have a weird tendency to get scars or cracks. Your normal durability does not work here,

Realism (100 DP): No matter the power you have, the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 DP): Things like teleportation magic or perks just do not work with you. If you're gonna travel *The Doll Verse* you have to do it the old-fashioned way.

Uncontrolled/Unfriendly (200 DP Each): This is two drawbacks, and you can select which, or if both, affect you and your doll. With **Uncontrolled** your doll, or your human, will not be innately loyal to you, but you can still befriend them with ease this just stops them from being controlled

through some sort of fiat. **Unfriendly** is an escalation, making them outright rude to you and altogether unpleasant.

Disruptions Abound (200 DP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Dramatic Bastard (400 DP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for someone here can be a way to court disaster.

Sly Snake (400 DP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Randomized Mismatch (400 DP/600 DP): This drawback causes your human, if you are a doll, or your doll if you are a human, to not be of the appropriate type for you. If you are a human your doll does not match your origin, if you are a doll your human's speciality is not related to your composition as a doll. This is potentially a big deal, but right now at the first tier of this this does not stop your home from matching your makeup. If you crank this drawback up to 600 DP, then your home is also not a match for the doll, meaning you could be a human with the Magic Chronosmith origin, have a lifelike synthetic doll, and have a workshop for a plain traditional doll. This does not stop you from completing the right unusual oddity and getting access to the right workshop, or from having the proper perks, but if you don't then this will dramatically complicate your time here, unless you just want to abandon your doll.

They Know You (600 DP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Unkempt Home (600 DP): Your home, or at least what SHOULD be your home, is a dangerous place. It is filled with doll-like monsters, the rooms are unfurnished, and the home seems to be haunted or something, with furniture randomly changing places and rooms seemingly redesigning themselves overnight. Over time this will become more dangerous, but somehow your doll, or your human, will have the key to it, though they'll be reluctant to unveil this. Eventually, they'll say that the two of you need to tame the spirit of the dollmaker, the person who designed you or your doll, depending on your origin. How this is done can vary from jumper to jumper, but magic is one way to do it more easily than something else like going deep into

your home and using your workshop in some esoteric way to give the spirit of the dollmaker peace.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.

Stay Here:

Take another 500 DP and add any final bits to your build you wish, in exchange for making the Doll-verse your new home.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

This is an odd little jump for an odd little setting, but I like the different doll types, and I like the idea of having a homie on your chain, so I made this.

This document was first created on October 17th, and it was completed on December 2nd.