

It is the dying days of the 1980s in Japan and life is good. The economy is booming, everyone keeps saying things are hopeful and looking up. Life is good. That's what folks say.

But in truth, life is only 'good' in the overall sense. Scratch the surface, and find a different universal truth; people are lonely. They have things wrong in their lives, lacking certain elements or attributes that they long for. A world of empty souls.

Enter Moguro Fukuzou, the 'Laughing Salesman'. This strange rotund figure with a dapper suit and massive permanent toothy smile. He knows everyone has a hole in their hearts they desire to fill. Men and women, young and old. And in the end, it is his job to see those holes filled, those desires met. No charge, of course. So long as his customer is satisfied... and follows his instructions... then that's all he needs.

But then, that's not so simple, is it? People can get so greedy, so convinced they 'get it' once they have what they want most in this world... and breaking your word to Moguro is a very bad decision indeed.

This is the world you find yourself in, Jumper. And you shall enjoy this world of hollow hearts and needful things for ten years. Enjoy this gift of **+1000 CP**, free of charge. A simple instruction... do keep things entertaining, won't you?

Age & Gender:

Moguro's code holds true; men and women, young and old, is irrelevant in the end. You still have a hole inside you that needs to be filled, after all. You may keep or change your gender and age freely upon entry to this world.

Location:

No need to roll. Any large city in Japan will do, though Tokyo is certainly a common choice of grounds for Moguro to haunt.

Origins:

This is a world of labels, simple stickers that make it easier for folks to understand you. So, by what label shall we identify you by, Jumper?

Drop-In: Oh my, a newcomer to Japan? Or just to this corner of it? Regardless, at the closing of the decade, this is the right place to be. So much to do and see, and you're not even tied down to anything or anyone! Plenty of time to figure out just what it is you want most in the world...

Salaryman: You are the blood in the veins of Japan's booming economy. Hard-working, tireless, skilled... is there anything you can't do? Well, yes, probably a lot. But as long as you keep lying to people and drinking away those thoughts in the evening, I'm sure you'll fit in just fine...

Family Man: It can be so hard to balance love and family with the stresses of the modern world, can't it? You're someone for whom love of the family is the most critical aspect of your life... or of your burdens. You're not the sort to work all day like the salaryman, or if you are, you pine for your family all the while. Perhaps someone could help you with a way to balance things out, or give you a new lease on life...

Salesman: Ohoho... Moguro has never had the good fortune of a peer before. You're a brand new Salesman, out to provide to the lacking people of the world that which they want most. Keep a smile on your lips, and your pitches short and simple... and be prepared to handle your customers if they get out of line.

Perks:

All Perks are 50% off for their Origin, with the 100 CP Perks free for them.

Drop-In:

100 CP: Fitting In. In spite of not being from around here originally, folks seem to just shrug that off. Maybe after 'accepting' Moguro's looks, these folks would be hard pressed to find you all that odd. You're treated if not like a local, then at least something close enough, by those you meet. This won't get you special treatment typically, but it will let you dance past awkward questions or especially potent xenophobia.

200 CP: Navigating The Labyrinth. Being dumped into a complex and built up place like Tokyo in the 1980s can be a total sensory overload. Not only will you not know the streets and systems but you will lack the basic knowledge of locals and could easily fall for tricks or cons no one will pity you for falling into. With this, however, you can circumvent such pitfalls. After 24 hours in a settlement of over a thousand residents, you'll have a mental map of the place and the basic information locals would have to avoid particular danger spots/local scams.

400 CP: They Don't Know Better. An outsider who makes a mistake is often treated one of two ways; much harsher than a local, or patronizingly kind by comparison. This lets you invoke the latter. Social faux-pas, cultural third rails, political or religious pain points... if you happen to trip over any of these, you can invoke this Perk and it will be brushed off as you 'just not knowing any better'. Bear in mind, this won't work for universal wrongs; murder, theft, and violence are illegal globally, so no one is going to let you skate on those. But you can get away with a lot if you're careful with this Perk...

600 CP: Outsider's Luck. You only just showed up in Japan, got yourself a job, and within a few months you landed a project that went shockingly well and got you massive acclaim from management. How? Hell if you know. It's just how things go for you from now on. Whenever you start work you've never had training in before, or under circumstances you've never experienced, almost supernatural luck will buoy you to the extremes. That client you picked almost out of a hat to invest in? They're the next breakthrough billionaire and you/your office are entitled to a cut. Sent out to survey land? You stumble over a vein of resources no one else noticed. Bear in mind, this only works once for any given specific subject, so you'll need to put in the work to maintain your newfound status as a fortunate prodigy. And this won't prevent your new peers from growing angry or jealous at your meteoric rise... but hey, what can they do about it, right?

Salaryman:

100 CP: Hard-Working. It wouldn't do for an office worker to be bad at working in an office, would it? This Perk gives you the skills to not only survive but thrive in such an environment; team management and leadership, typing and computer skills, a mental calculator that can crunch numbers faster than a man with a real calculator could, and a clear-cut skill at public speaking. All you need to be successful, at least in a superficial way.

200 CP: Hard-Drinking. It's a bit of a trope that a salaryman needs a liver of iron to survive the lifestyle, but you may as well have a liver (and lungs) of titanium. You never experience the negative side effects of drinking or smoking, and can indulge in such vices to your heart's content.

400 CP: Hard-Thinking. People can be exceptionally blind to the consequences of their actions in this world. Not you, though. In the event you'd be about to do something whose negatives would vastly outweigh the positives, you'll suddenly be aware of this fact. Mind you, this won't stop you from doing it if you're especially determined, but... well, you won't be able to say you weren't warned when things go badly now, will you?

600 CP: Hard-Luck. So many people have such bad luck in this world, do they not? Bad enough they'll turn to any strange person offering to solve their problems. Now, however, it seems you've gotten a bit of the luck so many inadvertantly bargain their lives away for. Mundane things just keep going your way, almost automatically. There's always a cab willing to take you where you need to go, the train will always arrive right when you need it, you'll find yourself winning more often than the odds would suggest if you go out gambling, and dates seem to go that much smoother overall. It's almost as if someone were pushing things to be a little better for you all the time behind the scenes. Just to be safe, maybe don't take this Perk for granted...

Family Man:

100 CP: Heart's Kindness. Love is a tricky thing. The capacity to love, to feel it and to share it, is something this world is keen to beat out of everyone in it. In you, however, the world has met its match. You will always be capable of feeling and expressing love honestly, without becoming tired or jaded by the world, and anyone you earnestly love will be fully aware of the truth of it. A simple gift, but invaluable in this place and time.

200 CP: Heart of the Matter. When those you care about are unhappy or pained, sometimes they hide it from those around them most of all. They may do this because they fear reprisal, social or physical, or because they're ashamed. But holding back in such a way never ends well, especially when there's beings who prey on such unspoken pains lurking about. With this, you gain a sixth sense when it comes to the people you care about; you can tell if they are troubled and not speaking about it, and the stronger they try to hide it, the clearer this sense becomes. On a long enough timeline, it would let you pinpoint the exact problem and why they're not talking about it. You could use this to help them overcome their issues, preventing the matter from getting worse. Of course, an unscrupulous person could use it to exploit those weaknesses instead, but what kind of monster would do that to people they care about...?

400 CP: Heartburn. Pain is a sadly necessary component of life. But pain that comes from those you care about? That pain hurts worst of all. If someone does something to harm you now, that pain will be sharply dulled. Your senses will remain strong, your mind unclouded. Interestingly, this goes for physical as well as psychological and emotional pain, so in the event your loved one goes crazy with an axe, you've got a much better shot of being able to deal with the problem with minimal issue. Though if you've got loved ones coming after you with lethal weapons, your problems probably run deeper than this Perk alone can solve...

600 CP: Heartache. Absence makes the heart grow fonder. A trite saying to be sure, but one that is unnervingly true when you're involved. The longer you're away from those you have some kind of relationship with- be it friendly, professional, romantic, or familial -the stronger their positive emotions towards you become, and the weaker any negative ones become. This can keep a relationship alive even if one or both of you need to work long hours or travel a lot, but could also be used to paper over any issues you might have had. Little fights fade in record time, and even especially horrific betrayals might be smoothed out with enough time apart. Be aware, however, this does not fix or adjust

adversarial relationships.

Salesman:

100 CP: Knowing The Mark. Being a good salesman is about figure out someone's need. Sometimes, even before they've entirely figured it out themselves. With this Perk, you'll gain an eerie ability to cut through matters and parse out what someone wants most after even only a brief interaction with them. Or at least, what they want most right then and there...

200 CP: Lie-Proof. My my, people can be so dishonest, can't they? They'll lie to themselves and their loved ones all day, so why should you be any different? Perhaps because now, when someone lies to you, you'll know. You might not know the truth instantly, but in many cases a smart person like yourself can discern it, especially if you tend to hit people with yes-no questions.

400 CP: Living Monkey's Paw. That which another desires is rarely simple. Rarer still is it what they actually need. Yet, what kind of salesman would you be if you couldn't give them what they're after? This power lets you be able to meet out the desires of others... after a fashion. One desire met per target, nothing that can ever benefit you or yours personally... in fact, this power works best if asides from these business transactions you never interact with the target at all.

600 CP: DON! This is the power of karma, after a sort. It simply requires that one's target have done the wrong thing after being clearly cleanly given the chance to do otherwise. This can include telling them specific instructions, or just common sense... or something that shouldn't need to be spelled out, like not taking your generous aid for granted. Simply point your finger at the guilty party, shout forth that powerful sound, and watch the world ripple... your target will find in very short order a karmic punishment on the way, appropriate for the violation in question. Bear in mind, you need to have had some kind of dealing with them before this can be used, in which they by some means are informed what they can do to avoid invoking your wrath.

Items:

All Items are 50% off for their Origin, with the 100 CP Items free for them. If an Item is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. All Origins have +100 CP exclusively for Items.

General:

Free: The Laughing Salesman. It would be rather unfair for you to end up here and have no idea what you've gotten yourself into. This large box contains the manga for The Laughing Salesman, the complete original television series (with specials), the live action series, and the 2017 series, all in the format(s) of your choice. It even comes with the pachinko machines and Sega CD games, along with a fully functional Sega CD, mouse, and compatible television. Last but not least, you'll get a bottle of the Laughing Salesman branded whiskey with four glasses. Please, enjoy!

Drop-In:

100 CP: Bachelor's Apartment. What a fitting gift for someone new to the area! This apartment is simple enough, with a nice balcony and kitchenette, furnished just for you. No need to pay for anything; utilities and rent will always be covered. You can import this into future Jumps, and you'll always have a key that fits the lock no matter what.

200 CP: Housewarming Gifts. What a fun little set of treats! Upon arrival to Japan, you'll receive a large pastel pink and yellow box. Inside, you'll find a book about or related to the local area, an envelope with 50,000 yen inside, a box of local confections (cakes, cookies, and other treats), a bottle of high-quality local alcohol, and a vase with some local flowers. It's a wonderful welcome to the area!... that someone seems to have accidentally paid for a subscription to, since you keep getting one of these once a month. Interestingly, you continue to receive these if you move or in future Jumps, with the 'local' element updating for the latest box to reflect your current situation/location, and the yen updating to an appropriate denomination for the setting.

400 CP: The Fix. This black card with a white emblem on it is the ultimate Get Out Of Trouble Free Item in existence. The other side will bear the words 'Please Forgive My Trespass' in the native written language (if any) of the person it is being handed to. Should you offer it with both hands to anyone you have offended or angered, they must accept the card... and forgive you. Completely. Utterly. Even should you break the rules laid out by Moguro himself, this card will excuse such a violation... once. You only get one The Fix per Jump/ten years, whichever comes first. You may find it useful in the future, but in a world like this, it could be the difference between life and death...

Salaryman:

100 CP: Professional Equipment. This leather briefcase will make your life a lot easier, especially if you have to do a lot of traveling (which, whatever your job here, is almost a requirement of being a Jumper). Whatever your current job (or Origin), you can always find the common goods needed for that job here. Anything that would be reasonable to expect from your office supply closet (or the equivalent) can be found here. You'll need to pull them out one by one, though, so don't think you can quickly and easily set up a supply store off this item alone.

200 CP: After-Hours Card. What kind of salaryman would you be if you didn't make a point of

socializing after work? An ignored and unpromoted one, frankly. Therefore, take this card. With it, you can 'pay' for any one activity after hours for yourself and up to eight others. Drinking and eating at the local izakaya? Paid for. Karaoke into the late hours? Paid for. Table service at a hostess club? Go ahead and order a bottle of the good stuff each for everyone at the table, hostesses included. Just be careful no one gets too suspicious about how it is you can always afford to pay for the first event after work every time you're with the gang, and you'll be their favorite coworker.

400 CP: Daydream. Of course, it's one thing to have a free treat after work every day, but what if you want something more than that? Something special? Something that doesn't exist normally, but almost every salaryman wishes did? Welcome to that very place; Daydream. This club is no night club; rather, it is a day-club, one that exists and offers its considerable benefits- including gorgeous hostesses and the finest luxury goods such as alcohol and cigars -to any who cross its threshold. For others, it is a mere respite, a risky but seductive lunch break destination. For you and those you invite? It is a place where time practically stands still. Every ten minutes spent here is a single minute in the outside world, letting you experience hours of indulgent respite without any risk to your professional standing... assuming you can sober up before heading back. You can have this as a Warehouse extension, or Import it to somewhere in your current Jump. It can even be Imported into the 'basement' of your Origin's main job, no matter how impossible that should otherwise be...

Family Man:

100 CP: Family Home. What a luxury in Japan! A proper family home, one that has likely been around a couple generations. This roughly translates to a '5LDK'; five bedrooms, a living room, dining room, and kitchen. A place like this could give even a multi-generational family room to breathe, and will make your family something to really envy. Come to think of it, that might not be the best thing around here...

200 CP: Family Planner. This wall calendar adjusts to always have new pages for the next month, and the next, and the next. If you write an event for your household on the Family Planner at least one week in advance, and could realistically do it if nothing goes wrong, then nothing will go wrong. Plan a picnic? The weather will be perfect, the food will be just right, and you won't have to worry about things being too crowded or a lot of insects. Going to a child's recital? Everyone in the family will be able to make it without issue and can easily get the perfect seats. Bear in mind, this only works if the entire household is involved, and won't work if it's something that would directly hurt someone else... so no family bonding over assassinations using this.

400 CP: Family Car. A true modern marvel. A brand new (for the late-80s/early-90s) four-door family car, perfect for anything you might need to do. You can take the kids to school, go to work, drive around town, anything you need. The car will never run out of fuel, never break down, and never needs replacement parts. And best of all, it's built to accommodate a busy family on the go. When you open the trunk each morning, it will have up to five special bento boxes to feed your family a meal they'd enjoy for lunch that day. You won't know what's in yours until you open it, but it'll be something filling and appropriate for you personally. It's like having your own personal ekiben shop!

Salesman:

100 CP: Dapper Attire. This timeless suit, fedora, and attache case make for a handy traveling salesman attire. When equipped with it, anyone who encounters you will believe very easily that you are a professional, accepting that you can perform whatever professional task you claim you can.

You'll still need to live up to that, however...

200 CP: Business Cards. Always with one on hand when you need it, this card lists your name, and a simple slogan. Moguro prefers the very honest 'I will fill your empty soul'. Should a person be in need of your services and have this card on hand, you can know and appear before them (or behind them to appropriately scare them). You can do the same should you have rendered service to them and they've subsequently violated the terms of that service. It also is just nice to have a professional card to introduce yourself with, you know?

400 CP: Demon's Nest Bar. The Demon's Nest is a tucked away place, nestled somewhere in the world. The bartender, a silent man with bushy hair and a bushy beard, will observe your work but never comment. You'll always find drinks and a little simple bar food on hand, no questions asked, for you and anyone you bring with you here. Oddly, anyone you bring here with you won't question any of the more abnormal things you might say or do, making it a fine place to bring folks you wish to explain your true nature to. In future Jumps, Demon's Nest... will just be there. Just down the right street. Did you intend to import this? You even have a door to it in your Warehouse. It's just... there. And sometimes, you'll even spy Moguro here, plying his trade...

Companions:

50 CP/200 CP: Import. Want to bring some friends along? Moguro certainly won't complain if there's more customers in Japan. You can Import one Companion for 50 CP, and 8 for 200 CP. Each receives 600 CP and an Origin of their choice.

50 CP ea.: Export. Found some folks here you'd like to bring with you? They'd likely be willing to do anything to escape. You can take anyone here with you for 50 CP with two exceptions; if it's someone directly tied to your Origin (like coworkers for the Salaryman, or your family for the Family Man) you can take them for free if they consent. And Moguro can't be brought along this way... read on if you'd like that opportunity.

Drawbacks:

Oh dear. Finding yourself needing just a little more to fill the gap? That's a dangerous thing around here, but feel free to take as many Drawbacks as you would like...

+100 CP ea: A Long Stay. This can be a very tricky world, Jumper. Staying here longer is not advised. But if you insist... every time you take this, you can extend your stay by five years. You can take it a maximum of four times.

+100 CP: Odd. There's something that stands out about you. Something distinct and perhaps a bit unnerving. Maybe you're just the wrong style for such a modestly realistic world. Regardless, expect people to leap in shock at your initial appearance, and to always feel at least slightly wary around you unless they know and trust you.

+200 CP: I Wish... Oh dear. It would seem you've got one of those 'holes' Moguro talks about. There is something missing in your life, and no matter how powerful you are, you can never seem to fulfill it. At least, not alone. Perhaps someone out there can help you...

+200 CP: Bad Luck. If it's up to chance, the odds are somehow always worse for you than other people. Not only should you do your best to avoid gambling or luck-based activities, but even something as simple as hailing a cab when there's multiple people trying will never go your way. Get used to finding the most mundane luckless ways to resolve situations.

+200 CP: Toxic Environment. Your boss is demanding ten weeks of work out of you in four. Your wife is on your case about your favorite hobby. Your coworkers talk badly about you behind your back... and sometimes don't even have the courtesy to wait until you're out of earshot. And your neighbors? Whatever would be the most frustrating thing they could do, they'll do it. Short of going out and living as a hermit, or staying away from your home and job as much as possible, you're going to have a rough go of it here.

+300 CP: Object Of Envy. There is one thing more dangerous then being a customer of the Laughing Salesman; being someone who others envy. Even in a mundane sense, envy and spite can be dangerous unpleasant things to contend with. But in this world, if someone wants what you have or wants to best you badly enough, there's a funny little fellow who might be willing to help them out. Don't worry, Moguro won't outright kill you if you take this and someone has it out for you... but whatever his resolution is, it probably won't end well for you. Expect to be an Object of Envy for one of Moguro's customers at least once every five years here.

+300 CP: Moguro's Interest. He may not initially see you as a customer, but Moguro is now very interested in you. Which also means those around you are now going to be within his orbit. This might not sound worth 300 CP, but... are you sure everyone around you is happy? That there are no needs or wants they have that are going unfulfilled? If any of them start acting strangely, you should probably do your best to make sure they don't get prideful or do something rash...

+300 CP: Midnight World. The Laughing Salesman might or might not be the only supernatural thing native to this world, with his many impossible gifts, locations, and allies existing because of Moguro himself. No one else ever seems to stumble into these fantastical things unless he guides a customer to them. Now, however? The many impossible pleasures and dangers of this world simply are. You could stumble into a very abnormal bath house or find a relationship with a single mother and

her daughter will be much more 'draining' than you'd anticipated. Good luck in a world where the karmic punishments Moguro dishes out are simply things you can encounter in the wild...

+400 CP: Mundane World. You are reduced to your Body Mod, plus any Perks you acquired in this Jump, for the duration. Normally this shouldn't be too lethal, but... well, if you start to miss something, I'm sure a replacement could be offered to you.

+400 CP: Something Is Missing. And that something would be... almost everything. Your Items, Warehouse access, as well as any Companions, will be inaccessible for the duration of this Jump, aside from any obtained from here. Hope you don't get too desperate or lonely, Jumper...

+500 CP: Salesman Conference. Weird, that guy looks like Moguro but with wavy hair. And that looks like Moguro but a lot taller. And why is that woman with the fedora and suit offering you her business card? Oh... *oh no*. By taking this Drawback, you've opened the floodgates, and now dozens if not hundreds more Laughing Salesman are filling up the world. And not just in Japan, either... you might very easily damn the whole world to its lonely desires and vices, one deal at a time, this way. And you'll never be able to fully trust ever again the people you cross paths with, that they aren't some sort of Salesman in a more human guise...

Scenario:

Interested in a challenge? Or perhaps you just want to have that hole in your heart finally filled. You may feel free to select this Scenario, or not.

Today's Customer: Jumper.

Shortly after arriving in Japan, you'll find yourself bumping into Moguro Fukuzou. He'll offer to take you to his favorite bar, Demon's Nest, and should you accept this Scenario, you'll accept. More than that, you'll soon find yourself telling him all about your existence as a Jumper (though you might suspect from his actions and attitude he knew from the start). What's more, you'll tell him about... a regret. Something or someone you missed. Something left undone or unsaid from your past. The nature of the Jumpchain is such that the thing you regret, well, it's behind you now, and you need to keep moving forward. But you can't help but think about it...

Moguro offers you his business card, and then offers you his services. He can get for you the thing you lack, the thing you regret. Look back through all your past Jumps, and pick something worth **600 CP or less**. A Perk? Item? Companion? Whatever fits the bill, so long as you did not purchase it back then. And Moguro will find a way to provide it to you, here and now, for this Jump and perhaps forever more.

However, he does have a few simple rules you will need to follow. Nothing too extreme, you understand. In fact, he'll even spell out the rules he normally keeps quiet about. First, you must not be disrespectful to his offer. Neither rude now, nor dismissive later. For the duration of the Jump, you must never be cold, cruel, prideful, or arrogant about the offer itself. You must not take credit for whatever he gives you as if you had earned it all on your own with no help.

Second, he will have a very specific rule for whatever you choose. Again, nothing too extreme. Did you pick a Companion? The rule might be 'You must never take advantage of their trust in you'. An Item that grants you a special building or home? 'You must never take anyone else to this place'. A Perk? 'You must never use this ability on someone weaker than you'. Whatever the rule is, it will seem fairly simple, fairly easy to stick to, and certainly a minor cost for such an amazing boon.

Moguro will take his leave, and if you are exceedingly lucky, you'll not see him again for the rest of your time in this world.

You are not likely to be so lucky.

Fate and the world will conspire to try to get you to break Moguro's rules with surprising regularity. No less than once a month, you'll find some sudden reason why you could or should break the specific rule, and you'll find with equal frequency chances to brag about whatever it is you selected.

For your own sake, Jumper, I say this plainly. *Do not, under any circumstances, break these rules.* Do not disrespect Moguro's gifts. No matter the temptation, no matter the justification.

Should you violate one of the rules, Moguro will know. Instantly. He'll appear nearby. Instantly. He will be immune to anything and everything you think you can do to him. And he will punish you. It won't be fatal... but you'll wish it was.

At minimum, whatever you asked for will be lost. Worse than lost, it will be deprived from you in the most painful and torturous fashion imaginable. As for whatever else Moguro does to punish you... well, that's his discretion. But you can rest assured, you'll spend the rest of the Jump in misery, ever haunted by Moguro's departing laughter as he leaves you to whatever karmic fate he's assigned for you.

However, should you prove yourself a worthwhile customer... Moguro will be delighted! He's had so few of those, you see, that finding someone who actually listened and didn't give in to pride or temptation is just too wonderful. Not only can you keep what you asked for with no further strings attached once you leave this world, but Moguro will offer himself as a Companion on your journeys. He tends to reserve the full extent of his powers for those he makes deals with (and those he punishes for violate the terms of those deals), but make no mistake... Moguro Fukuzou is effectively a cosmic horror. A nearly unbeatable, nearly omniscient, cosmic horror. He lives for the art of making deals, though he'll keep his darker deals away from those you care about. Having him as an ally will undoubtedly be profitable in many ways, but be forewarned, he'll always be looking for new customers in any world you bring him to. And you'll be able to hear his distinct laughter echo to you whenever such a deal is violated...

End:

Made it to the end, did we? Or were we ended? All that matters is you were entertaining to the last, and made Japan more than it was when you arrived. Now, however, you have one last choice to make...

Go Home: Seen too much? Or perhaps being just one step past the norm has reminded you of the joys of a simpler life. In any case, you return to your world of origin; your Chain is over.

Stay Here: Oho! Come to take joy in the rise and fall of the common man, have we? Or perhaps you think you can make a few more solid deals. Moguro is sure to get a laugh out of this, either way. You remain in this world; your Chain is over.

Continue: Just like the end of every story Moguro has ever had, it's time to walk off into the darkness. Feel free to have a nice laugh on your way out; it's customary, after all, as you walk away from the damage you've done and towards the damage you've yet to do.



Notes:

The Laughing Salesman was originally created by Fujiko A. Fujio, originally published by Shogakukan, then by Jitsugyo no Nihon Sha. The anime (new and old) was created by Shin-Ei Animation. All rights reserved to their respective
holders. Please support the official releases.

Moguro Fukuzou is pretty much Benefactor-tier in terms of power, and as far as I can tell no one ever gets one over on him even briefly. He appears to be the only supernatural element of this world on his level, but that's little comfort given how absurdly OP he is. Customers beware.

Each Origin is intended, in broad strokes (the original series alone had over 100 episodes, so broad strokes is pretty much the only way to go) a general vibe of a typical architype more than any specific character, with the sole exception of Salesman. The Drop-In is intended to be the kind of lucky newcomer that draws attention and has all kinds of success, inspiring jealousy, envy, or hatred. The Salaryman is Moguro's favorite and most frequent customer, stuck in the endless race of Japan's bubble economy business world. The Family Man is a slight exception, given that while husbands/fathers and wives/mothers are Moguro's second most frequent customers, the Perks and Items are mostly intended to protect one's family from the kind of flaws that lead a family member to cross paths with the Laughing Salesman.

DON! Is the onomatopoeia of the sound made when Moguro, inevitably, unleashing his cruel punishment on someone for their mistake. It's famous enough and familiar enough that the 2017 version made sure to include 'don' in the title of the opening and ending themes.

DON! is as overpowered as it sounds, the sole limiter (aside from the person having to have done something wrong in the dealing) being that the Jumper can't personally pick the punishment. That said, in the series, this has done everything from force a person to remain in an extradimensional location for eternity, turn people into turtles and trees, ruin them body and mind, and in extreme cases just outright either kill them or cause them to kill someone else. Even in 'best case' situations, it ruins the person's life in a way uniquely tailored to how they wanted it improved originally.

Housewarming Gifts is intentionally a mishmash of different gifts and gift types in Japanese culture. A native of Japan seeing the Jumper receive this would probably be exceptionally perplexed at the least.

The Fix requires you to be able to realistically present the card to the person in question. An omniscient deity or cosmic being that can see what you're doing almost all the time will always be able to be targeted for The Fix, but someone on another continent ordering your assassination won't be unless you can get to them or otherwise present The Fix to them.

Not taking the Scenario doesn't entirely mean the Jumper is immune to Moguro eventually approaching them; it just grants them very specific rewards and puts them in very specific danger should they accept it.

A very critical caveat for the Scenario (and any dealings with Moguro) is this: if someone else is responsible for the Jumper (or anyone else) violating the terms of one of Moguro's deals, he doesn't take it out on the customer. In fact, under those circumstances, he'll even fix/replace the damage personally. The person who did the violating, however, is as screwed as if they'd made a deal with

Moguro in the first place. So if the Jumper asks for an Item and someone else destroys it maliciously, that won't doom the Jumper, but they might not want to hang around to see what Moguro does in response...

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Version 1.0: Created Jump

Created by Astrangeplaytomake