Evil Zone Jumpchain



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Jumper, greetings. Are you up for a bit of intergalactic, and possibly inter-dimensional heroics? Because the peaceful land of I-Presaru (Happy Island) is currently under dire threat from the entity known locally as Ihadurca Il Imella, a witch/goddess/*something* capable of existing in multiple dimensions at once.

Somehow, the locals have managed to contain Ihadurca in Evil Zone, a mystical confinement zone that stretches across multiple dimensions, but it is only

a matter of time until she escapes. Great warriors have been called to Happy Island to slay Ihadurca before this catastrophe comes to pass, each for their own reasons, but each equally driven. However, only one can enter Evil Zone to do battle with Ihadurca. Thus, the inhabitants of Happy Island have organized a tournament to choose the champion who will fight for the fate of Happy Island.

You, and the other nine warriors, are now thrown into this crucible to test yourselves. Take these +1000 CP and fight for your life.

Origin

-**Hero**: (Free)

"The power of the supreme ruler destroys evil!" You fight for JUSTICE, HONOR, PRIDE, and the good of all life! Even if you are not so ostentatious as to do so openly, yours is a soul that burns bright with altruism and a willingness to face great danger for the sake of others. Others you might not even know. Probably not, considering that Happy Island literally dragged you across space and time to fight for them.

-**Mercenary**: (Free)

Justice and gain are all well and good, but you're just doing a job, and you're good at it. You've chosen a life of violence not for any grand reason, but because it pays the bills really well and you don't mind roughing people up or maybe killing them for money. Regardless of whether you're a principled sort who has rules like "no women or children" or think literally anyone is fair game, you don't let violence dampen your mood or drive to keep living.

-**Villain**: (Free)

The term "villain" might very well just be a moniker that your enemies label you with to justify their hatred of you, but you don't let it bother you. Especially not when you're busy murdering them for having the audacity to insult you. It might seem odd that a nominally evil person would care to aid Happy Island, but the prospect of killing Ihadurca *does* offer the opportunity for great power. Or maybe you have a personal grudge to settle? Something dire enough that a little thing like "dimensional boundaries" aren't enough to stay your hand.

-**Absolute Existence**: -1000 CP

"*... Well, that was jarring… Jumper, is it? I am Ihadurca Il Imella. You may call me Lea if it suits you, it's been too long since I've heard my own name from someone else's lips. Your 'patron' has tapped me to educate you on, what you are now. To think that an astral existence could be handed out so casually…*

As you might expect from what you've undoubtedly heard of my reputation, you are now capable of existing in multiple dimensions at once, with no upper limit. At a moment's notice all of your collective thoughts can be turned towards destruction or defensive actions, rendering you theoretically, infinitely powerful.

For you, as I understand things, you only have as many simultaneous existences as previous Jumps you have had, with an additional one for this, and every Jump hereafter. Simultaneously treating each as if you had "stayed" and as if you "moved on."

Does this have a downside? Technically, yes. Each of your separate existences can be killed individually, and with their deaths so too does your potential power drop. It's how Kakurine… no, no I shouldn't share that much. Suffice to say that if one of you is slain they will not return… unless someone such as you has the means to defy death?

Of course, by itself this "Origin" grants you the strength to lift and toss grown men around effortlessly with a single hand, and enough magical power to cause an entire court of arch-magi to quake in their collective boots. I daresay, by might alone you would stand head and shoulders above any of these other warriors. But, nothing is ever that simple.

... It would seem my time is up. Your patron is throwing me back into the Confinement Area. I suppose I'll see you again when you arrive to murder me. Good luck, for what it's worth. At least you might be kinder than Kakurine…"

Perks

Discounts are 50% off to respective Origins. 100 CP Perks are Free.

General Perks

-**This Time On…!**: Free/ -50 CP

Congratulations, you now have a sweeping, somewhat episodic voiceover for your life, voiced by… Yourself? Only you can hear this, but by default this VO is melodramatic and chews the scenery more than an overambitious college drama student. For a mere 50 CP charge, this voice now speaks in "Previews" of what might happen next, though these previews are vague, to pique interest!

Hero Perks

-**Danzi-FIRE!!!**: -100 CP

Because what kind of hero would you be without HOT-BLOOD!!! You've got the boiling passion of the greatest of shonen-protagonists, able to push through staggering adversity with a cocky grin, a thumbs up, excessive posing, and badass (to you at least) one-liners. Of course, with higher highs, comes lower lows…

-**Covert Hero**: -200 CP

Of course, for those that want a normal life alongside their good deeds, there is this Perk. While not "on the job," as it were, you will find that people treat you no differently than they would any other passerby on the street. Now, enemies of yours above rank peons might still recognize you and take action, but everyone else? Consider peace and quiet yours to enjoy.

-**Ally of Justice**: -400 CP

Those whom are Good should be able to see and understand the goodness in others, and so, with this Perk, you will find yourself preternaturally able to defuse and mitigate conflict between yourself and other Good individuals. While you may not be able to forge strong friendships with wildly disparate personalities, you will

never come to blows, and will be able to fight towards the common goal swimmingly.

-**Fuin School Martial Star**: -600 CP

The short version, you are now a Ki warrior. Able to utilize your body's own spiritual energy to hurl destructive energy, empower your strikes, and temporarily generate solid clones of yourself up to three times. The slightly longer version, you are now a Ki warrior trained in the 27 lethal assassination techniques of the Fuin School, each one able to kill "silently." Unlike Midori, you also have the talent for sneaking around to actually use these assassination techniques as intended. Such that you could bamboozle your way past alert peons in the open, in broad daylight.

-**Lost Legacy**: -800 CP

In this world, magic functions off of the principles of Earth, Fire, Wind, Water, and Ether. Anyone whom practices magic understands this, but "anyone" does not have a fundamental connection to one of the points of the pentacle as you do. Like Alty Al Lazal you have this gift, a functionally limitless wellspring of magical power tied to one point of the pentagram. As Al manifests obscene amounts of flame that can bypass most defenses, you may do so with your chosen "point," and, if applicable, immunities to your chosen "element" will be ignored. So, just for an example, feel free to burn a fire elemental to death.

Mercenary Perks

-**Man's Gotta Eat**: -100 CP

And for a Mercenary, if you wanna eat, you gotta work. How fortunate that you have a supernatural talent for finding work, whenever you want it. Even if you were out in the ass end of the universe, on an uninhabitable planet, you could find a wayward spacer with a job within a week of starting your search. There is no guarantee the work will be palatable, but a mercenary can't always afford to be picky.

-**Road For Oneself**: -200 CP

Today's friend can be tomorrow's enemy. This is the harsh reality of the lifestyle. But now, so long as you don't make a point of making it personal you will find that

people don't hold your revolving door of allegiance against you, even should you impose a crushing defeat upon them. Killing loved ones though, well, that's the very definition of "personal" now isn't it?

-**Skipped Physics Class**: -400 CP

You know all of those "universal" laws that make the worlds spin? Things like Gravity, momentum, friction, etc… You can just, you know, ignore them for a few seconds at a time. The possibilities are endless! Spin like a Beyblade while floating in thin air, walk on water, squeeze through an opening you shouldn't be able to fit through…

-**Big Boi**: -600 CP

At the end of the day, maybe it really is strength that solves everything. Strength that you now possess in spades. How strong? How about strong enough to swing a sword so hard you can create concussive shockwaves? How about strong enough to punch the ground and create geysers of pure force to knock your enemies skyward? How about strong enough to "walk it off" after taking a reality-cutting attack to the chest with only a mundane breastplate in the way? THAT strong. The ostentatious musculature is optional.

Villain Perks

-**Near By The Death**: -100 CP

Have you ever noticed that most "bad guys" have this air of quiet, sharp badassery? Some might call it 'edge-lording,' but no one can deny the unrelenting *cool* factor they, and now you, possess. Unless you want to be, you will never be unduly ruffled by any situation, no matter how grave. At least on the outside.

-**Triad Member**: -200 CP

Regardless of whether you are or not, those in the criminal world will treat you as one of the "untouchables" unless you deliberately get in the way of their own criminal activities. This Perk has no bearing on law-enforcement, nor does it actually give you an arrest record.

-**Spirit Magnet**: -400 CP

Something about you makes you very enticing to those on the "other side," so to speak. Above, below, and beyond. Ghosts, angels, demons and the like will readily approach you with the slightest of deliberate invitation on your part, ready and willing to deal for services or such. If you do not wish for such attention from on high, you may toggle this Perk whenever you like, and those already watching you from the other side will lose track of you.

-**Tenpouin Clan Onmyouji**: -600 CP

Based upon the Chinese principles of elemental balance: Wood, Fire, Earth, Water, Metal. You are a medium who may use these mystical channels to summon servile spirits to do whatever your imagination can divine. You can even temporarily generate the tools you might need for 'ritual,' such as paper seals and the like, to direct these nether spirits more precisely. Such as tossing and attaching one of those seals to a person, to summon a hungry spirit *inside* your target. Secondly, the forces you consort with have made you unnaturally agile, strong, and swift. Your motions and strikes blurring into shadow…

Items

Feel free to Import similar Items to gain these qualities for no charge.

General Items

-**Jumper's Stage**: -50 CP

This is YOUR stage, your personal arena, a fifty by fifty foot space of your own design that runs off rule-of-cool. So if you want it to be a floating chunk of hardened lava in the caldera of an active volcano, you can do so and fight here without boiling. Whenever you wish, this Stage will insert itself into a world at the most appropriate geographical location, which you will always know exactly. Lingering here for any significant length of time guarantees that you will encounter the most powerful fighters the particular world has to offer. For additional increments of 50 CP, you can double the size of your stage. To 100 by 100, 200 by 200, etc.

-**Jumper's Theme**: -50 CP

Your own personalized fight song, roughly five minutes long before it seamlessly loops. Do you want it to be dark, mystical, and eerie…? Or, do you want your bodiless muse to ROCK THE FUCK OUT? Automatically spins up when you choose to engage in violence, and you can turn it off or elect to allow others to hear it.

Hero Items

-**Tool Of Justice**: -100 CP

Take your pick: a short steel short with an angelic motif. A laser sword with a bottomless battery (color up to you). Or a set of studded knuckle-gloves that serve as excellent conduits for Ki without, you know, melting. Each weapon is immune to wear and tear, enabling it to serve you faithfully on your noble quest for JUSTICE.

-**Indestructible Blazer**: -200 CP

This outfit, by default a Japanese school-girl's blazer (you can have it be something else), is utterly immune to harm, dirt, and filth of any kind. The catch is, it dodges harm by selectively phasing to let attacks hit you if you were going to get hit. So you might not have a bullet-hole in your shirt, but you still might have one in your chest. The outfit will otherwise adjust to fit you, no matter how outlandish your body might be.

-**Court Wizard Fighting Manuel**: -400 CP

This book contains detailed instructions on how one might learn the standardized self-defense practices of the court mages of the Divine Land, Alty Al Lazal's home domain. These arts are heavily weighted on redirection of force, supplementing physical blows with magic efficiently, and otherwise being an effective physical combatant even for those that lack physical strength. Those that assume you to be a "squishy wizard" are in for a nasty surprise!

-**Fuin Style Jumper Dojo**: -600 CP

An otherwise unassuming martial arts studio that could seamlessly fit into just about any modern or archaic city. Of course, the students and the masters practice the lethal 27 techniques of the Fuin Style in pursuit of justice. You are the

undisputed ‘Master’ and may change this “direction” if you wish, but the Followers this building attracts become low-tier Ki warriors in short order that specialize in silent assassination.

-**Hero-Pattern Tactical Frame**: -800 CP

Visually speaking, this sleek suit of power armor might look rather “dated.” But in terms of ABILITY it is a whole different animal.

First, the armor itself is stored digitally within you, allowing you to summon and don the armor with a single catchphrase of your design.

Second, the armor augments your abilities to such a degree that an otherwise ordinary man can go toe to toe with goddesses and Ki warriors on even footing while being durable enough to take multiple reality-cleaving attacks before showing damage, AND the suit features a limitless generator capable of discharging incredible lightning strikes strong enough to stun those same goddesses and Ki warriors.

Thirdly, and possibly the most impressive, the suit is linked to your own personal Kill-Sat, the Sinegreed (you *can* name it something else), that can drop nuke-level laser strikes ANYWHERE YOU WANT. Inside a cave? Laser strike. Pocket-dimension prison? The forecast calls for SICK ASS SPACE LASERS. And if that weren’t enough, Seingreed can both store and instantly teleport to your hands any weapon you own, with emphasis on *instantly*.

Now say it with me, “THE POWER OF THE SUPREME RULER DESTROYS EVIL!!!”

Mercenary Items

-**Booze Bottle**: -100 CP

Being a mercenary is a tough life, so it’s only natural that you have something to take the edge off. This durable hip-flask contains an infinite supply of liquor, which can only be drunk straight from the flask, which can be of any kind you

designate every time you pop the top. What's more, you only get drunk off of the liquid from this flask if you choose to.

-**Wrist Blaster**: -200 CP

A trusty sidearm, without the need to carry a traditional sidearm. This gauntlet fires a laser blast, with one hell of a kick to it, that can fling people around like a rag doll even without a direct hit. Just a near miss is enough to give you plenty of breathing room if you need it. Naturally, this blaster does not require ammunition.

-**Jump-Ship**: -400 CP

It's a big universe out there, Jumper. And a Merc more than likely needs to travel in their line of work. Enter this solid, serviceable space ship equipped with an energy shield, heavy armor, multiple heavy guns, and the all-important FTL drive. The interior is nothing to write home about in terms of comfort, but it'll get you where you need to go.

-**BFS**: -600 CP

A big weapon for a big man (or woman). This high-tech sword, while hollow in look, hits just as hard as a weapon at least ten times heavier than it while still light enough to be swung around like a twig even by a string bean. The edge, on both sides of its hollow form, is protected by a perpetual energy field that further augments its cutting power, which even without technological improvement would likely be multiple feet of steel.

-**Armor Void**: -800 CP

Now, I know what you'd think at first glance at this "armor." Why are there only gauntlets, greaves, and oversized shoulder plates? That's because the armor's defensive properties aren't tied to the plates, directly, anyway.

One does not absorb blows with the armor itself, the blows are instead absorbed into the infinite void, without even the impact transferring to the wearer, to an absurd degree.

In terms of offensive applications, the armor can launch armor-piercing claws from its gauntlets, ad infinitum. It can generate a "blade" from pure void energy that can extend up to ten feet. And the shoulders can fire void lasers, which bypass most forms of defense.

When not in use, you can stow the armor as a small talisman.

-**Marcross Missile Marvel**: -800 CP

Offense? In your armor? WHY NOT? While in terms of defense this full-body armor is completely mundane, it has a fantastic, and utterly absurd trick up its metaphorical sleeves. What does it let you do? Fire INFINITE MISSILES, upwards of forty at a time, with scant seconds between firings. Each and every one hits like a cruise missile in a package the size of your forearm, which you can fire off from your wrists, shoulders, chest, shins, or even your back, despite the missile *not logically being able to fit there*. You get a missile, you get a missile, EVERYONE GETS A MISSILE!!!

Villain Items

-**Power Suit**: -100 CP

Nothing particularly special, just a really good looking tuxedo-like suit that is always clean, always perfectly pressed, and is always acceptable attire for any occasion. Guaranteed to either make you the star of the show or fade you into the background at your own discretion.

-**Drifter's Guitar**: -200 CP

A curious artifact. This axe, quite literally if you were so inclined, looks otherwise like something out of a Halloween store. Though perhaps with very good reason. Supernatural entities flock to the player of this guitar whenever it is strummed, and simply holding it seems to fill you with the knowledge of all the master guitarists that have held it previously… or maybe it was only the one, and all the other holders have just been aping him. You'll probably never know.

-**Dark Curios**: -400 CP

Sometimes you're looking for something, something that isn't exactly *legal* or moral to own, purchase, or maybe simply to touch. A legendary, dark artifact, the likes of which you could only imagine… Well, now there's this shady shop that you now co-own, which seems eerily able to attract those very artifacts that aspiring villains could only dream of. The guy behind the counter… assuming they're actually a "guy," would only be too happy to put these "artifacts of doom" in your eager hands.

-**Jumper-Clan Cartel**: -600 CP

Crime organization? Crime organization. In this Jump, and in all future Jumps, you have a criminal empire ready and waiting for you to take the reins of. Now, in terms of size, your Clan has deep roots functionally immune to investigation in a city the size of Tokyo. And it would be trivial to start expanding your operations. While the Followers of this 'Clan' will not remain constant, as they are recruited from the population of the Jump-natives, overall "upgrades" and "progress" of your criminal empire will remain.

-**Shahal**: -800 CP

The sword of the Morning Star. It is possessed by the Devil. No, really, the fucking DEVIL, and he wants to help you out. The viler your soul, the greater the negative emotions are that pulse through your veins, the sharper and more powerful this crimson, soul-devouring longsword will become. Your enemies' souls, not yours.

Also, Shahal is capable of warping space at the will of the wielder, you, allowing you to functionally teleport nigh-instantly, or unleash devastating and debilitating amounts of unholy energy straight from Hell.

Furthermore, the Devil is absolutely ancient, with unquantifiable years of knowledge at his disposal. If you ever lack direction, he can give you a (probably destructive) one towards your current goals.

-**Vanalgando**: -800 CP

… This is Ihadurca's staff. *Why do you have this???* Well, on the one hand I suppose you can skip the process she went through to make this thing, gestating the crystal in her own womb before ripping it out…

More importantly, this 'Staff of Destruction' has three primary points going for it. First, it's completely indestructible. You could subject this thing to the heat death of the entire multiverse and it'd come out without a scratch.

Two, the crystal on top. That blood red gem generates literally unlimited magical power, to use in whatever manner you see fit.

Three, the nasty surprise. The base of the staff is capable of projecting a twenty foot energy blade capable of cutting literally *anything*, with the singular exception of 'absolute nothing.'

It cannot be understated just how utterly dangerous this thing is… which is probably exactly why you bought it, eh Jumper?

Companions

-**Friends in your corner**: -50 CP

Want some friendly voices waiting for you after a fight, or to cheer you on from the sidelines? For the low price of 50 CP you can Import any Companion you already own with any of the Free Origins and 200 CP to spend on Perks and Items. They cannot take Drawbacks, and cannot purchase Companions of their own.

-**A new ally**: -200 CP per.

Is there someone you want to bring with you from this "world?" Pay the fee and the opportunity is entirely yours. Granted, you might have a hard time with more than a few of them. Danzivar has his support crew that he's rather attached to. Erel is actively dating and quite in love with Alty Lazal. Keiya Tenpoin has his entire Clan to consider… As Kakurine, if you actually wanted a 700+ year old yandere loli, is technically an Absolute Existence whom refuses to leave behind "copies," she will cost you 600 CP.

… Ihadurca? Don't be absurd, you're here to kill her.

-**Guardian Angel**: -800 CP, Discounted to Hero

This, woman we'll say, is a fragment. The last shard of a murdered astral existence. And as confused as she might be with her new "life," she knows two things for certain.

One, that her continued life is tied to yours. Or, put more plainly, if you die, she dies, again. And she is very keen on that not happening. Two, that she loves you very, very deeply. She doesn't know why, she just knows that she *does* and is content to leave it at that.

Furthermore, she's a ghost, technically speaking, and invisible to everyone except you and those whom can see into the astral plane. A ghost inextricably bound to you to such a degree she can't leave a three foot radius around you. What's more, she has ALL of your Perks and automatically receives copies of any Perk you

purchase in the future, though by default she cannot physically interact with anyone or anything that isn't you.

What is unique to her, is her purity. And I do not mean that in the "maiden" way (though she is). Her purity by itself is a weapon of nearly unparalleled power against anything Evil. The blue flames she can generate, and/or imbue you with, are Holy with a capital H. Wicked ghosts would die forever with a scorch, demons with one good hit… even the Devil himself would have good reason to be wary of you. And she will keep this holy power even if "deflowered."

Drawbacks

Take as many as you like, if you think you can handle the burden.

-**Gone Ten Rounds**: +0 CP

Don't want to stick around? Fine, it's your right. Win your tens fights, kill Ihadurca, and you can leave. Off to the next Jump.

-**The Ultimate Hero, DANZAIVAR!!!**: +100 CP

The unfortunate, natural escalation of a hot-blooded hero, or whatever you are. You are consumed by the impulse to dramatically announce yourself to everyone you end up fighting. And in addition to being risky, potentially letting them get in a cheap shot, it'll win you no points socially.

-**Flapping Gums**: +100 CP

I see your mouth moving, but no words are coming out. People can talk, sure, but the way their mouths move and what they are actually saying can be VERY different. Indeed it will not be uncommon for you to speak to someone, they finish their sentence, and their mouth will keep moving for upwards to ten seconds after they're "done." This *will* bother you.

-**Fucking WEREWOLVES!!!**: +200 CP

You know they're out there. You know it. But WHERE? For the duration of your Jump you will be obsessed with tracking down a werewolf, and constantly frustrated by your inability to do so. Anyone you talk to will be perfectly willing to

admit they know werewolves exist, but they will equally be utterly unable to point you towards one.

-**A Worthy Rival!**: +200 CP

Midori has heard of you, and she has decided YOU are a worthy challenge for her. She will hound you constantly, challenging you to a good natured brawl every single week at bare minimum, even if you can annihilate her with a snap of your fingers, she'll be back next week, laughing and raring to go again. If you can put up with this obnoxious blowhard for your entire stay, you can take her as a Companion for Free.

-**Migraines**: +400 CP

A headache? No, so, SO much worse than a headache. These migraines will strike you at the worst of times, nearly paralyzing you with pain, causing you to just about cry no matter how tough you otherwise are. On the bright side, the more honorable and noble of the combatants would hesitate before attacking you in such a state.

-**What's 3D?**: +400 CP

A meta-level factoid, Jumper. Evil Zone was one of, if not the first, fully three dimensional fighting games to come into existence. How unfortunate that you will be treating all of your fights as if they were 2D instead. You find yourself incapable of utilizing any motion in combat other than Forward, Back, Up, and Down. And all of your attacks have suddenly become overwhelmingly vertical in execution. You will be constantly confused with how your enemies keep side-stepping around you.

-**Summoning Sickness**: +600 CP

It would seem there was a problem with your transition to the land of Happy Island, Jumper, because it seems all of your out-of-Jump powers, Items, and Perks have been disabled. Ditto for any Companions you Import.

-**Mirror Match**: +600 CP/ (+1000 CP, Exclusive with 'Imprisoned')

Normally, every other fighter in the Tournament would be faced with their double at one point or another. Normally, your nature as a Jumper would make you too alien to duplicate. Normally. Now, at some point you will be confronted by your exact duplicate, complete with every Perk and Item you purchase in this Jump.

If, instead, you take the extra 1000 points, they will have ALL of your Perks and Items, from ALL of your Jumps.

-**Imprisoned**: +1000 CP

It would seem, Jumper, that Ihadurca has pulled off a grand, cosmic trick. Because now YOU are the one trapped in Evil Zone, with warriors fighting over who gets to come in and murder you. Presumably, Ihadurca is off on a beach sipping a drink while laughing evilly.

Now, it is not impossible to escape the Confinement area on your own. However, the security system of the prison will generate an exact duplicate of you to keep you in here, with the only saving grace that it fights to subdue, not kill. However, like the second option above, this duplicate has ALL of your abilities and Items. And Companions (except Guardian Angel) cannot help you.

Victory

Congratulations, you did it, you have slain Ihadurca and assured the future of Happy Island. Go home, stay, or move on as normal.

…Jumper, it is me, once again, Ihadu… Lea, please. I've taken a grave risk, trying to contact you like this, nearly crippled myself in the process. I, ugh, I hate to sound like I'm begging but, honestly… I'm afraid. Kakurine has hunted down every single one of my existences, murdered each of them, all because I decided I wanted more to my life than just her. I'm all that's left, and the prospect of oblivion terrifies me.

I know full well I'm asking you to make the world here your enemy, and given what I've taken out of myself to contact you like this I'll be next to no help even with Vanalgando in hand. But, please? I have nothing but myself to offer you in recompense, but I am still an Absolute Existence. Given time to recover I could offer you the very power that struck fear into the hearts of I-Presaru, power that rightly had me called a goddess of Destruction.

So, will you help me? I swear, I will be yours forever, come what may… Hah, listen to me. That sounded like a marriage proposal. How simpering I must sound right now… Well, whatever you decide, I'll be waiting for you. Perhaps we can share a kiss in the dark before you murder me? Perhaps my last moments could have one fleeting flash of affection, even if it is hollow.



I'll be waiting, for the end, whichever that may be.

Notes

-Ihadurca's Scenario is incompatible with the Imprisoned Drawback. Similarly, Gone Ten Rounds is also revoked.

-On **Absolute Existence**: The "copies" of you that you leave behind, or retroactively generate by taking Absolute Existence, are sealed away from direct control until post-Spark. You will still feel and be able experience the memories these other "yous" are making, and benefit from what training they might do, but you may not interact with them.

-You are freely able to design your supportive Ghost-Waifu from Guardian Angel. To which I must remind you, "she's a ghost, weight and volume are meaningless."