AKB49 - Renai Kinshi Jourei (The Rules Against Love) Jumpchain

By FreyrAnon

Version 1.0

Welcome to the world of AKB49! This is a world about a teenager named Uruyama Minoru, who decides to secretly aid his high school crush Yoshinaga Hiroko in her dream of becoming an idol in the music group AKB48. The only problem is, he's a boy! After posing as the gangly Urukawa Minori, the two set out on the path of becoming idols, encountering many paths and obstacles in their way. This is a peaceful world, although very competitive. Perhaps you might enter the scene as well, make your mark on the world?

You didn't think you'd be off on your own though, did you? Here, have **1000CP**.

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. AKB48 Theater: Situated in Akihabara, this theater is where a large amount of the manga's early events will take place. It's currently empty save for a few janitors, although it might be best to leave if you don't have a ticket.

2. Tokyo Dome: A ridiculously large stadium, used for large events and congregations. No events are going on right now so the stadium is currently empty, although it will likely soon be busy as the staff appear to set up the next event. Best leave quickly If you don't have a reason to be here.

3. Appare: A TV studio where the quiz show Appare is held. It's a bright place filled with equipment and such, although currently it doesn't seem to be on the air. They won't take too kindly to outsiders however, so if you aren't part of their audience you'd best skedaddle.

4. AKB Dorm: A large complex owned by AKB where many of their regulars and kenkyuusei live. Most of the time you can see a few famous faces around here, although they might be confused as to why you're loitering about the place if you don't have a room.

5. High School: A generic high school in Tokyo, which Minoru and Hiroko will be attending until they graduate in a few years. School isn't currently in session, so there are only a few clubs left on the premises.

6. Nagoya- Home to SKE48, a sister branch of AKB. The city is vast, leaving you with plenty to explore.

7. Osaka-Here dwells NBM48, another sister branch of AKB. Large like the other cities, it's a very populated place which will leave you with plenty to explore.

8. Free Pick- Lucky! Congratulations, you get a free pick of the locations above.

*Backgrounds

You can switch your gender for 50cp in this jump, unless specified otherwise. Age can be chosen freely for 50CP Or determined based on your background.

Drop-In: The standard opt-out option, you arrive in this world with a nearby flyer pointing out multiple jobs in the entertainment industry in the surrounding area. You're beholden to nobody, but at the same time have no friends or memories to guide you along your path.
Roll 1d15+10 for age.

Kenkyuusei: A new face on the idol scene, you've likely just gotten into AKB with the most recent tryouts. While you're young and inexperienced, with hard work and dedication you'll certainly see results. Who knows, maybe you'll even surpass your seniors? You may switch your gender to female for free considering the type of work you'll be doing.
Roll 1d6+12 for age.

Regular: After working at this for a few years, you know the ropes of this industry. While certainly not at the level of the God 8, you're talented enough to have an established fan base and considerable skill. Whether or not you continue do keep it though it up to your own efforts, stagnation is the bane of entertainment. You may switch your gender to female for free due to the same reasons as the Kenkyusei.
Roll 1d6+14 for age.

Producer: You work as a producer for a popular music album (Potentially AKB), composing music in order for those beneath you to pull out a performance. There's a lot of pressure on you because of it, but also a great deal of respect as well.
Roll 1d10+25 for age.

Fan: Perhaps you're not on the stage at all. Instead, you're a die hard fan, one of many in the crowd captivated by the performance. However, this does not mean that you are weak. The words of an admirer can do so much for others, your kind is essential in a world like this.
Roll 1d10+18 for age.

Backstage: More goes on in this world than the one's shining up on the stage. You are the one who works in the darkness to ensure they shine brilliantly. Whether you work as a simple cleaner or manage an entire studio, you have the big responsibility of making sure that whoever appears on your stage can do their best without worries.
Roll 1d10+20 for age.

*Perks

100CP Perks are free to their origin

Passable (100CP, Discount Drop-In): Looking a little androgynous there, aren't you jumper? With this perk you look a little bit closer to the opposite sex than you did before, which may help in certain situations, such as attending female only auditions while male. While this alone won't make you pass completely, with some makeup and a wig it's unlikely that anybody would notice the deception unless it were to somehow come apart.

MC 101 (200CP, Discount Drop-In): Congratulations Jumper, you've got a funny bone. More specifically, you are now in possession of the skills required to be a decent MC on live television for your average segment. While you start out at a base level, not being truly great while certainly able to hold your own, with study and practice you will be able to even overcome even the fame of those who have worked in the scene for decades. Comes with the ability to stay calm while in front of millions of people, a skill necessary for such a job.

To Be A Man (400CP, Discount Drop-In): Quite a brave one, aren't you Jumper. With this you have a heightened sense of confidence along with an innate drive within you to push through situations that you may find tough to accomplish instead of them being impossible due to your own nerves. Alongside this, you have a sixth sense for how to bring others into a temporary "Man" mindset, bolstering their self-confidence and capability for a good day after a private one-on-one talk. Show them what it is, To Be a Man!

Selfish Savant (600CP, Discount Drop-In): You have an unusual talent, Jumper. Anyone will tolerate selfish behavior from you now, as long they somehow believe that they will somehow benefit from it. While this on it own wouldn't be much of a power, it also passively amplifies

your performing capabilities when you do so for a couple of days. Ruining a single person's day for your own amusement would give you a minor power boost, but something as major as manipulating an entire network to boot off another competitor for your jollies or firing an entire department in a fit of jealousy at others would give a massive edge to your performance. Beware though, don't show results and people will begin to rapidly leave you, making you just a person with a bad attitude.

Don't Work Smart, Work Hard (100CP, Discount Kenkyusei): Wise words said by a certain Aki-Pi. Through your hard work and dedication, you will always see results. Dance for hours on and you'll always find some way to improve yourself, no matter how well you thought you were doing before. However, in order for these results to occur you must put the time in, no half-assing your work or attempts shortcuts through perks or otherwise. In addition, do be sure not to practice for TOO long. Your body can only take so much stress before breaking, after all.

Senpai's Select (200CP, Discount Kenkyusei): Senpai has noticed you Jumper, congratulations. Actually, that's quite a lot of them. Whenever you find yourself in a rut or in need of guidance, a "senpai" will arrive shortly with some sort of lesson or advice to give you. While often roundabout and not immediately obvious, these lessons will put you on the right track should you choose to follow along with an open heart and mind. Should you not be capable of having a "senpai" in a setting, it will instead appear as a random wanderer who fills the role instead. Maybe even your Benefactor might decide to fulfill it every once in awhile, if they are so inclined to do so.

Seed of a Center (400CP, Discount Kenkyusei): You're young and experienced, but that means that you don't have any potential. With this you'll find that advancing in the world of idols becomes immensely easier, your "seed" blossoming in time so that one day you might perform as the center of a group flawlessly, should you put in the practice. This doesn't mean that you are terrible at everything to start at, only that you have a "secondary talent", with high potential for growth in relation to a regular person's. In other subjects, this manifests as a low innate talent, which can be nurtured in ways similar to the initial purpose. However, this tends to cause it to happen at a slower rate than before.

God Crushing (600CP, Discount Kenkyusei): Wow, I misjudged you. It wouldn't be wrong to call you a "Super-Kenkyusei" considering the idea that you might still be in this group. Your talent is above and beyond that of even the Future Girls, making you at the skill of about a mid ranking member of AKB despite your standing. Furthermore, your work ethic is bolstered heavily, allowing you to dance and practice for hours on end, continuing even through tiredness and fatigue until you just know that you've got it down pat. Now go out there, and topple the Gods from their throne.

Confidence of an Idol (100CP, Discount Regular): You've been at this for a while, you've been through your share of battles and tribulations. It shows. Up there on the stage, you'll never show fear or anxiety even if you're in the center position. Works outside of entertainment as well, but

at a reduced rate due to it being slightly out of a context. Never back down from the pressure, Jumper.

The Idol Switch (200CP, Discount Regular): Maybe you aren't the most confident person in your overall demeanor. That's okay, not everyone is going to be so boitstrous and outgoing in their everyday life though. Once you're out there, on the stage? It's a whole new you. By flipping a mental switch you can enter into an "Idol-Mode" being able to portray all of the sincere emotions required to be an idol regardless of your actual personality or centuries worth of emotional baggage weighing you down. Can be activated outside of performances to put up a front in public, but prolonged usage will cause headaches over time.

One With the Storm (400CP, Discount Regular): Idols don't perform alone, Jumper. Together, in groups, is where they shine. Thus, coordination is one of the most important parts of a dance routine. Not that you have any issues with it though. You are one with the music and team, feeling their movements as though you were doing it yourself and being able to keep yourself perfectly in time while exerting the same energy as they are. Keep in mind that this does put on a mental and physical strain if you simply cannot meet with the pace of the music and dance normally, so be careful not to overwhelm yourself if you cannot.

Aura (600CP, Discount Regular): You've done it Jumper. Unlocked the secret power of Aura, an Idol' ultimate weapon. While not inherently visible, you exude an aura of confidence and other such positive emotions that people's attention passively gravitate towards you, massively bolstering both your performance and fanbase. Those who are aware of such things may even notice it as a semi-tangible force around you, a giant version of yourself standing where you would be to represent your charisma. While right now you only have a lower version equal to that of any given member in the top twenty, with enough effort this will develop into an aura so strong that you just might be able to surpass even the God 8.

Eccentric Genius (100CP, Discount Producer): Everyone ha their odd little quirks. People say that some of the most incredibly talented geniuses are also known to be absolutely crazy. While that may not be the case for you, you gain a certain leeway when it comes to your behavior. Walk into a concert midway while holding a large cat and make a speech as it attempts to claw out your eyeballs? It's just the great Jumper-San, imparting his words of wisdom. Keep in mind that actual deviant behaviors meant to somehow hurt others aren't covered under this, so do keep yourself at least somewhat under check.

Talent Scouting (200CP, Discount Producer): You've got the eye, Jumper. Deep in your mind, you have an innate sense for if somebody has a special talent for whatever you might be scouting them before. It also rings out a slight warning if they would be a perfect pick if not for some other reason, although that additional info will remain a mystery unless you find out yourself. Regardless, you could put together quite the troupe if you spent a little time and effort with this.

Interest Inflation (400CP, Discount Producer): Chalko is a simple snack, sold for 300 yen. So, what would it take for somebody to buy it at 1000 yen? You've taken this mindset to heart. With a mind set to manipulating the public's emotion and those who perform underneath you, you're able to bring out the inner value of your performers so that their quality is worth even more than what it would have been originally. While this is a measure that can only be done with direct intervention and only for so long before people begin to complain about such prices, you can effectively raise the prices for what would be considered by and large to be an inferior product so long as you follow the needed steps.

Musical Maestro (600CP, Discount Producer): It's all in the ears. You've got fine listening skills, along with the muse to creating incredible music. While it seems that in this case it's tuned towards the J-Pop genre, I'm sure that with time you could also lean it towards other genres. What you do turn out is of a high quality and could likely be marketed for professional singers should you choose to do so. Keep in mind that even you are not immune to writer's block, Jumper. Too much strain and you may find yourself unable to think of any more lyrics until your muse returns to you naturally.

Honorable Hobbies (100CP, Free Fan): Maybe you have some odd tastes, Jumper. Perhaps you decorate you walls from floor to ceiling in boy bands, or collect figurines of cute Worms in different poses. Regardless, people tend to give you a lot more leeway when it comes to things such as this. While they might not agree with your tastes, they are far less likely to judge you badly for it. If you cross the line and start hurting others because of it, they will be much more likely to call you out however.

Do a Little Dance (200CP, Discount Fan): You'll look rather silly, but sometimes actions can bolster words immensely. Give somebody a pep-up talk and then bust into a strange jig or start to groove in the middle of the speech and oddly enough people will pay attention more along with absorbing the true meaning of the message. It's rather humiliating sometimes, but an effective method nonetheless.

Just a Kind Old Man (400CP, Discount Fan): Not everyone wants to be attributed to what they have done. For some, it's for dishonest reasons. Not for you. Whenever you wish to remain in anonymity for kind purposes, such as a charity event or other things done for others, you'll find that nobody will remember who you were when it all ends. All that remains in their mind is the vague outline of a kind person, face forgotten long ago. Perfect for unseen aid, however if at any point your behavior becomes malicious the anonymous effect is instantly removed.

For My Feelings to Reach You (600CP, Discount Fan): A fan's job is to worships, idolize, appreciate. How this is done varies from person to person, however. You have a special method. Through sacrificing your personal enjoyment towards a person, group or thing that you truly love, you may instead spread it towards others in order to create a greater wave than you ever would. Buy tickets to a failing venue and give them to random strangers on the street and you'll find that they suddenly have a full house, along with other such miracles. These acts must be

performed personally by you though, else it will lose their effect. While a megaphone might work to amplify your voice for whatever speech you're making, taking to mass media would not replicate the same effect.

Stage Father (100CP, Free Backstage): You might not be an actual father, but you damn well might as be one. You have the character and qualities of a backstage coach and trainer, allowing you to discipline and guide large groups of up and coming talent with ease. With time they will look up to you as a guiding light and always know that you're the reliable one to go towards if they wish for advice, or the one who will listen to their earnest request. Just don't go betraying their trust, alright?

Ten Minute Technician (200CP, Discount Backstage): Sometimes, accidents happen. Things break, this is unavoidable. For some, this would postpone or cancel shows. Not you. You gain a high level of skill in maintaining and repairing mundane objects along with an ability that will always allow you to just make it to repair something within a narrow deadline as long as there aren't any major interfering forces.

This Won't Make It (400CP, Discount Backstage): This is a very dangerous thing to say in your line of work, especially to your superiors. Even so, sometimes you need to put your foot down. You know your group the best after all, don't you? Those in higher positions are much more likely to listen to your honest opinion on decisions taken in management and will listen with an open mind to any alternative options you might suggest to them. Keep in mind that if it ends up being a terrible one or you had no idea, the consequences won't be great for your standing.

Nobody Shines On Their Own (600CP, Discount Backstage): It isn't just the Idols and the Fans that create a show. It's also you, the faces that are never seen. By pouring all of your heart and soul into a specific show, whether by polishing every single tile in a theater with a cloth instead of modern methods or staying up for several days to ensure that the events are all played out to be perfect, the performance's success will be magnified to a normally impossible to acheive degree as though a tantamount to all of the effort you've put into it. Truly, it will stand as a monument to all of the work that you and your fellow colleagues have undergone, as they glow brightly. Expect a sideshow to attract street clogging popularity and actual concerts to be roaring like it's the end of the world by the time you finish.

*Items

100CP Items are free to their origin.

AKB Memorabilia (Free to All): A large box containing CD's of every single song and or/album that AKB48 has ever produced. If you somehow cause a song that wouldn't have been made to appear during this jump, it will update to include that as well.

AKB49- The Manga (100CP, Free Drop-In): A box containing all of the current series, enchanted to self update if a new volume is released. While it certainly will give you an edge if you read this, be careful to keep it safe. One small slip up and you'll likely ruin the lives and careers of multiple people.
The Ultimate Wig (200CP, Discount Drop-In): A luscious, well made wig of a cut, style and color of your choice. Aside from never getting hot or uncomfortable it's incredibly easy to wash. Guaranteed to never fall off your head so long as you secure it correctly beforehand.

Boys Days (400CP, Discount Drop-In): A seemingly normal cafe, aside from the fact that its whole gimmick is that the servers are girls dressed as boys. While it might not suit everyone's tastes, you'll find yourself in ownership of a few locations of this cafe centered around your starting location, racking you a decent profit overall. You or your friends might even be able to work there yourself, if you can meet the requirements (or fake it well enough). After ten years it will appear in your next jumps, in an area close to your starting location.

TV JUMPER (600CP, Discount Drop-In): Spelling may or may not be intentional. You now are a direct benefactor of your very own TV station. While nowhere near the most viewed, you'll certainly be making a decent amount of money even without direct interference. Actually giving a damn and investing into the quality of your programs will see increase in profit, naturally. After ten years it will appear in your next jumps, in an area close to your starting location.

The Divine Drink (100CP, Free Kenkyusei): A muddy looking drink composed of many different beverages. While it appears disgusting, it actually tastes fine. Aside from being a good beverage, it also bestows a small amount of luck to those who drink it for a short period of time, specifically geared towards success during a performance.

How to Perform Live (200CP, Discount Kenkyusei): A series of notebooks written by Hiroko Yoshinaga, all on how to perform on stage. Incredibly comprehensive, study of these notebooks will guarantee improvement on their subjects should the reader follow the advice and regimens recommended within.

The Jumper Dorm (400CP, Discount Kenkyusei): Sometimes you need a place to crash. Why not have a better one? You get an apartment complex owned by yourself, with utilities that you'll never have to pay for due to whatever reasons. There's enough apartments here that an entire division of a company's staff could live here comfortably, given that some of them double up in the rooms. They're surprisingly spacious though, and come furnished upon purchase. After the ten years are up, it can either appear as an attachment in your warehouse or spawn somewhere in the next world you go to.

Charm of Great Ambition (600CP, Discount Kenkyusei): A seemingly normal charm that one might obtain after heading to a gift shop or shrine. However, once per jump, you may write

down a goal that you wish to achieve. This must be something that you should be physically possible of achieving “Becoming the Fire Lord” will not be possible if you didn’t have some way to manipulate fire. After writing your goal down and keeping it on your person, you will find that it conspires to make events happen around you that will put you on track to fulfilling your ambition. If these events are followed, you will find yourself given opportunities to succeed in your given goal along with many challenges which will help you to grow as well. Once the goal is completed or for whatever reason is abandoned, it will turn to ashes and disappear only to appear once again in your Warehouse come next jump.

Costumes and Other Such Things (100CP, Free Regular): Nobody goes performing in their street clothes, that’s ridiculous! With this an extensive wardrobe appears within your Warehouse, complete with vanity and makeup kit. While it has the “standard” idol outfits, it also has other outliers such as swimwear and oddly enough a mascot costume depicting a black cat. Never will you find yourself wishing for something new to wear when performing.

Truck-Kun (200CP, Discount Regular): Unfortunately not our favorite Isekai-ing vehicle, although it certainly looks like it. A rather well made model, it can withstand much wear and tear without any maintenance. It also has an odd charm on it that allows any attempt to kidnap somebody of the street to work without fail as long as no harm is meant to the ones who are on the receiving end, along with another which bolsters the effect of speeches given within it. Don’t expect the people you grab to be very happy about it though, it is slightly illegal.

Contacts For Success (400CP, Discount Regular): A slip of paper with some odd names on it that you find are oddly familiar, but you can’t place. Next to them are phone numbers. Calling these numbers will put you on the line with their agents, who after a bit of deliberation and proving your skills will happily put you on the road to international fame. While it isn’t really worth it wasting your time as a beginner, if you wanted to break out of your current role this is your golden ticket.

AKB Theater (600CP, Discount Regular): A large theater, made as a complete replica of AKB’s. Filled with all sorts of electronic equipment and plush seating, it is guaranteed to never malfunction short of an EMP blast being detonated right inside the building. Here you can host your own performances, whether they are idol related or not is up to you. After the ten years are up, it can either appear as an attachment in your warehouse or spawn somewhere in the next world you go to.

1000 Yen Chalko (100CP, Free Producer): A cheap convenience store level snack, spawning in five small containers every five days in the warehouse. While they normally are sold for 300 yen, they are labeled on the front as being worth 1000 yen. Eating them finds it to taste infinitely better than your average snack food, but ultimately just something to fill with your stomach. Oddly enough, if you gave this to a certain producer he might warm up to you a bit…

Arm Sized Animals (200CP, Discount Producer): A bunch of animals, all cute and still rather young. Despite their species or rate of maturity, they will always appear as just large enough to be carried in your arms. They are great to pet or carry around to show off your soft side, but attempts to kill them for whatever reasons you have will be met by unavoidable and painful scratches followed by running away. You start with a single animal of your choice along with an order form, which can be followed out and if left alone in the Warehouse with the animal the next day it will be replaced by another.

The Songwriter's Room (400CP, Discount Producer): An odd room that appears in any of your owned properties, or in the warehouse otherwise. Inside is a large desk along with a few classical instruments and a long table. Alongside the walls are large cabinets filled with musical paper. When composing music within this room, a strange sense of inspiration fills the composer and leaves them much less likely to run into writer's block. Every jump it can be decided as to which property this attaches to or if it stays in your warehouse.

JUMPERKB48 (600CP, Discount Producer): Congratulations on running a new sister company to AKB48. Or not, it could just be your own individual company. Regardless, you may bring this company with you in future jumps, allowing you to create and spread your music across the multiverse. This also allows you to import companions aside from your standard eight as your employees, under very strict unbreakable conditions. These being that they must work for JUMPERKB48 if brought through it, that all special or supernatural powers are sealed if they do, and that they must not enter into an aggressive stance with any outside inhabitants unless they themselves have been directly attacked. They may also not directly interfere with a world's plot if it has one, aside from being a performer.

Box of Oddities (100CP, Discount Fan): A nondescript box, that when opened is found to be filled with an obscene amount of materials related to a mundane hobby of yours. Every month, the box refills with another months supply of this to entertain you. If you ever decide that you don't want some of the stuff that came with it, you can put it back in and the items will automatically vanish.

Playtime Fund (200CP, Discount Fan): An untraceable amount of one million yen is wired to your accounts (or appears directly if you have none). While you could use it on your normal expenses, you'll find it stretches a lot farther if you spend it on your interests. Another million is wired every two months.

Unlimited Ticket Works (400CP, Discount Fan): An envelope that, once every two weeks, will fill with around twenty tickets to a venue or event. These will be found valid even if seats are already sold out and somehow you will manage to find decent seats when using them. Keep in mind that this has to be publicly available or something that you could be invited to normally, you can't obtain tickets to little Elizabeth's fifth birthday this way. Creep.

High School of Jumper (600CP, Discount Fan): A large and rather well maintained private high school, which you now are in ownership of. It's run by a staff of NPC's who teach the standard subjects and some electives, though as the owner you have sway as to what they teach. You may even do so as well, if you desire. After the ten years are up, it can either appear as an attachment in your warehouse or spawn somewhere in the next world you go to.

Communication Headset (100CP, Free Backstage): A simple headset used for communicating with those in a team. It's high quality and quite comfortable and is guaranteed to not malfunction short of somebody detonating a bomb right on top of it. Comes in multiple colors.

Internet Web (200CP, Discount Backstage): An odd domain that you now find yourself the owner of. More specifically, a blog website. While initially abandoned, if you write a blog on a certain person or group using this site, they will become vastly well known and famous, at least on the internet. This is fleeting curiosity however, so be careful.

Construction Locations (400CP, Discount Backstage): A bunch of construction sites, which you now have control over through some odd negotiations. While you could sit back and let the dough roll in from your cut, it also has the odd effect of drawing attention to those who work within it for extended periods of time if you place them there, although reasons might vary. When these construction sites are finished a new one appears somewhere in the surrounding area. A maximum of ten can be active at once, the limit of your contract.

Record Company (600CP, Discount Backstage): An independent company, dedicated to selling singles and albums for independent groups. While not affiliated with any certain group, you're certain to make a reasonable amount of money if you keep yourself relevant. This starts out as a single multi-story building, however more can be built if you are able to successfully raise the profits of your company through multiple successful deals. After ten years, the record company will appear in your next jump, reset to the single building once more.

*Companions

Direct Import (Free/100CP/300CP): Want some friends? That's understandable, high pressure lifestyles will do that to you. For the low cost of 0CP you may import eight of your companions with a free origin and no CP, for 100 they receive a stipend of 200CP and for 300CP they receive 500CP.

A New Talent (100cpCP, One Free for Drop-In, Fan, Stagework): Met somebody new here? You can take them along, but it will cost a price. This OC companion comes with a free background and 300CP to spend on whatever of their choosing.

Canon Companion (100CP, One Free for Kenkyusei, Idol, Producer): Did somebody from the main cast stand out to you? Well, I suppose you can take them with you. Keep in mind that you

need their consent to do so, which means that you can't just go ahead and kidnap whoever you want without any prior warning. Still, the extra company should be appreciated.

*Drawbacks

You may take as many drawbacks as you want up to +1000CP, but do try and be reasonable. Too much and it will almost certainly overwhelm you.

+100CP It's a Trap! (Required for Male Idol/Kenkyusei, Restricted to Females): Now what are you doing here in AKB48? This is a girls only group after all! Whatever, the producer doesn't care. The fans will certainly cause a ruckus if your true gender is revealed and will likely lead to your being kicked out of the group. While some members of the troupe might be understanding, don't expect it across the board so do try and maintain some level of caution. If you aren't a member of AKB48 people will still give you issues about your form of dress if they discover your gender, though not nearly on as large a scale due to the lack of recognition compared to the former background.

+200CP The Unseen Trap is the Deadliest (Requires It's a Trap!): The stakes are up, Jumper. Now, instead of being kicked out or ridiculed, if you are discovered for your true gender you will fail the jump. In addition, others are much more perceptive as to anything amiss if you are careless in maintaining your appearance. Be careful Jumper, it'll be a paranoid ten years if you take this.

+100CP Public Dislike: The crowds don't like you Jumper. Perhaps it's your looks, or maybe they think that you're not motivated. Either way, winning the trust of the masses will be an uphill battle at best and will certainly have a negative impact on your election results if you don't work on it. For non Kenkyusei and Idols, this reflects badly on your company or whatever you represent, which will likely cause some crossed words.

+100CP Scratches: Mittens, please stop. That hurts. Animals now have a habit of clawing up your face, which can cause a bit of embarrassment for yourself. This would be manageable, except for the fact that this drawback instills within you a great love of animals and a subconscious impulse to hold them while attempting to make important statements. I suggest nail files and plenty of disinfectant.

+100CP/0CP Rivals: Pick a Companion. They now are considered to be your rival, whether this is true or not, and everybody in the world knows. Acting friendly outside of private matters will likely confuse others and will possibly hurt your public image if you work in such industries. You may also have a character with the same background as you be your rival for 0CP, however in exchange you may take them as a companion.

+100CP Didn't Read the Book: All memories of AKB49 have been wiped from your mind for the rest of this jump, leaving you blind to the events of what will happen. Surely you don't need any meta knowledge to succeed, right? In addition, all media and saved files on it will appear blank and cannot be changed until the jump ends.

+100CP Embarrassing Crush: You've got a crush, Jumper. Whoever the lucky person is, you're hopelessly in love with them. However, not only are they clueless, but others are quick to notice. Expect people to make fun of you for it and confessions to be extremely difficult or outright impossible.

+100CP Sexual Harassment Senpai: The playfulness of AKB members has been played up a lot for the sake of the manga, but now you're hit the hardest. Expect multiple attends at a feel up when changing from seniors who just won't say no, leading to a generally uncomfortable situation for yourself. Of course, you can always say no, but you'll likely end up with the reputation of a prude before long.

+100CP Unlucky M8: The cards just aren't in your favor, are they? Expect occurrence such as birds pooping in your hair or tripping over your own two feet to be a daily thing. Things such as computers will crash just as you're about to save a file and microphones will randomly stop working whenever you touch them. Prepare for a hard life, Jumper.

+100CP Controlling Family: They mean the best for you, really. Even so, your parents or extended family will constantly attempt to meddle in your affairs, attempting to steer you off your chosen path to another that they feel is right for your success. Whatever they recommend you will always find that you hate, however saying no is always hard. They're family, after all.

+100CP Don't Diss My Hobby: Really Jumper? You do THAT in your spare time? I won't judge I suppose, but others certainly will. You have an embarrassing hobby that everybody knows about and will constantly ridicule you about it whenever they can. Expect random strangers to approach you on the street and call you a loser for your goth-loli fashions, or whatever weird thing you do. Stopping it will likely mean abandoning your hobby altogether, but people will still come up from time to time just to unearth it and really get under your skin.

+200CP Unbearably Selfish: Calling you disagreeable is to put it lightly. You're a downright nasty person, having been brought up and taught to be cruel to others for your own personal gain and amusement. While some may be willing to tolerate this, expect cruel reality checks when your own hubris turns around and bites you in the behind. Trust me, it will Jumper.

+200CP A Star Shines On Their Own: The obligatory power lock drawback. With this you may no longer access any powers from other jumps, only the one you bought here along with your Body Mod and Warehouse. Really though, you shouldn't need those to succeed here. Surely you can manage without?

+200CP Musical NEET: Pick a hobby you have. You are now debilitatingly obsessed with it, refusing to leave your room in order to pursue it. This can be bad for you if you have a job for obvious reasons, and will land you with a bad reputation even so. However, if someone were to take the time with you to teach you that the outside is worth it, perhaps you can tone yourself down to a manageable level.

+200CP Deafness: Are you sure about this? It's practically suicide if you work as an Idol and is still a major disability. Fine, I can't stop you. You'll start the jump already deaf in your right ear and will lose hearing in your left completely in your left ear. This will be catastrophic if you work in the aforementioned industries, likely leading to your retirement without some miraculous way to cure your deafness. Comes with a set of hearing aids, which you will certainly need if you have no way to counteract it.

+200CP In The Eye: You just don't get the whole synchronization thing, do you? Whenever you perform a task in which you work with others, you'll inevitably find yourself unable to keep pace with it and end up likely sticking out like a sore thumb for your poor performance. While many dedicated hours of hard work and practice will help you push through, expect nothing but a hard slog to reach average levels of competency.

+300CP Center Stage (Incompatible with For Her Dreams): The plot drawback. Upon taking this events will conspire to make sure that you'll somehow end up joining AKB, or at least landing a job with them in a department. Getting fired is considered a jump failure and you will inevitably get mixed up with the adventures of Urukawa Minori and co. , having to help them work through their troubles. Careful though, being too heavy handed will make them start relying on you, which will make your job much harder down the road.

+400CP For Her Dreams (Incompatible with Center Stage): Congratulations on becoming the main character, Jumper. Your name is now Uruyama Minoru and you start your jump the day you find out your crush announces that she'll be going to audition as an idol. It will be your duty to make sure she succeeds, providing emotional support while at the same time making sure that you can do the same with yourself. Along with this, you must take both It's a Trap and The Unseen Trap is the Deadliest for only half the points. Also, you'll receive a diminished form of A Star Shines on Their Own for no points, having your powers heavily diminished but still accessible with time and effort. However, if you succeed in your task by the end of this jump, you may take Yoshinaga with you for free as a Companion.

+600CP Reach the Top: Shooting for the stars? I won't ridicule you for such a goal, but if you're up to it.By the end of this Jump, you must reach the level of and topple at least one member of the God Eight during the general election. These are world famous idols known for their dancing power and their ability to use "aura", having such a degree of presence on the stage that it would be completely impossible to match unless you figured out some way to overcome or get around it. If you cannot achieve this by the end of the Jump, you will fail and be sent back home.

*Ending

Did you enjoy the spotlight, Jumper? Or did you enjoy making others dazzle from afar? Regardless, I hope you enjoyed.

With your ten years over, you have a choice to make.

- Retirement: Maybe such a world with all its glitz, glamor and excitement has made you miss what you once had. You may return home to your original world with everything you've received here and in previous jumps with your companions.

- Off to Practice: Did you enjoy this world that much? Very well then. You may stay here for the rest of your days, your affairs being set in order in the other worlds you have visited. In addition, you may take an extra 1000CP for yourself, on us.

- Encore: Not done with your show, eh? That's fine. Off you go, to other pastures. Just remember, we'll always be here waiting for you.

*Notes

-For It's a Trap! and its variants, it's okay if you have a select few who know of your status. If they blab or you mess up and are outed to the public at large, you are considered to have failed.
-For perks that boost confidence, they tend to have a general stack. While taking more than one will certainly help in that regard, diminishing returns should be expected the more you take. Use your judgment, Jumper.
-For perks that boost competency in subjects, they follow the same rules as the above.
-Seed of a Center doesn't mean that you're bad at everything, only that you have a vast potential (or even vaster than before, depending on the subject). Think of it like a protagonist with no sword experience being able to swing it around like someone who has been working with weapos for several months with no experience after a few days, as opposed to someone with prior experience moving as though a semi-professional in the same amount of time. As opposed to slowing down your learning, it essentially acts as a general accelerator with a lean towards Idol activities.
-Rules for JUMPERKB48 in a Nutshell: Must work for JUMPERKB48 and not just wander around the world, no magical/fantastical powers, no fighting others or interfering with the plot. Attempting to circumvent these rules will simply result in the failure of the action.
-Wanking helps.

***Changelog**
0.1- The jump skeleton was made.

0.2- Finished tentative Drop-In Tree, Kenkyusei, Producer, some of Backstage, miscellaneous items, added/made minor edits to Drawback section.
0.3 Finished all perk trees, added age to the backgrounds. Finished all items as well.
0.4- Edited Seed of a Center, added in Drop-In items (Whoops)
1.0 Officially Jumpable, fixed some grammar errors.