Gift of the Magi (Magi no Okurimono) Jump

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Five years ago, Hokazono Akari died in an accident. Now 23 years old, her boyfriend and childhood friend Shiki Daichi still hasn't found closure. While he chases after memories of her on the earth below, she uses every tool at her disposal in heaven above to force him to forget.

Welcome to the world of 'Magi no okurimono, Jumper. A world where people go to the afterlife after death and can interact with the living (in minor ways) if they have enough money.

Take these 1000 Memory/Money points (MP) to spend on the doc and may your stay in this world be a pleasant one.

Location: There are only three locations.

1. *The mountain most of the story takes place on.*
2. *Rest of earth*
3. *Afterlife*

Drop ins and Living can start out anywhere on earth. Drop ins can also start their stay in the afterlife but this isn't recommended. The dead start their stay in the afterlife.

All perks for an origin are discounted, with the 100 MP perks being free.

Drop in: You appear in this world with just the clothes on your back and anything you've purchased here. If you appear in the afterlife, you don't have any money or people who remember you, unless you import companions in the real world.

- *Rugged looks (100 MP): A lifetime of hard work left you with a muscular physique. If muscular is not your thing, you could have a fit and toned physique instead. Also makes you good at being an outdoors person (things like hiking, camping, etc).*

- *Work experience (100 MP): You've some experience in a work of your choice, maybe construction or in retail, but you could easily gain employment even as a drop in without any documents.*

- *Amateur Astronomer (200 MP): Like the uncle who runs the observatory, you've an amateur level skill in half a dozen fields of science and technology. It doesn't mean you can compete with scientists but you're a jack of few trades.*

- *It has been five years already (200 MP): Moving on from your loved ones' death or disappearance is hard but you have a way of bringing people out of the funk they find themselves in. Either via making them think of the good times they had with that person or by showing them that life still has a purpose and meaning, you could make people have hope once more.*

- *Dropping in (400 MP): You've a habit of appearing suddenly, as if someone dropped you there. This perk manipulates events so you appear whenever your friends or loved ones need you the most.*

- *A Second chance at happily ever after(600 MP): Sometimes you lose the love of your life due to situations beyond your control or you can't reach your goal due to some error on your part. This perk makes it so everyone in the setting has a chance at finding another person who will fill the void left by the passing or lets people have another shot at their goal or find something else equally meaningful. (This perk only works for objectives that are morally good or lead to a better life as an end result). People under the influence of this perk have a gut feeling that this will lead to great results. This perk also makes it so you (the jumper) don't lose via random chance, unless you're participating in something that depends on random chance (things like lotteries, gambling, games of chance, etc).*

The Living: You are someone living in this world. You've a family or loved ones and a history in this world. You appear in your room, thankfully it's a weekend so you have the house for yourself, you can use this time to acclimate yourself to the memories of this world.

- *Nerdy Cute (100 MP): You're cute in a nerdy way, this may be the guy in glasses look or the girl next door look. You may not turn heads with your looks but you have enough admirers. For some reason, this perk also gives you a large amount of knowledge regarding scientific trivia.*

- *Salaryman/Office lady (100 MP): You have a few years of experience working a desk job. It isn't a high paying job but it pays enough for a comfortable life in the city.*

- *This Rock means forever (200 MP): You love deeply and truly. You'll never forget or lose your love towards someone or something. No matter the situation, you'll still remember all the good times with those you share a bond with and remember everything about them.*

- *Follow your dreams (200 MP): Sometimes it becomes hard for you to follow your dreams or do what you like because of obligations or other work or the thing you want to do might not be feasible. But once you take that leap, you'll start finding opportunities that lead you towards your dreams. That guy you just met, he has contacts in the industry you want to work in and would gladly help you out. And this woman across the hallway from you, she's a popular name in the field you want to move to, etc. This perk also boosts your willpower massively so you'd stay motivated till the end.*

- *A meteor to connect the sky and earth(400 MP): Meteors are a bridge between earth and the sky. Similarly this perk lets you connect with people no matter the distance between you, whether physical, mental or spiritual. What this perk does is let you connect with and keep in touch with people you can't normally, like a celebrity or a person from a different world, an alien, a dead person, animals, etc; If you can't talk with them using technology or by meeting them physically, you could always talk with them in your dreams, summoning their consciousness into your mindscape. This perk also gives you opportunities to meet those you would find interesting and lets you notice if you're drifting apart from your loved ones.*

- *Accident averted (600 MP): Akari and Daichi would have had a happy life together if only Akari didn't die due to the excavator falling on her. Sometimes people die accidentally in situations beyond their control. This perk makes it so you, your loved ones or those you feel at least the barest amount of concern or worry towards, won't die accidentally. The only way for them to die is via natural causes (old age) or if someone kills them, even if they get diseases, they'd make a complete recovery and stay in good health till old age. This perk also targets those your loved ones show the barest amount of concern and prevent them dying accidentally.*

The Dead: You're dead, Jumper. You find yourself in the afterlife. For this jump, dying or being dead doesn't count as chain-fail.

- *Classic beauty (100 MP): You're classically beautiful or handsome. You're a 9 out of 10 and draw looks everywhere you go. Dealing with popularity all your life has given you good people skills.*

- *The science guy (100 MP): You had a background in a field of science of your choice and have a doctorate level skill and few years (at least 5) work experience.*

- *Super cute Astronomy girl (200 MP): You were popular all over the country as a model or a television program host. Your charming nature, funny demeanour and good looks made people love you and millions cried at your passing. What this means is that you have tens of Billions of Gonyo Gonyo at your disposal. Every year, you get around 25 million Gonyo Gonyo via your loyal fans reminiscing about you. This perk also lets your companions or followers increase your popularity by talking about you, blogging about you, etc; In future worlds, you'll get modelling contracts or*

a movie role or something similar and a similar amount of wealth on the local currency, with your hard work and networking determining extra income.

- *Talk with the dead(200 MP): After spending your time in the afterlife and interacting with the dead for at least 10 years, you've learned how to interact with those who have died and make a positive impression with them. In future jumps, you can see and speak with the souls of the dead and if they have passed on to the afterlife or a variation of it (reincarnation, etc), you can summon a copy of them from the afterlife to have a chat with. Ghosts have a favourable impression towards you and tell you the truth to the best of their knowledge, because they feel like you're their kindred and don't want to disappoint or hurt you or those you love.*

- *Something to do(400 MP): People might think heaven's a boring place because heaven's forever, but there's always something to do in heaven, you can buy as many books as you want, play games, watch TV, etc (as long as you have money). Even if you don't have money, you keep finding something else to do, a new person to make friends with, organising events, etc. In future jumps, you keep finding things that make life interesting for you and events conspire to make sure you aren't bored.*

- *I dedicate this to Jumper(600 MP): Just like how Daichi found and dedicated the supernova that outshone Venus to Akari, your companions or followers or anyone who loves you would invent or discover something wonderful as long as they feel love towards you. The deeper the love, the greater the invention or discovery. In future jumps, this perk lets your loved ones invent or discover wonderful things once per jump per person or group of followers as long as they want to dedicate the end result to you.*

Items:

General items:

- *Clothes (free): A wardrobe full of self cleaning and repairing clothes in various styles.*

- *Gift shelf (free): A warehouse attachment that stores all the gifts you've received. Each item is stored in the best place to show it off.*
- *Sketch pen(free): Anything you write your name on using this pen becomes yours, this item only works on items below 100,000 Yen in cost.*

- *Telescope (free): A small telescope that fits in your room's window, the best commercially available version, lets you see stars clearly even on a foggiest night or in highly polluted areas.*

- *Rock collection (free): A heap of different types of rocks and crystals. Has a dozen or so of meteor fragments.*

- *Science books (free): A library filled with books on science, gets updated to include the latest books on science in setting.*

- *Hostess bar tickets(free): VIP tickets to a hostess bar near your location. If there isn't a hostess bar in your location, now there is one.*

- *Paper planes (100 MP): These fly unerringly to their targets, as long as they aren't targeted by people. You can think of a message and it appears inside the plane. The target can think of a return message and the plane folds itself back into its shape. The target needs to throw the plane and it'll return to you, as long as people don't try to catch or destroy the plane.*

- *Afterlife (free(optional)/100/300/400 MP): For free, you can get the default version of the afterlife shown in this world. Optionally you could reject the afterlife item. The default version of the afterlife takes in the souls of every dead person, good or bad. Everyone in heaven needs to spend a heaven specific currency to buy food, housing and comforts. The only way dead people can earn money is if living people talk about them, a 1000 Gonyo Gonyo (same value as yen) is added to your account every time someone talks about them. So even Hitler has a multi trillion yen income and a huge palace. More information about the afterlife is in the notes.*
  You can modify the afterlife and make the changes retroactive by paying 100 MP. The only rule is that you can't make major changes to living people, institutions or places on earth.

  By paying 300 MP, you can design the afterlife any way you want but the only rule is that the rules apply to everyone.

  By paying 400 MP, the above rule is removed, you can design whatever kind of afterlife you want.

  Even the default version of the afterlife acts as a 1-up, once per jump sending you to the afterlife if you die.
  In future settings, the afterlife can be inserted for souls to go after death. You can decide if the item acts retroactively in a setting or not. If there's already an afterlife or similar system in place in a setting, you can decide if your item acts as an alternative or replaces the original system retroactively.

  The original version of this afterlife has gods living in an Olympus-like place. You can decide if they come with you on the chain or if that location houses something else now or design something else to take the centre place of this afterlife.

Drop in:

- *Shack(100 MP): A small shack you can live in. It doesn't have a toilet or kitchen but it can't be detected by people other than you.*

- *Construction company(200 MP): A company specialising in construction and excavation. This company brings in quite the passive income even if you don't manage it.*

- *Observatory(200 MP): A huge observatory on top of a mountain, the surroundings are free from landslides or bad weather. You have a good chance at finding astrological phenomena or new planets when viewing from this observatory.*

Living:

- *Glasses (100 MP): A rack of spectacles in different designs. Mostly for wearing as a fashion accessory, but some of them grant you clear vision in bad weather or while travelling at high speed.*

- *Land(200 MP):A few acres of empty land where you could build your office or house or anything. This land becomes a warehouse attachment or can be inserted in future jumps. The land is near an easily accessible location and attracts people towards the location or diverts them away depending upon what you construct on the spot.*

- *Geological survey company/IT company(200 MP): A geological survey company or an IT company in a prime location in a city. All the staff are hard working and loyal.*

Dead:

- *Wigs (100 MP): It takes 100 years for a person's hair to grow 10 centimetres in the afterlife, so some people sell their hair to get money. These are a bunch of wigs in different styles you bought for use on different occasions. All of them are supremely comfortable and easy to use or remove. They stay attached magically until you want to remove them. Optionally the wig gets attached to your hair or scalp and acts like real hair for hair related perks, powers or items. You can still remove them instantaneously with a thought.*

- *Palace (200 MP): A huge palace in the afterlife, it cleans itself automatically and is filled with all kinds of entertainment (books, electronic devices, etc). You can summon whatever food or drinks you like in as much quantity as you want. You can add additional attachments to the palace once every three months. Attachments include a huge swimming pool, spa, a gigantic telescope, etc; An angel manages the security system which prevents intruders from setting foot in the premises of the palace. You can insert the palace in future settings, in which case, the security system can act in a lethal way to takedown the intruders or you could always select the security option that obscures the location of your palace to those who mean to harm it or you. You can freely add new security measures to the palace once every three months.*

- *Tickets (200 MP): A heap of tickets that let you interact with the mortal world. You can do a lot of things with it but the default rules of interaction with mortals apply. No major changes to people, institutions or places. You can assign the angel you get*

from the palace item to find the optimum amount and type of tickets to use for a situation. A list of known tickets include tickets that summon a pinpoint hail storm, a pinpoint insect swarm, a ticket that removes items from a target's house or devices. A ticket that makes someone call a target, etc. If you can think of a small action you can take, there's a ticket for it. Tickets replenish every week.

Companions: If you can convince anyone to come with you on the jump, you don't need to pay any MP for adding them to the chain.Just take them along with you.

- *Companions (200 MP): Insert all the companions or followers you have. Companions get an origin and 600 MP to spend.*

- *One more time with those we love(free/200 MP): This option can be used to summon all your dead loved ones, friends or acquaintances (those from any setting you've already jumped to or even those from your real life) and let them stay in the afterlife for free or give them a body to stay on earth by paying a one time payment of 200 MP.*

- *Stalker-chan(Free/Optional): Someone who loved you since childhood, she couldn't approach you and tell her feelings to you till now. Has all the perks in the drop in origin.*

- *Childhood friend(Free/Optional): Your best friend since childhood. They are of the opposite sex and state of life (alive if you're dead and vice versa) as you. They have all the perks in the living or dead origin, depending on if you're dead or alive respectively. Their personality is also a foil to yours, they're outgoing if you're introverted, moody if you're exuberant, etc; but they're the best at understanding you and having your back. You can insert your companions or real friends in this slot, if you want.*

- *Kouhai-chan(free for living origin, unavailable otherwise): A junior worker in your company, she looks up to you and is like a little sister. She will cover for you at work once in a while and wants to grow up to be someone as admirable as you.*

- *Stray(free for the dead origin, unavailable otherwise): An orphan kid somewhere between 6 to 10 years of age. She was living in a collapsed house when you found her. She didn't have anyone in the living world so she doesn't have any money to spend in the afterlife. Feeling sad for her, you sort of adopted her. Now she stays with you in your house.*

Drawbacks: Death in this jump doesn't count as chain failure, you just end up in the afterlife until your time in this jump is up, at which point you can continue on your chain.

- *Stay extension (+100 MP): Each time you pick this, extend your stay by 10 years. You can take this a maximum amount of 6 times.*

- *Head in the clouds (+200 MP): You're lost in thoughts most of the time and have trouble seeing what's in front and around you.*

- *Gifts from Jumper (+200 MP): You have poor taste in gifts and give things that are useless to the person you're gifting them to.*

- *Gifts to jumper (+200 MP): Whenever someone gifts you something, the gift is useless to you or it's something you dislike.*

- *Poor health (+300 MP): You've poor health and have stayed indoors all your life. You might not die but this makes your stay here miserable.*

- *Cripple (+200 MP, only available if you're living): You don't have a limb or an eye. Can be taken a maximum of 6 times.*

- *Unpopular and Orphaned(+100 MP/+300 MP): You're unpopular and don't have any parents or relatives. This might not matter much if you're alive, but once you die (you'll die if you pick the augmented version of the drawback), you'll end up in the afterlife and suffer for however long the reminder jump duration is, because you don't have any Gonyo Gonyo to spend.*

- *Lost love (+300 MP): You lost someone you love and can't move on from the loss. For the duration of your stay here, you'll always be thinking about that person and you always feel miserable.*

- *Notice me, Senpai (+300 MP): You love someone but they're in love with someone else, whatever you do to make them see you won't work.*

- *A normal person (+400 MP): You don't have access to any of your out of jump powers, items or companions. This drawback can't be taken by first time jumpers.*

Notes:

- *A huge thanks to 'YngvarrFrey' on SB, for his help with the perks.*

- *The afterlife is more hellish than real life. Ushio makes about 20,000 Gonyo Gonyo (which is just afterlife yen) per year and he's miserable. He lives in a ramshackle hut and bathes or eats once every 20 days. So, if you take the afterlife item, try to buy the upgraded version that lets you set up your own rules.*

  If you end up in the afterlife by taking the dead origin, then you'd be a soul, you still get hungry, thirsty (basically everything a human feels) with the only exception that

you don't die. By default you end up in the version of afterlife shown in the manga. Unless you pick up stupid drawbacks you'd be comfortably wealthy. If you do buy the afterlife, you can replace the one in the story with the one you buy.

From what's shown in the manga, every dead person ends up in the afterlife (known as heaven), there are gods in the afterlife but they stay far away from humans, on a hill, like Olympus. People with a certain amount of wealth get an angel assigned to them. Akari has one but Ushio doesn't have one because he's a penniless nobody. Angels are more like AI run robots that are slightly bigger than your palm and act as your assistants and online interface, letting you buy stuff for money.

So, you could buy a mansion, stay indoors and buy whatever you like (books, food, anything you can think of if you can afford it). You could interfere with the human world in minor ways, like hitting someone with a pinpoint rain, pinpoint mudslide, a call from their office, etc; but buying the tickets that let you interfere with the mortal world costs exorbitant prices and the angels' shitty programming doesn't explain if something works or not before you buy the ticket, so you could spend everything you own to return to earth for a minute and can't interact with anyone, wasting millions of Gonyo Gonyo. So, be careful with your spending because you can't change the living and the world in major ways. Nudging a person's life to be better is the maximum you could do but it would take multiple millions of cash and the personality of the person you're trying to influence. Angels are really rude to poor people so be careful with your spending.