

Welcome to the world of Chobits, a world very much like modern day Earth, with one key difference. Persocoms. Robotic computers built to look identical to humans with metal cone shaped ears that house cables and plugs that allow for connecting to other persocoms and various other technologies. Persocoms have become the new standard that has mostly replaced cell phones and computers so expect to see many of them walking around among society.
This story revolves around Hideki Motosuwa and his Persocom Chii. Longing for a persocom of his own, Hideki is met with a stroke of luck when he stumbles upon a cute abandoned persocom in a garbage pile. Upon finding the power button, Hideki finds his newfound Persocom to be faulty and only capable of uttering the word "Chii"—which Hideki decides to name her after. Chii, however, is no ordinary persocom: capable of thinking and learning on her own, she is a legendary type of Persocom known as a "Chobit." Now, it is up to Hideki to teach Chii how to live an ordinary life and to uncover the truth behind the elusive chobits series.

You start out in Tokyo, the day before Hideki finds Chii laying in a trash heap.

Origins

Human (Free) You are a human, you can choose to be any age or gender you'd like.

Persocom (200CP) Persocoms are a human-like computer that was first developed in Japan. They come in three different types: Mobile, Laptop, and PC. They can do most things your standard computer can do; download software to search with, use the Internet, send messages via email, call or receive calls, download freeware from the Internet, and download programs. Pick one of the three types of Persocom to be. Post jump, you gain a Persocom alt-form.

Perks

Standard rules apply here, 100CP perks are free for origin, rest are discounted.

Human

Friendly (100CP) - People find you easy to talk to and it only takes a short while to make friends, additionally, people always remember your friendship and will pick up where you left off, even if it has been a long time since you've spoken.

Someone Just For Me (200CP) A red string of fate connects you to a companion you love. While connected, you always instinctively know where each other are, and can sense when the other is in danger. This will also help you to always find the fastest way to each other. They can be imported into any setting with an origin of their choice and get any freebies that come along with it. They do not count against your companion limit.

Combat Tuning (300CP) You are skilled at tuning Persocoms for use in battle, able to upgrade them in ways that increase their combat capabilities. You know how to make programs that allow them to know different fighting styles and martial arts instantly, as well as how to integrate weapons into their bodies.

Minoru's Apprentice (400CP) - Like a certain young genius, you can make custom Persocoms to your own specifications and looks, even giving them personalities based off of people you know. You are able to build Persocoms that are better than any high end Persocom on the market. You cannot make a Chobits with this perk alone. You can get close, but your creations will always need a direction for programming their personalities.

Creator of Angels (600CP) - Can create software that blurs the boundary between man and machine, essentially creating machines with human-like sentience. With enough time and research, you can make a Chobits on par to Freya and Elda, for better or for worse. These creations do not count as companions.

Persocom

Perfect Memory (100CP) You have a perfect memory with instant recall. This also includes perfect memory (short-term and long-term), indexing, cross-referencing, as well as having limitless memory storage. You are the perfect tool for any scientific research, or simple question answering.

Processing Power (200CP) You process information faster, allowing you to think and react five times faster than before. Even when your mind is on something else (such as combat), you will continue working at your top speed. You also develop an immunity to mental stress and any form of brain fog.

Increased Learning Speed (300CP) You learn things five times faster. Something that would take a human years to learn, you can learn it weeks. It's possible you can learn very difficult topics in days if you are left on idle. You also gain the needed muscle memory depending on the topic, and these new skills never wane from a lack of use. Whenever you don't want to know a skill or topic, un-learning is just as quick and easy.

Upgrades (400CP) - You may be the most advanced form of technology today, but progress stops for no one. If you don't want to become obsolete, you'll have to keep up. You are now capable of integrating new hardware/software into yourself. Best part is, this perk will ensure the integration process is quick, painless, and comes with no change to your form. In the case you do want the technology to change you, the change is always visually appealing.

Chobits (600CP)- A rare, almost mythological Persocom created through unknown circumstances. Chobits are similar to Desktop Persocoms, but Chobits share more in common with humans. Chobits can do anything a Desktop Persocom can do, with the addition of having their own independent thoughts, goals, and desires. You gain an immunity to hacking, viruses, corruption, and anything else that would change who you are against your will. You can also control technology just by being near it or touching it. Finally, you can wirelessly connect yourself to multiple computers or persocoms at a time to increase processing power and abilities, as well as being able to seize control of them and utilize them as you wish.

General

Theme Song Soundtrack (Free) You can play the Chobits soundtrack whenever you want to hear it. It can be as loud as you want, and you can choose if anyone other than you can hear it. You can also play any other music you have ever listened to. This can combine with any other song perks you may have.

Impossible Hair (100CP)- While this world has a lot of similarities with our world, there is one key difference. The key difference is how people look. While the Persocoms have leeway, the humans are just as attractive. Even the dense farm boy and the pervert scientist are a solid eight or nine.. If you are a Persocom, you can customize your appearance within reason. You can choose where your activation button is (unless you've taken a certain drawback), your hair color, and "ears' ' look like. Also, your hair (if you choose to have it long like Chii's) will never impede in your movements, blind you, or frizz up and get tangled in knots.

Items

All persocoms can be merged with an equivalent item already owned by the Jumper (Cell-phone for Mobile, Laptop for Laptop, Desktop for Desktop) Laptop and Desktop Persocoms will act as followers after this jump, and will become sentient and capable of emotions, unlike any persocoms you may buy in jump with cash. Receive a 200CP stipend for use on items.

Human

Mobile Persocom (100CP) The most simple of Persocoms is the Mobile Persocom. A Mobile Persocom is usually shaped as a creature with long, rabbit-like ears, or large, open ears. These can range in size from key-chain to decoration. They send emails and texts, along with doing basic calculations as well as keeping records and notes. Don't expect more out of them but this.

Laptop Persocom (200CP) A Laptop Persocom is humanoid in shape, but pocket sized in scale. They can do anything a Mobile Persocom can, along with being able to move and interact with the world around them. Due to their size, they aren't the best for manual work, unless it is organizing your desk.

Desktop Persocom (400CP) A Desktop Persocom is built exactly like a human except the large, metal ears. Without the ears, it is easy to mistake them as a human. What seperates a Desktop Persocom from a human is their need of a learning program or a personality software. A Desktop Persocom can do everything a Laptop and Mobile Persocom can do, along with manual work.

Chiroru Bakery (600CP) A copy of the bakery Chi works in. You get to change the uniform for your copy if you don't like the default maid outfit. Comes with a pair of twin Desktop Persocoms that will run the bakery from day to day. You can choose what pastries are produced in this bakery by teaching them different recipes, and they will always come out baked just right. It turns a tidy profit of about $1000 per week. You can import this into future jumps or keep it as a warehouse attachment.

Underground Laboratory (800CP) Like Chitose, you have an underground lab that is ideal for building and developing Persocoms. While you won't be able to develop a Chobits here without the help of the *Creator of Angels* perk, you'll be able to do almost anything else up until that point. This comes with a restocking supply of Persocom parts, enough to build 2-3 Persocoms per year, delivered directly to your lab. Upgrades to the tech level of whatever worlds you go to, allowing you to build more advanced Persocoms, perhaps even surpassing those of the Chobits series. Also comes with a full set of manuals written by Ichiro Mahara, creator of the Persocoms, on how to produce them as well as manuals on how to build Angels from *Angelic Layer*, which takes place prior to Chobits.

Persocom

Beautiful Wardrobe (100CP) Now you can wear outfits worthy of the term “Costume porn.” You have a wardrobe full of the various outfits seen in the series. These outfits come with their respective accessories.

Universal Adaptor (200CP) This handy little adaptor is capable of connecting to any two cords, allowing power or information to travel seamlessly between the two. Power will be modulated to be appropriate for whatever cords are being adapted and information will similarly be encoded in such a way that it is readable to whatever it is attached to.

Backup Server (400CP) You have a dedicated server located somewhere near your starting location. You can always maintain a mental connection to this server, allowing you to offload some of your mental processes to the server and increasing your processing speed by double. Additionally, once per jump or 10 years, this will maintain a copy of your mind if you are to die. If you do, you can be uploaded into a Persocom you own, although you overwrite any data they may have and are stuck with their operating level and processing abilities until your next jump.

The Program (600CP) This disc contains a program that can grant all the Persocoms on the planet the ability to feel emotions. In future jumps, this program can be used to selectively grant sentience to machines, or to the whole planet if you wish. You may specify how advanced machines need to be to get uplifted.
For an additional undiscounted 300CP, you can get the program that would delete the memory and individual-recognition abilities of all Persocoms, meaning that Persocoms would no longer recognize different people and would see everyone as the same human. In future jumps this would manifest as being able to wipe the data from all machines either selectively or on the planet. Careful with this.

General

The Full Collection of *A City with No People* (50CP)- All seven books written by Chitose Hibiya. While the stories are somber, they offer remarkable insight and ask significant questions. *Has the concept of Love changed during your travels? Is waiting for your Soul Mate worth a lack of freedom? Are you really in love, or are you afraid of loneliness?* These questions and more will be asked to you within these books. The questions will often hurt, but they always teach you more about yourself. With time, you’ll learn what to do to find “the person just for you.”

The Full Collection of Chobits (50CP)- Including the Manga, Art Books, Film Comics, Settai Books, and 20th Anniversary Edition. For an additional 50CP, get the entire works of Clamp in any form that they have ever come out with and any future works that they make.

Companions

Import (50/200CP) With this, you may import your companions into backgrounds for this world, one companion for 50cp, or up to eight for 200cp. Each companion will be given a background of their choice and **600cp** to spend on perks only.

Canon Companion (100CP) You can take any canon character as a Companion for free. You just have to convince them to come along when your jump ends. You can pay Choice Points for these Companions, which will ensure that they decide to come with you when your jump ends. Canon Companions get fiat backing for all their abilities and for any items that they own that can be brought into the Warehouse. You can't use this to get Chii or Freya.

Freya (600CP) Somehow you have found Freya's body, similar to how Chii's was, left out in a trash heap somewhere. Given that her personality and data was sent into Chii's body, she is just a blank slate here, just like Chii at the beginning of the series. If you can figure out where her switch is, you'll have a powerful Persocom with the capacity for true intelligence as a companion. She has the full Persocom perkline and the cords in her ears are Universal Adaptors.

Drawbacks

You may take up to 800CP worth of drawbacks. If you take *The Switch*, you may take 1200CP worth of drawbacks.

Anime/Manga Toggle (+0CP)- In case you prefer the story in the Manga over the Anime.

Clamp Universe Toggle (+0CP) This world shares many similarities to other Clamp works. With this drawback, now all Clamp worlds are connected to each other, meaning you could possibly travel to other settings if you had the ability to travel dimensions. Any Clamp works that occur in a similar setting as Chobits can be freely added to this setting. Some settings that are easily incorporated in the Chobits world include Angelic Layer, Kobato, and xxxHolic.

Protagonist Replacement *(Human Origin only)(+0CP)*- Instead of Hideki finding Chi, you find her

The Third Sister *(Persocom Origin w/ Chobits perk only)(+0CP)*- Instead of Chi being found and re-activated by Hideki, Hideki finds and activates you.

Farmer (+100CP)- You struggle to adapt to modern changes, like city living and persocoms. Your general knowledge and skills with technology will be lacking. All perks that increase your intelligence about technology will not help you.

Gullible (+100CP)- You lack common sense and believe what most people tell you, can lead to dangerous situations.

Pervert (+200CP)- You are a pervert, and it can be difficult to hide your erotic tendencies. Your knowledge of social cues will take a hit, especially around people that fit your sexual preference. No Charisma perk will save you from yourself.

Dense (+200CP)- You cannot take a hint, especially romantic hints**.** Romance interests will be very hard to keep, as you will cause them to lose patience. The only ones immune to the drawback are companions you have brought with you.

Chii (+300CP)- Can only say one word, making communication with others much more difficult.

Jumper.exe Has Stopped Working *(Persocom Origin Only)*(+300CP)- You are one of the oldest models on the market. Since you are still good (or your owner is too poor for a newer model), you have avoided becoming obsolete. However, you are susceptible to freezing, lagging, and crashing which take in the form of fainting spells. These “episodes” happen at random, but are more likely with significant information on the line. You will never die from these “episodes,” but you will have a harder time keeping up with the world.

Wear your heart on your sleeve (+400CP)-You often voice your thoughts out loud without realizing, sometimes leading to embarrassing moments or unpleasant things to come out. The more you try to hold back, the more embarrassing and unpleasant the end result will be.

Truthful (+400CP) You cannot lie, forcing you to always answer questions truthfully.

Obligatory Power Loss Drawback (+400CP)- It’s a slice of life world, who needs great power? Settle in and relax for the next ten years. The only powers or items you can use are those you took in this jump. Depending on your choices, you may have a quiet ten years, or a decade of hiding from assassins. Any companions you bring along will also be affected by this drawback, although they will each receive an additional 100CP as compensation.

Wakey Wakey Exercises (+400CP) - Every morning, you will be woken up to Sumomo’s wake up routine and it won’t stop until you have completed the routine and started your day. If you somehow resist doing the routine, you will find yourself far more sluggish and irritable than usual. Your health will continue to decline. It won’t be enough to kill you, but it will be a major annoyance in your life. You can only get rid of this by resuming your morning exercises. If you don’t need sleep, she will show up at the most inconvenient times to make sure you do your exercises.

On The Run (+600CP) Depending on whether you choose the anime or manga version, you’ll be chased by either the Japanese government or ‘The Syndicate.’ Either one will send teams of Persocoms after you in an attempt to try and kill you. They are built to be as durable as possible and are tuned for combat. If you destroy them, then another team will be sent. Each time you destroy them, the number of Persocoms in the team increases, although it may give you up to a year's reprieve each time. Expect to deal with this throughout your entire stay unless you find a way to stop the Japanese government or ‘The Syndicate.’

The Switch (+800CP) Somewhere on your body is a switch that, when pressed, removes all of your memories. Guard this switch very carefully or else you risk losing everything that makes you, you. If you get this button pushed, it counts as a chain-fail.

Notes

First I want to say a huge thank you to the Reddit community for all the help and work that you have all put in to make this jump a success. I couldn't have done it all myself and the things that were added helped make this jump great.

I stole some of the summary from myanimelist, plan to rewrite at some point for originality.

The Third Sister can be taken by male jumpers too. The name is in reference to Elda and Freya. It is not a gender-lock.

The location of *The Switch* must be in a location that will hinder you to some extent. For example: Chii's activation button is in her vagina, making it impossible for her to have sex without wiping away what is her. It would go against the spirit of the drawback if you fanwank the buttom's location somewhere that can easily be protected or ignored. Please be mindful before you choose this drawback.

Expect the *Wakey Wakey Exercises* to last around 10 minutes each day, Sumomo is immortal during these exercises and appears and disappears whenever it is time for them. Post-jump you may set mental alarms and be woken up to the Wakey Wakey exercises any time you'd like.

Freya's switch can be in the same place as Chii's or it can be elsewhere, fanwank accordingly.

If you take the *Protagonist Replacement* drawback, Chii will have the full Persocom perkline and the cords in her ears are Universal Adaptors.

The same thing happens if you take *The Third Sister*. Hideki comes with the full human perkline.

Creator of Angels is a reference to the anime *Angelic Layer*. Ichiro Mihara is responsible for the creation of the Angels plus Freya and Elda. He has done a lot apparently.

The twins in Chihiro Bakery don't have to be twins, they can look like whoever you please. Perhaps you want Persocom versions of Sakura and Syaoran from *Tsubasa*? Fai and Kurogane? Kimihiro and Yuko from *xxxHolic*? Chise and Chiho from *Kobato*?

Jumper.exe Has Stopped Working is a reference to computers in general. Persocoms are computers that look like humans. It's not too far-fetched to think a Persocom would suffer from lag, freezing, and crashing seen in older technology. Now, the crashes and lagging have a visual touch. This is not an age toggle. You can still choose what age you look like.