DYSCHRONIA
:Chronos Alternate
Jumpchain V1
By Deaderthandeath



The year is 2480. Almost 200 years have passed since human civilization teetered on the brink of destruction. Today, an artificial marine city named Astrum Close acts as one of the last safe havens for mankind. Boasting a crime rate of 0.001%, the city's unique technology that can interact with dreams is utilized to ensure crime is prevented before it even happens.

However, the world outside isn't very nice. Still recovering from the disasters centuries prior, only to be shocked by yet another 12 years ago: The Nightfall Catastrophe, which sent waves of orange particles across the world, hazardous to humans and forcing them to live in domes.

But there is trouble in this so-called paradis: the founder of Astrum Close, Professor Albert Rumford, has been murdered. A theoretically impossible and unprecedented incident, yet it still occurred.

All of this occurs on the same day that Hal Scion, a Variant Human, is promoted to Special Supervisor. Assigned to this extraordinary case, he is tasked with getting to the bottom of the mystery, and in doing so ends a series of events set into motion 12 years ago.

You arrive just a moment after the death of the Professor, and you will spend the next ten years here.

+1000 CP

Origins:

- Roll a 2d8 + 12 for your age, and your gender can be freely assigned.

-Foreigner | Free
An outsider, whether to Astrum Close or to this very world, it matters not. Inside the city, you don't exist, and outside, well frankly it doesn't matter. Not now anyways.

-Resident | Free
Born and raised in Astrum Close, you have lived here your whole life. Well, if you can really call it living, having spent most of your days inside KaiROS, the collective dream of Astrum Close. Though perhaps that might change soon…

-Scientist | Free
You might live inside a dream, but you understand the mechanisms behind that dream better than anyone else! You are one of the many scientists that worked and are working on KaiROS, you understand the mechanisms of this city better than any other civilian!

-Supervisor | Free
Pretty much the Police of Astrum Close. You mainly spend your time keeping the peace by aiding citizens in their dreams, so it's a pretty calm job, but do be prepared to act as a detective should a crime happen.

Perks:

- Everything under your origin is 50% off, with the 100 CP options being free.

Generic:

-Visual Novel Character | Free
There is certainly an eccentric cast here, and I'm not talking about their personalities. Just by being here, you too can gain a unique appearance! Feel free to customize your appearance to your liking, from impossible hair colors to natural tattoo-like birthmarks, though you still must generally look like a believable human, if one from an anime.

-Random Lore Bits | 100 CP
This is a place with a lot of history, not just discounting the past games. Entire civilizations have popped up and even a new subspecies of humanity has appeared, all of that and more in just the past few centuries! How is a Jumper supposed to get all that juicy *lore~* when they are busy stopping the end of the world? With this, you don't need to worry! Just by going about your day to day life you seemingly just run into recording, notes, Wikipedia articles, basically any kind of informational format all guaranteed to have something interesting about the world or the specific place you are in.

-Quantum Interference Capable Variant | 200 CP
After humanity left Augmented Tokyo all those years ago and arrived on the surface, the sheer amount of leftover energy that the Meteoras brought caused a small subsection of humanity to mutate. The results were Variants, humans capable of interfering with time and the mind in some way, though not all Variants are equal. You are a Level 2, the average power level for a Variant. As only three abilities were shown, choose only one from below:

- **Memory Dive** is an ability situated in the past. It allows one to read the 'memories' stored within an object, and experience the event that caused them. However, the specific memory experienced is situational, depending on the object, environment, and the situation you are in. Something about the Quantum interacting with the mind, I believe.
- **Future Dreaming** is an ability situated in the future. Through not quite precognition, it instead allows you to view the most possible futures in your sleep, as if they were dreams. Thankfully unlike dreams, you remember these futures quite clearly, to the point where you can sometimes mistake them as something that already happened. Unfortunately, you cannot control what future is seen, only the most likely from your point in time.
- **Augmented Dreams** is an ability situated in the present. It allows one to share their dreams with another with a touch, and have others share them in turn. It doesn't sound like much, but dreams can reveal a lot about a person, and you are an incredibly lucid dreamer as of now. It is also the very same ability that KaiROS is based on, so there is a lot of potential here!

-Level 4 | Requires QICV | 300 CP
I was wrong, you aren't average, you are a goddamn Level 4. What does that mean? Well, you are basically the outlier that shouldn't be counted, the sheer scope of your abilities allowing you to shape the past, present, and future of all of humanity. What you get depends on what you chose for your Variant Ability.

- **Memory Dive** gains the ability to alter the past. It still has the ability to access memories through objects, it's true power is that Memory Dive can influence the past through said memories, with the present changing to match. However, the past is oddly resistant to change, only allowing you control for brief moments, and even then the resulting history seems to generally stay in line with what you know unless you change something incredibly important. Memory Dive also protects your mind and memories from any temporal changes made by yourself or others.
- **Future Dreaming** gains the ability to decide the future. Unlike it's Level 2 state, you don't just see a few likely futures, you can see all possible futures. Even the most impossible of timelines, where everything goes perfectly right or wrong, can be seen. The sheer scope also grants you the ability to subconsciously guide yourself to futures you would want, or want to be warned against, this fact also causing your memories to resist temporal influence. The only issue is, you are still limited to your dreams, and unless you can sleep for long enough, it will be difficult to get much use out of this.
- **Augmented Dreams** expands in scope, gaining the ability to protect the present. The touch limitation is removed, only requiring some level of connection to them, physically (like KaiROS) or emotionally (like friendship). Augmented Dreaming also gains the ability to manipulate dreams, and thus the mind in turn. There is also a hidden side to this ability, as the mind and the Quantum are intrinsically linked… perhaps something can be done with this?

Foreigner:

-Wanderer | 100 CP
The world outside Astrum Close is a dangerous place. From vagrants to bandits, it's an almost uninhabitable mess - not even going into the Nightfall Catastrophe - it's a pretty shitty place. Good thing you know your way around, huh? You have excellent survival skills and experience, enough to survive in practically any environment.

-Friends In Domed Places | 200 CP
For a guy who spends most their time wandering, how come you know all the important people? You apparently have great luck when it comes to meeting People like head scientists, mayors, police chiefs, those who would be considered important to society. What's more, you have an easy time earning their trust, so you can actually take advantage of your connections.

-Suppressed Suppression | 400 CP
One's own mind is an incredibly powerful tool, especially with how it interacts with the Quantum. Wouldn't it be a shame if something happened to it? You now have a blanket protection to all outside forms of memory and personality manipulation, not even the greatest minds of this

generation can even hope to alter your mind. Only something incredibly esoteric can, like altering the very past.

-I Just Wanted To See Him Again | 600 CP
A mother's love is one of the greatest forces in any world, capable of doing the impossible. But a mother's grief? Far more dangerous, as it is what brought this world so close to its knees. You might not be a grieving mother, but your will is far equal to only one other. The sheer stubbornness you possess has made your mind into an impenetrable bastion against the likes of charisma, manipulation, or the truth in some cases. Even if one were to alter your very memories, your subconscious would still work towards your goals. What's more, if you were to focus all your will on a single goal, you will find the very world itself aiding you, sending lucky breaks your way. They aren't much, only letting you get your foot in the door or pointing you in the right direction. However, beware the results of your actions, for even the best of intentions can bring ruin.

Resident:

-Lucid Dreamer | 100 CP
In Astrum Close, to dream takes on an entirely different meaning. As a lucid dreamer yourself, you have a much stronger sense of self inside AD, allowing you to control your own dreams much easier than others. This also lets you freely shape your form in any kind of mental world, going from a person to a fish to a bird and back again.

-Hiding The True Self | 200 CP
Astrum Close's crime rate of 0.001% is the result of KaiROS, nanomachines inside a person's body that connect them to AD, the collective dream of Astrum Close. This also allows said nanomachines to sense and influence how a person thinks. That is a huge violation of privacy, some assuredly you don't want that to happen. You gain the ability to essentially put up a 'false mind' around your own, one that projects context-appropriate reading and thoughts without influencing or showing your own. However, this doesn't give you protection against influence, but a preventive measure works well enough.

-Assisted Living | 400 CP
Honestly, this shouldn't surprise you at this point, but Hal will die multiple times in the coming week, due to him being the newest time looper. What is surprising is that his looping ability is actually the combination of his own **Memory Dive**, Maia's **Future Dreaming**, and KaiROS which was based on Noel's **Augmented Dreaming**. You can recreate this feat with your own powers and items and the powers and items of others. Do note that you aren't actually fusing them together, instead it's the 'natural' result of those things interacting, though you do have some control over what pops out.

-Ghost In The Machine | 600 CP
Three years ago, during one of Albert's experiments something went wrong, leaving Hal without his memories and Albert's daughter Maia comatose. The truth is a little more complicated than

that, as Maia's mind is actually fully inside KaiROS, and thus AD. You can now voluntarily recreate this feat, separating your consciousness from your body and astrally projecting it into any technology that you are connected to, retaining any non-physical abilities. However, this ability is not true technopathy, while you do have some control it's the result of you becoming a part of the machine. What's more, this state also allows the machine to impart of its traits onto you. For example, you could interact with dreams and gain incredible computational abilities while within something like KaiROS.

Scientist:

-My Beating Heart | 100 CP
Do you want to know something funny? Even after Julie Tokogu spent centuries alive, committing atrocity after atrocity, she never truly achieved her goal. No, it was Albert, a regular man, who accomplished her life's work without ever actually knowing who she was, and with none of the atrocities. Much like him, you have no need to commit crimes against humanity to bring progress forward. In fact, should you have any perks that do so, you can bypass that restriction, allowing you to still reap its rewards without needing to become a monster!

-A Better Man | 200 CP
However, that isn't to say that Albert was perfect in his endeavors. Even though he went in with the best of intentions, he made his own share of mistakes, causing some horrible things to happen. Unlike others however, he at least *tried* to fix things, something that made him a far better man. The same goes for you too, people generally won't hold your mistakes against you so long as it was a genuine accident, and you actually are trying to fix things. Of course, this only goes so far, accidentally kick-starting the apocalypse and killing thousands of people around the world will not do you any favors, even if you try to fix it.

-Connected World | 400 CP
Finally, some actual knowledge! Technology has progressed a lot in the past few centuries, humanity as a whole has come to understand the Quantum and the human mind better. You understand how technology in this era works, but where you truly shine is your understanding of how the Quantum and the human mind go hand in hand. To that end, you can construct great contraptions like KaiROS (an entire world made from the collective dreams of a city), and the Clocktower (a machine that can turn those dreams into reality, *literally*). Of course, that requires tons of manpower, a lot of money, and others with an understanding like yours, so maybe stick with some smaller inventions for the time being.

-Your Power In Everyone's Hands | 600 CP
Some of Albert's greatest creations didn't come from his own genius, but of the abilities of his own children. You too are now capable of learning from the supernatural abilities of others, replicating them through technology, though it takes more resources the more complex or powerful the ability. Not only that, but the nature of technology means you can make them *better*, both the technology and its original users. From a supercomputer to enhance the clarity

of futures one can see, gloves that focus and can turn off uncontrollable powers, to an entire separate world made of the dreams of humanity!

Supervisor:

-Special Supervisor Jumper | 100 CP
The Supervisors of Astrum Close are a tad different than other police forces. Acting mainly like therapists and detectives to the citizens rather than 'keeping the peace' due to sheer lack of crime here. So, as a supervisor yourself, you have clearly undergone the training to become one, gaining those skills. Though, since the therapy here is a little different than most places, mainly just pressing some buttons and memory games, you also gain some actual knowledge in psychology.

-Is That A Real-Ass Goddamn Sword?! | 200 CP
Or a gun, in this case. You have an unusual knack for being able to find, smuggle, and hide what can only be described as illegal items. Weaponry, substances, bombs, etc. In fact, you are so good at this that you can hide your… 'collection' from the likes of Justice himself, the AI governing the entirety of Astrum Close!

-Temporal Immunity | 400 CP
Due to some quirk of your existence, or perhaps a specific ability of yours, you are now incredibly resistant to all forms of temporal manipulation. This resistance practically borders on immunity, only something like killing your entire family line across history would actually remove you from existence. Anything less and you continue to exist, still on the same path that you were on regardless of any stupid butterfly effect. Of course, because this originates from you, you can decide what to be affected by.

-See You On The Road… | 600 CP
Sometimes things don't go the way we want them to, sometimes we need to make the ultimate sacrifice to save everyone. But what kind of ending would that be, for everyone to be happy when you aren't there despite *everything?* Well, maybe I should say that it's not the end for you. Once per decade, should you die not by bullet or blade, but by more exotic things like paradoxing yourself out of existence, you will find that you aren't completely gone yet, and others will be able to bring you back. By following the path you made, collecting and finding what's important to you, your memory in the world will become stronger and stronger, until your existence pulls itself back together.

All they need to do is follow your footsteps.

Items:

- Everything under your origin is 50% off, with the 100 CP options being free.

Foreigner:

-Basic Travel Necessities | 100 CP
Food, tents, gas masks, various forms of currency, anything a wandering vagrant would need to survive outside of a dome and in an apocalyptic wasteland!

-Cybernetic Limbs | 200 CP
Held within this small metal container is all the cybernetic implants one could ask for! Replace your arm, legs, heart or lungs, there is enough in this container to completely replace someone's entire body. However, all these replacements don't have any special functions, being as close to a normal limb as humanly possible, with the exception of not needing a mechanic and surgeon to install. These can be popped onto someone and attached with no issue, and if you run out of parts, the container will refill within the week.

-Memories Of Days Gone By | 400 CP
A lovingly worn book, smelling faintly of forgotten scents. This scrapbook holds all of your precious memories, quite literally in fact. A copy of them resides within the pages, and opening it you can relive those memories as if it just happened again, regardless of how much time, universes, and perhaps timelines there are behind you. In fact, maybe if one could dive into memories, this could become even more useful…

Resident:

-Nanomachines, Son | 100 CP
Basically mandatory if you plan on living in Astrum Close, these are KaiROS nanomachines. They mainly live inside your brain, delivering constant and incredibly accurate information of your brain and all that entails to anyone with the right permissions, alongside being able to alter your very brain and connect you to AD. Thankfully, yours have had a minor malfunction, now being completely unable to alter your mind or deliver information to anyone without your express permission.

-A Home For A Family | 200 CP
A surprisingly comfy, if lightly furnished, apartment. Consisting of two rooms, a bedroom and a main room, it has the special property of being able to create an extra bedroom for anyone who moves in, and increasing the size of the main room. For some reason, nobody ever questions why your apartment is bigger on the inside unless you expressly tell them why.

-Spare Body | 400 CP
This small robotic drone is shaped like a chibi version of yourself with extra parts like animal ears. It has some pretty advanced levitation capabilities and can produce holograms, along with a basic AI modeled after yourself. The real worth of this drone, however, is the fact that it can

upload the consciousness of anyone into it, transforming into a chibi version of them. What's more, due to the Quantum, the uploaded consciousness really is them, not just a replica or an AI thinking it's them! This drone is connected to you, so if nobody else is occupying it if you die, you will automatically transfer to it.

Alternatively, you can get the big sister to the drone, the Quantum Interference Capable Android. A life-size replica of yourself with a few minor aesthetics changes, it lacks the flight and hologram capabilities of the small model in exchange for the ability to interact safely with Quantum Particles. Thankfully, it's own consciousness transfer capabilities are the exact same as the smaller one.

Scientist:

-Research Lab | 100 CP
Contrary to the name, this is actually a rather large house. Well furnished and designed to your tastes, the name comes into the play due to the laboratory installed into the house. There is even a bigger, secret underground lab connected to the surface one. Congratulations on being one of the scientists who can work from home!

-Memory Repression Device | 200 CP
You get two devices here, a headband made up of intersecting diamond shapes, and a computer wirelessly connected to it. The pair’s functionality is rather dark, as the computer allows you to alter the memories of whoever the headband is placed on, though the more important the memory the less you can do to it. The alteration is not permanent however, as the second it gets taken off the true memories return. Thankfully, due to some function, the target cannot take it off by themselves, and won't see anything wrong with it constantly being on.

-Big Ben | 400 CP
Despite the name, this clocktower is not actually a time measurement device, but a massive research laboratory focusing on how the Quantum and other energies affect, alter, and interact with the human mind and biology of many more things. Glass tanks capable of cloning Variant Humans; plants that grow despite Quantum Particle Interference; utilizing AD to turn imaginary into reality; and much more. However, the top floor of the building is strangely empty. Every jump you can shift this research to another topic, and the building will fill with an equal amount of experiments and results.

Supervisor:

-The Tools Of A Supervisor | 100 CP
As one might imagine, it's pretty hard to do one’s job if they lack the tools, especially for Supervisors. This is a kind of dual Item, but are actually separate. The first is a small pin that is generally attached to the chest. This device allows a Supervisor to access and utilize AD while remaining in their physical body, while having some permissions that civilians don't, like the

therapy system. In other worlds, you can access other digital and mental plains the same way you would here.

The other tool is actually a weapon. An inconspicuous ring capable of firing lasers, its beams are surprisingly effective, capable of destroying a concrete railing and most robots with a single blast. Unfortunately, it's pretty small so the laser cannot be spammed and needs to recharge after a shot.

-An *Actual* Gun | 200 CP
In the middle of the Sci-Fi spectrum, we have this. A classic rusty six-shooter (or whatever kind of model you want), with a constantly refilling supply of ammo. Despite its appearance, this is a surprisingly good weapon, as its specs far surpass any kind of 21st Century gun of the same model. It also has the added benefit of not technically existing in any database, both itself and the bullets, and any attempts to track it and identify it are far harder.

-Jumper Interference Bracelets | 400 CP
Developed by Astrum Close's scientists, these twin bracelets are built specifically to help a Variant control their own abilities, focusing them and turning them off should they be trouble. As you can guess, yours are a bit more than that, as they apply to any kind of Perk or inborn ability you have. This trait makes it a great training tool, alongside keeping any uncontrollable powers in check.

Companions:

-Blasts From The Past | 50 CP / 200 CP
The standard deal. Import or create a single companion for 50 CP, or pay 200 CP to do the same for eight of them. Each companion gets an origin and 600 CP to spend on themselves. Import/create option

-Friends From Strange Places | 100 CP
With this, you can bring along any canon character with you on your adventures, provided they agree though, with the caveat that they must be alive at the end of the jump. You are guaranteed a good first impression and that you will run into them.

-Closed-Off Clock | 200 CP
As soon as you arrive, you will meet a black-haired young woman who seems to know a lot about you, and what is to come. Intelligent, athletic, yet distant and cold, she has seen much suffering. This is because she is a Variant, a powerful one capable of Memory Dive, and has mastered it to the point of being able to fully travel back in time. For you see, you are a very important person in her life, someone who she is willing to constantly repeat the past few years, going through tragedy after tragedy, just to save you. She has **Wanderer**, **I Just Wanted To See Him Again**, **Visual Novel Character**, **Quantum Interference Capable Variant (Memory Dive)** and **Level 4.**

-Distant Observer | 200 CP
A timid young man, lacking in confidence and very submissive, he had run away to Astrum Close to get away from the outside world. This is because he is a Variant, a weak one capable of dreaming the future. Finding solace from the real world in AD, which has had a strange interaction with his power, now allowing him to briefly see the future while he is awake. He often records his visions in a notebook, which has recently been filled with terrifying imagery. Perhaps you can help him there? He has **Lucid Dreamer**, **Assisted Living**, **Quantum Interference Capable Variant (Future Dreaming)**, **Nanomachines Son**, **Random Lore Bits**, and **Visual Novel Character**.

-Small Radish | 200 CP
This incredibly frank and somewhat robotic green-haired has somehow stumbled his way into becoming your assistant, regardless of your origin. He takes his work very seriously, and is quite good at it, and has only gotten better thanks to his new body. You see, he was involved in an accident years ago which killed him, though his life was saved by a great scientist who uploaded his mind into a robot body. What became of them since is something that only this small robot knows. He has **Visual Novel Character**, **My Beating Heart**, **Connected World**, and the first version of **Spare Body**, which they are already uploaded into.

-White-Haired Dumbass | 200 CP
This young woman is a hot-blooded supervisor fresh out of her training! Incredibly hardworking, and equally passionate, though this occasionally leads her to defying orders to try and do what

is right... and proving exactly why she should have followed said orders. She has **Special Supervisor Jumper**, **The Tools Of A Supervisor**, effectively possesses **Temporal Immunity** as she is way too stubborn to forget or disappear, and **Visual Novel Character**. Just, don't let her near any guns, please?

Drawbacks:

-Connected World | Free
Ah, I see. You've been here before, haven't you? Well, it seems that this world shall contain the echoes of your past actions. But as a warning, no matter what you may have done, the Nightfall Disaster will still have happened, and the corrosion of the boundary between dreams and reality is close at hand.

-Back To The Past, Samurai Jack | -100 CP
Hmm, looks like I messed up the clock a little. Instead of being inserted just as Hal becomes a Supervisor, you will begin just a year before Nightfall occurs, and you will remain here for the next 23 years. Play your cards right and everything will be solved before it even begins.

-Spared | +100 CP
There was an accident Jumper, or perhaps you are a solely mechanical creation. In any case, you are now stuck inside the smaller version of the Spare Body item, with only the levitation and holographic capabilities installed. What's more, you can't alter or move out of this form, and you don't have access to any perks that are even remotely tied to your body. If you bought the QIC Android body, you can alternatively exist inside that, but you will lack any kind of functionality you might have had, instead just being a regular android.

-Lost Limb | +100 CP
What limb do you hold your sword with, Jumper? Because bad news, it’s gone. Lobbed off and can't be replaced or healed by any out-of-jump methods. You can take this drawback multiple times, removing another limb wholesale. No just losing fingers, ya know?

-You Are (Not) Immune | +100 CP
Well, this is not good. Any kind of protections against temporal influence, from straight-up immunity to even the smallest of resistances, are now gone, and can't be regained until post-Jump. Better pray to the Quantum that you don't be erased or worse.

-Living A Dream From Inside A Cage | +200 CP
Your KaiROS nanites have malfunctioned, coming into contact with your outside nature, and has separated your mind from your body. While your body is in safe condition, inside your house or a hospital, the same can't be said for your mind. Trapped inside the Augmented Dreams of Astrum Close, you cannot leave this place nor can you interact with the outside world. The other residents aren't very good conversational material either, you know, because they are dreaming. At least you only have to spend 3 years here, then you will be able to get out, if you can find out how.

-Re:Re: | +200 CP
You have a choice to make: to have your memories altered, or a complete removal of your memories. The first will result in a complete change to your identity, essentially an identity death

and will remove your metaknowledge; and the second will remove all knowledge of any past worlds, and even your life here, though your personality will generally remain the same.

-Unstable | +200 CP
It seems that Nightfall Catastrophe had more of an effect on you than it has on others. Any and all supernatural abilities are unstable and uncontrollable, randomly activating and acting on their own accord. No method will ever allow you complete control over them, though that said, the weaker the ability the more control you have over it.

-Let The Bodies Hit The Floor | +400 CP
Well, it seems your entrance has altered the timeline, your presence somehow never allowing the KaiROS nanites, and thus AD, to ever be used on the wider civilian population of Astrum Close. As a result, the place is a lot shittier with the crime rate going through the roof, and the Supervisors becoming more numerous and more violent.

-Wake Me Up Inside | +400 CP
You aren't alone in your head, there is some kind of ghost or split personality that will take over every so often to accomplish their own goals. Said goals are guaranteed to oppose yours, causing general havoc as well. If taken with Spared, the ‘ghost’ is now a real person, located somewhere in the world, not just Astrum Close.

-Quantum² | +400 CP
There is no kind way to put this, but you aren't real. A Quantum construct created by actualizing dreams into reality via Augmented Dreaming, seemingly no different from a normal human. At least, until you start destabilizing. Yes, as it happens, your existence starts to destabilize when it comes into contact with active Quantum particles. Large inert materials and small active amounts have little to no effect on you, but anything more and you will start to flicker in and out of reality followed by excruciating headaches, until you vanish completely. Thankfully, you naturally restabilize when not in such places, but considering the mess that is coming in the next week, you are in incredible danger. I shouldn't need to tell you that vanishing is a chail-fail, so don't.

-An Empty World | +600 CP
Are you sure you need the points? Really? Well, after you take this, instead of finding yourself in Astrum Close, you find yourself in an off-white world. You see, Hal either died or wasn't able to stop his mother from bringing him back, so the Clocktower's purpose of fusing dreams and reality finished without anything to stop it. This world is devoid of anything like human life, just a large blank plane, kind of like the Chronos Worlds of 400 years ago. And you must stay in this place for the entire ten years. No fucking off to another dimension or your warehouse. Though, you're not the only one to wander this world, so perhaps there might be a way to fix this, but it's highly unlikely.

-Every End Of A Time Is Another Begun | +600 CP
Alternatively, there is another path you could go. Instead of succeeding, the Clocktower failed in the worst way possible, a disaster so destructive it made Nightfall look like an angry toddler. Time is ripping apart at the seams, various eras are bleeding together, the laws of physics beginning to collapse, not even mentioning the monstrosities created and drawn by the collapse. You must fix this mess or die trying, because there is no other way to leave the jump.

-Murphy's Law | +600 CP
An age of adage that says: If anything that can go wrong, will go wrong. During your time here, this fact becomes much more prevalent when it comes to you. It's like the whole world itself is against you, forcing you to choose between two people, having a friend die in front of you, your father seemingly hating you, etc. Heck, even life threatening events somehow become more common! These aren't impossible to get through, but maybe have some kind of time travel ready, cause this is going to happen a *lot*.

End:

Times up, what will you do now? Regardless of your choice, you will keep everything you bought from this world and the previous ones, and your companions will follow you.

False Awakening
(You wish to go home? Well, just don't do anything crazy, alright?)

The Eleventh Hour
(I can't blame you if you want to stay here, there is still so much to do. Don't worry about your home and your family, I got you fam. Here, one last present: +1000 CP)

Or

End Of Hallucinations
(Heh, what other option is there? Well, once more unto the breach!)

Notes:

-OC companions are based on:

- Homura Akemi (Madoka Magica)
- Yukiteru Amano (Future Diary)
- Klein (HI3rd)
- Kirino (Blue Archive)