The World Ends With You Jumpchain v 0.2 Made by Eyebrows

Well, something's gone terribly wrong, Jumper. You've gone and died.

It's not your fault, though. It was before you entered this world that your incarnation got themselves killed. Right before you entered too - Ain't that a shame? Maybe you went and got hit by a drunk driver, or you got stabbed in some alleyway, or maybe you even went and did the deed yourself. Point is, you got taken out before your time. Lucky for you, you've picked the right world to die in - Death doesn't necessarily mean you're gone for good here.

Instead, you compete in the Reaper's Game, which takes place in an invisible, second world on top of the real world. Here, those who have passed are given a chance to fight for their lives. Those who are found unworthy are Erased from existence, while the victors may have a second chance - But only one person can win per game, and the rest all have to do it all over again.

Well, now, Jumper. Reclaiming your right to life won't be easy, but you'll have 1000 cp to help you on your way. Get to it, now - the clock is ticking...

Entry Fee:
Our first order of business, before anything else, is the matter of your entry fee. All participants of the Reaper's Game are forced to ante up an Entry Fee- The one thing that you truly value the most. This could be anything - Your memories, your appearance, your friends, or perhaps even an object that you value more than anything else. No, your life doesn't count- You're already dead. Don't worry- So long as you survive the week, you'll get it back. You won't if you die, but if that happens, you'll probably have bigger problems. But during that week, you'll have to do some deep soul-searching as to why, exactly, that one thing matters so much to you.

Location:
No matter what, you start out by waking up in the middle of Scramble Crossing in the middle of Shibuya.

Age and Gender:
1d8+12 for age, gender stays the same. Pay 50 cp to change either or both.

Backgrounds:

Drop-In (Free): No memories of the life before you died clouding your head. No memories of Shibuya, either - which is a big problem, because a lot of the challenges of the Reaper's Game will rely on your knowledge of Shibuya. Due to their lack of affiliation, Drop-ins get a single discount to apply to a brand of clothing of their choice.

Average (Free): You've never really been exceptional in any way, shape, or form- Yeah, you have your interests and personality quirks, but your marks are average and you only had an few friends before you died. At the very least, your experience means that you have enough knowledge of Shibuya's various locales and fashions to get by.

Athlete (50 cp): You were never all that good at academics- your potential lies in your body. You were a star athlete, whether you chose to apply yourself to track and field, swimming, competitive sports, or whatever- at least, you were before you died. You have a good knowledge of shibuya as well as a decent degree of fitness, and all your running around gives you good knowldege of where everything in Shibuya is.

Fashionista (50 cp): The most important thing is, and always will be, style- at least, to a teenager like you. If you spent as much attention in class as you paid attention to the complex mechanics of fashion trends then you'd probably have been a star student before you died. At least all of your hours spent extrapolating the popularity of those dangly new earrings means that you have a deep and intimite knowledge of Shibuya's trends.

NEET (100 cp): You were never really able to fit in with the other kids. It's like you were always a few steps ahead of them- And the adults realized it. Before long, you were hailed as a prodigy, and you got more and more work piled on you- What they didn't realize is that you're still just a kid. Despite having the brains to easily ace all of your classes, you didn't go to school anymore, and instead spent all of your time playing video games at home and going on the internet. That is, before you died. You don't have as much knowledge of Shibuya as you could, but you're a fast learner and you have the highest Pin compatability out of anyone.

Flaws: The Reaper's Game, above all else, is about personal growth. Only those who grow as a person and improve themselves are capable of freeing themselves from the game forever.

Of course, in order to improve yourself, you have to have something to improve on. Which you might already have, but in case you don't, here's a little help.

You **MUST** choose one of these. Preferably one that already describes you, but I can't stop you from powergaming it. If you want, you can roll 1d6 to decide which flaw you get.

1. Lazybones - Effort is overrated. It's a lot easier to sit around and let other people do the work. Getting up and doing shit is a pain in the ass, and even more annoying is your partner - Always telling you to get off your ass and fight the Noise... Man, don't they know you're busy? You almost beat level 3 on this game...
2. Doormat - Put simply, you're unassertive. You speak quietly, and it's easy to push you

around - You generally go with whatever someone tells you to do, even if it's not really in your best interests, and you rarely come up with ideas on your own. Your partner will probably get tired real fast of having to tell you to do everything.

3. Headphones - People are jerks. All of them. You have no use for others - People trying to help you just get in your way. You're better off alone. Of course, now that you're in a situation where you literally need to work with someone else to survive, maybe this lone-wolf mentality isn't in your best interests...

4. Hotheaded - Now, having passion isn't really a bad thing, but maybe you need to dial it back a bit- Except your dial got cranked to 11 then snapped off. You have difficulty reigning yourself in and you constantly fly off the handle, whether you're flying into an unstoppable rage or excessive exuberance.

5. Perfect - Flaws? What are those? You don't have such a thing as a flaw. You're not even prideful or anything. Those people that tell you you're a self-absorbed douchebag? They're just jealous, obviously. It's not even like this hypothetical haughtiness would grate on any potential partners...

6. Downer - Boy, you're kind of a buzzkill, huh...? You're rarely ever happy, and you tend to focus way more on the bad than the good. People don't really like you, because you're constantly complaining about everything and rarely want to do anything other than sit in the corner and mope about how awful your life is. Or death, in this case.

Brands: Fashion is a pretty important part of life in Shibuya, and even moreso now that you're in the Reaper's Game - As it turns out, the clothing you wear will actually make you stronger and tougher in battle with the Noise. You could wear any of the brands listed here without an affinity for them, and you'll receive minor versions of their bonuses, but you'll probably feel uncomfortable and weird in them.

Perhaps more importantly, Brand helps determine the pins you can use- Which will determine how you fight the noise. You can only use one kind of pin, though- Everyone is attuned to one specific psych that suits them the best. Purchasing a psych from one brand lets you use pins of the same psych from other brands, but at reduced effectiveness. Purchasing the ability to use psychs from brands you are not attuned to doubles the price. NEET are the exemption from this rule- They can buy pins from any brand they wish without penalty.

All players get a single 100 cp psych for free, either from the general list or from one of their brands.

Limited-use pins refresh after about 1 minute out of battle.

Everyone gets a Player Pin for free, which lets them scan the surface thoughts of people in the RG. Protects against thought-reading.

Everyone gets to buy from these six Psychs:

- Shockwave (100 cp): Allows the user to physically strike foes with a shockwave of force.
- Cure Drink (150 cp): Allows the user to restore approximately 50% of their lifeforce - But it only works three times...
- Force Rounds (100 cp): Allows the user to fire bullets of force from the palm of their hand.
- Psychokinesis (100 cp): Allows the user to throw large objects short distances, up to the size and weight of a car.
- Thunderbolt (100): Allows the user to fire a bolt of lightning from their palm.

Extra Pin Slot (50 cp): If you wish to have more variety in your pin use (or you wish to use the multi-pin Gatito sets) then you can purchase additional pin slots, up to a maximum of six total slots.

Resonance Pin (50 cp): When you purchase this, choose a single brand. This pin, when equipped, boosts the attack of pins in that brand by 20%.

Mus Rattus (50 cp, Free Average): Mus Rattus clothes are about as plain as you can get. Browns, beiges, tans, whites... The most inoffensive colors possible and the most uninspired designs imaginable. Really, Mus Rattus' only saving grace is that their clothes cost practically nothing. They'll only give you minor boosts to your power, but they will increase the power of the Light Puck. Works best for Lazybones.

Mus Rattus' pins are most notable for the Spark Core, Flame Core, and Splash core series of pins, but they possess mediocre versions of the vast majority of psychs. They also offer the best Supply Boost pin, giving two extra uses to limited-use pins.

Pins:

- Spark Core (100 cp): Creates an orb of stunning electricity that can be set to fly off in a random direction moving erratically, or to orbit around you and protect you from physical attacks.
- Flame Core (100 cp): Creates an orb of burning fire that travels across the battlefield, bouncing off of obstacles and enemies.
- Splash Core (100 cp): Creates an orb of water that floats in place until an enemy runs into it, at which point it begins to move around.
- Holy Light (50 cp): Activated by concentrating intently on an enemy, Holy Light does very little damage over time but rarely inflicts Attack Break.

- Pyrokinesis (100 cp): Allows the user to summon streams of fire from the ground.
- Explosion (100 cp): Creates an emblem upon the ground that briefly flashes and shakes before exploding, sending fireballs in every direction.
- Shockwave (100 cp): Allows the user to physically strike foes with a shockwave of force.
- Psychokinesis (100 cp): Allows the user to throw large objects short distances, up to the size and weight of a car.
- Apport (100 cp): Summons rocks that fall from the sky to land upon a designated point, damaging foes hit by them.
- Thunderbolt (100 cp): Allows the user to fire a bolt of lightning from their palm.
- Lightning Arrester (150 cp): Allows the user to summon a large blast of lightning from their palm that can repeatedly strike a single enemy.
- Invisibility (50 cp): Allows the user to teleport about 10 feet instantanously.
- Street Jam (100 cp): Allows the user to release a piercing shout that shakes everything nearby, stunning foes momentarily and inflicting Defense Break.
- Supply Boost (50 cp): A pin that gives two extra uses to limited-use pins.
- Doomed (50 cp): Inflicts Immobility on foes at the beginning of a battle.

D+B (200 cp, Discount Fashionista): Also known as Dangerous Buffalo, is a brand featuring sparkles, rhinestones, and not a whole lot of fabric. Primarily clubwear and women's lingerie, D+B wear is very sexy indeed, and only moderately pricey. Their clothing confers heavy benefits in both defense and offense when worn by females- Sorry, boys, but you won't get much out of traipsing around in miniskirts and bikinis.

Pins:

- Piercing Pillar (100 cp): Allows the user to a series of huge spikes made of ice that rise out of the ground in a straight line.
- Earthquake (100 cp): Allows the user to create a localized earthquake, damaging earthbound enemies and keeping them from moving.
- Psychokinesis (100 cp): Allows the user to throw large objects short distances, up to the size and weight of a car.
- Blight (50 cp): Extends the duration of immobility's effect on enemies. Useless on its own.
- Subconcious (150 cp): A pin that automatically restores 70% of the user's lifeforce when it starts running low and cures status effects when necessary - But it only works twice...

Tigre Punks (200 cp, Discount Athlete): Tigre Punks is exactly what it says on the tin- Punk wear. Ripped jeans, leather jackets, and retro T-shirts are up this brand's alley, and they're not too expensive either. Tigre Punks wear offers extremely powerful offensive bonuses.

Pins:

- Discharge (100 cp): Allows the user to create an emblem upon the ground that shoots lightning bolts out of it.
- Velocity Attack (50 cp): Allows the user to dash forward with a shield in front of them that damages enemies.
- Velocity Crash (100 cp): Allows the user to dash forward with a shield in front of them that damages enemies and sends them flying.
- Explosion (100 cp): Allows the user to create an emblem upon the ground that briefly flashes and shakes before exploding, sending fireballs in every direction.
- Spear Strike (100 cp): Allows the user to dash forward with a spear of light that mows down enemies.
- Vortex Saber (100 cp): Allows the user to spin around with blade of force, damaging and knocking away enemies in a wide radius.
- Street Jam (100 cp): Allows the user to release a piercing shout that shakes everything nearby, stunning foes momentarily and inflicting Immobilization.
- Cure Drink (150 cp): Allows the user to restore approximately 50% of their lifeforce- But it only works five times...
- Healing (150 cp): Allows the user to restore approximately 30% of their lifeforce and cure Life Drain - But it only works three times...
- Blight (50 cp): Extends the duration of Attack Blight's effect on enemies. Useless on its own.

Lapin Angelique (300 cp, Discount Fashionista): Lapin Angelique is, put bluntly, Goth wear. More formal than Hot Topic, perhaps, but comes complete with Elegant Gothic Lolita. Their color palette is composed entirely of blacks, whites, reds, and purples, and comes with a lot of frills. Lapin Angelique's clothes often have large boosts to offense and defense that only kick in when the wearer is in mortal danger. It works good for anyone, but it works best for those with the Downer flaw.

Lapin Angelique focuses heavily on ranged psychs that let the user keep their distance from their foes, and offers the best Thunderbolt pin available.

Pins:

- Force Rounds (100 cp): Allows the user to fire bullets of force from the palm of their hand.
- Burst Rounds (100 cp): Allows the user to charge up a powerful blast of force and fire it from their palm.
- Stellar Flurry (100 cp): Allows the user to unleash a flurry of rapid stabs of force.
- Thunderbolt (100 cp): Allows the user to fire a bolt of lightning from their palm.
- Street Jam (100 cp): Allows the user to release a piercing shout that shakes everything nearby, stunning foes momentarily and inflicting Defense Break.

- Apport (100 cp): Summons rocks that fall from the sky to land upon a designated point, damaging foes hit by them.
- Cure Drink (150 cp): Allows the user to restore approximately 50% of their lifeforce- But it only works four times...
- Healing (150 cp): Allows the user to restore approximately 30% of their lifeforce and cure Attack or Defense Break- But it only works four times...
- Doomed (50 cp): Inflicts Defense Break on foes at the beginning of a battle.

Dragon Couture (200 cp, Discount Fashionista): Dragon Couture, based in Hong Kong, is a shining example of high fashion. Artistic and flowing, just about anyone will look good in Dragon Couture's clothing- At least, anyone who can afford the price tag. Dragon Couture offers decently powerful offensive and defensive bonuses, but works best for those with the Perfect flaw.

Dragon Couture focuses heavily on ranged, elemental attacks- Specifically the pyrokinesis and Flame Blast psychs, of which it has the most powerful variations.

Pins:

- Burst Rounds (100 cp): Allows the user to charge up a powerful blast of force and fire it from their palm.
- Discharge (100 cp): Allows the user to create an emblem upon the ground that shoots lightning bolts out of it.
- Pyrokinesis (100 cp): Allows the user to summon streams of fire from the ground.
- Flame Blast (150 cp): Allows the user to summon a great pillar of burning blue flame from the ground. Sometimes inflicts HP Drain.
- Psychokinesis (100 cp): Allows the user to throw large objects short distances, up to the size and weight of a car.
- Thundercloud (100 cp): Allows the user to call down lightning bolts to strike enemies in a limited area. Requires concentration.

Hip Snake (200 cp, Discount Fashionista): A bit of an offbeat brand, Hip Snake features heavily in retro, disco, and hippie clothes- stuff that could not be considered fashionable by any modern metric, but those who know what they're doing can really make this brand's threads shine. Their threads enhance the effectiveness of status-infliction abilities. Works best for those with the Headphones flaw.

Pins:

- Rock Bind (50 cp): Immobilizes an enemy by trapping them in rocks.
- Freeze (50 cp): Immobilizes an enemy by freezing them solid.
- Holy Light (50 cp): Activated by concentrating intently on an enemy, Holy Light does

very little damage over time but rarely inflicts Attack Break.

- Ignition (50 cp): Activated by concentrating intently on an enemy, Ignition lights enemies on fire, inflicting HP drain.
- Frostbite (50 cp): Activated by concentrating intently on an enemy, Frostbite builds up ice on an enemy until it bursts, at which point it deals rapid damage.
- Thunderstorm (100 cp): Summons a bolt of lightning down on one enemy that leaps between foes.
- Blight (50 cp): Extends the duration of Life Blight's effect on enemies. Useless on its own.

Pegaso (200 cp, Discount Fashionista): Based in Milan, Italy, Pegaso is the best brand for those with the best tastes (and the best wallets). Their clothing is top-class and looks great on anyone, full of classy suits and elegant dresses and golden watches. Too bad the price tag can be charitably described as "astronomical". Their threads will give anyone excellent boosts to offense, defense, and lifeforce power.

Pegaso's pins are often lightning-themed, allowing the user to stay safely at a distance while assailing their foes with electric death. They possess the strongest Lightning Bolt and Lightning Arrester pins available.

Pins:

- Spark Core (100 cp): Creates an orb of stunning electricity that homes onto a single enemy and strikes them repeatedly.
- Splash Core (100 cp): Creates an orb of water that floats in place until an enemy runs into it, at which point it begins to move around.
- Patrol Rounds (100 cp): Allows the user to fire a boomerang of force from the palm of their hand. When the boomerang has traveled for a second or so, it will turn around and fly in the opposite direction.
- Lightning Bolt (150 cp): Allows the user to summon a lightning bolt that arcs across the battlefield, stiking multiple foes.
- Lightning Arrester (150 cp): Allows the user to summon a large blast of lightning from their palm that can repeatedly strike a single enemy.
- Psychokinesis (100 cp): Allows the user to throw large objects short distances, up to the size and weight of a car.
- Turbo (50 cp): Increases the amount of times one can use other psychs without needing to recharge.

Sheep Heavenly (100 cp, Discount Average): Sheep Heavenly is a girls' brand full of bright, contrasting colors and cutesy designs full of spots, hearts, and stars, and is largely inexpensive. The brand's clothing offers good defensive bonuses and passive lifeforce regeneration.

Sheep Heavenly's pins are heavily biased towards defense and healing, but among their pins are those bearing the massively devastating Black Hole psych.

Pins:

- Sweeper (100 cp): Allows the user to summon a black hole that drags small and medium-sized enemies towards it and holds them there for a short duration (roughly 1.5 times the size of an average human is your upper limit). The black hole will release its grip if you fail to follow through with a secondary attack.
- Black Hole (200 cp): Allows the user to summon a black hole that drags in and instantanously annihilates small and medium-sized enemies for a short duration, with the same limits as Sweeper. However, any enemies defeated in this way will be annihilated utterly, and you obviously can't loot their corpses if they've been erased from existence entirely. Sufficiently powerful enemies will be able to resist its gravity (read: anything you'd classify as Boss-level).
- Fire Barrier (100 cp): Allows the user to create a barrier of fire around them that makes them briefly invulnerable and causes anyone that touches them to be damaged. However, it has a long recharge time and makes the user immobile...
- Aqua Barrier (150 cp): Allows the user to create a barrier of water that makes them briefly invulnerable and rapidly regenerates their health. However, it has a long recharge time and makes the user immobile- But it's one of the few health regeneration psychs that can recharge at all.
- Dark Barrier (100 cp): Allows the user to create a barrier of darkness that makes them briefly invulnerable and allows them to regenerate their health by crashing into enemies- But it only works once...
- Teleport (100 cp): Allows the user to teleport within 50 feet instantaneously.
- Cure Drink (150 cp): Allows the user to restore approximately 70% of their lifeforce- But it only works four times...
- Healing (150 cp): Allows the user to restore approximately 30% of their lifeforce and cure any status problems- But it only works three times...
- Cure Boost (50 cp): Boosts the effect of Cure Drink and Healing psychs by 50%.
- Subconcious (50 cp): A pin that automatically restores the user's lifeforce when it starts running low and cures status effects when necessary - But it only works if you're wearing Cure Drink or Healing pins, because it uses those in the process...

Jupiter of the Monkey (200 cp, Discount Athlete): Jupiter of the Monkey (JotM) is largely composed of sporty, sleek urban clothing. Hoodies, jeans, zip-up parkas, and althetic wear covered in stripes. They usually name their designs after figures in Japanese mythology. Their threads offer decent attack bonuses for decent prices.

JotM offers some of the best melee pins available. They possess the strongest Shockwave pin, as well as several mobile melee attacks. They're the go-to brand for those who want to be highly mobile and strike foes with physical force.

Pins:

- Shockwave (100 cp): Allows the user to physically strike foes with a shockwave of force.
- Lance Lunge (100 cp): Allows the user to unleash a leaping strike upon a sungle enemy, dealing impressive damage.
- Stellar Flurry (100 cp): Allows the user to unleash a flurry of rapid stabs of force.
- Vulcan Uppercut (100 cp): Allows the user to unleash a powerful uppercut that knocks the foe into the air.
- Grave Marker (100 cp): Allows the user to teleport above an enemy and slash downwards at them.
- Spear Strike (100 cp): Allows the user to dash forward with a spear of light that mows down enemies.
- Vortex Saber (100 cp): Allows the user to spin around with blade of force, damaging and knocking away enemies in a wide radius.
- Pyrokinesis (100 cp): Allows the user to summon streams of fire from the ground.
- Street Jam (100): Allows the user to release a piercing shout that shakes everything nearby, stunning foes momentarily and sometimes inflicting HP Drain.
- Cure Drink (150 cp): Allows the user to restore approximately 50% of their lifeforce- But it only works three times...
- Healing (150 cp): Allows the user to restore approximately 30% of their lifeforce and cure Immobility- But it only works four times...

Pavo Real (200 cp, Discount Fashionista): Pavo Real is a brand full of jewelry and accessories. Their jewelry is flashy and sometimes even gaudy, but offers decent utlity bonuses - such as increased money yield. However, the prices are fairly high.

Their pins are heavily skewed towards support and status ailment affliction pins, but they possess a good few attack pins.

Pins:

- Twister (100 cp): Summons a localized tornado that lifts all foes into the air, damaging them when they're thrown to the ground and immobilizing them. Doesn't work on foes more than twice as large as the user.
- Invisibility (50 cp): Allows the user to teleport about 10 feet instantanously.
- Teleport (100 cp): Allows the user to teleport within 50 feet instantaneously.
- Pressure Mine (100 cp): Allows the user to make an object up to the size of a car into a bomb that detonates when an enemy draws near it. Does not destroy the object.

- Apport (100 cp): Summons rocks that fall from the sky to land upon a designated point, damaging foes hit by them.
- Blight (50 cp): Increases the duration of Attack Break, Defense Break, Life Drain, or Immobility. Useless on its own.
- Doomed (50 cp): Inflicts Attack Break, Defense Break, Life Drain, or Immobility on foes at the beginning of a battle.
- Cure Boost (50 cp): Boosts the effect of Cure Drink and Healing psychs by 50%.
- Subconcious (150 cp): A pin that automatically restores 70% of the user's lifeforce when it starts running low and cures status effects when necessary - But it only works once...
- Turbo (50 cp): Increases the amount of times one can use other psychs without needing to recharge, and reduces the amount of time it takes to recharge.
- Supply Boost (50 cp): A pin that gives an extra use to limited-use pins.

Natural Puppy (100 cp, Discount Average): Natural Puppy is a brand full of clean and simple clothing with soft colors and modest designs. Their clothing offers good resistances to status ailments and defensive bonuses. Works best for those with the Doormat flaw.

Natural Puppy offers a lot of ranged options for Players, and has the best Force Rounds pins available as well as the exclusive Entanglement psych.

Pins:

- Energy Rounds (100 cp): Allows the user to rapid-fire bullets of force from the palm of their hand.
- Force Rounds (100 cp): Allows the user to fire bullets of force from the palm of their hand.
- Patrol Rounds (100 cp): Allows the user to fire a boomerang of force from the palm of their hand. When the boomerang has traveled for a second or so, it will turn around and fly in the opposite direction.
- Entanglement (100 cp): Allows the user to create a chain between two designated points. Enemies hit by the chain (or who run into it) take damage and suffer Defense Break.

Wild Boar (200 cp, Discount Athlete): Wild Boar's clothes specialize in hip-hop and skater clothing. Loose-fitting and popular with DJs, Wild Boar threads give heavy offensive bonuses, and inflict status ailments after you land heavy hits on your foes. They work best for those with the Hothead flaw.

Wild Boar pins focus primarily on dealing huge amounts of damage in a single hit. Their psychs hit hard, but often have a long recharge time which can leave you hanging if you're unfortunate enough to miss.

Pins:

- Time Bomb (100 cp): Allows the user to create a glowing sphere that explodes after a few seconds.
- Explosion (100 cp): Allows the user to create an emblem upon the ground that briefly flashes and shakes before exploding, sending fireballs in every direction.
- Massive Hit (150 cp): Allows the user to charge up a huge blade of force. When fully charged, the blade deals massive amounts of damage.
- Grave Marker (100 cp): Allows the user to teleport above an enemy and slash downwards at them.
- Apport (100 cp): Summons a big rock that falls from the sky to land upon a designated point, damaging foes hit by it.
- Blight (50 cp): Extends the duration of Defense Blight's effect on enemies. Useless on its own.

Gatito (300 cp, Discount Drop-In): Gatito is a brand made by the famous artist CAT, and their threads are all rare, custom items. Taking this brand nets you a custom clothing item designed by CAT that gives you supreme boosts all-around, but it only works for you. If you'd like, you can import an existing article of clothing you are already fond of, and CAT will give it his unique flair and make it give you those bonuses. Don't worry- You'll like what he does with it.

Pins:

- Subconcious (150 cp): A pin that automatically restores 100% of the user's lifeforce when it starts running low and cures status effects when necessary - But it takes 90 seconds to reboot...
- Big Bang and Big Crunch (100 cp): A pair of pins that, when worn together, allow the user to fire a massively damaging beam of destruction from their palm. Hard to aim, and has a long recharge time.
- Over The Top (100 cp): A set of 3 pins that, when worn together, reduces the recharge time of other pins by 40% and eliminates the time it takes for them to charge up at the beginning of combat altogether.
- Irregular Note (250 cp): A set of 4 pins that, when worn together, allows the user to manipulate four options that float around the battlefeild. On command, one of them will shoot a bolt of energy that pierces through enemies to the next option, and bounces around to the other two options and then back to the original one.
- Approaching Eden (400 cp): A set of 5 pins that, when equipped, will make the Light Puck always be as powerful as it possibly can. You and your partner will be able to hold the Light puck much, much longer before it fades away, and whenever you hold the light puck, you will be surrounded by a glowing shield of light that is invulnerable to most forms of attack.

- Darklit Planets (400 cp): A set of 6 pins that are nothing special apart, but when used together have unrivaled power. Collectively, they give the power of Piercing Pillar, Lightning Bolt, Splash Core, Force Rounds, Pyrokinesis, and Dark Barrier, and all of them are massively more powerful than any other incarnation - Dark Barrier is even reusable.

Partner: The most important part of surviving the Reaper's Game is having a partner to defend yourself against the Noise - Manifestations of negative emotion. The Noise exist on two planes at once, yet in the same plane- Engaging them requires two people unless you want to get torn apart from a plane you can't see.

A pair of Partners share each others' lifeforces. If one partner of a pair is Erased, then the other has seven hours to form a new pact or be Erased themselves, but if the pair fall in combat then they will usually be Erased at the same time due to their shared lifeforce.

Partners also share in a special power called the Light Puck, which is a manifestation of teamwork and camraderie that boosts its holder's power. Only one can hold the puck at a time, and they can't hold onto it forever- "Passing" the puck requires landing a blow on one's opponent, and if a pair of partners can pass the puck to each other quickly enough then they will be much more effective in combat.

Some Guy (Free): Your partner will be a random Shibuya student who was in the wrong place at the wrong time and got killed in an accident. They're not truly remarkable in any way, but they have their own talents and motivations. They use the Psychokinesis psych, with their phone as their focus, and have no favored brand. They cannot join you as a companion.

Classmate (100 cp, Free Average): Your best friend from school, you two were practically joined at the hip. They're quiet and withdrawn, and you were your Classmate's only real friend- That is, until they joined the Reaper's Game and your friendship together was taken as their entry fee. Now you two can barely remember each other's names, and your classmate seems upset about losing their memories of the only friend they ever had. Their favorite brand is Dragon Couture, and they use the Pyrokinesis psych with a paintbrush as their focus.

Kid Sibling (100 cp, Free Athlete): Your kid sibling, who's (1d4) years younger than you are. Usually loud, selfish and obnoxious as kids are wont to be, they're a bit of an annoyance most of the time. It seems their entry fee was their own Identity, so now they can barely remember anything about themselves, though... Their favorite brand is Jupiter of the Monkey, and they use the Shockwave psych with a Super Robot action-figure as their focus.

Older Sibling (100 cp, Free Fashionista): Your older sibling, who's (1d4) years older than you are. Tends to be brash and abrasive and quite the troublemaker, and gives you a lot of friendly

ribbing. However, it seems their entry fee was their confidence, leaving them relatively quiet and contemplative. Their favorite Brand is Tigre Punks, and they use the Explosion psych with a baseball bat as their focus.

Guildmate (100 cp, Discount NEET): You've never met this person before- At least, not in person. You frequently played an online MMO with this person, and you recognized each other by your voices. They're intelligent, outgoing and cheerful, and it's not really evident of what their entry fee really was - It seems important to them, though. Their favorite brand is Natural Puppy, and they use the Force Rounds psych with a ring as their focus.

Someone Familiar (200 cp, Discount Drop-in): Your partner seems somehow familiar to you- They closely resemble someone from one of your previous lives. However, this version of them appears to be a normal Shibuya citizen, albeit with the same appearance and personality as their other incarnation (barring any superhuman or inhuman traits). They get one Psych that best embodies the abilities of their previous incarnation. They have no memory of you, but will surely make some with you over the course of the Reaper's Game. Perhaps if you get along well, they can be persuaded to join you as a companion.

Companion Import (100 cp, Free Drop-in): Instead of meeting someone completely new, you can import one of your companions into the position of any other Partner role you purchase (besides Someone Familiar). They retain their memories, but gain a new set as well to help with their integration into Shibuya.

Perks:

Hollow Leg (50 cp, Free Drop-in): You seem to have a bottomless pit for a stomach. No matter how much you eat, you can always eat more, and no matter how much you eat you never seem to get fat. Overeating gives you more stamina depending on how much you ate- If you ate enough food to make you full twice, then you would be able to go twice as long without eating, etc.

Blend In (50 cp, Free Average): You're adept at being just another face in the crowd- In fact, you kind of do it without really trying. You blend seamlessly into crowds, making it easy to lose people so long as there's a crowd neaby.

All Star (50 cp, Free Athlete): Being an athlete obviously means playing sports- And boy oh boy, do you play. Pick a sport- You're now so good at it that you could probably carry a team full of noodle-armed sloths to the world championship. You could even make it into a martial art if you tried hard enough. Please note that this only works for real-world, physical sports, and does not work for fighting-sports such as boxing or MMA.

My Fashion Sense is Tingling (50 cp, Free Fashionista): You have an impeccable sense of fashion- You can make an appealing outfit out of just about anything. In addition, you will always have an innate knowledge of what is fashionable in the area wherever you go, allowing you to remain on top of your game no matter where you are. In fact, you'll usually be a trendsetter.

Iron Bladder (50 cp, Free NEET): If you're really involved in something, you can do it for as long as you please. So long as you focus completely on a single task, whether that be the creation of an object, the defeat of an enemy, or just beating a videogame, you can completely ignore any bodily needs such as sleep, hunger, or pain. You're just ignoring them, though- Which doesn't make them go away. All of your needs will catch up with you when you're done, which can kill you if you're not careful.

Welcome to my Kitchen (200 cp, Discount Drop-in): For a high-school student, you're damn good at cooking. You have an instinctive knowledge of how to cook food, and you don't even need a kitchen to do it- You can prepare food using Psychs. You're so efficient at this that you can even slice off portions of The Noise to cook. Comes with an odd habit of inserting cooking puns into your regular speech.

Bargain Bin (200 cp, Discount Average): Somehow, whenever you go shopping, you always find exactly what you want at a ridiculously low price. So long as whatever you want could conceivably be found at the store you're shopping at, you'll always find it at a bargain. Also increases your luck in general.

Cardio (200 cp, Discount Athlete): Being an athlete involves a lot of running around, for the most part - Something that will definitely come in hand now that you'll be running around shibuya trying to beat the Reaper's Game. You run quickly, and you can keep running for long periods of time - You could maintain a dead sprint for an entire day if you had to, though you'd collapse of exhaustion at the end of it.

Fashion Nonvictim (200 cp, Discount Fashionista): For you, there is no such thing as suffering for the sake of fashion. As long as you wear fashionable clothing, you will always be perfectly comfortable no matter the weather. You can make ill-fitting clothing look good on you with a couple subtle pins in the right places, and it'll always be comfortable no matter how big or small it is. Even in the thick of battle, you will be no worse off for your lack of armor- So long as you wear a single peice of armor, like a shoulderpad or gauntlet, your clothes will protect you as if they were a suit of armor made of the same material.

Git Gud (200 cp, Discount NEET): All that free time has to go somewhere. With time and at least a week's commitment, you can play pretty much any videogame with top-tier skill. If you direct

this energy to a place other than videogames, then you'll find that it increases your ability to focus on training or studying as well.

It's a Party In My Mouth! (400 cp, Discount Drop-in): Other people eat food because they need to; You eat food because it makes you stronger. Your metabolism works better than anyone else's - For example, eating a protein-filled steak instantly makes your attack psychs hit harder, while drinking calcium-filled milk makes your defenses stronger. Once you're out of the UG, this ability will boost your strength, speed, toughness, etc. in addition to your psychs. The effects wear off after 10 hours, but effects are potent while they last. Eating or drinking more nutritious food will amplify the effects, but beware- eating junk or spoiled food could cause this ability to backfire on you. No more soda for you! Even if you're somehow immune to poison or illness, eating spoiled or poisoned food will severely cripple your ability to use psychs for 10 hours, and your physical abilities will be neutered. So be careful!

Uninteresting (400 cp, Discount Average): People tend not to notice your presence. In fact, you seem more or less invisible at most times, and unless you bring attention to yourself nobody ever notices you. So long as it seems like you'd belong in an area, you more or less become background noise to most peoples' senses - For example, you couldn't just walk into a military base in civilian garb, but the moment you put on a uniform people tune you out completely. However, this perk will not help you if you somehow deviate from the norm. You can temporarily supress your unnoticability by deliberately calling attention to yourself.

Do You Even Lift (400 cp, Discount Athlete): Y'know, for a high school student, you're kind of crazy strong. Bodybuilders would be impressed with what you can bench, and you don't even work out that hard- In fact, you subconciously boost your strength with Psychs. This doubles the power of physical-attack Psych skills, and massively boosts your strength. You could pick up and throw a car if you tried hard enough.

Stunning Good Looks (400 cp, Discount Fashionista): You're not just pretty - You're *absolutely fabulous*. In fact, you're so fabulous that just by striking a sexy pose, you can briefly stupefy all those who look upon you. Even monsters like the Noise will be stunned by your beauty, and this effect will last around 5 seconds (longer if you've taken lots of Appearance perks), which should be more than enough time to do what you need to do. Do note that overt acts of violence tend to snap people out of this quickly, and stunning someone with your good looks only really works once a day per target. For obvious reasons, this fails to work on creatures that cannot see you.

Pi-Face (400 cp, Discount NEET): You're zetta good with numbers. You're practically a human supercomputer when it comes to math- You can do complex mathematical equations in your head almost instantaneously, and you know everything about mathematics that modern mathematicians know. If you ever stumble upon some mathematics you don't know, then

picking it up is as easy as skimming the notes- And picking up math-based sciences like physics and chemistry is similarily simple. Comes with an odd habit of inserting math puns into your daily vocabulary.

Revival: Depending on what personality flaw you took, if you elect to press through the Reaper's Game all the way and defeat it instead of becoming a Reaper you will earn an exclusive perk based upon your personality flaw, and will be able to enjoy the rest of your ten-year stay as an artist.

- Lazybones | Keikaku Doori- Your planning skills reach ridiculous heights where you could plan something so convoluted that to the outside obverver, it could only arise by pure chance. Your plans will never be found out until it's almost too late to stop them. Your writing benefits from this skill, and your writing will become instantly famous for the ridiculously convoluted plots.

- Doormat | Mental Fortress - Your sense of individuality and self is so strong that invasive influences find your mind impenetrable. Whether it's Mind Control, Emotion Manipulation, Thought Reading, or any other kind of mind-messing mojo - You are the sole master of your own psyche. You can also see through outside manipulation and illusion more easily. Your art becomes famous for its originality and unique style, whatever you decide to apply this to.

- Headphones | Tune In - You become a master of communication. With your bare hands, you can tap into just about any means of communication - Phone lines, text messages, telegraphs - Anything that could be considered a communication device. Heavily-encrypted means of communication and private lines will require more work, but aren't outside your realm of possibility. You're also an excellent composer of music, and those who listen to your tunes say that it really speaks to them.

- Hotheaded | Hear My Voice - Your incredible passion pours into every word you speak, allowing you to shout with commanding force. Your voice carries power - Weak-willed people will stop dead in their tracks when you tell them to stop. If you ever come into a leadership position your subordinates will follow your orders without hesitation, and will even be assured by the fact that you're the one running the show. You also become an amazing singer. If you're the one singing, your music will gain almost universal acclaim.

- Perfect | F This - You gain an aloof charisma and become incredibly fashionable. You become very famous and have a huge, loyal fanbase. If you choose to run a blog or any other kind of new media site, it'll receive over 100,000 hits a day. Your fans are mostly the gender opposite of you, but usually aren't creepy. You also have a huge influence

over the masses- your endorsement is enough to instantly garuntee something or someone's popular success, and your condemnation is practically a death sentence.

- Downer | Discombobulate - You gain incredibly profound insight. Just by listening to a person talk for five minutes about an unrelated subject, you can accurately guess their hopes, ideals, motivation, preferences in romantic partners, and what kind of underwear they're wearing. Think Sherlock Holmes on crack. Your writing and art takes a surreal horror bent, but nonetheless you find fame - Despite how demented it can be, people find it profound and insightful.

Reaperdom: Or, instead of pressing through the Reaper's Game, you can take the easy way out and make a bargain for power. Reaperdom comes with a number of benefits: First, you can now attune yourself to the UG or the RG as you see fit. When you're attuned to the UG, black skeletal wings manifest from your back. Attuning yourself to the UG makes you invisible and intangible. Attuning yourself to the UG also amplifies the power of your Psychs. Secondly, you can now fight Noise (or Players) on your own using a shadowy projection. You will be able to operate both bodies independently without confusion.

However, it comes with a big caveat: Your continued existence depends upon the erasure of Players. If you don't erase any Players, then you will fade from existence after a week - So you must kill at least one Player in order to keep yourself alive. Considering that Reaper's Games might take place weeks or even months apart, it's generally a good idea to erase mulitple players to "bank up" your timer.

If you leave this world to go to another, then you will not need to kill people to sustain yourself, but you will need to kill people to access your Reaper powers. One kill will give you access to your powers for a week. These kills can be acheived directly or indirectly - So long as people died because of your actions, then it counts.

You also get access to exclusive Reaper perks, and 200 cp to spend on them.

Noise Pins (100 cp): If you've purchased any one of these psychs, then you gain access to an extremely powerful version of it.

- Piercing Pillar
- Burst Rounds
- Discharge
- Black Hole
- Teleport
- Thunderbolt
- Apport

- Force Rounds
- Patrol Rounds
- Twister
- Grave Marker
- Freeze
- Flame Core
- Massive Hit
- Time Bomb
- Earthquake
- Psychokinesis
- Flame Blast
- Nexus Ray
- Fire Barrier
- Street Jam
- Velocity Attack
- Splash Core

Noise Creation (100 cp): You can create and command Noise by binding souls to pins. Not only is this an effective means of erasing Players, you can actually use this to save a dying person- In a way. By binding their soul into a Pin, you can make them into Noise, and they will retain all of their faculties and intelligence. However, they will be unable to speak, and will be relatively weak. If their body is erased, you can just summon them again.

Pin Creation (200 cp): You have unlocked the secret of creating pins. You can make custom pins with your own art on them, with the psych of your choice attached to them. You can still only use psychs you have purchased, but the pins you make will invariably be more powerful than anything you can buy.

Taboo Refinery (200 cp): You have unlocked the terrible secret of the Taboo Noise- Black-and-Gray Noise that are more powerful and agressive than regular noise, attacking denizens of the UG indiscriminately. Taboo Noise can only be effectively harmed by someone holding a Light Puck. Combined with Noise Creation, this lets you summon Taboo Noise, and with Noise Form, this lets you make your Noise Form into Taboo Noise, which will boost its power massively.

Noise Form (300 cp): You gain a monstrous, animal-themed Noise Form. that you can transform into at will. This form boosts the power of your Psychs massively, and allows you to use physical power in the UG. With concentration and practice, perhaps you could even manifest this power in the RG.

Drawbacks: You get two maximum.

Spicy Tuna Roll (+100): You're chroinically unfashionable. You can't so much as put two peices of clothing together without them clashing horribly, and anytime you go shopping for clothing you inexplicably pick out the most garish shirts and the pants you pick out do not compliment your body-type at all. What's worse, whenever you go shopping, fashion mogul Eiji Oji is there by happenstance, and won't hesitate to point out just how awful your taste in clothing is. Constantly.

43 + 61? (+100): For some reason, whenever it comes to the riddles of the Reaper's Game, you find yourself completely unable to state the answer. You will always have to wait for your partner to solve the riddle themselves before you can do anything. And they always take forever to do it, no matter how smart they are. Even if the riddle is simple. **Especially** if the riddle is simple. This will never be a real problem, because they'll always solve it in time for you to do what you need to do, but it will be infuriating.

That Guy (+200): You no longer get to choose your Partner. Every time the Reaper's Game begins and you have to find one, the only person who you can find is That Guy- And That Guy is a gigantic fucking asshole. He argues with you about everything, insults your taste in clothing and media, complains incessantly whenever you run away from the Noise, and eats with his mouth open. He's also fat, rarely showers, has a neckbeard, and wears a fedora. His favorite brand is Hip Snake. That Guy can only use the Holy Light psych, using his fedora as a focus. Sure, you can kill him if you'd like- But you're not finding another partner in the few minutes you have left. If you make it out of the Reaper's Game, he'll haunt you forever from the UG, and if you become a Reaper he will as well, and will somehow be assigned as your partner - And you'll be erased if he somehow dies on duty.

Some Dexterity Required (+200): Your partner is no longer able to defend themselves in combat. It's not that they can't fight, it's just that they just stand there and do nothing. The bright side is, while they're in this state you can control their movements. The downside is, you're now involuntarily controlling the movements of two different people at the same time, which is confusing to say the least. Your partner does not inherit any fighting ability you have and vice-versa - You have to control your partner with their own fighting ability. Be assured that if you ignore your Partner's body to focus on your own or vice versa, the Noise will jump on them and tear them a new orfice or three.

Cacophony (+300): The Noise, for some reason, hates you and you especially. Even if you have a partner and are able to fight off The Noise, they will constantly harry you while you're in the Reaper's Game, even without a Reaper's instruction. You will not be able to go five minutes without running into some hostile Noise. This will continue unabated even if you become a Reaper yourself, and if you manage to get out of the Game, the Noise will gather around you

and constantly mess with the emotions of yourself and those around you.

Proxy (+300): It seems that you've been chosen to play a grand part in Shibuya's tale, and you're now filling a role that was previously filled by a certain antisocial kid wearing headphones. While this is fine and dandy, the real bummer is that this means your entry fee will invariably be your memories- Including those of the rules of the Reaper's Game, and those of all previous jumps. Also you're wrapped up in the plot, without your memories to help you remember what that plot is. Have fun!

Twister (+600, Takes up both Drawbacks): For some reason, The Composer has taken interest in you- And not a good interest. He doesn't like you, and wants you to suffer for it. You are stuck in the Reaper's Game for the entire 10 years of your stay. The Composer has made you and your partner the sole participants, and declared you open season to all the Harrier Reapers. Even worse, he keeps making up more and more sadistic challenges for you and your partner to complete- As time wears on, they border on impossible. You are never afforded so much as a single moment of rest, because your time limit will always be tighter than should be possible. Even one slip-up over these ten years will mean you are erased from existence.