

Here in Shibuya, fads chase each other through crowds and Scramble Crossing's TV screens looking for their fifteen minutes of fame. But more than last month's clothing trends and wanna-be celebrities haunt the streets. Shibuya also plays host to the Reaper's Game: a city-wide manhunt-slash-variety show where the dead compete for a second chance at life.

The living are unaware of this Game, serving as its props as they go about their daily routines. Their slice of reality, the Realground (RG), occupies itself with what a Jumper might call the usual hustle and bustle of Tokyo. But tuning the radio dial to a more *supernatural* station reveals a slightly higher plane: the Underground (UG), where Reapers and the dead match wits against each other and the Noise, graffiti monsters born from the city's psychic emissions. While Players, invisible in the RG except for certain shops and hunted by Noise and Reapers both, see the UG as a lawless free-for-all, the afterlife actually runs like a well-honed bureaucracy. (...Which is to say, it's full of sycophants, ambition, and personality conflicts that mean things are frequently only steps from breaking down.) Everything works according to the whims of the Composer, ruler of the Game and a godlike, mysterious figure few have the privilege to meet. Only the Composer knows that there is a higher authority: the Angels, operating from a still-higher plane with even more mysterious goals for humanity.



What will you make of yourself in Shibuya? A fashion mogul? A medium? Maybe you're after the Composer's seat? Only one thing is certain: everyone dies eventually.

WELCOME TO THE REAPER'S GAME.

You get 1000 CP. Anything without a CP cost can be assumed to be free. Thanks to the afterlife being such a big part of this Jump, dying does not count as chain failure, but getting erased does.

Origins

You can take any of these as a drop-in, but be warned; afterlife bureaucracy is a bit of a tangle, and there are enough plots and schemes going on that you might want to be informed. Either way, you can be any age and gender you want.

Human: The world's full of 'em. You get no benefits from your species, but things will change depending on whether you still have a pulse:

> ***Not Dead Yet:*** Lucky you, you're still alive. Unless you take the I See Dead People perk, you cannot see or interact with any part of the Reaper's Game in a meaningful way, but you may still (knowingly or unknowingly) bump into the afterlife at certain shops.
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> ***Player:*** This world is now a gauntlet for you. You do *not* start with any CP, but you do start with a Player Pin and Starter Pin Set, and there are a couple of perks you can choose from that have been discounted enough to be free. If you take drawbacks, you may be able to afford more. Don't worry, there's plenty to choose from.

For 50 CP, you can choose to arrive earlier than your Game would start and spend some time alive first, but otherwise you begin dead and your stay will only last seven days: the length of a single Game. (This may change if you take certain drawbacks.)

Choose what matters most to you. This may be a perk, a person, an object, or something else. (Or you can take a drawback to risk it all.) Whatever it is, it has been taken as your entry fee. You do not have access to it for this Jump unless and until you win the Game. No cheating – your Benefactor *will* know.

Because this is a gauntlet, getting erased does not count as chain failure for you. The jump will end and you'll wake up back in your Warehouse. However, you will not get back anything you lost in this Jump if you lose, including anything taken as part of your entry fee.

Reaper: You've been dead for a while, working as staff for the Reaper's Game. There are several different positions in the afterlife you could hold:

Wall Reaper: In other words, you're grunt staff. You probably haven't been dead very long; you're not as skilled at controlling the Noise, and your job consists of standing in one place for a day (or longer) to control Players' movement through the city and not much else. On the other hand, you can make Players do any kind of humiliating task to convince you to let them through the wall you're guarding. You might not be able to leave your assigned post, but is that a problem if you can make people do a dumb dance for you, wear embarrassing clothes, or get you a hot dog?

Harrier Reaper: (50 CP) Slightly higher on the ladder than the Wall Reapers, it's your job to use Noise to attack Players from afar. (Note that it's against the rules to attack them yourself.) Your continued existence depends on how many Players you eliminate this way – you get a bonus for each erasure, which might be enough to keep you going for years yet.

GM: (100 CP) You've been recognized by the brass and awarded the chance to run the Game yourself! That means it's your job to set daily missions for the Players, order the lower Reapers around… and face the remaining Players at the end of the week yourself. The rules you make *should* be fair… but while there are certain lines you can't cross, like directly attacking Players before Day 7, you're actively encouraged to play hardball and try to wipe them all out.

Conductor: (200 CP) GM wasn't high enough on the ladder for you, huh? As Conductor, you're the Composer's direct representative and manager of the afterlife: taking entry fees, choosing which survivors get to come back to life, and communicating Their will to the people (or at least the Reapers). Although, since no one ever *sees* the Composer except you, no one says you can't try to take a few *liberties*…

Composer: (400 CP) You're a minor deity! And/or a whole city, depending how you count it. The city's health corresponds to your health and vice versa. You make the rules for how the afterlife as a whole works in your area of influence, cultivating your own and others' talents in the name of making your city shine. A distant Producer keeps you in contact with even higher powers – if you do well, they might decide to make you one of them. If not… (If you take this origin, you must take the High Vibe drawback at 0CP.)

Fallen Angel: (400 CP) You're one of the aforementioned higher powers. …Well, technically. At some point, you committed a grave taboo and were cut off from the Angels' hivemind. If any Angel – even potentially *yourself* from an alternate universe – finds out what you've done, you could face any number of terrible punishments. Living like a human is going to be an adjustment, but you've still got a ton of power at your fingertips if you can be subtle about it.

Settings

By default, you start in Shibuya.

Shibuya:
The Reaper's Game here prioritizes creativity and altruism, selecting its winners based on who can outgrow their flaws and perform best. You'll work with a single Partner against a host of other pairs – if the two of you can work together, you may just be able to earn a second chance at life. However, this style of Game is biased toward individual genius and has little room for anyone who can't keep up with its punishing pace. If either you or your Partner is erased, the other will quickly follow, and there's no guarantee both or *either* of you will make the cut, even if you win. If you select this style of Game, you can choose when you play in relation to Neku's Long Game.

Shinjuku:
The Shinjuku Composer prioritizes collaboration and leadership, selecting winners based on who can put themselves in the most effective place to profit. You'll work as part of a group, with anywhere from three other people to a whole crowd to back you up when you fall, and will compete with other teams to see where you stand on the ranking board at the end of the week. Only the team lowest on these rankings is erased, so if you don't win one week, you can keep going until you do. However, this style of game rewards social scheming, allowing slackers to ride their team leaders' coattails to the top – and just because you *can* keep playing forever doesn't necessarily mean you'll want to be stuck in death game limbo for that long. If you select this style of Game, you can choose whether you're in Shinjuku before it fell, playing Shiba's Long Game in Shibuya, or even in the rebuilt Shinjuku post-Neo TWEWY.

Perks

All discounts are half off. If something worth 100 CP or less is discounted for you, it's free. Perks in each group are discounted for their origin unless otherwise specified.

Not Dead Yet Perks

Are Those Wings? *(100 CP)*
You're a little more perceptive than most. In fact, you've got a minor amount of ESP. This isn't enough to drop a vending machine on someone (or even lift a soda can), but you can brush against people's minds to get a sense of their surface thoughts and glimpse the unseen out of the corner of your eye.

Afro Grandma *(100 CP)*
You're an old soul and get along well with crotchety grandpas, ruthless old bats, and anyone who'd have a decent chance of telling someone to get off their lawn. Anywhere you go, you have a knack for finding these people, who will accept you as one of their own and feed you useful info (what's worth visiting and what's tourist trash, local gossip, etc) in exchange for things like listening to them complain about their grandkids and all their aches and pains.

Common Sense *(200 CP)*
You're level-headed and know when an argument is going too far. Apart from being able to intervene with your friends and get them to talk to each other before someone gets hurt, you have a keen sense for when someone is acting out of character or unlike themself. Without context, you probably won't put two and two together to get "possession," but if you're reasonably well informed that that's something to be worried about here, you could take a decent guess. For example, if you're affiliated enough with the UG to know that Negative Noise exists in this world and can possess people, you might suspect your friend had an encounter if she's suddenly feuding with her best gal pal over a misunderstanding about concert tickets, but you'd have no reason to think she might be hypnotized by a vampire (even if you know those exist in other Jumps).

F This to the High Heavens! *(200 CP)*
You're a minor celebrity – you get to *choose* what's cool. Once a week you can pick something to rave about, on your blog, on TV, wherever – whatever it is, that thing's popularity is guaranteed to skyrocket for about a month. Alternatively, if you denounce it, that thing's popularity will *plummet* for a month. Either way, you cannot influence the same thing with this perk more than once a year, but if your opinion catches on, a quick fad may become something longer lasting. People may also pay you to endorse their stuff.

Shopkeeper Friendliness Gauge *(200 CP)*
Customer service workers remember you and what you like. The more you buy from them, the friendlier they'll get towards you, giving you special discounts, making recommendations, and even tossing in tips about how to get the most out of what you buy.

You're Wearing THAT?! *(200 CP)*
The Chanel boots? Yes, yes I am. From now on no one will take issue with anything you wear anywhere, even if you show up in a swimsuit to a job interview. In fact, people are more likely to praise your "bold and decisive style" or "avant-garde fashion sense," whether what you're

wearing is a ball gown, belly-button piercing, or potted plant, and it's all sincere – no passive-aggressive insults. Works with crossdressing, too.

Alternatively, you could choose to skin this as any clothes you "wear" contributing their mechanical benefits or magic effects without having to change your actual outfit. You know, if you want to be boring about it. You will still have to select your clothes *as if you were* actually wearing them, though, so no layering up three pairs of shoes, two pants, and five shirts.

Brand Loyalist *(300 CP)*
You're a die-hard fan of a few of the city's biggest brands. Pick three of the following companies. Anything you wear or use from that brand is a good deal more effective for you, and as a bonus for being such a great ambassador they'll give you some clothes and a free pin. (In future Jumps, clothes in a similar style to the brands you pick will be similarly boosted if they have any kind of effects. Or, who knows, maybe you'll bump into a brand outlet in a completely different universe!) You can take this perk multiple times if you're willing to pay for it, but you'll only get a discount on the first one.



Sheep Heavenly:

Bright, cutesy, and girlish, this brand has had several promotional deals with TV shows and idol groups aimed at kids 6-12 years old, but they also have a line for teens and young adults. Some stores additionally offer ear piercing, although most people recommend getting that done somewhere else. This brand's pins have the widest variety in healing psychs, including several that can cure status effects. You get the Sparkle Charge pin, which will greatly improve how much health you get back from healing, and the Spangle Sorbet T-shirt, which will slightly improve your defense.



Mus Rattus:

Low-key discount store fashion, cheap and chintzy. At least one Wall Reaper has made Players dress in this brand as a joke before he'd let them through. It's not like there's anything *wrong* with fanny packs, yellow flip flops, and brightly-colored branded ankle socks, exactly, they're just… kinda lame. The cartoon promotional art is cute, at least! (Then again, that might be why boys start making up shock horror about all the various ways mascot Mowzy could kill or be killed once they hit middle school.) The brand's guiding principle is "bang for your buck," and its pins specialize in magic attacks, usually involving elemental orbs, that do a good amount of damage for cheap. You get the Shout pin, which will greatly amplify your voice for a damaging attack but takes a long time to recharge, and the M Cap, which will make your Fusion Attacks last a little longer.



Jupiter of the Monkey:

Also known as J of the M, JotM, or Jupes, this brand sells “cool” athleisure gear and things that wouldn’t look out of place on one of Tetsuya Nomura’s protagonists. Its fans have a strong rap culture, and it’s expected to trade a couple rhyming jabs with the cashier when you buy. If you impress them enough, you might even earn a discount. The brand’s pin collection favors martial arts blows and sweeping directional sword attacks. You get the Izanami pin, which will let you pull huge streaks of flame around, and the Maitreya Jersey, which will greatly improve your defense.



Pegaso:

Western-style formalwear and high-end accessories like shoes and handbags. This brand usually only works on commission, so you must be a real hotshot to get a sponsorship like this! Its pins have a chess theme and are both dependable and powerful, though fairly expensive unless you’ve got an in. You get the King Arthur pin, which will allow you to shoot trails of lightning along a planned course, and the Royal Splendor wristwatch, which will allow you to resist all status conditions.



Pavo Real:

This jewelry store sells sparkly accessories, and its pins are top of the line in supplemental effects like status conditions. It stakes out shops next to train stations and other places where people might need to pick up a shiny gift in a hurry for someone special. You get the Chaos pin, which will inflict an HP Drain effect (you may be more familiar with calling it Bleed) on your opponents when you enter battle, and the Pureheart Pendant, which will make others a little more sympathetic towards you.



Tigre Punks:

One of the longest-lasting brands in Tokyo’s dog-eat-dog fashion world, Tigre Punks’ hard-edged punk rock style has made it a mainstay in Shibuya. Its owner is known for being ruthless on the fashion scene, outmaneuvering competitors and seizing promotional opportunities with both hands. Its pins tend toward quick bursts of power that take some time to recover. You get the D.I.Y. pin, which will greatly amplify any fear your opponents feel about you, and the Skirted Bondage Pants, which will allow you to resist immobilization.



Wild Boar:

Down-and-dirty work gear and skatepark fashion. The founder of this home-grown brand does a lot of anti-gang advocacy and gives talks in schools about how you can be cool and still give back to the community. Its pins typically hit slow, but hard. You get the Diss pin, which will rile your opponents up enough to leave their guard open, and the Camo Deck, a skateboard for experts which is wobbly underfoot but gets great speed. Fighting with the Camo Deck will sometimes inflict fear on your opponents.



D+B:

Full name Dangerous Buffalo. This brand specializes in cowboy-themed clubwear, leather, and leopard print. D+B was seen as edgy and scandalous when it started out, but it's been around long enough now that no one blinks at teenagers wearing anything but the skimpiest offerings out in broad daylight. Many of its pins attack with pillars of ice, but it's also the best-known brand for psychokinesis. You get the Straitjacket pin, which will improve the length of any immobilization effects, and the Vest-Blouse Combo, which will give you a little more HP.



Dragon Couture:

High-class Eastern-style formalwear and Hong Kong fashion. This brand's pins are all named after proverbs and other wisdom. The owner of the main store in Shibuya is known to be intimidatingly frosty to anyone he doesn't think deserves to wear the brand, so managing to buy something has become something of a status symbol to those who care about such things. Its pins do well with thoughtful application. You get the Follow Suit, Fall In Turn pin, which will let you designate trap zones on the floor that will shock anything in them with electricity when you snap the trap closed, and the White Dragon shirt, which will make your Fusion Attacks last a little longer.



Hip Snake:

Vintage and retro stylings with a hippie vibe. This store started as a garage sale, but when it turned out the owner had an eye for quality vintage pieces it turned into a sort of swap shop, where you can give up your old stuff in exchange for something new-to-you. The creative price point is a point of contention with a lot of would-be shoppers, but the owner says he'd rather give something away to someone who'll appreciate it than turn a profit through posers trying to

cash in on a trend. This brand's pins specialize in long-range psych effects, like turning someone to stone or ice with your eyes. You get the Indestructo Man pin, which will greatly extend any HP Drain or Bleed effects on your enemies, and the Funky Shades, which will help keep you and your partner(s) in sync longer.



Natural Puppy:

Casually preppy with a focus on clean, no-frills style, this is another of Shibuya's most long-lived brands. The design team prefers to iterate on what works over creative experimentation, so you'll see a lot of minor variations on the same ideas in its stock. Pins from NP usually involve shooting some kind of magic bullet from a distance. You get the Sweet Talk Tether pin, which will let you create barriers out of a magical chain that damages and drops the guard of anything that bumps into it, and the Lovely One-Piece, which has a regenerative effect that will restore any health you lose at a good pace.



Lapin Angelique:

Gothic lolita, with lots of frills and belts. Gossip says the owner, who identifies herself only as Princess K, has never been seen outside the shop, and all that's known about her history is that she says she's from the "bunny realm." Questions about said bunny realm are met with precise but utterly nonsensical answers and a pitch for you to buy a stuffed version of the brand's mascot, M'sieur Lapin. If you're an Angelique Freaque you're all about risk/reward, with several of this brand's clothes intentionally afflicting the wearer with curses in exchange for buffing something else. You get the Black Rose pin, which will make your opponent's guard stay lowered for longer, and the Bunny Parka, which will give you a little extra health.


Gatito:

Headed by reclusive designer CAT as part of his art empire, no one's ever found one of this brand's shops, although every real fan has a friend of a friend who knows someone who says they stumbled into one once. The real draw is this brand's pins, which seem to be custom-built to become someone's loadout in the Reaper's Game. Which is pretty weird, because how does a designer like that know anything about what goes on in the afterlife? You get the Visionary Blend pin, which will restore you to full health once per Jump after taking heavy damage, and the TWEWY Promo Coat, which will improve your focus in and out of a fight.



Top o' Topo:

Full of fresh and cute fashion for those who love pastels, this newcomer to Shibuya has been taking off in Harajuku. Its animated commercials are popular thanks to its adorably mousy mascot, Topo, and the brand recently released a short that might wind up becoming a TV miniseries. There's a tiny but passionate community of people who spend their time arguing about whether Topo is a boy mouse or a girl mouse, and an even smaller and more passionate community insistent that Topo and Mowzy should kiss. You get the Topo the Famished pin, which will allow you to shoot three fanning laser beams with a chance to freeze anything they hit, and the Topo Hat, which will improve your defense.



Joli bécot:

There's no relationship between the companies, but you can think of this as D+B's older sister, with a more mature, sultrier style. Made headlines when a celebrity credited the brand's clothing line for the success of her scandalous affair, and while the commercials Joli released afterwards winking at the incident caused huge outcry, the resulting explosion in popularity says it was a profitable bit of advertising. You get the Deadly Fragrance pin, which will allow you to grip smaller enemies with your psychokinesis and flail them around for about four seconds, and the Lace-Up Knee High Boots, which will sometimes allow you to dodge if you're targeted in the middle of an attack.



Cony x Cony:

A competitor to Lapin Angelique, capitalizing on the lolita subculture Angelique cultivated to bring the style to the mainstream and eventually seizing its former rival's market share. While Cony x Cony appeals to similar tastes, a true fan would be insulted by the suggestion the two brands are anything alike, as this company's collection caters more to a princely, romantic aesthetic than Angelique's gothic design sensibilities. You get the Righteous Rabbit pin, which will allow you to send three giant boomerangs hurtling toward your target, and the Blue Rose gloves, which will slightly restore your health any time you defeat an enemy.



RyuGu:

Traditional Japanese clothing with an eye to patterns, nostalgia, and summerwear. Founded in Kyoto, this brand only has one store in Shibuya, but the quality of its fabrics and handsewn seams ensure the company never wants for business. In fact, the brand's been trending online thanks to influencers styling with its festival clothes, and the newfound popularity has brought in rumors that more stores could be opening up soon. The owners, for their part, have politely but

thoroughly stonewalled any questions. You get the KeiRyu・Epoch pin, which sends a loop of electricity at your target with a chance to paralyze, and the Cobalt Bishamon shirt, which improves your defense.



garagara:

Earthy, granola fashion that'll have you looking like you're fresh off the hippie commune. These stores frequently come with eateries attached, boasting the best in vegan and vegetarian cuisine. The brand's seen a surge in popularity since it started getting talked up as a communally-owned business with an eye for fair labor, but its oldest fans say the quality has gone down since it started making and selling its own catalogue instead of sourcing its clothes on a shirt-by-shirt basis from independent markets. You get the Gravving at Straws pin, which will allow you to set a gravity trap that will ensnare enemies around your target, and the Poncho, which improves your attack.



IL CAVALLO DEL RE:

This brand's pins feature bold yet simple graphic design with a dark, limited color palette and striking shapes, but if you're repping its threads, you've got money to burn. Del Re holds hard to the classic era of Italian fashion, boasting a lineup of vintage suits, cocktail dresses, and perfume that would fit right in on the silver screen. Stars in several countries have worn this brand to award ceremonies. You get the Let the Rain Fall Down pin, which will summon torrents of rain to pelt your target, and the Vacanza perfume, which will improve your reaction time.



Shepherd House:

Unpretentious, comfortable basics for work and home. Its proponents say the brand has a way of being quietly playful, yet mature, but the real draw is the price point: cheap, without sacrificing quality. Many of the company's pins feature the adventures of its ovine mascot, rendered in a style as relaxed and simple as its clothing line. You get the Gentle Airplane Pilot pin, which allows you to send your enemies flying with a howling gust of wind, and the Sheepy T-Shirt, which boosts your attack.



MONOCROW:

Stark streetwear all in black and white, with an almost cyberpunk edge. The stereotypical MONOCROWer is intimidatingly silent and likes to perch in flocks along Udagawa's back alleys, which, along with the fact that a controversially famous dancer wears it nonstop, might be why so many moms forbid their kids from wearing the brand. Its pins are also monochromatic, frequently featuring sharp, geometric diamonds in a style reminiscent of tribal patterning. You get the Idol Within pin, which will let you shoot out a burst of three cards at a time that will psychically pursue their target, and the Monochrome T-Shirt, which will boost any health you get from healing.



Hog Fang:

70s-style Americana and trucker fashion. This brand got its start doing graphic design for signs and businesses before someone suggested they put their art on shirts, and after some success with this, the company shifted focus to the fashion industry. It's been 60 years since then, but the brand still sticks close to the design philosophy that's brought it so much success. The authenticity is what fans love – those who can't afford its rugged denim or varsity jackets will rep pins that could've been merch for an American football team in some other universe's NFL. You get the FANG Defender pin, which will allow you to set up a barrier that will nullify incoming attacks for a few seconds and restore some HP, and the Pullover Hoodie, which will slightly increase your HP.



Gatto Nero:

The brainchild and dream of two longtime friends, this fashion line made waves the moment it hit the scene, both because of its fresh and funky individual style and because its creative minds are both just out of high school. Gossip says the two of them had a falling-out soon before graduation, but their bond now appears to be stronger than ever, and the mascot they created together still adorns many of their products. If you show these clothes to Shiki, she'll have a strange reaction. You get the Snare Trap E pin, which will allow you to freeze one enemy in place for a long while, and the Beret, which slightly increases your attack when your party is outnumbered.



croaky panic:

This isn't really a brand so much as an odds and ends shop with good brand*ing*. The shop's grouchy owner freely admits most of the stuff here is brightly-colored plastic junk, but maybe

you'll find some hidden treasures? You get the Spin Twinz pin, which will grant you a slicing attack combo that launches its victim into the air, and the Rainbow Afro wig, which will make the first attack you use more powerful for the rest of the fight.

Real Grounded *(300 CP)*
You're very successfully mundane, to the point that the supernatural has a hard time affecting you. As long as you've decided to stay away from the magic/occult/preternatural/etc side of your current Jump, it can't harm you. Invisible magics go right through you like you and the spell exist on two different planes. The fae can't get a hold on your True Name. A ninja could jump out of a bush and bring a sword down on you and it would bounce off like it was made of plastic. This only works to shield you from background randomness, though. It will not protect you if you intentionally seek out involvement with the non-mundane, or from the realistic fallout of supernatural circumstances. If a supermagic death battle blows up the world, you won't suddenly know how to breathe in space, and you could still get hit with a loose rock if Goku chucked a boulder at Vegeta while you were standing there. You just won't take any stray Kamehamehas.

One Hip Barista *(400 CP)*
You have a shop somewhere in the city. (Contrary to the perk name, you don't have to sell coffee.) Your products sell well, your supply chain's running smoothly, and you keep finding opportunities to grow and get the word out. It's like the city's welcoming you! Your store has a small apartment attached and can come with you into further Jumps. You can choose whether it has a Reaper decal or not, as well as whether or not it's affiliated with any of the above brands.

Trendy *(400 CP)*
Whether you're an up-and-coming fashionista or just in tune with what's "in," you've got a good sense for what's popular at any given moment, and you've learned to leverage that to get your way. Apart from using trends to be more popular or to get people to buy whatever you may want to sell, following along with what's trendy can actually improve your life. You'll find yourself playing better when the brand that makes your athletic gear tops the charts, getting that promotion when the suit company you wear releases a new hit line, or even having cars stop just before hitting you if your favorite hairpin sold well enough. Nothing that would count as superhuman, just little lucky coincidences of fate, but those things stack up!

I See Dead People *(500 CP)*
At some point, maybe after someone you cared about died or you had a brush with death yourself, you started to see things no one else could. People who were in the obituaries last week walk the streets, strange creatures made of graffiti stalk the city, and you can keep track of people even when everyone else swears they've disappeared. This tangible proof of an afterlife has given you a sense of perspective few can match. You have little fear of dying, and a certain weight behind your words urges others to consider your advice. Also, you have a grim acceptance that sometimes people, even friends, don't make it out alive. Seeing people die (or disappear into static) doesn't phase you as much as it used to and you have practice at getting up after tragedies and going back to your routine.

Former Winner *(600 CP)*
You've already died, won the Reaper's Game, and were given a second chance at life. The experience has encouraged you to keep an open mind, making it easier for you to spark up new friendships and to deepen the ones you already have. Your skills and talents have matured and you'll find that their results are much more successful than they were before, with far-ranging consequences. Things you make or produce quickly become famous, and whatever themes or thought you put into the design will be taken up and spread throughout the populace. You can't guarantee anyone will take these themes in the way you meant or react the way you want them to, but your motifs *will* influence society on a broader scale.

Also, you've developed empathy for people who have made it through extraordinary circumstances. You find it easy to bond with people who've been through things no one else would believe, and can convince them that, whatever it is they've survived, you'll believe them when they tell you about it.

Player Perks

Player Pin *(free; mandatory for and exclusive to Players)*
This skull-printed pin marks you as a Player in the Reaper's Game. (It does not count toward the 6-pin limit.) Carrying it on your person will shield you from being psychically perceived or influenced by anyone weaker than a Composer, along with preventing people from reading your mind, and flipping it like a coin lets you skim the surface thoughts of anyone unshielded nearby. Note that the dead, including Reapers and other Players, count as "shielded" for this ability.

Memelord *(100 CP)*
No, not that kind. "Memes" in this world are certain phrases that resonate with people, to the point that you can psychically insert them into someone's unshielded mind. They'll react as though they thought of that phrase themself. With this perk, you can treat any word or phrase as a meme (although you cannot use a full sentence). This will allow you some measure of communication with the living, or just an avenue for minor mischief in a world where you aren't dead.

Everybody Give It Up for Day Three *(100 CP)*
No one wants the Game to be *boring.* As a Player, you'll blank out after the day's task is completed and wake up fresh and new to start on the next one, instead of having to sit through all that downtime before the next Day starts. In future Jumps, you'll be able to zone out and "skip" through anything unimportant to get to the good bits, either the stations of canon or a predetermined event trigger you set.

Invisible Menace *(200 CP)*
You're great at coming up with ways to use your unwitting invisibility to your advantage, hitting on plots like moving the coin in someone's game of Reaper Creeper to convince them to do what you want and stealing from shops by vanishing with your haul as soon as you walk out the door. This only works when you're invisible, but even if you don't have a perk to turn you

invisible once you leave the UG you might be able to rework some of these schemes for general mischief.

Good Listener *(200 CP)*
Even under pressure, you always take the time to hear out people and their problems. You're good at persuading people to open up and tell you what's wrong. If you can figure out how to help them, sometimes you'll even get a nice reward out of the deal.

Still Alive *(200 CP; requires I See Dead People perk)*
Somehow, you've managed to sneak into the Game while alive! You never paid your Entry Fee and thus are at no risk of losing it, but you'll still be trapped in the Game until you can win. That being said, thanks to not being dead you're head and shoulders above your competition in terms of power and vitality, which just might be enough to take you straight to the top. If you're ambitious enough, you might be able to take down a Reaper officer or even the Composer, but if anyone finds out you're not a legal Game participant it'll be open season.

A Phrase For Everything *(300 CP)*
You're a beacon of hope with a word of wisdom for any situation. People are inclined to trust you and listen to your ideas, and you can persuade even the most determined idiot to take a second and think his actions through. When you're gone, your memory will inspire those you met to live on in your name.

Telewarp *(300 CP)*
Sometimes structures line up to you in a way that doesn't make sense if you're only looking with your eyes. When there's a spot that lines up to you like this, you can warp from one end to the next (like from the street to the balcony of an office building).

Soundsurf *(300 CP)*
You've got a beat in your heart and a city at your feet, and you've mastered a way of getting around that uses both those things. If you time parkour tricks or dancing flourishes to the world's soundtrack while you run, you'll get a little burst of sparkles at your feet, along with a small speedboost and some charge. If you enter a fight with that charge (it dissipates when you stop moving), you'll add a little extra oomph to your attacks. It won't be a lot, but it might still be enough to convince you to run a couple laps before your next battle.

Psych User *(300 CP; free to Players)*
You have a couple of cool tricks you can do with your psychic powers that should keep you alive in a fight. A major ability could look like animating your stuffed animal to fight for you, hitting your enemies with a hail of objects you summon from the sky, or shredding on your opponents with your skateboard. A minor ability could look like reading your enemies' next moves through tarot cards, freezing your opponents in place for a little while, or building a dangerous charge in a risk/reward gambit that could do big damage to your enemies or yourself. Yours will probably have something to do with an art or special talent of yours. Pick one of each kind, a major and a minor ability.

Also, you have a psychic awareness of your Partner(s) that lets you get a sense of where they are and what they're doing in a fight, even if you can't see them. You can psychically add your strength to each other's attacks. Post-Jump, this awareness will extend to your whole party.

Genre-Savvy *(300 CP)*
You've played enough video games to know how this works. You're pretty good at solving riddles, spotting traps, and finding weaknesses in the rules, and you quickly pick up on hints others may fail to notice. It's pretty easy for you to tell who's a bad guy and who's a good guy – even if they're playing against type, twists like that are so cliche. This all might not stop you from getting taken in anyway (especially when behavior is inconsistent or unreadable) or falling to the dreaded Idiot Ball, but it's better than walking around aimless and ready to be taken advantage of.

Psych Genius *(400 CP)*
Unlike most Players, your Imagination is strong enough to let you use just about any pin you pick up (although you can still only use 6 at a time). You get a sense for how equipment will work and what kind of bonuses it might grant just by touching it and can quickly master new skills.

Someday *(400 CP)*
Losing what's most important to you sucks, but it also means you have the opportunity to reevaluate yourself and what really matters. You have a comprehensive sense of what you value and what it's like to lose it, able to clearly decide which parts of your personality you want to keep and what you might be better off without. You also have the resilience to go on no matter what you lose, secure in the knowledge that you can (and will) be strong enough to find something else to fill the gap.

Follow Your Heart *(400 CP)*
Even when it all seems darkest and everything seems to be shouting at you that you have to make a move, you won't do anything your heart can't agree is right. The world will reward your honesty, ensuring that what others might call cowardice or hesitating at the wrong moment leads you to a happy ending.

The World Ends With You *(600 CP)*
You're never going to perfectly understand anyone, or be perfectly understood – and that's okay. You've learned how to appreciate differences in yourself and others, walking the line between being true to your own unique self and reaching out to find connections with other people. Pursuing your interests will always pay off for you; you'll receive material benefits, meet people who "get" you, and make tangible impacts on the world. You'll always have inspiration for any projects you pursue, which now take less time to complete at the same quality level, and the skills you use in the most typical of those projects have improved fivefold, allowing you to take a little more time to make something even better. You can always find people who will appreciate your enthusiasm, and if you take the time to let someone else show you what they're

enthusiastic about, you'll find you pick it up quickly and enjoy it more than you might have expected, even as the experience you shared deepens the relationship between you and your guide. Wherever you go and whatever you do, you're confident (but not overconfident!) in your own abilities, and you know how to take each day as it comes, finding vibrance even in the darkest times and living in the moment.

Reaper Perks

Wall Guy *(100 CP; mandatory for Wall Reaper)*
You can create invisible barriers the width of a city street that stop anyone from walking through them without permission. Also, you can dismiss any barrier you or a Reaper of your level created, either permanently or just long enough for someone to cross.

Double Life *(200 CP; Reaper exclusive)*
You've racked up enough points with the higher-ups to earn back access to the living world! You're not "alive" again exactly – you still count as dead and/or undead to any sort of scrying, anyone with any variant of the Sight can see your Reaper wings, and your continued existence is still tied to your service in the afterlife – but you can hold down a living life again, as long as it won't mind that you don't age and have to dip out frequently for your Game shifts. Even better, since you're still a Reaper, you can tune your frequency to dip out of the RG to the UG and back at any time you like, vanishing and reappearing to the living in the blink of an eye. You'll keep this ability to selectively interact with the afterlife in future Jumps.

Like a Bolt from the Blue *(200 CP)*
…it's the Reaper Review! You've got a great memory for useless factoids and trivia and can stump just about anybody if you really give it a shot. Breaking in with a silly fact out of nowhere can crack tension or even take people completely off guard, making it easier for you to get to know people, mingle with large groups, and take control of a situation, and if you surprise someone with a pop quiz, they'll give answering your questions serious thought as long as those questions are legitimately solvable. (Most people lose patience and will walk away after three questions or so, but everyone will think at least the first one over.)

Noise Control *(300 CP; this or Noise Pin mandatory for Harrier Reaper)*



You're a master at controlling the Noise. Choose Chump Noise or Negative Noise. If you choose Chump Noise, you can draw Noise from the world and set it on Players to set traps or force

them to fight for survival. If you choose Negative Noise, you can infest the living in the RG, clouding them with depression and various other negative feelings.

At your Benefactor's discretion, this perk may extend to certain "mook enemies" from other Jumps that behave similarly to the Noise variety you picked. If so, you cannot summon mooks, only direct the ones that are present.

Exclusive Access *(300 CP; Conductor exclusive)*
You've been authorized to act as the Composer's representative, assistant, and go-between, a position which gives you certain benefits. First, you are resistant to the negative effects of interacting with higher powers, able to spend short periods in their presence without suffering and walk away from hour-long conferences with only a little strain. Second, while you cannot create magically binding deals yourself, you have a limited version of the The Wager perk which allows you to run and administer pre-existing deals in the Composer's absence. Third, when you are acting in your capacity as a representative of someone with more power than you, subordinates will accept that whatever you tell them is your boss's will so long as they have no evidence to the contrary. (This does not prevent your boss from finding out and taking issue.) Fourth, your vibe is high enough to draw attention in a cool and mysterious way, but not so high that it grates on others. (Your personality is another question.) You'll enjoy VIP treatment anywhere that offers it thanks to being so evidently well-connected and fashionable.

Noise Pin *(400 CP; this or Noise Control mandatory for Harrier Reaper)*
You've learned how to bind ambient Soul to pins in order to keep certain varieties of Noise accessible anywhere you go, and your familiarity with that kind of Noise ensures you can effectively direct them. Pick two of the following kinds of Noise, in accordance with your Reaper level. (Higher-tier Reapers can pick from any level below them.) You can use your Noise pins to summon any member of that Noise family at any time, as opposed to having to work with whatever happens to be in the area. (Unless you take the relevant perks, Taboo and Plague varieties are excluded.)

> *Wall Reaper:* Frog (you can take Sprog free with it), Jelly, Popguin, Shrew, Raven, Puffer
> *Harrier Reaper:* Mink, Corehog, Grizzly, Wolf, Boomer, Carcino, Shark, Stinger, Leon
> *GM; Conductor:* Drake, Rhino, Pachy, Rex

Walk On, Walk Off *(400 CP)*
Like a certain Harrier with a fondness for sweets on a stick, you're exceptionally skilled at taking it easy. Why bother breaking your back just to get more work? As long as you get the bare minimum done, no one will care if you spend the rest of your time lazing around or eating ramen on the job, and you'll never get promoted if you don't want to be. Those who care to look can see your true power, but you're happy to let everyone else mistake you for an average underling.

Officer Pips *(400 CP; GM or higher only)*

What are these wings made out of? That's right: leadership material. You have all the skills you need to order people around and everyone knows it. Any plans you suggest will be given due consideration in accordance with your authority, you're more likely to get an audience with your organization's higher-ups, and you'll start a little higher up the ladder yourself in any Jump that has you working for someone else.

Lessons of the Pig *(500 CP)*
Like the Pig Noise, you've figured out how to modify your Music to mitigate your vulnerabilities. Once a Jump, you can choose a weakness. This can be something like a vulnerability to a certain weapon or technique, a weak point, or even having your opponent do nothing. Whatever it is, it must be possible for a standard resident of that Jump's universe to bring to a fight or use against you, and fate will ensure all opponents are informed of it, though what they do with that knowledge depends on them. You will now take critical damage if your weakness condition is met, but in exchange, you have a resistance to all other forms of damage.

Taboo *(500 CP)*



You've broken one of the afterlife's few taboos, using a forbidden magic circle to reach into Hell itself. Any Noise you control have become Taboo Noise, stronger and monochrome in black and white. They easily shake off attacks delivered by one person, although a strong enough attack can overcome this inherent resistance. However, they are especially weak to blows performed psychically by 2+ people at once.



The Taboo has marked you with the proof of your sin. Your hair is wilder, your appearance and personality are more feral, and your extremities have been dyed with flame-like black tattoos. If

you take the Jumper Cantus perk, your Noise form has also become Taboo, giving you a berserk boost in power at the cost of a berserk loss of control.

Plague Noise *(600 CP; requires Noise Control)*



You can create Plague Noise, glass-like versions of Noise which can infest people (alive or dead) and “slowly eat away at their soul, causing them to become paranoid and aggressive.” Infesting a fellow Reaper with Plague Noise can allow you to turn them into a rage-filled weapon, to be aimed and pointed where you please – although it’s harder to take someone who is used to controlling and fighting off Noise unawares than a defenseless human who can’t even sense what’s hunting them. Being transparent, Plague Noise is hard to see and can only be damaged once its position has been noted (for example, after being hit with a blacklight). If the Plague Noise propagates enough, you could damage the boundary between life and death and turn your city itself into a metaphysical biohazard.

Jumper Cantus *(600 CP)*



You can transform into a monstrous Noise. This form can be anywhere from several feet to several stories tall and is themed after an animal, with elements of its body being replaced with living graffiti. Your name in this form is (the Latin name of whatever species you chose) + Cantus, and one of your attacks is buffed to kaiju/boss levels while you’re in this form.

Composer Perks

Heavenly Body *(Free and exclusive to Composer)*



You gain a Composer alt-form: a vaguely person-shaped glowing light with white-feathered wings you can summon or dismiss at will. Composerhood also comes with a degree of musical synesthesia. You can now "hear" with all of your senses, seeing, tasting, and smelling music; so long as a Composer is close enough to the center of their city, even sewers smell like the symphony of their city's heartbeat. You cannot be seen by lower beings unless you make an effort. You no longer age (although you can change your outward appearance to match how you feel your age internally), do not need to eat or sleep, and you cannot be removed from Composerhood by anything less than an intentional attack or the destruction of your city. If you are defeated in a challenge for your seat, your city and title will pass to the one who dealt the final blow (or else the nearest suitable candidate) and you are no longer Composer.

Be Not Afraid *(100 CP)*

Looking directly at you hurts people's eyes and hearing your unfiltered voice can burst people's eardrums unless you take measures to suppress your true form. When you speak, people are moved to accept your authority. Something in people's hindbrains can't help but recognize you as a superior, and, potentially, a threat.

Downtuning *(200 CP)*

By manipulating your energy and putting temporary locks on the extent of your abilities, you can return to a smaller and weaker form. Since it's difficult to make out any specific features of your Composer form, reining your energy in and downtuning to a human level could make a decent disguise… although it won't work on anyone who already knows what your human form looked/looks like, and you'll still be strong enough to rouse suspicion if anyone looks closely enough. Either way, it will prevent you from blowing anyone's mind with your great and awesome power.

One Step From Eden *(200 CP)*

Deep in the bowels of Shibuya, over the Shibuya River, past the stretch known as the Acheron, lies the Dead God's Pad, lounge and meetingplace of the highest Reaper officers. Hidden within, on a level invisible to all but the Conductor's eyes, is the door to the Room of Reckoning: the Composer's Throne. As a Composer yourself, you, too, can hide the entrance to your throne room. Your Warehouse door (and the Warehouse beyond) are now invisible to anyone who

doesn't have a key or a way to see the unseeable, and can only be accessed through the UG or with your special permission.

Calling *(200 CP)*
You hear the world like a soundtrack and can listen to it for clues (whether the song is happy or sad, suspenseful or soothing; whether a character's theme is being played in a major or minor key, etc). If someone calls your name, you can hear it from anywhere so long as you are in the same city or locale. Also, you can teleport anywhere in your city so long as you both start and end inside its borders, appearing as though you'd been there all along.

Didn't Break a Sweat *(300 CP)*



If you're totally out of your opponent's league, you can instantly end the fight by dropping a vending machine on them. This only works if your enemy has no shot of winning and might not actually kill them, if said enemy is stubborn enough. It will, however, decisively end *this* fight.

Lullaby for You *(400 CP)*
You can make a present of one of your feathers, granting the holder dramatic bonuses to all of their physical and magical abilities. In turn, you will be able to find this feather anywhere it goes, allowing you to track its holder and "tune in" to them psychically. This would allow you to send them dreams, disguising your identity as the sender or not, as you please. Alternatively, you could taunt them with hallucinations. If the two of you already have a psychic bond, this could allow you to add your strength to theirs in times of need, even from a distance – and if they don't have strong enough shields to keep you out, or choose to let you in, you could even enter their mind.

Jesus Beams *(400 CP)*
You can bring down huge columns of light on both sides of you, complete with holy cherubs riding winged spears to really drive the point home. It takes some charging time to go that big unless you're in Composer form, but little pencil-thin spears of light take you no time at all.

Writer of Music *(500 CP)*
You have an ear for the world's Music – not just the soundtrack, but the song of reality itself – and can hear when things sound off or not as beautiful as they could be. By rewriting the Music, you could cause subtle shiftings in how things are now, or *edit* them to fall in line with your

expectations. This ability can work on things like luck or fate, the social fabric, and even other people, although the last is very intimate and difficult to do stably without the other person's full cooperation. Fiddly work like personality editing and complicated reworkings that would require you to change multiple elements' trajectories will take longer and be more difficult to get right, with more possibilities for unseen factors to nudge a note out of place and ruin all your efforts. For example, making a park draw in more artists or fewer kids would only require a simple shift in the park's atmosphere, but causing a specific person to become a famous singer might require you to boost her confidence so she posts the song she'd been thinking of covering to her Youtube channel, have someone with the right connections forward the video to a label looking for a new artist, ensure the talent scout wants to hear more from your singer, the contract goes through, a radio jockey picks up her first single for his show… Simplifying things, reducing your scope, and leaving more to chance will reduce the effort for you. As you gain experience, you'll learn what can be left alone and where you'll need to intervene for the best and most efficient results.

Drastic or clumsy edits will stand out to any higher being with a similar ability to perceive the weave of the world. They may take issue with your work, especially if they don't believe you have the authority to meddle. Also, shoddy or hasty craftsmanship is likely to unravel, causing damage to reality and anyone who interacts with what you changed.

Cityspeak *(600 CP)*
You and the city operate on the same wavelength. You're two parts of a whole, or one is a reflection of the other – either way, you're so closely connected that the "how" doesn't matter. Little things naturally go your way: the light always turns green just as you reach it, the fries in the drive-through are fresh when you pull up, trailing your fingers across a line of books will have one you'll like practically jumping out at you. (If Disco Elysium is a good point of comparison for you, anything Harry might get through the Shivers skill is something you can have, too.) As long as you are in your city, your city will provide for you. In turn, it will ask you to provide for it. Your city will let you know what's going well and what it thinks might be trouble: maybe new overpriced coffee shops are destroying historical neighborhoods, or an art exhibit at the museum is inspiring hundreds of visitors, or crime is up on the north side of town, or someone started a local dog-walking club and now people who would never have met are becoming friends. This information is all filtered through your city's perception of the world (so you probably won't get names unless the person in question is well-known – small details like that get lost in the bigger picture), but it will provide a useful overview of what's going on in the area.

Thanks to your experience connecting to the world like this, you can take this perk with you and use it anywhere you or your Origin considers "home" in each Jump. You might also be able to communicate in this way with other genius loci, even if they're not yours. If you're polite, places outside your home may recognize you with diplomatic perks similar to the attention your home pays you. Warier entities, however, may see your presence as an incursion, either a rude overstep or a sign your city is looking to seize territory. You can generally pick up what kind of personality a place might have and how it might react to your presence just by drawing near it.

Also, you're used to serving as a mouthpiece for nonhuman entities and powers. You have a higher tolerance for hosting and/or communing with eldritch presences and can accurately understand and interpret their messages in whatever form they may arrive.

The Wager *(600 CP)*
Games and wagers are your domain. If you can get another party to agree to the stakes, you can make anything the reward or penalty for a wager's success. Once you enter into this wager, a timer representing the length of the game will burn itself into the hand of all parties, indelibly marking the participants; this timer can be covered with a glove, but will remain on the hand, even if a participant changes forms. If the hand is lost, the timer will reappear somewhere else, always remaining on the participant's body; if a rule is broken, the timer will explode, killing the rule-breaker instantly and ending the game. You have the ability to collect any price specified by the wager, and to mete out any penalties for failure, up to and including death, erasure, and resurrection, although you are just as bound as your opponent(s) to the rules all parties agreed on.

Fallen Angel Perks

Artistic Versatility *(100 CP)*
You're a master-class talent and seem to be good at just about anything. Pick a domain: art, music, technology, whatever. You're now a master of every skill in that domain, no matter how varied (although the more specific you get, the stronger your talent will be). You can choose this perk multiple times, but the price will double each time (using base prices, not discounts: purchasing this twice will cost 200 CP, not 0).

Inspiring Aura *(100 CP)*
You have a fine control on the atmosphere you put out. Even the brattiest kid will quickly warm to you and see you as a mentor if you want them to, and if you want to terrify someone, they'll be quaking in their boots. Also, you can encode these and similar effects into your art, doing things like creating murals that inspire people to do good with their day and music that encourages people to live in the moment.

I Like Long Walks on the Beach and Hopping Universes *(200 CP)*
No matter how crazy your abilities, you've developed the ability to pass without notice as just a regular guy. If you have a famous alter ego, this also works to leave you completely incognito unless or until you make your identity known. However, this will not work on those who already know who and/or what you are.

That'll Be 680¥ *(200 CP)*
Setting a firm price on something ensures that buyers will pay that price, with no whining or haggling. No one will argue or get upset if you tell them to pay for something they were expecting to be free, treating it as a charmingly obnoxious character flaw at worst, and you'll never have to argue that you should be paid for services you've rendered.

Man Behind the Music *(200 CP)*
Even if you have no reasonable excuse to be where you are or know as much as you do, all but the most paranoid will take it for granted that you've got a reason. In fact, it won't even occur to most people that they should wonder why you're throwing around classified information in a restricted area, and those that do wonder won't do anything about it until they have solid answers for their questions. Meanwhile, by flexing your knowledge of rules and regulations, you can intimidate lower-level workers back into line, or at least baffle them long enough to defuse the situation.

Playing All Sides *(300 CP)*
You're used to having your actions scrutinized inside and out and have become accomplished in hiding your intentions even from those inside your own head. Anything that possesses you will be at a disadvantage; you know how to keep it from seeing anything you don't want it to and how to maintain your own sanctity of mind even when that mind is invaded. Your motives are completely inscrutable and anyone who hasn't been given a direct reason to think you untrustworthy will continue to assume you're on their side. Even you might not know which side you'll land on until you make the final choice.

Secret Reports *(300 CP)*
Those reading instruction manuals you write will learn at a faster and more complete rate. You find it easy to summarize complicated topics and events such that even an average teenager could follow metaphysical theories and multilateral intrigue, bringing a new, clarifying perspective to the confusing and making order out of chaos. Also, if you leave a note or message for someone, only the intended recipient will find and read it, even if you left it lying around in a box in the middle of a public street.

Pin Genius *(400 CP)*
You're a master craftsman of pins and can easily create something to do any job you want it to. With the benefit of a crafting session, you can create a pin with the effect of any of your perks or skills. This pin will work for anyone who wears it, allowing them a somewhat weaker version of that perk/skill. You can't make a pin that does anything you don't already know how to do.

Council of One *(400 CP)*
You can reach into other realities and consult with other versions of yourself. They may have useful advice or perspectives your reality didn't lead you to, and since you're all the same person, you understand each other perfectly. Just don't assume that means they all share your morals or agree with your decisions. You could wind up with yourself hunting you down for your mistakes.

One of You *(400 CP)*
You may have fallen far from the height of your power, but other Higher Beings will still recognize you as one of them, identifying your kind accurately to the extent of their reference base. Some, like a fairy queen or ancient dragon, may greet you as an equal and treat you with respect. Others may look down on you for the power you've given up and treat you with

contempt. Still more might raise an eyebrow and find you *curious*, allowing you to maintain your ruse of normality at the cost of their interest. In many cases, you'll have to step wisely, but being recognized can open doors that might otherwise be shut and sometimes can smooth things over before they've begun.

Too Useful to Kill *(500 CP)*
Whether it's because of an excellent history of service or because it would be a shame to ruin someone with such promise, even the most taboo transgressions will only see you confined and put to use, not killed. Caught and at the mercy of the all-powerful employers you betrayed, they might demote you to a desk job, doing the same thing you just got in trouble for but less comfortably this time. Or maybe a villain might throw you in a locked workshop and force you to make things for them, leaving you free to choose whether to play along for the time being or take them for filth and bust out.

Executor *(600 CP)*
When you want to get rid of someone, they're not just dead or erased. That leaves the possibility of them pulling their soulstuff together somehow and coming back again. No, when you kill people they are ***gone***. You can choose to Execute your victims, thoroughly eliminating any trace of a defeated opponent from existence and history.

Improved Noise Form *(600 CP)*
Your Noise form is even more powerful than a Reaper's, being much stronger, faster, and harder to defeat. Also, you can split into two to attack your opponent from multiple fronts and confuse them with two different patterns and power sets.

Swag

Starter Pin Set *(50 CP; free for Players)*
This starter set of pins is unbranded and contains a Thunderbolt pin that will let you chain-shock things with electricity, a Psychokinesis pin that will let you lift and throw small objects like traffic cones with your mind, a Cure Drink pin which creates 3 sodas per day that you can drink for minor healing, a Force Rounds pin that will let you shoot small bursts from your palms to damage enemies from a distance, a Pyrokinesis pin that will let you pull streaks of flame around, and a Shockwave pin that will let you slash across enemies with a shockwave of force. These pins are only supposed to work against Noise, but for you, they've been modified to work anywhere. You must be wearing a pin to use it. Note that you can only wear up to six pins at once.

> ***Pins*** *(150 CP; must have Psych Genius perk)*
> Pick any one of the brands listed under Brand Loyalist, above. You can choose any three pins from that brand, which will also work anywhere for you. You can buy this perk more than once, but remember, you can only wear and use six pins at a time.
>
> ***O-Pin*** *(150 CP, discount Conductor, Fallen Angel)*

This seemingly-innocuous little pin will make anyone's attacks stronger when they're wearing it… in addition to battering their psychic defenses with a brainwashing mantra that induces them to lose all reason and attack everyone in sight. By default this mantra is To right the countless wrongs of our day, we shine the light of true redemption, that this place may become as paradise. What a wonderful world such would be…, but if you buy this you can change your version to say whatever you like.

Keypin *(200 CP; discount Reaper, Fallen Angel)*
This pin with a key design on it can be used to "lock" anything so that no one at your power tier or under can get past without the pin.

It's So Wonderful *(50 CP)*
Buying this purchases TWEWY's soundtrack for you, to listen here and take into other worlds. Comes with a toggle. Alternatively, you could buy Neo TWEWY's soundtrack instead.

Reaper Creeper *(50 CP; discount Not Dead Yet)*



A set of three circles (white for Yes, black for No, and red for Neither) and a marker, said to be haunted by a real ghost. Can be used to make minor decisions by asking the Reaper to move the coin to the circle that answers your question, ouija board-style – or, if you're invisible, to influence the living by putting the coin anywhere you want.

Cordyceps *(50 CP; discount Player)*
Also known as the zombie fungus. If you eat it, you'll be braver.

Curious Mushrooms *(100 CP; 50 CP for Player)*
If you eat them, you'll be a little luckier. Can only be bought once.

Hollow Leg *(100 CP)*
You have a bottomless stomach and can eat any amount of food, gaining all of its benefits upon consumption. (Note: you can only eat food you actually have.)

Gun *(100 CP; discount Composer)*
This pepperbox pistol is perfect for popping prospective proxies.

Pinheads Weekly *(100 CP)*
A magazine dedicated to analyzing and talking about pins. Its most popular feature, the Pinside Edition, covers Tin Pin Slammer. These articles get into the nitty-gritty in the way only a real pin nerd can, giving you greater insight into that month's most popular styles and maybe inspiring some experimentation of your own. Buying a subscription means you're guaranteed to find Tin Pin fans in any universe. You might be surprised who turns out to love this game once it's taken off!

Wonder Phone *(100 / 150 CP)*
This old-school orange flip phone somehow gets connectivity everywhere, including places it really shouldn't be able to. Like a communications-dampening afterlife. Any number you call with it will receive your message, no matter where you are or when you send it. (But you only get 300 minutes a month, and calling another plane costs double the minutes. Standard messaging and data rates may apply.) Also, if you take someone's picture with it you can briefly "capture" them, which freezes them in place for a little bit and even allows you to "snap" them to anywhere you'd like, so long as it's within a short distance and at the same elevation as they started.

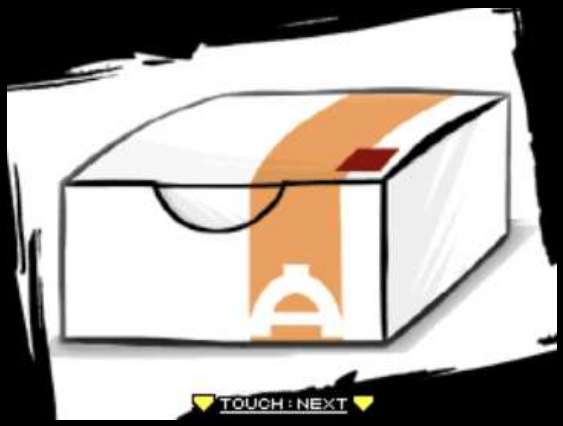
If you pay an extra 50 CP, inter-planar calls no longer cost any more minutes than usual, the phone can be any color you like, and the camera can also capture moments in time. Three times a day, you can choose a time within 24 hours of your "now" and take a picture. The photo will show what happened or will happen in the frame at that specified time.

It'll also let you play Sudoku or Snake!

Threads *(150 CP)*
This wardrobe contains the entire clothing line from one of TWEWY's many different brands. (See Brand Loyalist, above.) You choose which, and can buy this multiple times, selecting a new brand each time.

Shoka's Mr. Mew Hoodie *(150 CP)*
A black hoodie with Mr. Mew's adorable face on the hood and a plush tail. Yes, this one hoodie is as expensive as a whole brand's worth of clothes. Look at it.

Oh, Snap! *(150 CP)*



These mysterious boxes are hidden throughout the city, marked only with cryptic hints. Sometimes what's in there is useful, other times it's just a gag, but tracking them down can be a fun bonus objective when you've already seen what the world has to offer. If you buy this, you can find some in any world you jump to, including places you've been before.

Pig Detector *(150 CP)*
This comes as an app on whatever phone or HUD you're using, or, if you don't have a phone, it's a toggleable option in your mental overlay. Whatever the method, it will unobtrusively inform you if there are any hidden pickups in your location.

Sweet Phones *(200 CP; discount Player, Conductor)*
A pair of headphones that will block out any kind of lowercase-n noise, from people trying to get your attention to the general hustle and bustle of Shibuya. Wearing them over your ears puts out a subtle psychic effect that encourages people to leave you alone. This won't stand up to anyone who really wants to talk to you, only deterring passive interest, but it won't prevent you from reacting to sudden developments like a Noise ambush either. Also, while you're wearing them, you can choose to listen to either any music you've collected or the soundtrack of the world you're in, regardless of perks.

By default, these headphones are limited edition exclusives from CAT in purple. If you bought them as a Conductor, they may instead be chunky and red.

Spray Paint Set / Latte Press *(200 CP; discount Fallen Angel)*
Pick one. Either way, it never runs empty, and anything you make with it will be a masterpiece that will inspire the ones who consume it.

Reaper's Decal *(200 / 400 CP; discount Reaper)*
A sticker with a skull matching the one on the Player Pin. Slapping this sticker up on a building will reveal the unseen, forcing the invisible to show themselves within its walls. For those who function on the UG's rules, this is an impersonal vibe adjustment that simply downtunes your energy – a clinical modulation that restricts your vibe to certain levels. Some Reapers find it uncomfortable, but most never notice, and some even think it feels comforting, like a nice hug

that makes them feel almost alive again. Those whose invisibility works on different principles may find it more disruptive.

The base purchase of this gives you one sticker. The deluxe version will give you a pad of 10 that will replenish 24 hours after it runs out.

Noise Dimension Jammer *(300 CP; discount Player)*
The Noise have a plane of their own, just as invisible to Players as Players are to the RG until they step out and attack. With the Noise Dimension Jammer, you'll output a short-range jamming signal that will prevent the Noise from changing planes to ambush you and allow you to take the fight to them on your own terms. In future Jumps, this will also prevent teleportation to your immediate vicinity, preventing you from being teleported anywhere while the device is switched on and forcing potential assailants to work harder to surprise you.

Mr. Mew *(300 CP)*
This stuffed kitty (not a pig) is soft, plushy, adorable, and a great friend. He'll fight alongside you by clawing at your opponents, breaking out the kung-fu moves, and even firing lasers from his eyes, but he's best at giving hugs.

Scanner *(400 CP; discounted if you bought the enhanced Wonder Phone)*
This pocket-sized device (or app, if you bought the Wonder Phone) will scan the area and tell you if there are any hidden or invisible enemies around, marking each with a certain symbol and color. Initially its readings are fairly limited, with several kinds of creatures largely collapsed under a few symbols and no indication of allegiance or power level, but if you have another source of population data you can cross-reference the area to determine what's there more concretely. Alternatively, you could tinker with this tool to upgrade its sensitivity and classification processes.

Reaper Net *(400 CP; discount Player, Reapers)*
An underground social networking site developed by a reclusive tech genius, this app will automatically keep track of your friends, family, acquaintances, and any major players in each Jump, creating a sprawling web of relationships that will let you easily keep track of who knows who and how. Each profile will have a little information about the owner: at first, just what's publicly known, but the blurb will get more detailed after you get to know them better.

Udagawa Wall *(400 CP)*
Adds the Udagawa mural to your Warehouse, along with some spray cans. You can choose whether the wall displays CAT's mural from the first game, Neku's headphones and feather, or is blank for you and your companions to tag.

Irasshai! *(400 / 600 CP; discount Not Dead Yet)*
Miss burgers? You can choose a shopkeep and add their store to your Titan's Mall (if using the Personal Reality supplement) or Warehouse. By default, this shopkeep will be Ken Doi, owner of Ramen Don, but you can pick anyone you'd like so long as they show up behind a counter. (If

you choose Mr. H, though, you'll have to spend extra. And he'll still charge you for the coffee.) This can be bought multiple times.

Sync Pin *(500 CP; discount Player)*
This odd pin can't be used right away, but it grows in strength over the course of a battle as you and your allies work together. At any point in a fight, you can choose to draw on its power to perform a souped-up Fusion Attack based on you and your party's skills. Depending on how long you let it charge, this combo attack can deal medium, large, or huge damage and will heal you an equivalent amount to boot. Once you perform a Fusion Attack, it'll take longer for you to charge the next one. Doesn't count toward your pin limit.





Some examples to help you brainstorm:
1-star Fusion: you and your Partner pause time to quickly slash at your opponents, you and your Partner rain cars and crossing gates on your enemies, an elemental effect in line with one of your abilities creates a field hazard (or immobilizes your opponents) and boosts further use of that element for a while
2-star Fusion: giant stuffed animals fly around shooting lasers at things, you and your Partner summon a hail of meteors, your opponents are tied up in a spiderweb of chains while you and your Partner railgrind down them at high speeds
3-star Fusion: a kaiju-sized stuffed animal rampages and blasts things with its laser eyes while you cheer, you and your Partner hit your enemies with the moon, a giant tidal wave crashes down on your opponents while you surf over them, the party leaps into the air together and fires a barrage of lasers at your enemies

Angel Feather *(600 CP)*



Grants the holder dramatic bonuses to all of their physical and magical abilities, at the cost of drawing the Composer's personal attention. Other powers' curiosity may also be drawn.

Companions

Let That Sync In: You can import a Companion into the Game for free. They can take drawbacks and buy perks like you can, but must be human and either dead or taking the Still Alive perk to be your Game Partner. (If you're playing a Shinjuku game, you may import as many companions this way as you like to form your team.)

If you're not a Player, you can spend 100 CP to import a companion as anything *but* a Player, with 600 CP to spend. (If you have the Not Dead Yet origin and they don't, and you don't have I See Dead People or a similar skill that will let you see ghosts, they'll have to buy the Double Life or Downtuning perks for you to interact.)

Howdy, Partner: For 100 CP, you're guaranteed your choice of playable characters to become your Partner(s). They can take any perks and items clearly based on their canon appearance(s) for free, but must also take drawbacks by the same principle for no CP if they would affect your relationship without drastically affecting the course of the Jump – which is to say, Joshua comes with High Vibe, Minamimoto comes with ATTENTION, YOCTOGRAMS, etc. This is the only way these characters can take drawbacks. (If you take Joshua, however, you must also take the Unfortunately, Your New Partner drawback for no CP.) If they agree to be your Companion, you can take them with you when you go.

The Ol' Hachiko Grab Bag: Players who do not buy or import a Partner must find one on Day One of the game. This person is 2d8+10 years old; has the Player Pin, Psych User, Everybody Give It Up for Day Three, and Good Listener perks, 300 points' worth of Not Dead Yet perks, and a Starter Pin Set; and can join you as a Companion at the end of your time here for free. Alternatively, if you're in a Shinjuku game, you can choose to join the Variabeauties, Deep Rivers Society, or Purehearts for free. (If you want to join the Wicked Twisters, you should take Howdy, Partner instead.)

Open Up Your World: For 300 CP, you can take any canon character with you as a Companion (so long as they agree). This doesn't mean they're your Game Partner – Reapers won't give up their wings to play for you, the living are forbidden from the world of the dead, and anyone higher than a Harrier Reaper would be breaking interference rules – but they might come with you when you leave.

Drawbacks

You can take up to +1000 CP in drawbacks, but you can't take more than two drawbacks at the same price tier.

What's a Meme? *(+100 CP)*
All this psychic noise is screwing with your head! Every so often a new word or phrase will show up in your brain and you'll be totally distracted wondering why you thought that. You might find

yourself halfway across the city at 2 am chasing down a grocery store because someone thought the words “ice cream” and you started craving rocky road.

Terminally Unhip *(+100 CP)*
Face it: no matter how hard you try, you’re just not cool. Apart from whatever snickering goes on about you behind your back, you have a hard time getting people onboard with whatever it is you’re selling, and minor things never seem to go your way. It’s like the world is making fun of you or something.

Come Get Some Hot Stuff! *(+100 CP)*
You have an unfortunate habit of saying things that sound much different than what you actually mean. If it were on purpose, maybe it wouldn’t be so bad, but you’ll be blindsided every time someone points it out. Even if you were just shouting it all across town.

Spicy Tuna Roll *(+100 CP)*
Clothes can’t be *that* important, right? Unfortunately, yours seem to give off a weird impression. They’ve earned you an annoying nickname that everyone seems to know and delight in teasing you with, and even changing your outfit won’t get them to stop. And then there’s all the unsolicited fashion advice.

Shut the Hell Up! *(+100 CP)*
Did someone leave the soundtrack on repeat? The music in this world has been pared down to a single grating :50 second loop, and it won’t. go. *away.* No matter how zen you are, this song is annoying enough to give you a permanent angry twitch after just a loop or two, and no matter how long it goes on, you can never get used to it and it never fades into normality. The only time it’ll stop is when you get into a fight, which has the usual battle music on offer if you have perks to let you hear the world’s soundtrack and will return you to blessed silence if you don’t. As soon as you’ve let yourself remember what *good* music sounds like, though, it’s back to the same old same old.

T-Rated *(+100 CP)*
We can show dead kids, gun violence, automotive fatalities, the world’s most convoluted suicide, and a city’s annihilation by an eldritch plague that digests the psyche, but god forbid we say the “f-word.” After everything Neku went through, the best he could manage was a heartfelt “What the HELL?!?” and even Mr. H’s graffiti was censored in the American release, with his upside-down crosses being papered over and replaced with stars. You cannot exceed a T for Teen rating this Jump, by word, art, or deed. Which is a shame, because there is truly so much here that warrants a “What the *fuck*.”

High Vibe *(+100 CP)*
There’s something about you that just sets people on edge. (Maybe if you stopped giggling so much any time you piss someone off?) You might be able to annoy them into doing what you want, but your presence will grate for as long as they’re stuck with you and most will quickly

become resentful. This won't prevent anyone who's learned to love and care for you from sticking by you, but it *will* make it incredibly difficult for anyone to get to that point.

Unfortunately, Your New Partner *(+100 CP; +300 CP if Player)*
You've been set up with a partner – *unfortunately.* Whoever this person is, they're obnoxious in the *perfect* way to set your teeth grating, and unhelpful as sin to boot. They'll refuse to do anything to work with you unless you play by their rules (never mind that *their* benefits are riding on this too), and worse, they'll complain like *you're* the one holding everything up the entire time you're here, even if you're running from a fight and they were *just* asking for a break. No amount of charisma is enough to get them to play nice, you can't get away from them, and worst of all, they're too much like *you* for you to get any sympathy.

ATTENTION, YOCTOGRAMS *(+200 CP)*



You're obsessed with math and garbage, and you need *everyone* to know. Good thing you've got a megaphone, so you can *really* get loud about it. It does make it pretty hard for anyone to understand you when you keep talking in equations, though. (Do you *have* to keep finding ways to sneak SOH CAH TOA into your sentences?) And if you keep leaving mountains of your "art" everywhere, some people are bound to get upset.

Workplace Dress Code *(+200 CP)*



Whose idea was it to make you wear a maid outfit the whole time you're here?! If you're sufficiently Brave, this dress won't bother you, but if you're going to be doing anything active you might want to watch out for the skirt. No, you're not allowed to wear shorts under it. Yes, you

have to wear the dress even if you're a guy. At least it's not the skimpy bikini?... Although that at least would give you enough sync to do a Fusion Attack right off the bat every fight, so maybe the swimsuit would've been better after all.

You can choose whether the dress is a pink café number with a frilly headband (boosts your attack) or a busty black and white dress with a bow (boosts your defense).

Rank and File *(+200 CP)*
You thought you were supposed to be a Reaper, not a gofer! Work's been keeping you busy, here, there, and everywhere – it seems like everyone's got something for you to do. If this keeps up, you might work yourself into a second death! (You can take this drawback even if you're not a Reaper. Whatever your job, or your Missions if you're a Player, you'll find yourself busy as hell and somehow always having to cross the entire city to get your work done.)

Hell Is Retail *(+200 CP)*
God, the newly dead are *such* a pain to work with. Like, we get it. You died. Can you get over it already? But noooo, they have to make everything *your* problem, because it *is* your problem, because it's, like, your *job* or whatever. But you've been on orientation duty. for a literal. *decade.* If one more person asks you to help them put on a pin you're going to stab them with it. (You can take this drawback even if you're not a Reaper to turn your life – or death – into customer service hell.)

Dead Bored *(+200 CP, Wall Reaper / Harrier Reaper only)*
You're supposed to be on shift this week, but the new Game Master hasn't given any orders. What's going on? You've got loads of free time, you guess. But aren't you going to get in trouble if you don't do your job? Hopefully no one holds you responsible for your boss's bad work ethic, but either way, you're going to struggle to earn points this week.

If you take this drawback with Rank and File, the "work" everyone keeps pushing on you is unofficial favors that will have no benefit for your career. If you take it with Hell is Retail, there's always someone around to yell at you for slacking off, even though there's literally nothing to do.

Red Skull *(+300 CP)*
It's got a badass black-on-red skull design, but wearing this pin nerfs your physical abilities, slowing you to a torturous crawl. That's only supposed to work in combat, but just for you, our sponsors have made it a full-time thing – and of course, you can't take the pin off, meaning you also have one fewer pin slot than usual. If that wasn't enough for you, it also has a persistent brainwashing effect! If you don't have a Player Pin to shield your mind, you'd better hope you've got some great psychic defenses, or else you're going to be shining this light of true redemption to right the countless wrongs of our day, that this place may become as paradise. (What a wonderful world such would be…)

Lolita Bondage *(+300 CP)*

Your Benefactor thought it would be hilarious to put you in the Lapin Angelique Suicide Special, so now you're in all frills and lace and you've got maybe a quarter of your total health. Your damage output's way higher, but if you make a mistake, it's basically game over. And thanks to the goddamn *heels*, making that mistake is gonna be way too easy.

Obsessed *(+300 / 400* CP)*



You've taken following the trends a little too far. This is your tarot, and you'll do whatever it tells you to – you've devoted your *life* to what's popular! (Or what's underground and cooler than all the normie stuff, if that's more your style.) If anyone disrespects your obsession-of-the-week, your single-minded fanaticism will turn to ensuring they properly pay for the offense. An embarrassing prank might be suitable comeuppance for a comment you take issue with, but if, say, a rival fangroup buys out your concert tickets, you're going to be completely occupied with ensuring they go *down.*

If you take this at 400 points, Reaper Creeper is *soooo* in right now. You'll take every chance you get to use it instead of having to make a decision yourself, and you'll faithfully follow whatever it tells you to do. Taking this drawback will leave you completely open to any bored Player or Reaper who wants to mess around with you. (*Only those with the Not Dead Yet origin can take the drawback at this level.)

Move It or Lose It *(+400 CP)*
How long have we been doing this? It seems like we've been trapped here forever, just dancing on strings for some uncaring god's amusement. Every time it looks like we've almost made it out, there's another reveal, another rugpull, and we're right back where we started. No matter how much they're smiling, you know everyone's getting worn down – and it won't be too much longer before some of them snap. (If they haven't already.) Maybe that snap will be violent, or maybe they'll just give up… or maybe you'll snap first? Even if you manage to stay motivated, you'll have a hell of a time trying to get anyone but the most optimistic, stupid, or new to take any sort of risk to help you change things, and if you *don't* change things, you might as well be deader than dead.

Another Day *(+400 CP; incompatible with the next four Drawbacks in this section)*



You've avoided the Reaper's Game by dint of escaping to an alternate universe, but just because no one's burned a timer into your hand doesn't mean you're safe. There's Noise everywhere, more dangerous varieties in stronger forms, and all anyone wants to do is play Tin Pin Slammer for some reason! With your pins as the stakes! Is playing this stupid gimmicky tabletop collector's game really worth risking your life in a series of – ugh – *clashes of souls*? Apparently. Hope you like fighting off dragons in between shounen anime nonsense and borderline crack, because you're the newest member of the Tin Pin Rangers and everything is terrible.

A New Day *(+400 CP)*
Coco's on the scene and she's got you in her sights! You'll have to play through even more missions in a topsier-turvier version of Shibuya's Game, including tougher and all-new Noise. Here's hoping she doesn't shoot *you* at the end…

Have Fun, Neku! / Legendary Player *(+400 / 800 CP)*
You've taken on Neku's role as the Composer's Proxy, setting you up for three weeks of Shibuya's infamous Long Game – and that's *easy* mode. For 800 CP, you can choose to go the whole way, spending another three years after the Shibuya Game wandering a ruined, empty Shinjuku and then *another* round in *Shiba's* Long Game to truly earn your title as the Legendary Player.

Make or Break *(+600 CP; Player only; incompatible with Still Alive perk)*
In order to play the Game, you have to pay an entry fee: whatever's most important to you. For you, that's what you got in the Jumpchain. You no longer have anything not on this sheet, and you don't remember anything from before you got here, either. (Including taking this Drawback.) You'll have to win the Game to get everything back.

All By Myself *(+600; Player only)*
Your Partner's been erased! Or maybe you never had one to start with? Either way, better figure out how to stabilize your existence fast. Even if you manage to survive the shock, you can't fight Noise alone, and a Player who can't fight Noise is *erase-bait* for the Harriers. (If you start the game with a Partner, whether bought, imported, or found, they're guaranteed to die at some point after Day 1, when it's too late for you to find another.)

Scenarios

Remember to Look Both Ways *(Reward: Rhyme's Pendant – regularly restores a large amount of health; Miyashita Underpass Warehouse theme)*
Prevent Rhyme's erasure in W1 of the Shibuya Long Game.

Tin Pin Wizard *(Reward: Tin Pin pin set, Solid Slammer x4, Tin Pin arena)*
Impress Shuto Dan with your skills.

I'm Right Behind You *(Reward: exclusive Gatto Nero Warehouse theme)*
Befriend Shiki in W1 and ensure her safety throughout the Game. If at any point you allow her interiority to be dismissed so as to reduce her to a tool for someone else's character development – taken hostage, threatened for someone else's cooperation, her belief affirmed that all she's good for is supporting others – then you do not get this reward.

Replay *(Reward: Replay ability)*



You've been granted an ability that lets you rewind time, allowing you to Replay a day at a time for better results. You feel compelled to use this ability whenever something goes wrong and will struggle to resist, even over something minor like telling the waiter "You too" when he says to enjoy your food – but the more Replaying you do, the more detritus of failed timelines will pile up. At the end of your stay, you'll have to fight and defeat a monster Noise made of all the time-detritus you've created.

Atop Pork City *(+400 CP, Angel Feather)*
Fight and defeat the secret boss.

Game Over *(Reward: 600 CP to spend on Composer perks, Trail of the Judged and Dead God's Pad Warehouse themes, Room of Reckoning throne room)*
Defeat the Composer and take his throne.

Shibuya Syndrome *(+600 CP)*
Someone's released Shiba's Plague Noise, and it's infecting people all over the city! Even being alive won't save you from exposure when everyone's falling sick and dropping like flies. No amount of hope perks is going to be enough to turn the tide of despair around until a cure is

discovered, and if that takes much longer, the city *itself* might be completely erased! To earn your CP, you'll have to stop the plague and make sure the barrier between the living world and the afterlife remains strong.

After the End

Crossing the Acheron

If you were a Player, your Gauntlet can only end one of two ways. (If you took another origin/didn't play the Game, ignore this and proceed to the next section.)

Dancer in the Street: You've survived the Game and earned back your right to live! (Along with reclaiming your Entry Fee.) You've already picked up some cool stuff, but now you can also take the Former Winner perk and one Reaper perk for free.

I Thought You Couldn't Afford to Lose: You just lost the Game. Whatever was taken as your Entry Fee is gone from you forever – and if you took the Make or Break drawback, that includes your perks, your Warehouse, and anything else you got before this Jump. (Your Benefactor shows up to explain as much of the situation as they feel like, so you don't necessarily have to be left in the dark about your Jumpchain.) You can still keep Jumping if you can muster the strength of will, but it will be hard to recover, and things will never be the same. It might be time to call things off.

Whichever outcome you earned, proceed to the next section.

One Jump From Eden

Let's End It: Maybe this brush with the afterlife gave you some perspective. You have a life, maybe a family, and you're done with risking never coming back to them on the hope that higher beings will play by the rules when it comes to paying your rewards. Your Jumpchain is over, and you return to your original world with all the benefits of your current build.

Next Week at Hachiko: For being a world of the dead, everything here is so lively! Or maybe that's just the security of knowing exactly what will happen when you die. You think you have a real shot of making yourself a place, and you're deciding to stay with the friends you've made and the life (or unlife) you've started here. Your Jumpchain is over, and you'll remain here with everything your Benefactor allows you to keep.

Another World Awaits: This was a nice distraction, but there's still more to do and more places to see. On to the next Jump.



Notes

(updated 3/11/25)

☠️ ***Playing as a Player:*** The Player origin assumes that you mean to echo Neku or Rindo, but you could also very easily build yourself to echo one of the original Partners from TWEWY if you'd prefer. Taking the free Psych User perk will let you take any one Partner's base abilities, with more Josh-specific stuff being found elsewhere in the document, and buying the Sync Pin will let you mimic any level of their Fusion Attacks when you perform a Fusion Attack with your own Partner at the same level (although naturally the resulting sync won't look *exactly* the same unless you're partnering with Neku, since it'll reflect the participating Partners). In general, this document should give you the tools to play any archetype you'd like, although if you're getting bogged down about specific numbers and stats then you're reading too far into it. This is a Jumpchain document – a storybuilding system, not a video game – so nothing has to be programmed to a rigid statistical number and usecase, and making these pins function (as I have) so you can use them anywhere and any way you like means the cost-effect ratio is going to be completely different in a Jumpchain setting than what the game's programmers balance-scaled for in their original context. Existing wiki data should serve as a guideline, not dogma. That being said, if you think I've misrepresented something or am overlooking/penalizing your favorite game aspect, free to take the tools and structure I've given you and fudge for your desired outcome.

☠***Pin restrictions:*** Making TWEWY's eventual six-pin limit for the player standard across the board, rather than restricting everyone to one pin unless they purchase the Player-origin Psych Genius perk, allows for enough flexibility to let any Origin pick up a reasonable amount of cool psychs without bogging this already-long and complicated doc down with more mechanics. In general, I'd rather just give you what you need to have a cool build by the time your decade in this Jump is over than micromanage what you start with and how many things I'm putting in just to be purchase-gates to spend your points on, and the mechanics of the Jumpchain mean that giving you a bunch of different cool powers you can buff as you like in subsequent Jumps and some ideas about how to use them is more valuable than a single uber-powerful ability when you could get something that does all the same stuff but better somewhere else. Plus, as Jumpers, I'm assuming most readers are going in expecting to be at least a Little exceptional – does anyone *really* want to play as Expendable Deep Rivers Society Member #54 or Random Outline Who Gets Erased In Day 1, completely as written? I mean, if you do, more power to you, but generally I figure it's nice to get out of a Jump with things that'll help you in the next one. If this approach doesn't float your boat and having the Psych User perk and a Starter Pin Set to pick a pin and toss the rest from won't cover the distance, I don't care if you want to ditch that stuff and trade out for a single pin of your choice. Again, play how you want.

…Also, they got rid of the "one pin and ONLY one pin per Player, EVER" rule in the second game, because it was a game abstraction that didn't work with the new playstyle. So I've got creator backing here.

Pin evolution: That's a headache I'm happy to let anyone who wants to worry about it worry about, lmao. If you want to write up a supplemental doc for evolution mechanics, that sounds like a job that could be fun for someone who is not me. Otherwise, fanwank as seems reasonable, or do as I do and ignore the numbers to scale it like any other ability.

☠ ***Thanx:*** Thank you to everyone who provided thoughtful answers to my logistical questions and took the time to read and interact. I appreciate your help!

