

A Jump by Sistercomplexkingpin

Version 1.0

Introduction

The world you are about to enter closely resembles modern-day Earth in the 2020s, with one notable difference: in Japan, all-girl bands have become a cultural phenomenon, dominating the entertainment industry. Their success has inspired countless young girls to form their own bands, hoping to follow in their footsteps.

One such band, **CRYCHIC**, had just made its debut when tragedy struck. Shortly after their first live concert, the band's founder and leader, **Togawa Sakiko**, abruptly left for reasons unknown. Her sudden departure caused the band to disband, with each member going their separate ways. The event left deep emotional scars, particularly for those who once shared the stage together.

The story begins when **Chihaya Anon** transfers to **Haneoka Girls' High School** under unusual circumstances, returning suddenly from England to Japan. There, she encounters the former members of CRYCHIC and becomes determined to form a new band of her own, reigniting old memories and sparking new drama in the process. You will start a week before Anon returns to Japan, and stay in this world for the next decade.

Take these +1000 Choice Points into this world of music and girl bands.



Origins

Any origins can be Drop-In.
Drop-Ins would receive no additional memories besides being fluent in the local language.

Late Transfer Student

You are a transfer student enrolling in one of the many academies in Tokyo. Your arrival comes at an unusual time, long after everyone else has already formed their social circles and settled into their routines, making it difficult for you to fit in. Your past remains a mystery to those around you; all anyone knows is that you come from a distant land.

Band Girl

You are one of the many people who formed a band in response to Japan's booming all-girl band trend. Inspired by the performances of groups like Poppin'Party, Afterglow, and Roselia, you took up music yourself. Whether your band is still active or has already disbanded is up to you. Since most bands in this era are composed entirely of girls, you may freely change your gender to female if you wish.

Live House Worker

You work at a livehouse, a Japanese live music club that also functions as a bar. Most of your duties involve serving drinks and food, but you also assist with stage setup and equipment, allowing you to enjoy live performances for free. You can choose to work either part-time or full-time, as well as decide which livehouse you're employed at, whether it's CiRCLE, RiNG, Dub, or another venue of your choice.

Musical Producer

You're a producer for a band, whether it's one that already exists or one you've recently discovered and decided to sign. Your job is to guide the band in creating their best music and help them grow in popularity, with the ultimate goal of reaching the Budokan, the most prestigious venue for Japanese artists. However, achieving that dream will take time, effort, and perseverance.

You can choose your age and gender freely for all origins, as long as it's within reason.



Locations

You can start at any location below, or gain +100 CP to roll for your starting location.

1. Haneoka Girls' School

Haneoka is a large, affordable school known for offering generous scholarships that help many struggling families. A significant number of its students are passionate about music, with many either forming bands or aspiring to. Despite this strong musical presence, the school has no official music club. Students such as Takamatsu Tomori, Anon, Sakiko, and the members of Roselia and Afterglow all attend Haneoka.

2. Livehouse RiNG

This is the secondary branch of the livehouse CiRCLE, located in Ikebukuro. Most of its staff previously worked at the livehouse SPACE before it closed. This location serves as the practice and performance venue for the future band MYGO!!!!!, while bands such as Poppin'Party and Afterglow also occasionally perform here.

3. Tsukinomori Girls' Academy

A prestigious high school renowned for its exceptionally talented students who excel in academics, music, and various competitions. Many of its students come from wealthy families and are well-known for their achievements. The band Morfonica, along with Wakaba Mutsumi and Nagasaki Soyo, former members of CRYCHIC, attended this school.

4. Hanasakigawa Girls' School

Hanasakigawa, commonly known as Hanajo, is a regular high school with a middle school branch. Although not as prestigious as other academies, it is home to many band members from various groups, making it the most attended school in the BanG Dream! franchise. Kaname Raana, Shiina Taki, Yahata Umiri, and Misumi Uika all studied here.

5. Free Choice

If you roll on this option, you can choose any location as your starting location, even the ones that aren’t mentioned on the list above.



Perks

Perks are discounted 50% when discounted, with the 100 CP Perks being free.
You get two discounts for each price tier of perks.

Free Perks

The Songs in Spring

This perk grants you access to the complete soundtrack of the BanG Dream! series, including all band songs, character themes, and collaboration tracks. You can mentally play any song from the collection, either by manually selecting a track or allowing the perk to automatically choose one that best suits the current situation. An invisible interface, visible only to you, allows you to browse and switch between tracks from this and any other soundtrack related perks you possess. If you wish, you can also make the music audible to others.

Beginning of a Career

Choose one instrument, whether it be a classic like the piano, guitar, bass, or drums, or something more unusual, such as the kazoo, bagpipe, ocarina, or harmonica. You immediately gain exceptional skill and understanding in playing that instrument. This perk also prevents others from finding it strange or annoying when you play music unexpectedly, such as in public or during important moments. This perk can be turned on and off at will.



100CP Perks

Face of a Doll (-100 CP)

You now possess an adorably charming appearance, resembling that of a living doll. Your skin appears flawless, as though naturally touched with makeup and free from blemishes. This look makes you stand out effortlessly, often becoming the mascot or public face of any group or organization you join. Major agencies will find you highly desirable as a model, and you will easily draw attention in any setting, whether it be an advertisement, concert, interview, or show, naturally becoming the center of focus wherever you appear.

Idol's Body (-100 CP)

As an idol or performer, maintaining a reliable body is essential to your career. You now possess remarkable stamina, able to perform a 24-hour concert or travel on a nationwide tour without fatigue. Your body has also become highly flexible, allowing you to execute complex movements with ease. Furthermore, your physique will remain exactly as you desire, unaffected by calorie intake, lack of nutrients, or exercise, letting you maintain your ideal form effortlessly.

Reading the Air (-100 CP)

You have become highly adept at reading the mood and understanding social dynamics. You can easily pick up on subtle hints, know exactly what to say in any given situation, and recognize which social cues to follow. With this skill, you can naturally avoid awkward moments and blend seamlessly into most groups, allowing you to make a good impression from the start.

Latent Expression (-100 CP)

You can now conceal your true motives and emotions behind an impenetrable facade. No one can see through the persona you present, allowing you to maintain a cheerful and upbeat attitude even when you are struggling internally. Not even your closest friends will be able to discern your true feelings or intentions unless you choose to make them apparent.

Part-Time Hopping (-100 CP)

This perk allows you to obtain any part-time job you apply for, regardless of your age, qualifications, or experience. Even without identification or prior work history, you will always be accepted without competition. Employers will never dismiss you for poor performance, nor will they hold it against you if you have quit several part-time jobs in the past. This ensures that you can always find employment whenever you need it.



Jumper on Stage (-100 CP)

Being on stage in front of thousands, or even millions of people, can be overwhelming. With this perk, stage fright no longer affects you. The environment will never make you nervous, you will not stutter, and you will never forget your lines. You also gain expert knowledge of posing, dancing, and acting, allowing you to perform on any stage before any audience.



200 CP Perks

Mimic Actor (-200 CP)

It would be inaccurate to describe your skills as acting; they are more akin to mimicry. You can now perfectly replicate any emotion or action you have witnessed. You can make yourself cry on command, reenact a play after seeing it once, and imitate another person's mannerisms with precision. You can flawlessly reproduce someone's behavior and speech patterns as if you were them.

Enduring Musical Learner (-200 CP)

You are a fast learner when it comes to music, capable of matching your teacher's skill within a week, provided they properly teach you. Even without a teacher, you can start with no prior knowledge and become an expert within a month. When under high-pressure situations, whether related to music or not, your learning speed increases tenfold.

Musician's Strength (-200 CP)

A musician often needs to carry heavy equipment depending on their instrument, which requires considerable strength. You now possess the strength to easily carry a drum set, a guitar amplifier, and a guitar all at once. This strength is fully controllable, allowing you to handle fragile or delicate items without risk of damaging them.

Composer of Kindling Beat (-200 CP)

Every band needs a composer to bring their music to life, and that role is yours. You possess a supernatural understanding of music theory, able to read musical notation and create original songs inspired by your emotions and experiences. You can rearrange existing songs for different instruments, adapting them perfectly to new performers, and can effortlessly determine the ideal rhythm or beat to match a song's lyrics.

Memory Oblivion (-200 CP)

Some memories are too painful to remember, and forgetting them can be a form of relief. This perk allows you to selectively seal away memories of your choice, rendering them completely inaccessible to you. You will still know that these memories exist and remember why you decided to seal them. The sealed memories cannot be accessed by mind readers, telepaths, or anyone attempting to look into your mind. You can remove the seal whenever you wish, restoring the memories completely.



Disbandment Intuition (-200 CP)

Perhaps because of past experiences with abandonment or an innate sixth sense, you can instinctively sense when a band, group, or organization you belong to is about to fall apart. You will feel a distinct sensation in your body, similar to a sinking feeling in your stomach, though you can change how this intuition manifests if you wish. This ability also lets you identify who or what will cause the disbandment before it happens, as well as recognize which decisions, yours or others', could lead to the group breaking apart.



400 CP Perks

Language That Becomes a Poem (-400 CP)

The bonds you form with the people in your group are what truly hold everyone together, and words are your way of expressing those feelings. Your skill in songwriting and poetry is exceptional, enabling you to convey your emotions in words that deeply resonate with others. You possess an extensive vocabulary and always know how to express yourself clearly and meaningfully. Through your lyrics, poems, and words, you can ease conflict, mend emotional wounds, and inspire hope in those who are struggling or in despair.

Musical Relief (-400 CP)

Music has always been a way to ease stress, and now your performances amplify that effect. When you play or sing, both your own stress and fatigue, mental or physical, fade away with the melody. The same effect extends to anyone who listens to your music, soothing their mind and body. With continued exposure, your songs can even dispel brainwashing, mind control, and other forms of mental corruption, gradually restoring clarity and peace to those who hear them.

Genuine to my Heart and Palm (-400 CP)

You naturally emit an aura that gives off the impression of a small, fragile animal that others feel compelled to protect and care for. Those with a fondness for cute things, strong nurturing instincts, or emotional struggles such as loneliness are especially susceptible to it. People drawn in by this aura will instinctively take your side in conflicts, defend you in arguments, and go out of their way to ensure your happiness and safety, even offering to escort you home. While only those deeply affected will show such devotion, most people will still treat you with noticeable warmth, favoritism, and concern compared to others.

The Light of Inspiration (-400 CP)

Your presence acts like a lighthouse in the dark, guiding and inspiring those who have lost their creative spark. Whether it involves songwriting, composing, or any other form of creation, simply seeing or hearing you can give others the breakthrough they need. This effect is not constant; your presence only inspires when someone is truly stuck or out of ideas, shining through at just the right moment to rekindle their creativity.



Blue Sky Accompaniment (-400 CP)

Support and logistics are essential for any successful band, and you excel at both. You know how to plan and organize tours, handle merchandise and contracts, and choose the most effective venues to maximize your group's influence. You can complete paperwork with incredible speed, finishing even large stacks of documents within a minute. When you watch over or support your group from afar, their skills and performance improve in proportion to the effort you invest in helping them.

Band Mercenary (-400 CP)

Performing alone can be difficult, and many groups or bands often struggle because they are missing a member. This perk ensures that if a group, band, club, or organization lacks a member, you can join them seamlessly. Your presence will always be accepted, and regardless of your background or skill level, the group will welcome you without hesitation once you ask to join. While you can still be expelled for betrayal or actions that seriously harm the group, you will never be removed for lacking skill or failing to meet expectations.



600 CP Perks

Lost Virtuoso (-600 CP)

Music flows through you as if it were part of your very soul, granting you a once in a millennium level of musical talent. Every song you create or perform is timeless, destined to be remembered for generations. You possess perfect pitch and an intuitive understanding of sound, shaping notes effortlessly into masterpieces. The finest works of Mozart and Beethoven are considered average compared to your creations. Your music will endure through history, celebrated as some of the greatest ever composed. You also have a natural affinity for all instruments, no matter how rare or unconventional, performing at a professional level within minutes of picking one up and mastering it completely within weeks. There are no limits to your musical potential, as you continuously surpass your own peak. Even those incapable of hearing or comprehending music will find your melodies deeply moving and beautiful.

Sibling Takeover (-600 CP)

Sometimes your sibling seems to have everything you want, and now you have the chance to take it for yourself. When you enter a jump, you can select one canon character to become your half-sibling. You may choose to resemble them, appearing almost identical to a twin, and integrate yourself into their family background as if you had always been part of it. As their half-sibling, you gain two main benefits.

First, you inherit any hereditary abilities they received from their parents, though you may only choose one parent's bloodline to share. Second, you can choose to steal their identity, completely taking their place. When doing so, you will seamlessly inherit all of their relationships, and no one will realize the switch unless you reveal it yourself.

The original will be far away from the main events of the story when the jump begins. Alternatively, you can coexist with them as siblings without assuming their identity.

Voice of the Lost Star (-600 CP)

Your voice possesses a unique, captivating quality that makes every sound you produce pleasant to hear. Nothing you say or hum ever comes across as irritating; instead, your voice carries an almost angelic charm. People naturally find themselves wanting to listen to you speak, and they do not mind if you hum softly around them.

When you sing, this effect becomes especially powerful. Your voice resonates like that of a siren, capable of moving even the hardest hearts to tears and soothing those burdened by pain. Your singing conveys a deep sense of sincerity and hope, as if declaring that it is all right to be alive. Those who hear you sing feel comforted and inspired to open up, with their worries fading away in the presence of your melody.



Your performances will naturally draw admiration, earning you a devoted following of fans, some of whom may even become fanatics, though never in a way that endangers you. Recordings of your voice retain some of its beauty and emotional impact, though the effect is diminished compared to hearing you in person.

Monster of Many Heads (-600 CP)

Whether born from neglect and trauma or through a unique mental ability, you can now create and shape multiple distinct personalities within your mind, up to several dozen if desired. Each personality can be tailored for different roles or situations in your life, allowing you to effortlessly adapt to what each moment demands. You can design them however you wish, from being your complete opposite to embodying traits such as charisma, confidence, or optimism.

Unlike a certain member of Ave Mujica, you possess a mental plane where you can interact with these personalities freely. Within this internal world, you can see, touch, and converse with them, ensuring that your communication remains private and unseen by others. These personalities also act as guardians of your psyche, defending you from mental intrusion or corruption. As long as one remains unaffected, they can collectively purge any mental influence imposed upon them.

With your permission, these personalities can assume control of your body if you fall unconscious or become mentally incapacitated. They will never betray or harm you, always acting with your best interests at heart, and will not attempt to take your body for themselves. In moments of mortal peril, one of them can take over, reviving you temporarily. If this personality endures for at least twenty minutes, you will resurrect completely afterward. You can freely alter or reassign the roles and traits of your existing personalities at will.

As Bright as the Sun (-600 CP)

Forming a great band requires not only talented members but also the charisma to make them stay and follow your lead willingly. You now possess a radiant charm comparable to the brilliance of the sun, a presence so compelling that it drives those who interact with you into a state of deep fascination and devotion. People become irresistibly drawn to you, their attachment growing stronger and more obsessive the longer they remain in your orbit.

Although you cannot consciously control this charm, those whom you find attractive will be affected more intensely. Your allure transcends all boundaries; species, gender, social standing, personal preferences, and personality differences are rendered meaningless before it. Every moment spent with you becomes a cherished memory, filled with warmth and happiness that only strengthens their affection for you. Even when you are apart, their thoughts linger on the time they shared with you, and the memory never fades from their hearts.

To many, your presence feels like salvation, a light that brings meaning to their lives. If you wish, you can soften this effect so that those drawn to you simply regard you as their closest and most trusted friend instead.



Items

Items are discounted 50% when discounted, with the 100 CP Items being freebies.
All origins gain a bonus of +400 CP to spend in the Items section.
These Items cannot be purchased multiple times, unless stated otherwise.
You get two discounts for each price tier of items.

100 CP Items

Performance Outfits (-100 CP)

A luxurious black closet adorned with golden trims, this elegant piece of furniture holds every outfit ever worn by the members of MyGO!!!!! and Ave Mujica. Inside are their performance costumes, school uniforms, casual wear, and even outfits featured in advertisements, collaborations, and other promotional materials. Any clothing placed within the closet is automatically cleaned, repaired, and adjusted to fit you perfectly. Each garment also becomes comfortable to wear in any environment, regardless of temperature or conditions. The closet itself requires no upkeep and is nearly indestructible.

Penguin's Treasure (-100 CP)

A small plastic box filled with uniquely designed band-aids, most featuring penguin motifs, also contains several polished rocks of curious and appealing shapes. Simply holding or looking at these items has a calming effect. The band-aids accelerate the healing of any wound to which they are applied, the band-aids automatically refill after use.

Cat's Matcha Sweets (-100 CP)

A small fridge stocked with a wide variety of matcha-flavored sweets. From parfaits, candies, and yubeshi to cakes, it contains every kind imaginable. Each time you remove an item and close the door, the food you took out is instantly refilled. With such an abundance of sweets, you could easily bribe a certain cat into granting a few favors. The fridge requires no maintenance, functions without electricity, and automatically cleans itself whenever it is closed.

Unblockable Phone (-100 CP)

A smartphone that rivals the best models of the 2020s. It includes every feature expected of a modern device, with a camera capable of capturing details beyond the limits of any contemporary technology. It can connect to any local Wi-Fi network without requiring permission, and cannot be traced. Its special feature ensures that no one can ever block your account on any app while you are using it. The phone requires no maintenance, operates without electricity, and slowly repairs itself if damaged.



Nyamuchi Makeup Kit (-100 CP)

A makeup kit recommended by the popular streamer Nyamuchi. It contains everything you would expect from a complete set, including eyeliners, powder puffs, brushes, and lipsticks. The makeup applied from this kit will not wash off unless you wish, ensuring that no liquid or unexpected event can ruin your look. The kit never runs out of supplies, requires no maintenance, and cleans itself when not in use.

Mask of the Puppets (-100 CP)

A black lace masquerade mask that conceals your identity completely. While wearing it, no one can recognize you, even if your appearance or voice would normally give you away. Even after removing the mask, your voice remains unrecognizable, keeping your identity secure. The mask is comfortable, requires no maintenance, and cleans itself when removed. You may customize its appearance if you wish.



200 CP Items

A-Tempo Note (-200 CP)

A musical notebook that records lyrics and compositions of any music you have ever heard. It has infinite pages and automatically turns to the page corresponding to the song you're thinking of. When composing or writing in it, you gain additional inspiration. The notebook is nearly indestructible and cleans itself whenever it is closed.

Workshop Basement (-200 CP)

An underground workshop equipped with musical instruments, couches, a large flatscreen TV, and a bar stool. The space has a calming effect, helping anyone inside relax and even easing panic attacks. It has unlimited utilities, requires no maintenance, and automatically cleans itself when you leave. You can attach this workshop to any property you own, including your warehouse.

Luxurious 5LDK (-200 CP)

A luxurious two-story Japanese apartment featuring five bedrooms, a spacious living room with a clear view, a stylish dining room suitable for hosting parties, a large bathroom with a bathtub, and a fully equipped kitchen with appliances including an oven, stove, and fridge. The apartment comes fully furnished, and you can customize the interior as you wish, though the furniture has no special properties. It has unlimited utilities, cleans itself when you leave, and requires no maintenance. You can attach or import this apartment to any property you own, including your warehouse.

Livehouse Jumper (-200 CP)

Your very own livehouse, modeled on the exterior of RiNG. This venue functions as both a café and a bar, featuring a fully equipped kitchen stocked with high-quality bread, meat, condiments, spices, and other items expected in a premium diner. The dining area is spacious, providing ample seating for guests. On the music side, the stage is large enough to accommodate band performances, with plenty of space for the audience. A sizable practice room, filled with musical equipment, is also included. This livehouse requires no maintenance, has unlimited utilities, and automatically cleans unoccupied rooms.

Doll of Oblivionis (-200 CP)

A small, elegant doll with blond hair, blue eyes, and a red dress. Its presence inspires creativity in you and your allies, helping overcome writer's block and providing small boosts of motivation. Being near the doll generally enhances your creative abilities. The doll is nearly indestructible.

Signature Instrument (-200 CP)

You receive an instrument of your choice, fully customizable in type, shape, and appearance, without affecting its functionality. It is crafted from the highest quality materials in the mundane world. Anyone who sees the instrument will instantly recognize it as yours. The instrument requires no maintenance and is nearly indestructible.



400 CP Items

Jumper Girls' Academy (-400 CP)

You become the headmaster of a luxurious all-girls academy, spanning elementary, middle, and high school divisions, capable of accommodating over 10,000 students. While the academy is already lavish by default, you can customize its design and appearance if desired. All enrolled students are exceptionally talented or come from wealthy families, and canon female characters will attend if their age fits. You can also design the students' uniforms. The academy comes with the minimal staff needed to operate, requires no maintenance, and automatically repairs itself within a day.

Mirror of the Marionette (-400 CP)

A floating mirror with a golden frame that you can control mentally. It can produce floating glass shards capable of piercing through steel effortlessly, each shard tougher than diamond. The mirror also serves as a medium for communication with your alter egos or entities within your mental space, allowing them to appear on its surface. You can manifest these beings into reality, granting them physical forms that resemble you, take the shape of dolls, or appear as glowing butterflies. The mirror is completely unbreakable and requires no maintenance.

Electrical Five String Bass (-400 CP)

A five-string bass that generates electrical shockwaves when played. Each shockwave electrocutes enemies and slows them by 80% for 1.5 seconds. While potent, the shockwaves have a limited range. You can disable the shockwave effect to use the bass as a normal instrument. Crafted to the highest standard, this bass is nearly unbreakable and requires no maintenance.

Passionate Drum (-400 CP)

A drum set that generates energy waves with each hit, damaging enemies within range. Though each wave is small, it can affect multiple targets. Playing skillfully increases the drum's damage and range. You can disable the energy waves to use the drums normally. The drums are of exceptional quality, nearly indestructible, and require no maintenance. Comes with unbreakable drumsticks.



Roland V-Combo VR-73 (-400 CP)

An electric piano identical to the one used by Togawa Sakiko, enhanced so that each note you play manifests as a homing energy projectile targeting the nearest enemy. You can choose the color of these projectiles. The piano is of exceptional quality; it produces crystal-clear notes, never requires maintenance, and is nearly indestructible.

Moonlight Chains (-400 CP)

A silver chain that glows like moonlight, with seemingly infinite length and fully controllable by your mind. Each strike from the chain hits four times. When used to bind someone, it inflicts intense fear in the target for a short moment. You can attach the chain to any weapon or object you own, and it remains nearly unbreakable and maintenance-free.



600 CP Items

A Guitar that Sings (-600 CP)

A pink seven-string electric guitar with extraordinary properties. Its melodies soothe the mind and soul, easing stress, anxiety, headaches, and other mental or emotional pains, potentially curing them completely if listened to long enough. When played, the guitar can fire pink lightning at enemies, growing stronger with your musical skill, at a professional level, it can even disintegrate steel. While carrying this guitar, your mind is fully protected from any attacks or influence, and your identity cannot be altered or erased. The guitar is nearly indestructible and requires no maintenance.

Microphone of the Caged Singer (-600 CP)

A high-quality microphone mounted on a uniquely shaped golden stand. The microphone captures your voice with perfect clarity, as if you were singing live in front of your audience. Singing through it heals the physical wounds and illnesses of those listening, with effectiveness scaling with your singing skill. At professional levels, you can heal major injuries and cure most diseases. Beyond mortal limits, your singing can regenerate lost limbs, heal fatal wounds, cure supernatural ailments, and even dispel curses affecting the body. The stand can transform into a floating golden harp that damages nearby enemies and boosts allies' attack by 70% while played. In harp mode, allies are healed when they are hit instead. The microphone and stand are nearly indestructible, require no maintenance, and can be used indefinitely.

Streaming Hammer (-600 CP)

A large black hammer with a smartphone mounted on top. Striking an enemy with the hammer manifests an energy beam at their location, dealing damage. Enemies hit by either the hammer or the beam take 20% additional damage for 3 seconds. You can also activate the phone's camera and swing the hammer freely to summon energy beams at random nearby enemies. The smartphone is fully functional, capable of taking near-lifelike photos regardless of your photography skill, and is indestructible. The hammer itself is not indestructible. Neither the phone nor the hammer requires maintenance.

The Heir of Fortune (-600 CP)

It seems you come from a wealthy family, receiving a monthly allowance that exceeds what an average household earns in a year. Along with this, you inherit a luxurious mansion, fully furnished and equipped with entertainment of your choice. You also become the heir to a powerful company that wields significant influence in your country.



Rapier of Melodia (-600 CP)

A rapier with a golden handguard that leaves a trail of moonlight with every swing. When used, it can fire a single energy-based music note at a target, or you can charge it to release eight notes simultaneously. The notes pierce enemies, and their strength scales with your musical ability. At a professional piano level, they can even pierce through most metals. While wielding this sword, a fever meter builds with each successful attack. When the meter fills, “Fever” activates: your strikes hit twice, your speed greatly increases, and you cannot die until the fever ends. Fever lasts 20 seconds, and the meter cannot refill until it has fully depleted. This rapier never needs maintenance and is nearly indestructible.

Otherworldly Dream (-600 CP)

A compact device that allows you to alter your appearance to blend in with the local population. When activated, it changes your species to the common species of the world, which you can select. You gain their racial traits and the local power system, provided the system is generally accessible to anyone. The device can store up to three forms per user. This device is unbreakable and requires no maintenance.



Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 800 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP, if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.



Drawbacks

Crossover Episode (+0)

The world of BanG Dream has crossed paths with many different series, such as Arknights, Honkai Gakuen, and many more. To explore these possibilities, you can use this jump as a supplement to another jump document and vice versa. You can merge the settings of both jumps, carry over the purchases you've made into the other jump, or incorporate characters from one jump into the other. However, drawbacks are unavoidable; similar characters or events will still emerge. The CP pools of the documents are kept separate.

Those Days in Spring (+0)

Would you like to revisit the time when the members of these bands were still innocent and carefree? With this toggle, you can begin a week before the formation of CRYCHIC or earlier. At this point, most of the members are still in middle school and living in different locations, but perhaps you can alter their fates before their heartbreak.

Awkwardly Silent (+100 CP)

Like Mutsumi and Tomori, you become very socially awkward. You struggle to communicate your thoughts clearly, often saying things that require additional context for others to understand. You also become easily flustered when trying to speak, unsure whether to continue or stay quiet, which often makes you appear silent to those around you.

Emotional Outburst (+100 CP)

You are now deeply influenced by your emotions, allowing them to guide your decisions instead of logic or reason. Even a slight insult can drive you into anger, while a sentimental movie can easily bring you to tears. Controlling your emotions becomes a constant struggle, as they often take precedence over rational thought.

Youth's Vanity (+100 CP)

Like an ordinary youth, you have become quite vain. You can choose what your vanity centers around, whether it is your appearance, fame, wealth, or something else entirely. You will do anything to satisfy this vanity, even if it means betraying your friends, lying about your past, or exposing secrets others wish to keep hidden. You can resist the temptation; however, giving in even once will make it incredibly difficult to stop indulging again.



Girls Only Band (+200 CP)

This drawback ensures that you will never encounter any males during your stay in this world. While they do exist, circumstances will always prevent you from meeting them directly. If you are male, this drawback will transform you into a female. Every person you interact with will be female, with males appearing only in mentions or distant background roles. Your body will also instinctively avoid males, causing you to feel ill whenever one comes near.

You're to Blame (+200 CP)

You have become the scapegoat for everyone around you, constantly blamed for things you didn't do. If your classmates break something, they accuse you. If your band falls apart because of personal issues, people still say it was your fault. Even when your friends argue or drift apart, you somehow get blamed. You won't be accused of serious crimes or major incidents, but people will still hold you responsible for their personal problems.

Back to School (+200 CP)

All the girls in the band still attend school, whether it's junior high, high school, or college. To avoid being left out, you are now required to attend a legitimate school of your choice. You don't need perfect grades or attendance, but you must start from the first year and continue until you graduate. If you are expelled or fail to graduate, you need to find a new school to attend. You can't skip grades and must earn your diploma through legal means.

Bandmate Obsession (+400 CP)

You become intensely obsessed with one character from MYGO!!!!! or Ave Mujica. You will constantly message and follow them whenever possible, eager to do almost anything they ask to keep them close. If they ignore you or reject you, your obsession may escalate dangerously, potentially driving you to kidnap them and lock them in your basement.

Band Girl Trauma (+400 CP)

Like many members of girl bands in BanG Dream, you now carry deep-seated emotional scars. You develop a mental illness such as dissociative identity disorder, autophobia, depression, or another severe condition that significantly impacts your life. This disorder cannot be cured or removed until the end of this jump.



Zero Musical Talent (+600 CP)

In a world centered around music and girl bands, lacking musical talent can be especially painful, causing you to miss out on many opportunities and experiences. You now have absolutely no talent in music. You are completely tone-deaf, and your performances are so dreadful that those who hear you may wish for mercy from the sound. No perks or items can improve your musical ability until the end of this jump.

Soul Crushing Debt (+600 CP)

Similar to Togawa Sakiko's father, you now carry an enormous debt of 168 billion yen. This is an amount no ordinary person could earn in a lifetime, requiring exceptional talent, skill, and connections to repay. You cannot leave this jump until the debt is paid. Any items or perks that generate money or provide financial benefits will not work until the end of the jump.



The Story has concluded

What is your choice?

It’s MyGO!!!!!

You’ll be moving on from this place, to the next world that awaits you.

Welcome to the World of Ave Mujica

You decided to permanently stay behind in this world, this will be your home for now on.

End of a Dream

You’ll return to your original world, taking everything you’ve gained back with you.