Nikke: Goddess of Victory

A ***Nikke*** Jump by ***SpiritualStill***, in the Style of ***TroubleX27***

Version 1.0



Welcome, Jumper. To the 22nd century. A hundred years ago, humanity found itself under attack by the Raptures, a mysterious race of creatures. A hundred years ago, the Goddess Squad, the great heroes of humanity, made a valiant effort to defeat the Raptures. And a hundred years ago, the Goddess Squad failed, and humanity's survivors had no choice but to flee into the Ark. Since then, humanity has persevered and used their resources to create more Nikkes to one day reclaim the surface.

In that time, things have gotten quite complicated, and certainly for the worse. Nikkes, despite being the protectors of humans, are feared and discriminated against as inhuman machines. Three corporations hold enormous sway in the Ark, and the Central Government that rules is actively malicious in the best case. There is also the matter of the Outer Rim, where the Ark dumps its worst people, creating a crime-filled slum.

You will arrive in this dystopian world, and will spend ten years here. Take this to help:

+1000 Victory Points

Origin

By default, this Jump will begin a month before the Commander of Counters has his first mission and loses his memories, though you may choose when and where you arrive. This can be on the Ark, Eden, or somewhere on the surface.

For either origin, you may choose to be a Drop-In, where you will have no memories, but you will have a legacy.

Human [+600 VP]

- You are now a standard human being. You can be a citizen of the Ark, a scientist, a commander, or even some weirdo like Raptilion.

Nikke [Free]

- You are a Nikke, a human being whose brain was placed in a cybernetic frame to combat the Raptures. Although made for combat, your body looks as human as possible to avoid mental instability. As a result, you don't age, need to eat, drink, or sleep - although you may do those as part of a mind-body exercise. You additionally don't require the entirety of your body to live, and so long as your brain is safe, you can get a new body.
- Nikkes are all female due to lore reasons (and game demographics), but you may choose to be a male Nikke if you want. Just know that your *uniqueness* as a male Nikke might cause some issues.

Perks

You receive one **100 VP** perk and item for **Free**, and may discount one perk and one item each that costs **200/400/600/800 VP**.

Songs of Victory [Free]

- You receive the soundtrack of *Goddess of Victory: Nikke*, which will play in this Jump at the right times, and can play in future Jumps when it would be most appropriate. You may decide if only you hear it, or others can.

Mind of Steel [Free]

- You have an extremely high mental fortitude. You roll with the punches in all situations, letting you figure out your best options while in the middle of battle. This also keeps you safe from things like Corruption, Mind Switches, and the general effects of isolation and insanity.

Combat Training [Free]

- You have received some level of high-intensity combat training designed for someone fighting the Raptures. Beyond giving you incredible hand-to-hand skills that can let you fight a Rapture to a standstill as a normal human, you can also carry heavy Nikkes for great distances, and you know how to use just about any type of weapon.

Ideal Body [100 VP; Free for Nikke]

- You possess what you would consider to be your subconscious ideal form, which will always look beautiful to you, and aesthetically attractive to others. This form of yours cannot be marred by dirt, grime, sewage, or worse.
- As a byproduct of this, you have a considerable amount of self-confidence in yourself, which cannot waver.

Evergreen Procedure [100 VP; Free for Nikke]

- You have been given an injection of Evergreen, which allows for you to theoretically live forever. This halts your aging process, and as a benefit, you will regress to your prime age in the event you are older than that. This does not make you immune to death by sicknesses or grievous injuries.

Cooking Master [100 VP]

- Maybe you spent time around the Cooking Oil squad…or you really didn't want to taste Emma's cooking. Whatever the case is, you have a great talent for cooking, letting you cook anything you know the recipe to flawlessly. This additionally lets you make your own recipes, be they from scratch or remixing previous ones.

Bunnies & Maids [100 VP]

- During your jumps, you find that the plot bends slightly to adhere to whatever particular fetishes you have. For example, if you are in a spy thriller, you find that reality will conjure any random reason to have everyone wear bunny outfits.

Unchained [100 VP]

- Unlike your fellow Nikke, NIMPH doesn't suppress your ability to harm humans. This additionally keeps you safe from compulsion effects like Kotodama. In future Jumps, this blocks any form of mental manipulation, compulsion, or possession.

New Hope [100 VP]

- You have the power to bring in outcasts. When someone is disgraced, on the run, or otherwise against the current order, you find yourself having fortuitous encounters with those people. In these encounters, while you may not necessarily become their friends, they will have at least a favorable opinion of you.

The Pope is a Woman [100 VP]

- Rapunzel and Red Shoes are two women in Nikke who were verifiably priests, with Rapunzel even being next in line for the papacy. In worlds that you go to, you will find that men and women are not restricted in what positions they can have, and nobody will bring it up. You can choose to be selective with this effect before a Jump begins.

Raise and Rebuild [200 VP]

- You possess the terrifyingly efficient construction speed of Mighty Tools. If a gigantic hole is blown into the dome of the Ark or something else, you can patch that up in a day. If you need to make an elevator through miles of land that is also underground, you can do that in a month at most.

A Simple Taste [200 VP]

- You have a degree of psychometry, allowing you to read the origin, general history, and emotions of something that you had a taste of. This works even on things that are inedible, and this has an extra assurance that you won't get sick so long as you are intending to use this.

In the Name of Justice [200 VP]

- You are incredibly skilled in not only investigations, but also fully ascertaining the goals and motives of your target. When it's time to decide their fate, you are remarkably prescient, being able to determine the path of what will happen if you terminate, imprison, or forgive them, for good and ill.

All the Women in the World Belong to Me! [200 VP]

- You are a naturally charming person, with a personality that lets you instantly get along with anyone who isn't hostile to you by default. Even in the event that someone is innately hostile to you, it only takes a few conversations for them to warm up. When you befriend someone, you gain an awareness of their weaknesses and insecurities, letting you help them work through it. If you are attracted to that person, then they are also far more likely to fall in love with you as you spend time with them.
- Strangely, despite potentially being a philanderer, it's not really a problem. Sure, you might get a few jokes at your expense, but nobody's going to kill you, and everyone you are with tends to get along with one another.

Natural born Leader [200 VP]

- You have the skills of a first-rate commander, being capable of instinctively understanding the personalities and skills of anyone under you. This enables you to know what someone would be good at, and situations they would not be helpful in.

A Special Case [200 VP]

- To ensure you don't suffer from sabotage, you have an unusually good charisma that commands respect from your superiors and underlings. So long as you prove yourself capable, anyone who is at least nominally on your side will help you out when possible, and won't cause you trouble even if you do absurd things. This has no effect on those not aligned with you, and it doesn't mean they have to like you.

Alva Particle Generation [200 VP]

- In the past, Alva Particles were created by humans to disrupt Raptures, only for Raptures to adapt to them, and use them against humanity. With this, you are able to generate your own brand of Alva Particles. Although not at all dangerous to anyone you consider an ally, it will disrupt the technology and communication of enemies, and is outright lethal at high enough doses. Do make sure your opponents can't *absorb* Alva Particles, however, unless you want to pull an Indivilia.

Rehabilitation [400 VP]

- You are a master rehabilitator, able to make a good first impression with any sort of criminal or enemy. As a result, when you defeat them or are otherwise put in charge of them, they are more likely to follow and listen to you, slowly gaining your morals. Even if rehabilitation is otherwise forced to conclude prematurely, what you've done for them and with them isn't forgotten, so they'll never regress.

The Strength of Bonds [400 VP]

- Similar to the Commander, you have an unusual power that causes those who grow close to you to become stronger. So long as you grow close to, and continue to advise your companions, they will never stop growing in strength.

Rh X Blood type [400 VP]

- You have an unusual blood type containing Vapaus, a component that neutralizes nanomachines. This allows you to nullify the effects of NIMPH, along with Dark Matter. To prevent unintentional contamination, this effect can be controlled.

Listen to My Voice [400 VP]

- You now have access to the Kotodama, allowing you to compel humans and Nikke to obey your commands purely through voice. Unlike the others with this power, you can control when it activates, so you don't need to wear a mask.

Dark Matter [400 VP]

- It seems that you have unintentionally drunk the blood of the Rapture Queen, and possess the power of Dark Matter. This allows you to generate and control Dark Matter, which has all sorts of useful applications. Its most obvious application is that it's a liquid metal that is extremely protective, and can serve to either block attacks or contain threats. Additionally, you are able to do things like reading nanomachine memories, and creating underground passageways.

Lucky Recharge [600 VP]

- You have a considerable level of fate manipulation, causing things to work out in your favor. You could find a random ticket that automatically lets you skip a block-long line and get everything for free. In cases where the only options are too randomized, you will always have the best possible option. You can also grant luck to others via proximity and affection.

Barely a Scratch [600 VP]

- Your regenerative capabilities have been put into overdrive, letting you heal from just about any injury. You could even fall from the sky, splatter on the ground, and come back in short order. So long as an attack doesn't totally vaporize you, you can heal from it within moments.

Hero of the Ark [600 VP]

- When you work towards a goal, no matter how lofty it might seem, fate conspires to help you reach those goals of yours. Your dream motivates you forward, and the world has a number of coincidences and lucky breaks that give you some sort of benefit or advantage.

Expert Researcher [600 VP]

- You are now a swiss-army scientist rivaling the best researchers alive and dead. To begin with, this provides you with an in-depth comprehension of all technology present within the world of *Nikke*, letting you operate as a programmer, operator, or hacker if you really need to. Additionally, this grants you expert engineering skills, letting you do things similar to Red Shoes, Jien, Syuen, or Cecil.

D-Wave Caller [600 VP]

- Similarly to the mysterious "Gatekeeper", you possess a somewhat limited ability to warp reality. Through either deep meditation or dreaming, you can create perfect replicas of individuals from other worlds. They will have their general abilities and powers, and be loyal to you. This only works twice per year.

Mecha Destructor β [800 VP; Discounted for Nikke]

- Your specs are almost comically overclocked, letting you take down Raptures in a single blow, sending out devastating wave slashes with a chop of the air, and being able to fight with Heretics. And as recent information confirms, you are able to perfectly control the output of your powers, letting you decide if you want to kill someone in one blow, or to just clean their clock and knock them unconscious.
- As an extra benefit to this, your power will never overwhelm your body as it did with Liliweiss. No powers you possess will be able to kill you, even if it would typically come at the cost of your life force or something. This will not stop standard exhaustion, though.

Innumerable Self [800 VP]

- You possess a power similar to that of Nayuta, enabling you to make countless copies of yourself. Most of these copies will be fairly weak (albeit still stronger than the average human if you are a Nikke), but you can make more that are capable of fighting. In the event one of your clones dies, or you simply wish to reintegrate them, their memories will return to you instantly. Your memory is also effectively infinite, allowing for you to have all of your clones' memories without effectively killing the person they once were.

Items

Bunny Suit Collection [Free]

- In this special closet is a pocket dimension full of bunny and reverse bunny outfits. You receive one type for all of your partners and comrades. Even the guys and yourself, if you are into it.

Camouflage Scarf [100 VP]

- You have some sort of cloth on your body that allows for you and everything you are holding and wearing to become invisible, enabling you to attack at a distance more effectively, or sneak up on opponents.

Superfood [100 VP]

- What you have here is a genetically engineered crop with damn-near miraculous properties. Able to be planted and harvested within three months (or quicker, if you have something that allows it), this can be planted in any type of soil, doesn't damage or deplete said soil, has almost no sun or water requirements, is pest-proof, and its yields are enormous.

Atlas Cage [100 VP]

- You have access to a number of cells crafted from Atlas metal. With these cages, any being that you stick into them will be unable to escape, even if they use their full power. The only way they can get out is if you let them out. While this is best used for Heretics and other similarly dangerous materials, this can be used for any dangerous object or entity in future Jumps.

Fat Stacks [100 VP]

- What you have here is money, Jumper. An exorbitant amount of it from any sort of business or source you want, equalling the amount of money from a member of Talentum.

Full Armory Barrage [200 VP]

- Similarly to Glass Slippers and Seven Dwarves, you've got a set of extremely powerful weapons that, when fully deployed, let you bring down settlements with firepower equivalent to an aerial bombardment.

The Ark-hive [200 VP]

- Although humanity has been trapped under the surface, their history has not actually been lost. This is a secret archive with a copy of every book, story, and document ever written, including even lost or otherwise forbidden works. In future jumps, this updates to include their works as well.

Commander Plushie [200 VP]

- This is a cute little plushie, which, depending on your choices, is either of yourself or your commander. Whatever the case may be, you receive a steady supply of them that, when given to your companions, considerably boosts their power.

Robot Steed [200 VP]

- What you have here is some sort of mechanical steed, in the same vein as Crown's horse Trombe and Nayuta's camel, Mantra. Whatever this steed is, it does not take into account the actual species of the animal, and will travel at approximately 400 kilometers per hour at max speed, with you being able to safely ride it even as a squishy human.

Naked King [200 VP]

- Nudity doesn't make you stronger, but this definitely will. What you have here is a robe woven of alva particles. By drawing in alva particles in the atmosphere, you can transform them into thermal energy, and release it in an omnidirectional wave. This wave won't harm your allies or cause collateral damage, but it will be hot enough to turn metal into slag, and wound Heretics.

Coin Rush [200 VP]

- The Ark is a place that, although certainly bleak, is not without entertainment. You have access to Coin Rush, or at least your own version of it. It's a place that revolves around actually being fun for the patrons in a way that isn't detrimental to them. They don't serve alcoholic drinks, and the games do have luck involved, but it is reasonably possible to win. The employees also wear bunny outfits or something else that you would find to be attractive. Beyond being the center of amusing hijinks, this establishment is actually high lucrative, and you can expect to pull in huge amounts of credits every day.
- If you are having this place be Coin Rush itself, it comes with Blanc, Noir, Rouge, and Jaune. Optionally, you may also have Velvet work here.

AZX Land Cruise Model [400 VP]

- Let's go, AZX! This train is made out of 30% Goddessium, making it extraordinarily durable, and can treat Lord-class Raptures as speedbumps. Despite allegedly being a train, it doesn't actually require tracks, and can move pretty much anywhere on land, with the necessary firepower to go blow for blow with a Tyrant-class Rapture.

The Admire [400 VP]

- You are the sole owner of the Admire, an amphibious battleship with cutting-edge technology. Equipped with an artificial intelligence, the Admire has weaponry capable of fighting Tyrant-Class Raptures, and a wave disruptor that can break down nanomachines and other similar types of objects.

The Wings of Victory [400 VP]

- What you have here is the original armed airship employed by the Goddess Squad. It is a flying aircraft carrier that is armed with enough firepower to repel Storm Bringer, and squadrons of fighter jets and paratrooper squads of Nikke. While a weapon of war that can maintain air superiority at all times, it's actually equipped with everything needed to be a mobile fortress and headquarters.

Big Business [400 VP]

- Is your lot the Elite Four now? You now have ownership of a company rivaling the "Big Three" of Elysion, Missilis, and Tetra. You can decide if your company has some specific-oriented theme, or if it's a little bit of everything. Your company will always have a steady supply of willing women to become Nikkes that, unless specifically desired, will not have severe emotional baggage. Of the Nikkes you create, one in every ten will be SR-worthy, while one in every hundred will be SSR-worthy.

Tactic-Up [600 VP]

- You have a special pod designed for the purpose of upgrading Nikkes. Beyond granting them greater power than they had before, they are likely to gain some sort of special ability that augments their fighting style.

The Outpost [600 VP]

- You have access to a special facility outside of the Ark with all the things you need to help reclaim the surface, including a max-level Tactics Academy score. In addition to all the buildings the Outpost naturally has, a few of its functions are significant. Your Command Center is where any attempts at Advisement are boosted in efficacy, and you are able to watch any event you or your allies were a part of. The Synchro Device is fully enhanced to begin with, letting your Nikkes level up to 496, and you may automatically synchronize all of your Nikkes to your strongest ones. In future Jumps, your Synchro Device will work on all allies.

Harmony Cube [600 VP]

- You receive a full-blown Harmony Cube, an extremely powerful computational device employing lost technologies. So long as it has energy, it is capable of creating structures such as the Ark at an accelerated rate, creating matter seemingly from nowhere. This

cube is well maintained, and has endless energy to it. Using the Harmony Cube, you can actually create any structure you can think of.

The Ark [800 VP]

- This is a troublesome thing to allow, which is exactly why I am allowing it. You are now the owner of the Ark. Whether that makes you some sort of literal ruler, the highest-ranking sovereign, or whatever, you are the Ark's leader, and all of its resources are yours. This also includes the Ultra Massive Core in the center.

Eden [800 VP]

- You are now the leader of Eden, a futuristic, technologically advanced settlement far away from the Ark, where humans and Nikke exist as equals. Its garden has near-perfect replications of the flora and fauna that once called these lands home, an Incubator that serves as a superior Simulation Room, and its main facility acts as a supermassive particle cannon that can vaporize armies and even Heretics, albeit at the cost of Eden's power supply.

Space Elevator [800 VP]

- Now this is a powerful item. What you have here is a Space Elevator that, at the top, has a device that endlessly creates Raptures. Husk-Class Raptures and Servant-Class Raptures show up every day. One Master-Class Rapture shows up every week. One Lord-Class Rapture is born every month. Finally, a Tyrant-Class Rapture appears every year.

The Furnace [1000 VP]

- This is the Furnace of Dark Matter that belongs to the Four Beasts. Made from only the purest of materials, this Furnace will heal all wounds of yourself and your loved ones in only a short moment. Furthermore, you will be able to create Queen-level Raptures via this Furnace with the applications of a considerably powerful core, and your "essence".

Companions

Import [50 VP]

- For every purchase of this, you may either import a companion, or create a new one. They may pick any origin they choose, gain all of the freebies, and have 600 VP to spend.

Canon [Free]

- With this, you are given the opportunity to potentially recruit your favorite canon characters as companions. They are guaranteed to meet them in favorable conditions, and you will encounter them several times. This does not guarantee they will join you, but you will at least be able to befriend them.

The Nikke of the Ark [Free]

- The vast majority of Nikke can be said to live in the Ark, created by the three major manufacturers of Elysion, Missilis, and Tetra. This option ensures that you will have fortuitous encounters with all of these Nikkes, giving you the chance to befriend them, and certainly giving them the chance to fall for you. This applies to all Nikke, including the ones that aren't yet playable, such as E.H., Logey, or Fragile.

No. 7 [Free]

- Ah, I wonder who this lady is? This is a commander who graduated from the Academy, but appears to have lost much of their memory during their first mission. Despite being a commander, she's actually quite kind to her Nikkes, and has dreams of creating a world where humans and Nikkes are equals. Of course, when not on duty, she can become something of a pervert, so that's nice. If you choose to be a human, then No. 7 is a fellow commander that you work with. If you choose to be a Nikke, then you can choose to be her very first one. Whatever the case is, the two of you will grow very close to one another, with No.7 choosing to trust you more and more.

Counters Squad [Free]



- The main crew! Counters are an Inter-Manufacturer Squad, with Rapi and Neon being from Elysion, and Anis being from Tetra Line. The three of them have their own stories to go through, and you will hopefully help them through it all.
- If you choose to be a human, then Counters will be among the Nikkes you work alongside. If you choose to be a Nikke, then you are

part of the Squad when you meet the Commander. The relationship you have with them is one that simply blossomed with the passage of time: the two of you have fought alongside, bled for, and nearly died in order to protect each other. You helped Rapi through her desire to live up to Red Hood, and gave Anis the confidence needed to work past her insecurities from T.T. Star. As for Neon - well, do you like firepower?

Marian [Free]



- One of the thousands of units present within the Silver Gun squad. Marian, though loyal and good, was tragically corrupted as a result of a deal struck between Enikk and Chatterbox. Although honorably discharged by her Commander, she was repurposed into Modernia, a Heretic who serves the Rapture Queen. At least for, like, all of two seconds. She maintained the memories of her life beforehand, and the moment she saw you, she was able to break free of her conditioning, and rejoin your side. Now, if you are in the Ark, this may be a problem, but she will be loyal to you regardless, is incredibly powerful, and is even able to transform. Although the weakest of the candidates as of the current time, Marian still possesses the Queen Gene, enabling her to control Raptures and even compel Heretics to side with her.

Ingrid [Free]



- Something something reigniting a dying star. Ingrid is the CEO of Elysion, the manufacturing company that actually takes the whole “war on the surface” thing seriously. Closer to a drill sergeant than a CEO, she speaks succinctly, and you’d best not act stupid around her. She’s been doing this longer than you’ve been born, and I do mean that literally, since she’s almost a century old at minimum by this point. She’s still a pretty nice lady, all things considered.
- Still, she *does* like you, quite a lot actually. Maybe you’ve been working alongside her for a while, or you’re some up-and-coming star, or maybe you have some ungodly rizz. She’ll still berate you for fucking up, but she’s otherwise quite patient with you, and will help you out whenever you ask her.

Syuen [Free]



- Ah, Syuen, you never fail to disappoint. This woman, in spite of her attitude, is actually the CEO of Missilis Industries. She's also fairly young, relative to her counterparts in Ingrid and Mustang, as she's the third CEO of the company. That, combined with her need to prove herself to the Ark, has caused her to have a very questionable sense of morality. She's rude, dismissive of Nikkes, belligerent, petty, self-indulgent, and honestly deserves another kick to the chest. If one is charitable to her, she's also a brilliant woman who earned her position through merit, and when she does care for someone, she'll move heaven and earth for them. How…*lucky*…you are to be one of those people she cares for. Probably. It's kind of hard to tell most of the time, considering she still bosses you around and is generally a pretty mean person. For all the badmouthing she loves doing, you greatly respected and trusted her competence when nobody else did. She's willing to do quite a lot for you if you put your faith in her, even if she's bad at showing it.

Jien [Free]



- A researcher at Missilis Military Research, and Syuen's half-sister. This woman is a walking red flag, even worse than her sister, with some shady dealings in the background. She is almost certainly related to No. 7's mysterious background, though she is on their side…hopefully, anyway. If you let things reach that point, Jien will also perform the chimeric modifications on Yuni. From the moment she saw you, Jien has been fascinated by your existence, and will likely ask to poke and prod at you a little bit. Just a smidge. You can be guaranteed she won't crack open your brain or generally worsen your condition, but anything else is on the table. Yes, even the Maxwell special, if you are into that.

Shifty [Free]



- An operator from the Central Government Intelligence Agency “Ratatosk”. A woman handpicked by Enikk herself, Shifty is a reliable gal, so long as a brat isn’t impersonating her. She’s also inhumanly strong for seemingly no reason, as she can lug around a submachine gun meant for fighting Raptures, which should dislocate her shoulder. Shifty is, if not your operator that you trust for overseeing your missions, a coworker that you’ve worked with for quite some time. Quite frankly, it’s more surprising that it took so long for the two of you to confess to one another.

Enikk [Free]



- The supervisory AI and judge that oversees the stability of the Ark. Her judgments are final, though her power can be somewhat limited. Enikk cares for the Ark’s safety, to be sure, but has qualms about sacrificing or terminating individuals for the goal. Despite this programming, she’s perfectly sapient, and likes you a lot. You can tell based on the fact that she seems to implicitly trust you, and gives you special treatment.

Cecil [Free]



- One of the inhabitants of Eden, its main researcher, and operator for Johan and Inherit. Formerly part of M.M.R., Cecil escaped the Ark to not get converted into an AI by the Central Government, eventually leading to the creation of Eden alongside Dorothy and Johan. It was through her knowledge that Eden itself was built up from that old laboratory, and it was she who created Inherit. You encountered her after a rough time on the surface, and she was nice enough to patch up your wounds, though you weren’t allowed to actually leave Eden until they could trust you. During that time, you won her over with your

reliability…or you did a very silly thing like fighting a Rapture by yourself to prove your capability. Congratulations, darling.

Inherit Squad [Free]



- Denizens of Eden, and the squad of Nikkes led by Johan. All members of Inherit came from the Ark, and were undoubtedly loyal to it, only for the Ark to betray them. Fate guided them to Eden, where Cecil modified them to be far stronger. Fate, it seems, saw fit for you to meet them all in favorable circumstances, leading you to ingratiate yourself to them. They've all got some…odd personalities, to be sure, especially with Isabel, but they are valuable allies who like you.
- Optionally, you may choose to have Dorothy as well, though her connection to the Squad she leads is somehow tenuous at best.
- Optionally, you may choose to have Johan as a companion as well. You may also genderbend them if you are so inclined.

White Knight [Free]



- Crown and Chime, a duo of Nikkes that live on the surface in what they call the "Crown Kingdom". Having lost her original commander and squad, Crown protects a castle (which is *definitely not* Disneyland) that has superfood seeds, which will help humans once they reclaim the surface. It was a wandering Chime's idea for Crown to become a king, and they've been looking for subjects ever since. You had the good fortune of being found by them, and they desire for you to serve as an advisor, quite a lot actually. While this is initially because you care a good deal for the well-being of others, it becomes something far more. Perhaps you'll wind up as Crown's consort.

Nayuta [Free]



- A very strange monk, as if someone being a literal monk is somehow not the weirdest part about them. Nayuta is a woman previously affiliated with the mysterious "D.E.E.P." organization, before leaving them for an unspecified reason. She possesses the ability to make a seemingly endless number of clones

via her NIMPH, which gathers information for her throughout the world. At some point, she came across you, possibly through stalking, and possibly through Pioneer. Whatever the case, the stories she heard of you, combined with how you treat her, mean that she fell for you quite quickly. She knows quite a lot about the secrets of this world, and in time, she may tell you all about it.

Nihilister [Free]



- Dragons are cool, as we should all know. Nihilister is one of the Offsprings, the Queen's Vanguard. But ever since the Queen stopped transmitting messages, Nihilister's been quite enjoying her independence, and wants to off the Queen the first chance she can. Of course, for all her bluster and destructive tendencies, she is a *deeply* lonely person, and was willing to rip the cores out of piles of Nikke corpses so that the Raptures couldn't defile them in death. Certain circumstances compelled the two of you together for a time, and though she will deny it, that was the happiest she had been in quite a while.

Liberalio [Free]



- Half jellyfish, half cat, all momma's girl. Liberalio is an extremely powerful Heretic, and the second successful one, based on the data of the corrupted Cinderella. She is a narcoleptic who prefers peace and quiet, and is quite violent in ensuring that she keeps that quiet. Liberalio deeply reveres the Rapture Queen, seeing the Queen as her mother, and wanting everything prepared for her inevitable descent back onto Earth. When the Heretic met you, and the two of you interacted for a time, something inside of her snapped together, about humanity and Raptures coexisting. She's loyal to her mother, of course, but still wants you to work alongside them.
- If you choose **SOULLESS/HEARTLESS/BODYREMAINS Q-001**, Liberalio is going to be your enemy, though obviously not intending to be hostile. You're her favorite human, so *of course* her mother loves you.

Indivilia [Free]



- While the Heretics seen elsewhere generally have some positive behavior to them, Indivilia…really doesn't. Counted amongst the Offspring, Indivilia is a sadist who seems to enjoy inflicting pain and not thinking ahead. At some point in time, she got absolutely worked by Absolute and Matis, but rather than becoming Material H, she was brought to death's door and couldn't even try. You eventually stumbled onto her fallen body, critically injured yet alive, and decided to care for her - only enough for her to be conscious, though, nothing else. You were going to rehabilitate her, no matter how much she whined about it. While quite insistent that you were a pathetic human, and you could not change her, you wormed your way into her heart. Despite still insisting she's a big bad Heretic, the moment she actually gets her full strength back, she's not exactly chomping at the bit to get any revenge on you.

Four Beasts [Free]



- It is here: pure, distilled, girlfailure. These four ladies are Behemoth, Leviathan, Ziz, and Bahamut. The Four Beasts are Heretics who, for one reason or another, were not created in the same way as the Offsprings, and so are both unable to transform, and were mistreated by their so-called companions. The four of them came together to get payback against the Offspring, and create a new Queen. You got roped into their shenanigans at some point, and came to the realization that they actually aren't particularly threatening, and they aren't even evil. They're also amenable to having conversations, including even Leviathan. Although she was quite stubborn at the start, you are able to work past Leviathan's trauma, and finally get her to trust in you. With Leviathan swayed, the others were able to get close to you without reservation.
- If you purchased **The Furnace**, then you can have a kid with them. Isn't that nice?

Goddess Squad [Free]



- ***Requires "The Long Haul" Drawback***
- The Goddess Squad: the very first yet ill-fated squad of Nikkes who fought against the Raptures over a century ago. Under the Legendary Commander, this Squad consisted of Liliweiss, Dorothy, Red Hood, Snow White, Rapunzel, and Scarlet. You shall be the leader of Goddess, serving as their commander, close confidant, and possibly something more, while hopefully keeping everything from falling apart.
- Although you are the Commander, you can optionally choose to have the Legendary Commander as well. Think of him as a co-commander.

Abe [Free]



- ***Requires "The Long Haul" Drawback***
- A brilliant researcher from the time of the Rapture Invasion, who oversaw the creation of the second generation of Grimms models: Old Tales. Quite possibly the best example of a girlboss, she became a Nikke because she found sleep to be inconvenient, was a chief researcher for V.T.C., and also illegally created Hansel and Gretel in secret. The two of you are "work buddies" of a sort, and unlike V.T.C. and the UFH, you actually try to have her work validated.
- Optionally, Abe can take on the appearance of Grave, although she doesn't suffer from what was presumably a mindswitch.

Cinderella [Free]



- ***Requires "The Long Haul" Drawback***
- Cinderella was but a young girl when the Raptures first invaded, and as hope and common decency became lost, she watched as the Goddess Squad went out on their first mission. To call them "professional" would be a disservice to the word, but they were heroes, and she dreamed of being just like them. She also dreamed of you, the commander of the squad who bravely led them. When you get to meet her, she's going to be *very* happy to see you. Even if she gets

corrupted, you will always be able to reach out to her, and bring her out of her control. You are her Prince, and she is your beautiful Princess.

Little Mermaid [Free]



- ***Requires "The Long Haul" Drawback***
- A member of Old Tales, nicknamed Siren. Due to the power of her Kotodama, she can't actually speak due to it being able to control both humans and Nikke. At least except for you, and she is happy to be able to speak to someone without making odd vocalizations. If you are a man, then she'll be quite shy at first.

Hansel & Gretel [Free]



- ***Requires "The Long Haul" Drawback***
- Twin sisters who were made into Grimm's Model Nikke in secret by Abe. The two do almost everything together, to the point where their weapon, Witches' Cauldron, is one that requires them both. Gretel's also comedically violent, and Hansel is probably not that much better - they are not above painful deaths like melting someone in acid. On the bright side, they quite like you, and are down to share you. Do not break their hearts, or it may end poorly.

Red Shoes [Free]



- ***Requires "The Long Haul" Drawback***
- The new "worst person of all time" just dropped. Red Shoes is a former priest and a chief researcher of the VTC. One of the brains of VTC alongside Abe, Red Shoes is a believer in coexistence with the Raptures, a very fucked-up goal with the very dire consequence of the evolution of Corruption. And aren't you just so lucky you stumbled onto her? She seems to have come to the deranged conclusion that you are key to this whole procedure, and wants to help you, and convince you to make peace with the Raptures.
- Optionally, you may choose to have Mirror as a companion. She's like Red Shoes, but much smarter.

Drawbacks

Supplement Mode [Free]

- You may use this document to either supplement or be supplemented by any and all other *Goddess of Victory: Nikke* jumpdocs.

Blatant Nikkephile [+100 VP]

- No, this does not mean you can only sleep with Nikkes (though you will naturally have a considerable preference for them). It does mean that you won't be able to treat any Nikke as an enemy, even if they are a heretic or a terrorist.

Busy Work [+100 VP]

- You have an absolutely obscene amount of paperwork that you regularly have to do when not out on a mission.

A Certain Gaze [+100 VP]

- As you may have noticed, the outfits of this game don't leave much to the imagination. If you didn't notice that, you very much will, because it will now be quite distracting for you. It probably won't kill you if you can get a grip, but it will be embarrassing if somebody notices. If you don't find anyone here to be sexually appealing, their outfits will still be baffling to you, prompting you to still look.

Granny Speak [+100 VP]

- You are pretty shit with technology. You aren't completely tech-illiterate, but expect for your BlaBla messages to look like shit.

Shut Up, Jumper! [+100 VP]

- Your ability to speak has been severely limited. You will not be able to talk to other people unless you are answering a question for them.

Omega-Gooner [+200 VP]

- Much like Rapunzel, Privaty, and Red Hood, you've got a considerable perverted streak. It won't control your actions, but you will act weird if you can't get it under control well enough.

Massive Coward [+200 VP]

- You are actually deeply terrified of your job, and would very much like to not have to deal with it. You can force yourself to work through fear, but it will be present.

This Happens Alot [+200 VP]

- Pick one of your senses. For the duration of this Jump, you won't be able to experience said sense, and if you can, it's usually through some weird extreme way. You select this up to five times, which I don't recommend doing.

Absolute Dipshit [+200 VP]

- I hesitate to call you braindead, as that implies you had a brain at one point. You possess some quality that makes you a borderline liability outside of combat in a funny way.

Gacha Fan Illiteracy [+200 VP]

- You have the average reading comprehension of a gacha fan, which means that you have the potential for not fully paying attention, and coming to some pretty outlandish conclusions.

Far Too Valuable [+400 VP]

- I hope you weren't expecting to have much freedom in these circumstances. For one reason or another, you are seen as a highly important asset by the Ark, and therefore have considerable restrictions on what you are permitted to do. Maybe they know you're a Jumper, or you've got all sorts of perks from here, or something else. The end result is that all of your movements are being watched, and being independent is difficult.

The SHIFT-UP Special [+400 VP]

- You now have memories of some deeply traumatic experience, such as being horrendously bullied, or your allies dying, or being blown up in a train. Regardless of what you choose, you are going to have to work through it with therapy, because no perks are going to be able to help with it.
- This can actually be treated, but it's going to take quite a lot of work.

I Have a Meeting [+400 VP]

- It seems that, like Anderson, you suffered some grievous wound in the past.
- You have the choice of two ways this can impair you. The first is that, like Anderson, you rely on life support, and therefore can only be out of it for two hours at most. The second is that you are simply just crippled immensely, and are greatly reduced in power. You can choose both if desired.
- If you can create non-exact copies of yourself in some way, you can circumvent the first option, but the second option will still affect you.

Memory Sealing [+600 VP]

- You have no memories from before this Jump, and will not have them back until either ten years have passed, or you complete the story (Should you have taken **Just Here for the Plot)** - whichever comes first.

Power Sealing [+600 VP]

- You nor your companions will have access to any of your perks and powers from outside this Jump. The only exceptions are Narrative Perks that modify the general nature of the setting, so long as they don't give you an inherent advantage..

Equipment Sealing [+600 VP]

- You nor your companions will have access to any of your items nor warehouse from outside this Jump.

SOULLESS/HEARTLESS/BODYREMAINS Q-001 [+1000 VP]

- You receive the Rapture Queen as a companion…of sorts. It seems that she is generally obsessed with you for some inexplicable reason, which is very much not for your benefit. She's going to send Raptures and Heretics to capture your main body if possible - which will cause problems if you were hoping to stay in one specific spot. On the "bright" side, this only really ramps up if she descends, which is exactly why she is guaranteed to descend within five years, if she hasn't descended beforehand. If you are captured and not rescued in time, she is going to give you a specially made bit of corruption that is going to make you love her, and end your chain.
- This drawback doesn't end until you either destroy the Queen or get her to come around to being with you *without* mind control. If you do get her to come around to you, you may bring her along your chain as a companion.

The Long Haul [+600/+1200 VP]

- You will not be starting in the current day, and will instead be starting back during the First Rapture Invasion, taking the place of the Legendary Commander. This means taking command of the Goddess Squad, and ensuring humanity claims the surface. You don't have to win in the initial Rapture Invasion, nor the Surface Reclamation Wars. You simply have to claim the surface, whether that means total Rapture annihilation or coexistence.
- If you complete this early, and wish to experience the events of the main story, you may go to a parallel world afterwards, where a standard Jump will occur. You may bring along your companions with you. How they interact with their alternate selves (whether there are two of them, copies synchronize with one another, etc.) is ultimately up to you.
- For **+1200 VP**, this will really be a long haul, as fate will conspire for you to fail, and have to bring it to the current day of the plot. You can do everything right with Lilith, Red Shoes, and Cinderella, and it'll still wind up in failure until the day that No. 7 awakens to Marian's face. You will forget that you took this drawback.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

I created this Jump to match my Trouble-Style *Stellar Blade* Jump, found here.

Counters Squad: https://www.artstation.com/artwork/6N0k4w

Syuen: I couldn't figure out if the one where she steps on the Commander or the one where she's pleading with him was more fitting for an image. I chose the second one because it's funnier.

Cecil: She actually calls the Commander "Darling" during the 3rd Anniversary livestream. I'm not smart enough to know if that was a weird translation, but I'm not going to complain about it.