

A Jump by Sistercomplexkingpin

Version 1.0

Introduction

Gamindustri is a world divided into four nations, each ruled and protected by divine beings known as a Console Patron Unit, or CPU. Long ago, before the birth of the current goddesses, a CPU struggled to control her immense power. The people, fearing the destruction her instability could bring, turned against her. Assassination attempts became frequent, driven by the belief that their nation would collapse under her rule. Recognizing she could not control her power, the CPU asked her Oracle to seal her away. However, as the years passed in confinement, her memories became distorted. What was once a self-imposed exile twisted into the belief that the very people she loved had betrayed and imprisoned her. Now, she seeks to break free, not to protect Gamindustri, but to destroy the world she once cherished.

In the present, Gamindustri faces the CPU Shift Period, a time of uncertainty when faith in the reigning CPUs wavers. The people begin looking for new leaders to follow, and rumors spread to damage the CPUs' reputations. While the other CPUs struggle with this crisis, Neptune, the CPU of Planeptune, remains completely unconcerned. Instead of addressing the growing instability, she spends her time lounging in a park, unbothered by the shifting tides.

On her way home, Neptune stumbles upon an old game console and takes it. Upon returning, she is met with a scolding from Planeptune's Oracle, Histoire, who reminds her of the importance of her duties. Undeterred, Neptune remains more interested in her discovery and asks her sister, Nepgear, to repair the console so she can play with it. As Nepgear inspects the device, the sisters hear an eerie voice from within. The moment Nepgear presses the power button, an orange portal forms, pulling them into an entirely different dimension.

Your journey begins one week before the CPU Shift Period, following the events of Hyperdimension Neptunia Victory. You will spend the next ten years in Gamindustri.

Take these +1000 Console Points into a world where games are everything.

Origin

Any origins can be taken as Drop-In.

Supporting Maker

A Maker is typically a human who represents a real-world video game company or franchise. However, despite the title, not all Makers are directly involved in game development, as some work in hospitals, government agencies, or other professions. You are a Maker yourself, living as an ordinary citizen in one of Gamindustri's nations. If you choose, you may embody a specific video game company or franchise, serving as its representative in this world.

Console Patron Unit

A Console Patron Unit, or CPU, is a divine being born from the people's faith, drawing strength from that belief. As long as they receive even the tiniest amount of Share Energy, CPUs do not age and can continue to exist indefinitely. However, there are exceptions. Few things can kill a goddess, as they usually perish when their Share Energy is completely depleted. You are either a newly born CPU establishing a nation, a retired CPU who has persisted despite losing all their followers, or a recently formed CPU Candidate within an existing nation.

AffimaX Member

You are a member of the secret organization AffimaX, a criminal syndicate that thrives on manipulating news and information to generate massive profits. The group's primary objective is to control public perception, shaping events to ensure a constant flow of lucrative content. Whether you remain loyal to their cause is up to you, but regardless of your stance, you are still a part of the organization.

Dimensional Wander

You are an outsider to the Hyper Dimension, with no history or prior connections to this world, as if you simply appeared from nowhere. This gives you a fresh start to begin your journey in Gamindustri. Whether you originate from another dimension or are a traveler who crosses between worlds is for you to determine.

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. Planeptune

A futuristic and technologically advanced nation located west of Gamindustri. Ruled by the CPU Purple Heart, it was once on the brink of destruction but was saved thanks to the efforts of the CPUs. Due to the Purple Heart's shortcomings in trade and industry, the nation has faced near ruin multiple times, yet Histoire has always managed to guide it to recovery. Despite these struggles, Purple Heart continues to receive strong faith and support from her people.

2. Leanbox

A nation on a large island south of Gamindustri, ruled by the CPU Green Heart. It was once the most powerful military nation in the world, but under Green Heart's leadership, it shifted toward a culture focused more on a moe aesthetics. Due to its proximity to Lastation, Leanbox views its neighbor as a formidable rival and a valuable trade partner.

3. Lastation

A highly advanced industrialized nation located in the east of Gamindustri. Surrounded by the other three nations, it serves as the world's central hub for trade. Ruled by the CPU Black Heart, Lastation maintains clean air and clear skies despite its heavy industrialization. While Leanbox considers Lastation its rival, Lastation itself views Planeptune as its true competitor.

4. Lowee

A nation in the northern part of Gamindustri, governed by the CPU White Heart, Lowee is known for its cold climate, with frequent snowfall. Unlike the other three nations, magic is abundant and treated as a natural part of life here. As the oldest of the four nations, Lowee has been ruled by most CPUs, and rumors suggest that retired CPUs still reside within its borders.

5. Zero Dimension

This dimension mirrors Gamindustri but has been mostly destroyed, with an empty void surrounding the continent . The only inhabitants are monsters, as all humans were wiped out. The sky is violet, and cracks stretch across the land and sky. The world is scattered with the ruins of cities, continually ravaged by entities known as the Dark CPUs.

6. Free Choice

If you roll on this option, you can choose any location as your starting location, even locations that aren't listed such as the Basilicom of each nation, AffimaX's base of operation, or even the Heart Dimension.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Sounds of Gamindustri (Free)

This perk allows you to play the entire soundtrack of Megadimension Neptunia VII and Megadimension Neptunia VIIR in your mind. You can select specific tracks or let the perk automatically choose the most fitting music for the situation. If desired, you can also make the music audible to others.

Dimensional Doppelganger (-100 CP)

This perk lets you become an alternate version of a character from another dimension. You can take on the original character's appearance, voice, personality, gender, mannerisms, and body language. While still retaining your sense of self. While you won't gain their abilities, you will inherit their potential, allowing you to grow in similar ways. You can also make minor adjustments, such as aging them up or down or altering their height and body size. If you choose to become a different character or return to your original form, the version you currently embody will become an Alt-Form that you can switch to later.

Skill Dimension (-200 CP)

Whenever you use an attack or ability, you can transport yourself and your enemies to another dimension. The enemies pulled into this dimension cannot leave until your attack is complete. Inside this dimension, no matter how destructive your attacks are, they won't affect you, your allies, or anything outside the dimension, preventing environmental damage. If your allies are attacking with you, they can also enter the dimension. Once your attack ends, your enemies will return to their original position as if they never moved.

Lily Ranks (-400 CP)

Each time your bond with someone deepens, such as progressing from a stranger to a friend, you gain minor abilities based on that person's personality and powers. For example, you might gain small elemental or physical resistances, slight regeneration, or immunity to adverse status effects that hinder your movement. However, the stronger the ability, the stronger the bond required to unlock it. Your bonds with others also help preserve their memories of you. Even if your existence is erased, those you've formed bonds with will still remember you.

Nepping Challenges (-600 CP)

At the start of each jump, you'll receive a list of challenges tailored to the world you're in. Completing these challenges will give you a permanent increase in either your physical abilities, magical power, or energy pool. These boosts are small, but they increase slightly as the challenges become more difficult. Each challenge has eight levels, with each level requiring more repetitions to complete. Some challenges are simple, like traveling a few miles, jumping multiple times, or defeating a set number of enemies. Others are more difficult, such as avoiding damage in battle or dealing a specific amount of damage to an enemy. Completing these challenges is optional. Each time you enter a new jump, the challenges will reset with new ones.

Supporting Maker

Soldier of the Order (-100 CP)

This perk allows you to switch to the mindset of a cold-hearted military veteran whenever you're holding a weapon or engaged in combat. This mindset allows you to control your emotions, endure more pain, and think calmly in intense situations. Additionally, you gain knowledge of basic military tactics and become highly skilled in using any firearm you wield.

Bandam Summoning (-200 CP)

You can now summon a human-sized robot that looks like a Gundam, though it uses a lot of energy. The robot has a control panel on its head, similar to an arcade controller. You can let the robot fight by itself or control it using the panel. The robot can fly and shoot laser beams from its eyes and mouth, and its punches cause explosions on impact. It will always be stronger than you physically. If the robot's destroyed, you can resummon it using your energy, and it will be fully repaired.

Forbidden Revival (-400 CP)

You've learned a forbidden spell that lets you transport souls and house them within your body, allowing their consciousness to live even if their physical form is gone. The spell can pull any soul into your body as long as they are willing or deceased. If there is no soul present in the world you're in, the spell will pull the consciousness of a deceased person into your body. This spell works on anyone, even those deceased for a long time. Additionally, you can use your energy to materialize the soul or consciousness within your body, maintaining its physical form.

Golden J-Sha (-600 CP)

This transformation turns your eyes golden, equips you with various accessories that enhance your abilities, and turns your weapon golden, boosting its power. It dramatically increases your strength, allowing you to match a CPU in combat. If you're connected to a Gold Crystal, this form lets you overpower a CPU in their HDD form. While activating the transformation requires energy, you can maintain it indefinitely.

Console Patron Unit

Goddess Responsibility (-100 CP)

As the CPU, it's your responsibility to create new hardware and games for the people of your nation, as developing new hardware is a key way for a goddess to gather faith. This perk makes you an exceptional game developer, skilled in creating your own game engine and mastering programming, animation, art design, and audio engineering. You're also a talented engineer, capable of designing and building your game consoles. Additionally, you can complete paperwork ten times faster and possess basic combat skills with a weapon of your choice.

Sharing Field (-200 CP)

You gain the ability to create a sub-dimension called the Sharing Field. This dimension is an empty void with floating platforms, and enemies trapped inside cannot escape. Once inside, enemies are significantly weakened, making their attacks less effective and allowing you to damage previously invulnerable foes. However, activating this ability requires a tremendous amount of energy.

Miracle of Faith (-400 CP)

You can convert people's faith in you into miracles, enabling you to perform supernatural feats. For example, you can use faith to empower your attacks, sever the connection between a person and a supernatural energy, or revive the recently deceased. With enough faith, you could even undo large-scale reality warping that has affected the entire world. However, the more difficult the task, the more faith it will require.

Hard Drive Divinity (-600 CP)

The HDD form is a powerful transformation that adds various accessories called Processor Units and alters the person's clothing, typically changing their outfit into a skin-tight bodysuit or leotard, complete with thigh-highs and long gloves. This transformation also changes their appearance, voice, body size, and hairstyle. You have the freedom to design your transformation outfit, choose the appearance of the Processor Units, and decide how your voice and overall appearance change. Additionally, you can switch your clothing while in this form.

The HDD transformation significantly boosts your power, with an additional increase based on the faith people have in you. It grants you an energy wing for flight and enhances your weapons dramatically, allowing them to change forms (e.g., turning a sword into a gunblade). You can decide whether your weapon changes form during the transformation.

In this form, you also gain new abilities, such as creating energy constructs shaped like swords or even transforming into a vehicle. While you can remain in this form indefinitely, the transformation requires a large amount of energy to activate.

AffimaX Member

Affima Summarization (-100 CP)

You gain the ability to condense vast amounts of information into clear, well-written summaries. You also become highly skilled in creating websites and affiliate marketing. You instinctively know which titles and articles will capture attention and generate the most ad revenue. Additionally, companies will eagerly place ads on your websites, regardless of the content you create.

Speedy Recovery (-200 CP)

You can recover from any mental affliction at an incredibly fast rate. For example, you can bounce back from an emotional meltdown in just a few seconds, regain consciousness almost instantly after being knocked out, and overcome a panic attack in mere moments. Additionally, you won't experience any negative effects after enduring any mental affliction.

Stealth Marketing (-400 CP)

This perk makes you completely undetectable by both supernatural and technological means until you make an attack. You can reduce your presence to the point where people won't notice you unless you're standing directly in front of them. You can turn this effect on and off at will. Additionally, you gain two ninja techniques:

Ninja Arts Cyclone: This technique allows you to create a small cyclone that damages and slows any enemy it hits.

Stealth Ninja Arts: This technique lets you strike multiple enemies in quick succession. The more damage you've taken, the stronger the attack becomes.

False Deity of Sin (-600 CP)

Similar to one of Kurome's creations, you can transform into two powerful forms: the monstrous Deity of Sin and the stronger True Deity of Sin, similar to a CPU's HDD form. In True Deity of Sin form, your weapon transforms into a double-bladed spear, and you gain a pair of mechanical wings that allow you to fly. These forms are incredibly powerful, enabling you to fight multiple CPUs at once in True Deity of Sin and endure attacks that would normally kill you ten times over. However, while these forms are formidable, they are still much weaker than the original Deity of Sin they are based on. You can maintain these transformations indefinitely.

Dimensional Wander

Random Drop (-100 CP)

You gain the ability to create a portal that allows you to travel between dimensions and teleport, even to places you've never visited before. However, if you've never been to a dimension or location, the place you end up in will be completely random. For example, when traveling to a new dimension, you might find yourself teleported high up in the sky. The one safety measure is that the place you randomly teleport to will never be somewhere that could instantly kill you.

Delusional Reality (-200 CP)

Similar to Uzume, you can turn your daydreams into reality. For example, if you wish to make pudding, the necessary ingredients like milk, eggs, and sugar will appear near you, even in a desolate wasteland. You can also create beings capable of producing Share Energy. However, you can only bring something into existence if you genuinely wish. This ability is largely driven by your subconsciousness and is difficult to control manually.

While you can alter a person's memories, those who are more powerful than you or have a strong attachment to what you're trying to change will remain unaffected. This ability cannot alter large-scale events, such as changing the memories of everyone in the world. However, if you grow strong enough, such feats may become possible.

Orange Fragment (-400 CP)

This perk allows you to create a fragment of yourself that becomes a separate being. The fragment shares your personality, appearance, and gender, though you can alter their gender, hair, and eye color if desired. The fragment will be incredibly loyal to you, as they are yourself. Alternatively, you can forgo their consciousness and control them as a second body. Since the fragment is a piece of you, they possess all your abilities and perks, though at a weaker level.

When you gain new abilities or perks, the fragment gains them as well. The main benefit is that as the fragment grows stronger, you grow stronger too. Even if your power surpasses theirs, you will still see noticeable increases in strength. If the fragment perishes, they can be revived by using your energy. If you die and the fragment lacks consciousness, you choose to be revived in their body. However, if you are revived this way, you can only regain your original body at the start of a new jump.

Dark Divinity (-600 CP)

You can create enormous, feminine mechanical beings called Dark CPUs, capable of erasing anything they destroy from existence. When they attack, even the area they strike completely vanishes, leaving only an empty void. These beings are powerful enough to destroy entire worlds. If they destroy enough land, glitchy cracks will appear in the sky and earth, gradually turning the world into an empty void. The Dark CPUs can also generate energy beams and spheres to attack enemies. You can customize the color scheme of your Dark CPU and the weapons they wield.

You can control the Dark CPU like a puppet or merge with it, taking direct control of its body. Although you can create multiple Dark CPUs, you can only have up to four manifests at the same time. Creating a Dark CPU requires immense energy. You can fuse with all four simultaneously, further increasing your power. You can also summon any Dark CPU you've made to your side.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
All origins gain a bonus of +300 CP to spend in the Items section, except for companions.
These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Neptunia Cosplay (Free)

You now have access to a closet containing every outfit worn by the characters in Megadimension Neptunia VII. These outfits are highly durable, offering protection similar to light armor, though they don't have any special abilities. They are self-cleaning, always comfortable in any environment, and automatically repair themselves overnight. The closet also contains every outfit shown in Neptunia & Friends worn by the Neptunia characters.

Pudding Galore (-100 CP)

You now have an endless supply of caramel custard pudding stored in an unbreakable fridge that operates without electricity. The pudding is incredibly delicious, and no matter how much anyone eats, it never causes health problems or causes weight gain. It's also very nutritious and can serve as a complete meal if consumed in sufficient amounts. A certain goddess of Planeptune would be delighted if you shared some with her.

Jumper's Ultimate Weapon (-200 CP)

You receive a customized weapon designed to amplify your physical abilities by ten times. This weapon can take any form you desire, whether a hammer, sword, gun or even a megaphone that generates energy sound waves to attack enemies. While you can freely design the weapon's appearance, this will not impact its functionality or provide additional advantages. The weapon requires no maintenance, can serve as a magic focus, and has infinite ammo if the weapon uses it. Additionally, you can import any weapon into this item.

Swirl Console (-400 CP)

You gain an old Sega Dreamcast with a swirl mark on the surface. Surprisingly, it can still run games perfectly, even from other consoles. Pressing the power button opens a portal to another dimension, though its destination is unknown. The portal will place you near important canon characters, if any exist in that dimension, and allows you to visit previous jumps. However, the portal is one-way, and you'll be stuck in the new dimension unless you find another way back. The console can also seal beings inside it, as long as they are willing or unable to resist. It comes with three peripherals that act as keys for the seal.

Supporting Maker

Raw Meat (-100 CP)

A talking slice of raw meat with two small black dots for eyes and a smiling expression. It can track people and objects by scent, even from afar, and can move on its own. Despite its unusual appearance, it has a gentle, supportive personality, has a feminine voice, and is incredibly intelligent. It functions as a follower but can be turned into a companion. It will never betray you. If it somehow perishes, it will respawn in a few hours.

God Arc Abaddon (-200 CP)

This mechanical weapon can transform between a large gun and a greatsword, with a collapsible shield built into it. Inside the weapon is a small creature called Abaddon. You can summon Abaddon or partially manifest its head from the weapon to attack enemies and consume things. Abaddon can bite through almost anything and is fiercely loyal to you. However, it has a flaw: it loves eating girls' clothing. When hungry or when it sees girls flirting, it becomes excited and starts eating their clothing. The weapon requires no maintenance and has infinite ammo. If Abaddon perishes, it will respawn in the weapon.

Crown of the Lake (-400 CP)

A floating golden crown with a glowing blue ring around it, this crown lets you collect Elements, which are fragments of data based on a person’s personality and strength. You can gather Elements from individuals or objects that hold emotional significance for that person. By placing these Elements into the crown, you can create a Knight.

A Knight's abilities, personality, and appearance depend on the Element used to create them. For example, if you use only the Elements of a person, you can create a duplicate of that person, although their power will be weaker than the original. The Knights you create are loyal to you and can turn into cards for easy storage.

When the Knights are cards, you can use the Knight’s powers, which usually manifest as elemental damage. You can use these powers for attacking, defending, buffing, debuffing, or healing. The crown comes with a shield-like device called the Round Table Model, which allows you to use the cards. Both the crown and the device are indestructible and require no maintenance.

Gold Crystal (-600 CP)

A small golden crystal that converts faith into usable energy to empower you. The amount of energy you gain depends on the amount of faith you've gathered. The crystal can also create a massive golden tower known as the Golden Summit. Inside the tower is an empty void filled with starlight, resembling a galaxy with glowing platforms. At the very top of the tower sits a large golden throne that holds the crystal.

The tower can gather faith from the world around it and transform it into energy through the crystal. These towers can also serve as markers, guiding you to the dimension where they are located. If destroyed, the crystal will reform within a few weeks.

Console Patron Unit

Custom N-Gear (-100 CP)

A universal device shaped like a portable game console developed in Planeptune. The version you have has been heavily modified by Nepgear. This device can perform nearly all the tasks of a high-end computer, from playing games to hacking government systems. It can connect to a cable to access local servers and data and even make calls to other dimensions.

Share Crystals (-200 CP)

You receive a small crate containing ten Share Crystals. These crystals contain condensed Share Energy in a crystallized form. They can sustain a weak CPU's existence and enable them to enter their HDD form in areas without Share Energy. These crystals can also supplement the energy or requirements needed for your transformation. However, once the energy in the crystal is depleted, the transformation will end. You'll receive ten more crystals each month.

Jumper Nation (-400 CP)

You now own a nation complete with a large continent to house it. This nation amalgamates the four major nations, combining Planeptune's advanced technology, Leanbox's military strength, Lastation's industrial power, and Lowee's abundant magic. You can decide on the nation's aesthetic, design, and layout. It features all the buildings expected of a typical nation in Gamindustri, such as hospitals, military bases, guilds, factories, shops, etc.

Your nation includes a Basilicom, an organization that serves you directly and assists in governance. The headquarters of the Basilicom is located in a large building at the center of the nation, serving as both a sanctuary for your care and a parliament for political matters. This nation is populated by several million residents who generate Share Energy for you. These people, along with the Basilicom staff, are followers. Who are loyal and will never change their allegiance, especially if you are a CPU. You can also import any buildings you want, expanding the nation and incorporating them into its infrastructure.

Hyper Share Crystal (-600 CP)

A unique crystal formed from the fusion of a Share Crystal and multiple Gold Crystals. You can absorb this crystal to unlock the next tier of transformation that was previously inaccessible to you. For CPUs, this grants access to the Next Form, a transformation far surpassing HDD in power. This form alters your outfit, Processor Units, hairstyle, and hair color while significantly enhancing your weapon, refining its shape to suit the transformation.

Additionally, your Processor Units gain special functions that allow them to attack independently and amplify your abilities. You can decide on the design of your Next Form. While you can remain in this state indefinitely, it requires the same energy as activating HDD.

AffimaX Member

Dirty Ninja Art (-100 CP)

A large stack of adult magazines featuring busty blondes. While the magazines are ordinary, you gain a unique technique called Five-Greed Jutsu. This technique involves tossing the magazines into the air and slicing them into pieces, creating a distraction that briefly diverts the attention of enemies, even if they have no interest in women. Each time you use the technique, a new stack of magazines will automatically replace the ones expended.

Shadow Shuriken (-200 CP)

A large collapsible shuriken that can be used for both melee combat and ranged attacks. When thrown, it will always return to your hand. It possesses a special ability called Shadow Bind, which temporarily immobilizes anything it strikes with shadowy energy. The shuriken is extremely sharp and requires no maintenance.

Impregnable Cape (-400 CP)

A red cape made of metallic material that remains lightweight and comfortable to wear. While worn, it completely nullifies all physical damage, rendering you immune to even the most powerful attacks. However, elemental attacks can still harm you. The cape is impervious to physical damage and can only be destroyed by elemental attacks. If damaged, it will fully repair itself within a day.

AffimaX Battleship (-600 CP)

A large spaceship equipped with laser weaponry, a spacious hangar, and an energy shield. While its combat capabilities are average, it excels in transport, carrying immense weight at high speeds. It can easily relocate entire colonies of people or monsters between continents. The spaceship requires no maintenance, has unlimited fuel, and fully repairs itself within a day.

Dimensional Wander

Visual Radio (-100 CP)

A small, wrist-worn device that is weightless and comfortable to wear. It comes preloaded with several games and can store data, function as a shortwave radio, and act as a walkie-talkie. It can also connect to other electronic devices via cable to access local networks or the internet. The device is unbreakable, requires no maintenance or electricity, and seamlessly accepts modifications. Additionally, it serves as proof of your existence, even if every trace of you has been erased from reality.

Dimensional Horde (-200 CP)

A horde of monsters from the Zero Dimension, primarily composed of Dogoos and Baby Bugs, with some Arfo Deus and Uniceldos among them. Many of these monsters can talk and are incredibly friendly and loyal to you. They can fight on your behalf, gather resources, and scout areas. They count as followers and can generate Share Energy for you if needed.

Nep-Note (-400 CP)

A purple notebook capable of capturing and storing living beings of any size. If a being is particularly large, it will be shrunk to fit within the notebook. You can use the abilities of any beings trapped inside. However, the notebook can only capture those who are unable to resist, significantly weaker than you, or willing. Stronger beings can break free, but the notebook constantly drains the strength of those inside, making escape difficult. It also functions as a regular notebook, allowing you to write in it. Only you can use its abilities. The notebook is unbreakable and has infinite pages.

Jumper Dimension (-600 CP)

A dimension shaped by your desires and dreams, existing within your soul. Within this space, you can create objects and people from your memories or imagination, controlling them at will. You possess immense power inside your dimension, capable of facing multiple CPUs in their Next Forms. You can also alter the dimension's properties, such as gravity, to suit your needs. However, anything you create or any abilities you gain within this realm cannot be taken or used outside. Damage to the dimension directly affects your soul.

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.

Fairy Partner (-50 CP / Free for Console Patron Unit)

A tome personified as a fairy, created to record your history and assist you in all your endeavors. The fairy is completely loyal to you, always has your best interests in mind, excels in administrative tasks, and can run an entire nation herself. The fairy is immortal, immune to aging, and can manipulate Share Energy for various effects, such as interdimensional communication, adjusting dimensional coordinates, or opening portals to other worlds.

However, these abilities require immense amounts of energy. She is immune to any powers that alter memories or control the mind. Her appearance and gender are identical to Histoire, Planeptune's Oracle, though you can decide her personality. Regardless of the personality you choose, she always has a low tolerance for laziness and foolishness. She is also fixated on completing tasks in multiples of three varying units of time, often adjusting her actions to fit three-minute, three-hour, three-day intervals, etc.

As an artificial being, the fairy doesn't need any substance to survive and doesn't produce waste. The fairy also has an instruction manual and a diagnostic sheet that only requires simple yes-or-no answers to troubleshoot.

Drawbacks

Multi-Dimension Madness (+0 CP)

The Neptunia characters have appeared in several franchises, including Azur Lane, Senran Kagura, High School DxD, Date A Live, and many more. As a result, this jump can be used 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.

Old Save File (+0 CP)

This toggle allows any changes you've made in previous Neptunia jumps carry over into the current one. If you've interacted with characters from previous jumps, they will retain the same relationships with you in this one. However, drawbacks still apply. Even if you alter characters or events, similar characters or events from the drawbacks will still emerge.

Mega Nepservice (+100 CP)

This drawback causes you to experience fanservice similar to that of Neptunia characters. Your transformation sequences might leave you exposed, friends may engage in playful or inappropriate actions like groping, and you'll often find yourself in embarrassing or suggestive situations. While things will never escalate to explicit content, revealing and suggestive moments will occur frequently.

Innocent Daydream (+100 CP)

Like Uzume, you often fantasize about things happening in your daily life. During these moments, you won't realize you're daydreaming and may speak your thoughts out loud. These episodes are usually brief, but it will take someone else to snap you out of them. While this won't occur during combat, it will happen frequently in your everyday life.

Complicated Name (+100 CP)

This drawback causes no one to ever pronounce your name correctly, with the mispronunciations varying based on the person's personality. Some may come up with nicknames, either cute or embarrassing, while others will continue to mispronounce your name, with each attempt getting progressively worse.

Greedy Motivation (+200 CP)

You've become completely obsessed with wealth to the point where you would be willing to plunge the entire world into chaos if it meant increasing your profits. Your motivations are now solely driven by the amount of wealth you stand to gain from any action. If no wealth can be gained from a task, you won't take any action at all.

Steam Shyness (+200 CP)

You now feel uneasy around attractive women, often stuttering when speaking to them. If a girl teases you, you become extremely flustered, and excessive teasing may cause you to have a nervous breakdown or faint. While you can still fight without issue, if you're teased enough during combat, you might go into shock and be unable to continue fighting.

Shifting Period (+200 CP)

A powerful hidden organization exists that will attempt to defame you through online posts and news outlets. They will spread rumors, slander, and lies about you across the internet, making these false claims widely known. The rumors are a mix of half-truths, making them difficult to disprove. While those who know you won't believe the slanders, strangers will be easily influenced by them. The only way to stop the rumors is by destroying the organization behind them, but none of your perks or items will help you find them.

Most Wanted Fugitive (+400 CP)

You are falsely accused of crimes by a nation, and their police force is actively hunting you. Proving your innocence is extremely difficult, as government officials are unlikely to believe you without concrete evidence. The CPUs of the nation will only intervene if the situation escalates significantly, in which case they will become hostile toward you, regardless of the circumstances. You can choose which nation you are wanted by.

Turn-Based Battles (+400 CP)

This drawback makes every battle function like turn-based combat in Megadimension Neptunia VII. In this system, you and your enemies take turns attacking. Using an item that's not a weapon or performing a powerful attack or skill will cost you a turn. You can perform multiple regular attacks during your turn, but you are limited to five attacks before your turn ends. Additionally, your movement is restricted to a small distance each turn. Fortunately, enemies won't attempt to flee during combat.

Share Crash (+400 CP)

All of your perks gained from previous jumps are inaccessible until the end of this jump except for your body mods. This means you can’t use any abilities, skills, or perks from prior worlds, effectively forcing you to rely solely on what the current jump offers. You can take this drawback even if this is your first jump.

Your Antithesis (+600 CP)

You now have a doppelganger whose goals directly oppose yours. If you are good, they will be evil, and if you are evil, they will be good. Their personality will be similar to yours but influenced by your alignment. They possess weaker versions of your abilities, perks, and primary weapon. Even without knowing your objectives, they will still unknowingly interfere with them. Even if you try to talk to them, they will always be hostile toward you no matter what.

Plagued by The Dark Star (+600 CP)

The darker version of Uzume, Kurome, will begin haunting you through your dreams. She will manipulate your dreams, attempting to twist your thoughts and push you to do her bidding. She may speak directly through your dreams, alter them, or even create hallucinations to make you doubt others. If you're a CPU, Kurome will focus on corrupting you, sending monsters to capture you and infuse you with negative energy to turn you into her vessel. Even if you defeat her, a fragment of her presence will remain in your mind, tormenting you with mocking comments and constant hallucinations.

The Story has concluded

What is your choice?

To the Next Stage

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

Nep-Nep Forever

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

Back to the Original Dimension

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

Notes

About Share Energy

Share Energy is a type of energy fueled by people's faith. The stronger the faith, the more powerful this energy becomes. It can empower CPUs or power machines, but it is usually invisible and intangible. Only CPUs can typically harness Share Energy. This energy can also purify individuals from corruption and neutralize energies fueled by negative emotions. Additionally, Share Energy supports life, allowing plants to grow in barren or desolate areas.