Re:CREATORS

〈レクリエイターズ〉

By Digger

You may recognize this world, at a glance. As you enter, you'll find it's much like the world you know. In all respects, even. People laugh, love, and mourn in a completely mundane world - yet the everyday glories are there in the background. Not so for those who will soon see this world through the extraordinary eyes. There are two main differences in this world, one small...the other large.

The first difference is that, not too long before your entrance into this world, a young woman died. Overcome with sorrow and persecution, Setsuna Shimazaki ended her own life. An artistic girl, Shimazaki left behind an evocative design that outlives her now. Her death was a tragedy, but not a unique one...in any other world, this would be yet another sad song to sing of a bright star snuffed before its prime.

The second difference is the larger one - all stories that live in the hearts of people, all fantasies, have their place in existence beyond the reaches of this world. They lack some details of our world - taste and scent are limited by what the creators of the stories are willing to put into them. But in exchange, they have things like magic, super science, and above all else great power. These "Creations" are bound by the limits set upon them by the canon of the story and as such they could never breach into our world.

Except one. Shimazaki created a character without an associated tale. This girl, the "Military Uniform Princess", has great power without a story to constrain it. She is a Creation, without a Creator - and a fantasy without limits. Even the boundaries that guard this world from the products of its dreams are nothing to her. Now, with the intent to send everything into oblivion, this princess of endings will arrive into the world to "pass judgement"...and she will not arrive alone. With the power of the Holopsicon, she will herald the coming of more characters, and more out of place stories playing out on our world. It's part of her plan, too. As those who should not exist stretch the boundaries of possibility, all of reality will be forced to collapse as rationality in this world's rules do.

It will be a battle to preserve all known worlds - and in the end the one known as Altair will give up her fight.
Because this story will play out over the course of weeks and months, rather than years, **Original Creations and Creations alike will have the opportunity to leave after the conclusion of RE:Creator's plot - or when Altair is neutralized. Whichever comes first.** This fight will be the collision of stories and their conventions - will you be able to survive? No matter the case...

+1000 CP will be given in order for you to stand a chance.

You may choose to enter with or without "memories" as well as a past, effectively any origin may be used as a "Drop In" option.

Perks discounted to origin, 100's are free to their origin.

Original Creation(o)

Curious. You're similar in nature to the Military Uniform Princess - you are someone who exists outside of the boundaries of a "Canon", floating in the ether as an idea without an owner. This may make you somewhat confusing to approach - but it may also be your strength. Your unique outlook on the world's systems may be enough to turn the tides of this world's fate.

The World's a Stage(100): And all the men and women, it's players. Awareness of this fact is important, especially in a situation where all the things of story become real. Thus, this skill will be a great help to you. Being able to reduce a situation down to it's narrative building blocks, as well as size up others in terms of the kind of archetypes they play out, is something you're well versed in. Just be sure to double check - narrative is a slippery thing and it seems to resent being used.

A New Challenger(100):Appearances and impressions are important. How you introduce yourself could establish the course of your story easily. Why not have a bit more control over it? It's now easy to establish yourself with a grand entrance, you're also effortlessly able to cut an intriguing figure when you enter the room.

*Fan Favorite(200):*Perhaps because you were made out of the desire for the "Common" to become "Special"...The common and the weak have an odd liking to you.

No matter how powerful you become, you're their champion and they'll put their hopes into you. This is even if you are normally intimidating and monstrous - they'll see you as a beast who defends them from tyrants and those who would crush their dreams. This is the nature of those made by the weak as a fantasy.

Replacement Goldfish(200): Original Creations happen for a multitude of reasons - perhaps you are a tribute to a lost loved one? It would explain this uncanny aura around you - There is something familiar, warm and sweet to you even despite any wicked nature or face. Those who have fond memories of a dead loved one or are missing an important figure in their life(either the current position is filled shoddily or otherwise is absent) will find that you give the comfort and feelings that they desire - fulfilling some hole in their heart with your presence.

Even the Wicked Need a Savior(400): Even in the deepest despair and desperation, there is a somewhat perverse "hope" - a need to follow some path even when everything seems false and hollow. For some reason, that path is easily illuminated by someone like yourself. You have a toxic allure to those with nihilistic, self destructive urges...the less they believe in anything else, the more your words seem to affect them. These "broken people" find your guidance difficult to resist - they would throw their own lives for you if they were in a deep enough pain.

The Play's the Thing(400): As reliable as tropes can be in their homeworld - this is reality. Playing cliches and expecting the world to be like a story is going to just make it easier to kill them and play with their hearts. It seems that you have the knack of convincing others to forget this basic fact. Fools. With this, it is easy to induce a sort of 'tunnel vision' upon your foes, making it even more difficult for them to understand or react when you work outside of the context of what they know as the status quo. Even savvy and otherwise clever people would forget that this isn't the same old kind of story they're expecting...They better learn quick to roll with the changes.

My Rules are Not Yours(600): A benefit afforded to Original Creations - you can have all the abilities you like and none of the need to stick to sensibility or taste...Hopefully that's not too familiar. With this, you gain a set of abilities similar to the powers given by a "Genre"(See: Creation freebie) package. What's more, these powers have any set of aesthetics and themes you like regardless of their source. But, as you are without a "canon" you can not benefit from the ability of "Revision"(Also noted in the Creation Freebie.) In return, however, the side effects of Restorative Power are not yours to worry about.

Atop the Fourth Wall(600): The Power of the Holopsicon is Altair's alone, but even a single aspect of its abilities is enough to change the face of worlds. This is that aspect. By breaking through the barrier of worlds, this power gives you the ability to 'summon' a fictional character(known as a Creation) into reality, with some caveats. They have to be very well known. They don't need to be the icon of their genre, but they should be able to claim a sizable fanbase. A good barometer is if the character is at least well known enough to have merchandise being produced of them and sold in a worldwide basis, though this isn't literally necessary - just the general level of deman and adoration for the character's existence. There also is the issue of a world's Restorative Power- Many worlds will naturally resist a Creation if the Creation displays abilities beyond what it is capable of 'processing' so to speak. In mundane worlds closer to Re:Creators' earth, magic, extreme super science and psionics will 'test' the fabric of reality and force the hand of Restorative Power. In places where these things already exist and are commonplace, these abilities will be perfectly accepted and normal. If too much stress is put on the world's Restorative Power, it will cause glitches in reality as it tries to process these anomalies and the offending Creation may be destroyed as an attempt to restore order.

The People's Champion(800): A nature that is otherwise unique to Altair in this world, and the reason she is such a fearsome foe - You are akin to a Creation, but do not have a story. Actually, it's more accurate to say you don't have a set canon unlike the other Creations. Your audience acts as a collective Creator. Simply put: Your version of Revision is much looser, allowing you to gain powers from stories and legends about you told by the masses. If these abilities are whispered of in small circles of your audience, they might not work as intended...nor will they be anything resembling reliable. The more accepted as 'true' to the character told in your stories or legends or at least well known by your Audience the ability is, the more reliable it is and the more applications of the ability you'll unlock. The general baseline of this "Acceptance" needed to unlock an ability is lower than what's needed to manifest a character a la "Atop the Fourth Wall", but it's still substantial.

Creator(0)

You are part of the ordinary world, unlike the other two paths. But you are no less important to the big picture - without people like you, Creations would not exist, and this world would be one without fantasy or hope.
Even a mere "mortal", to the Creations, is a god. That title may not mean what it usually does here...but it's still one to be respected, especially as you will have a chance to rewrite this story too.

A Bright Star(100): It'd be a misnomer to call you a Creator if you were just a mere consumer of media on its own, a fanboy who produces more dreams than anything. Whatever skills you'd need to become a known asset in an entertainment industry - coding, art, writing... you have them now. Whether you use them to break into show business or simply become a marvelously talented fan creator -it's your prerogative.

The Courage to See(100): A common and lethal affliction in the world of creative types is jealousy, or self deprecation. There are too many hopefuls out there who freeze up when they're shown others who have achieved much greater than they have - they will feel overwhelmed or that they could never achieve those heights. But that fear will no longer take a hold on you. You can find a way to swallow the bitter pill of being outshone by someone and what's more, use any dark feelings stirring inside to 'fuel' your own efforts to improve.

Small World (200): No man is an island, entire of itself. For those in your class to thrive, contact with others like you is crucial - and no longer a problem. It's a simple matter to rub shoulders with the important figures in your given community, such as other 'Creators' in this context or with important people in your faction in other contexts. This also extends to the community as a whole - while you might not be able to get every single person's attention as if you were right there with them, you'll have enough eyes for what you're hoping to accomplish.

The Wisdom to Move(200): The greatest enemy of a creator, at times, is themselves. Often with no reason at all, or for reasons understood only to the machinations of their own mind, Creators will hit writer's block, or find other stumbling blocks that act as "the adversary" - distractions and mental obstacles to the act of creation. These blocks, and other similar blocks that prevent you from improving your skills and moving forward in projects, are no longer a problem for you. You have enough trouble without having to fight yourself, after all.

A Good God(400): You have taken the mantle of Creator and owned it, and more than that you are able to take the mantle of someone's God with grace. Those that see you as a 'Creator', either of themselves(such as with Creations) or of something that is extremely dear to them, will hold you with a great amount of reverence and give you great amounts of leeway in decisions as well as defending your honor and name ferociously. Direct creations will be greatly loyal, and what's better when they cooperate with you their capabilities even are enhanced to a certain extent.

The Power to Act(400): Barring those blessed enough to truly be a one man show, Creators often have to work with others to see their projects finished - and thus all the issues that afflict one creator can be multiplied in such a situation, on top of any issues, arguments or deliberations one must deal with in a group environment. It takes motivation and a fire in your belly to push past this and make the teamwork, work. Cue your new talents - you're able to spur on motivation in yourself and others, kicking them into a sort of 'overdrive' where months of work could get accomplished in weeks, as everyone involved gets into a miraculous "flow" where the act of creation and working together itself drives them on.

Behold my Works Ye Mighty(600): Every so often, there is someone who has enough raw talent and discipline in their field to truly etch their name into the cornerstones of art and fiction - and so, another star shines in the sky. You are the very image of a renaissance creator, and any industry that you work on is as a whole bettered by your presence - with large efforts on your part even changing the course of that industry's trends and history. Your works are intricately detailed and endlessly fascinating, spawning discussion and becoming iconic in the public lexicon...with particularly stand out examples even starting sub genres if you put your heart into them. Your creations will often stand the test of time, certain scenes and symbols becoming the subjects of movements. What's more, this allows you to manipulate Acceptance with a great ease(being capable of with a few hours enhancing one of your Creations with a whole new moveset if you stuck your mind to it, and making it stick), and pump out work after work under a sickening time crunch. As a rule, Creations from your Worlds tend to be very special and capable by most standards, having more detail and thought into every individual element put into them...and most would consider themselves lucky to have been crafted by such an expert hand.

Love's Legacy(600): The singer passes. The Song remains. There are many who say that the urge to tell stories and create things is to attempt to achieve immortality - to know that far beyond your time on this earth, something of you will remain. Many artists and creators achieve this, however, their works...their legacy is sometimes twisted by outside interference or malicious intent. No longer. Your creations are able to portray who you are and what you want to say perfectly, often to the point that even far removed in time and space your works will be able to 'communicate' for you.
Though the works may never truly change their contents - this isn't magic in the conventional sense - the way they catch the ear and tug at the heart will always be in such a way that you'd like them to for the prospective audience.
In this way, even far from you, you will be able to have just the effect on others with your writings and creations as you'd like to.

Your creations will instinctively understand you and what you would want in your absence, as well as honor your wishes.

World Building(800): The nature of this world is for those with imagination and the love of the masses to spawn worlds. Though this is a quirk of this place's laws, you now carry this potential with you everywhere. By harnessing an Audience's "Acceptance", entire worlds can be created! The mechanics of this are similar to "Atop the Forth Wall", in that the world must have a wide audience(though mercifully less of a threshold to create a world than it is to bring a character to a mundane world, something with a wide fan following to create art and derivative works from would be fine) and be emotionally/mentally invested in the world for it to be spawned. From there on, you can alter and adjust the state of the world at a whim...as long as you can make your audience accept the changes. After all, sudden swerving shifts in continuity, characterization and facts will hardly bear any emotional investment unless set up and foreshadowed. Above all else, the audience must care about and be able to suspend their disbelief about any changes or developments you make to the world for this "revision" ability to activate.(And you need an audience in the first place to even gain Acceptance.) As a side note, Worlds you create do not need to be wholly original. As long as you do something transformative with the work to the point that most if not all of your audience can agree that it's almost a completely different story, a derivative work can become its own world separate of the original story.

Creation(300)

You are a character who hails from a world of fiction, at least in the eyes of the natives to this mundane “world of the gods.” You are a relatively popular character - it does require a baseline of acceptance to bring you in, after all...the only question now is, in this world...how will you approach those who have created your world and all you know?

Genre(Free/Mandatory for Creations, 600 otherwise): You are from an anime, manga, video game or light novel not already covered by one of the Creations summoned by the Military Uniform Princess.
Pick one story from the Genre Supplement or the stories shown in Canon(listed in the Notes section of this jump), and you may create a powerset for yourself appropriate to said story's genre as part of the main ensemble or notable side characters.

If you wish, you can change the surface elements of the setting you choose to hail from so long as they don’t change the fundamental mechanics and theme of the world - the aesthetics, the gender ratios, or the names of the individual elements and the title

itself. If someone hails from that world too(such as deciding to come from Mamika's world of Magical Slayers but changing it to be cute witches instead of bright colorful mahou shojo) it'll probably be assumed you come from some very similar competing work that fits those changes.

Being a Creation has some benefits and side effects. The chief benefit is that as long as you have a high amount of Acceptance for the change, you can gain abilities/traits/knowledge from your depiction in your home Canon with a power called Revision...however, the caveat is that it has to be considered a valid development for your character, fit within the boundaries of the world of the canon you hail from and what's more it requires a large audience with emotional investment and belief in your character to work in the first place.

The side effect, unfortunately, is that your status as a Creation means that worlds with any innate ability to 'correct' undesirable things(such as Paradox in Mage) are much more effective against you, and what's more, in this world at least, you will always tax at the world's Restorative Power with overt destructive and blatantly unrealistic displays of your Genre's power. Considering that if the Restorative Power of a world is taxed too hard, the world is destroyed...try to avoid that.

Fanservice(200): Creations seem to have an unintended commonality point -save for those who were designed to induce repulsion, many of them are attractive or at least "cute." It seems that like many creations, you were designed for mass appeal, not realism. Your personality, your looks, have a slight unreality to them that 'glosses' over your minor flaws and lets your appealing traits stand out more in comparison - fits of anger become cute and endearing bouts of "tsun", a little pudginess becomes baby fat or curves and rude behavior makes you seem like "a rebel." These minor re-framings are common for fictional characters, aren't they?

All Part of the Show(200): The downside of these amazing battles between Creations in the real world is that they're very hard to explain away once insurance and the government get involved. What's worse, is that the more attention these battles draw, the more dangerous it is as Altair's plan is to stretch reality through disbelief and chaos. But avoiding that is your expertise now - with a few hasty explanations and some alibis, you could convince people that a big climactic anime battle was part of some performance art or the experimental filming of a new movie, or similar. This skill helps to minimize reactions to these situations, and what's more you actually can lower the strain on Restorative Power your abilities have on the world by "hiding" or "downplaying" how you were accomplishing such feats.

Tales are What's Told(400): Sadly, in most cases Creations would only retain their powers from their old world - the story's conventions and patterns are left behind. Many mistakes and tears are had because of this. Still...maybe a bit of that magic clung to you on the way out. The level of Acceptance you have is actually now able to grant you some assistance from fate - the "dramatic" outcomes that make sense for a similar situation in fiction are more likely to occur. A million to one chance(exactly those chances ,mind) WILL succeed 9 times out of 10, if you're around!

Loose Canon(Requires "Genre", 400): Most of the Creations that the Military Uniform Princess, Altair, brought over were those who were confined to a single role in a lone installment. This meant that, in essence, many of them were limited in what they could do and the sole Creation who showed potential for flexible revision was targeted as a potential threat by even Altair. She'll have to watch out for another potential problem -namely, yourself. With this, your home fiction has been expanded, this essentially works as two additional purchases of "Genre" including renaming the associated stories to fit with your new "Franchise" For example, if you were to have taken the fiction "Xia Spirits" and then "CHROME RIDERS" you could gain a genre package from it and label it XIA Racing. This lets you benefit from a more 'flexible' image, allowing you to easily utilize "Revision" in line with the various parts of your chosen "Genre" stories. You may take this multiple times.

Mid Season Upgrade(600): Revision can be a bit annoying to work with. It can be slow and unreliable, despite its potent power to "revise" your existence. However most Creations won't have the time needed to truly utilize this...but you? You've learnt how to do small 'shortcuts', at least temporary ones. If you have a large enough amount of Acceptance at the time of it happening, you can 'reach into the future' of your character development - for a approximately 10-15 minutes, you will be "revised" as if you had had a few months of training in advance of your situation. This, for some, could be a great benefit. However, this power is short lived - Only small bursts of competency to foreshadow your future training's gifts can be utilized. These bursts are best used as sudden trump cards in a pitched battle.

Star Power(600): The true answer when asked who would win in a fight, in the world of fiction, is "Who is more popular?" Even in Reality...Acceptance has gathered around you now to the point where it could even take that axiom alongside you. As long as you're more "Accepted"(seen as valid, popular and strong) than your opponent in a battle - their attacks and abilities will become less effective against you the greater that disproportion lies.

Simply put, if you're beloved and your enemy is seen as a poser or an upstart in comparison, you'll quickly find that the love of your fans makes it difficult for them to even lay a scratch on you. Just remember. Fame is fickle - and if you stay too long as the reigning champion, they may cheer for you to be humbled.

Items

Items discounted to origin, 100's are free to their origin.

Original Creation
Fanworks(100): Similarly to Altair, you were a popular and alluring design to work off of. A number of fan-created works will now follow you wherever you go - Literature, art, even videos and songs themed around you and your favorite aesthetics if you so wish.

Jumpfic.net(200): Fanfiction can, with love and power, become fiction of its own right. Creators start small, projects of love - and this is where they will start. You now are in possession of an extremely popular forum for fanfiction, online discussion of all media and lots of obscure media too. You're an admin here and relatively popular - it would be a simple matter to use this influence to change things here or there...and in this world, you could easily shift the tides with something like this.

Angel's Halo(400): A fan of Altair's style, then. You may take any mundane melee weapon - you have an array of them(about 20) you can telekinetically control at your will, creating storms of blades or spikes with them. You could even replicate the Military Uniform Princess' feat of spinning them at a fast pace to act as a shield.

Sirius Business(600): A somewhat cheeky gift here. This is something similar to the "copy" of Altair reserved as a secret weapon against her. While it didn't work out - you can benefit from a similar copy of yourself. This copy is mindless, an empty shell personality wise. It has many of your abilities, though it is not protected from negative interactions between your powers and abilities - it may destroy itself accidentally if you're not able to equalize it's abilities. Disembodied intelligences will be able to seize control of it at your leisure!

Creator
Pulp Fiction(100): It'd be a shame if you were to be surrounded by these fascinating stories and not be able to enjoy them as they were meant to be enjoyed, wouldn't it?

This room is filled to the brim with the related merchandise and source material for the fictions both showcased in the "Genre Supplement" and in canon - easily accessible from your Warehouse or with a key similar in mechanics to that of the Warehouse if need be.

The Feed(200): Feedback is important to a Creator, and what's more being able to speak and be heard is even more vital! This small phone has a connection to the local world's internet and acts as somewhat of a "super" social media. It gives a live feed of whatever you like to see from the internet, and when you post something with the intent to be seen and responded to it'll blow up with replies and reposts in a matter of seconds.

Studio 7(400): Without mincing words on this... if you don't want to be told what to do and how to do it you're going to need something like this. This is a package deal -all you need to set up an organization to make entertainment such as films, anime and games with the funds and setup in order to keep creative control - and be taken seriously.

Festival Favors(600): Crossover properties. So alluring in their awe quotient - but they're a legal, financial and creative nightmare. Still - this one's for the fans. This is a single "ticket" of sorts. With this ticket, you can call in the favors and shortcuts necessary to gather everything you need for a blisteringly amazing crossover of many intellectual properties, in a stunningly short time frame, a crossover that you'll have a great amount of creative control on. You could cross over about 8-10 properties and have the product ready in around a month and a half - with properties over that extending the time frame a bit further. You can also do the similar in order to have certain parts of the crossover stick in their home canon or even establish a new 'Original Generation" canon with its own development and intriguing elements- surely making sure a hated foe is killed off for real or a romance you're invested in has a change to bloom is worth the price of this choice?

Creation

Interesting Clothes(100): Fiction is always noted for its bizarre ensembles, and you apparently strive to not be an exception to the rule. You have an iconic, somewhat unrealistic but nevertheless functional set of clothes that are obviously from out of town - and all the more exotic for it.

Home Sweet Home(200): Being far from home could really put a damper on your mood - it's hard to be so far, in a world that rejects you. This room, a key similar to "Pulp

Fiction", leads to a room where effects like the world's Restorative Power cannot reach.
Not only that, however, but it is themed after a place you call "home." It could be somewhat science fiction if you hail from Code Babylon, or similarly it could be fantasy-like. In addition, it has some creature comforts - deathsticks, coffee, small snacks, etcetera to make sure it's as comfortable as can be.

Elimination Chamber(400): Not what you think. This capsule-like device with a variety of technological and magical instruments built into it is capable of measuring "Acceptance", "fame", "faith" and similar intangible measurements of faith and overall emotion - the uses of this don't need to be laid out, do they?

Innovative Franchise(600): Choose an option from "Genre" - your existing Genre themes and power sets(all of them you have, even if you took "Loose Canon") are now hybridized with them, coming from a unique blend of elements and choices that make you much more flexible - and that much powerful. You get a corresponding item or adjustment to your existing Genre items to match with this development - see Genre to figure out how that'd work.

Companions:

Like a Child(First free for Creators, 200 otherwise): It seems luck would so have it that a Creation from a world you have helped bring to life has found you, and is now willing to join your side. This new companion comes from any of the worlds available for "Genre" and have the corresponding purchase of the perk as well. They also have the perk "Fanservice" on top of this. In addition, you'll find that you now have the majority of the credit for creating the corresponding story!

Like a Parent(First free for Creations, 100 otherwise): As a Creation, or a friend, you have met and made a lifelong bond with a known Creator. If you're a Creation, then the Creator(s) you take with this option have the credit for working on any(or all!) corresponding stories your Genre powersets hail from! They have the perks "Bright Star" and "Behold my Works ye Mighty."

Like Family(100): You did not come to this world alone, did you? You may purchase this multiple times, and with each purchase you may import two companions, each with any free origin and 600 points to spend(This can be spent to purchase the Creation origin.)

Joining the Family(200): Someone from this battle of the worlds desires to join you - you may take any of the canon characters showcased in Re:Creators as a companion, provided you are able to win their trust. The only person who seems to refuse is Altair - see "The Note that Desolation Plays" to see why.

Drawbacks

The Weakness of the Heart(100): Pressure can bring out the best in people...but sometimes the worst. Be it the knowledge your world is fictional, or that you're fighting for your life, or simply that you're inadequate in some way...you can easily buckle to pressure and become indecisive at the worst time.

Uninspired(100): You are a curious paradox. As a Creator, you may somehow be financially and commercially successful but your creations are considered at best, flawed and and worst, travesties of a madman. Nobody will take your creations with remotely the amount of gravitas, seriousness or anticipation you'd like it too - they're anticipating whatever you make to be a failure of the creator. As for Creations, your source material(if you took a canon source material, your specific blatant rip off of it) is considered bland and uninteresting with little to any love given to it from either creators or consumers. Original Creations get a rather grim version of this - you are seen as either a cheap recolor or a complete joke who is well known perhaps, but given no weight as anything but at best a meme. This isn't immediately lethal - but the powers of Acceptance could make this leverage for others to overtake you.

Missed the Memo(200): It...appears you believe you're in the wrong kind of story. You put more stock in cliches and narrative elements as things that occur in reality than simply confined to storybooks - it's worse if you're a Creation, you probably assume that it works just like home. You may still prevail, but your decision making will be...compromised. Beware, the Magical Slayer was defeated because she couldn't understand her situation - don't join her as the fallen.

Come Out and Play(200): While mercifully, as a Creation of any of the non-canonical Genre options you would be your sole representative of such, the only one from that batch. But that's no longer the case. Every single piece of fiction in the Genre Supplement has a representative - in the worst case, even multiple. This isn't necessarily bad, but the increase in players means this game has become much more uncertain.

The World is a Vampire(400, 200 if you have not taken any other Jumps or Gauntlets): Normally, if you had outside abilities that did not rely on being a Creation - those would be safe to use without the interference of the World's Restorative Power. However...this protection has been taken from you. Now, your exterior abilities have the same effect on the world's Restorative Power as a Creation's.
Including the caveat that forceful use of your powers without restraint will stretch the world's existence - and the destruction of the world through the obliteration of its rationality and laws if stretched too far. If this is your first journey outside of your home world, then this takes a different dimension. Instead - you'll find that the world is attempting to enforce the end result of RE:Creators no matter what measures are taken - by interfering too much to try and avert that ending, you may in fact force a darker one to occur. You may end up becoming a knowing watcher of what some would call an unjust end.

On my Turf(400): Normally the mercy of battling against Creations is that they only have the powers granted to them by their home stories, not necessarily the protection of fate and destiny afforded by such. But...that's not true anymore. Creations now have somewhat of a "field" around them - that forces reality to align with the narrative conventions of their home world. You could brute force your way through this, but they'll gain an advantage against you similar to the full powers of the "Star Power" perk unless you find a way to turn their genre conventions against them - making yourself the underdog to an outside audience, proving you are justice, or that your resolve is stronger. These cliches may sting some, but you will have to use them or face a quite literal form of plot armor.

Crisis Crossover(600): A surge of power now courses through the Holopsicon - a grave mistake just has been made. Altair's ability to draw in characters has been expanded - now, the Holopsicon is empowered to not just bring characters to reality. Instead, it may open portals to the worlds of fiction that allow for anyone or anything to pass through and enter this mundane world. This of course, is compounded by the drawback "Come Out and Play"... Needless to say that this will force the World's Restorative Power to be pushed to its limit very quickly without clamping down on this quickly and effectively - you'll have no time to waste.

The Stars of the Night(600): Much like the star she is named after, Altair is not alone in the sky. There are many, many characters like her -born from the love of a single person, their desire, their own need to be strong and special and unique. Why then, should Altair be the only one who represents this class of Creation? Original Creations

sourced from the many worlds of fiction present in RE:Creators(such as Altair being born from a one off character of a mobile game) will now make their debut as Altair's somewhat self centered but loyal comrades. This includes the original worlds of "Genre" if "Come out and Play" is active. These OCs essentially will have the powers bestowed by "Your Rules are Not My Rules" and are at Altair's level as combatants, though lacking the powers of the Holopsicon.
They're also numerous - for every character struck down, you'll find that there are more to take their place. This crisis stacks with "Crisis Crossover" as well - altered versions of the worlds that allowed these characters to exist as well as any changes they had on the setting will start to vomit forth their derived Creations as well.
Godspeed.

The Note that Desolation Plays: A Spark Scenario

No Drawbacks may be taken.

So. You have decided to grasp for the power overwhelming? Let the game begin, then. Your mission here is simple. You must claim the Holopsicon from Altair and cease her rampage before the world is destroyed - but there's quite a few caveats to this objective. She has been informed of many of your abilities, and what you're capable of. What's more, the Holopsicon can now breach into the worlds this mundane world has no awareness of - she will call upon characters and comrades from every world you've visited, and unleash them upon this earth in search of this world's destruction. What's more, you'll find that your protection against Restorative Power has been dropped similarly to the effects of the "World is a Vampire"... and she will take great advantage of this, forcing you to battle with your greatest foes and taunt you into using your full powers...with awareness of what it will take to make you drop your caution and unleash your full capabilities. What's more, even besides this the influx of outside characters who have no such knowledge of needing to restrain themselves will already threaten the world's capability to process the "irrational" nature of the people brought in. You have a few paths to claiming the Holopsicon, but you must do so before the world dies from either the clashes of villains and heroes from across the multiverse or the devastated laws of reality collapsing.

Your first path is to defeat Altair in direct combat and claim the Holopsicon from her dead hands. This is no simple feat - while she of course is a great combatant even among those who are already superhuman fighters, she has the full power of the Holopsicon at her fingertips and will not underestimate you: she'll use whatever Movements it will take to overtake you. What's worse is that even if she can't win against you, she'll force you to exert enough power to shatter the laws of reality in the process(or be destroyed doing so). So you must win against her with brute force without upsetting the balance of this world.

Your second path is to convince her to willingly hand over the Holopsicon. However, this presents its own problems. Her heart has been hardened, and she trusts no one in this world except her fallen Creator Shimazaki- who unfortunately can not be revived without the power of the Holopsicon, a strange energy surrounding the event of her death that makes it nigh impossible to avert without it. Her knowledge of your abilities is also such that she is aware of this as well. But she's also aware that you could trick her and easily kill her without the virtal part of her near godlike powers in her hands.

She's also likely to ensure that any supernatural powers that could cloud her judgement fail, out of fear of this, using the Movements of the Holopsicon(see Notes for more). Simply put - you'll have to convince her to trust you with her only source of power, on the pure belief in your goodness and willingness to follow her wishes and happiness. Seeing as she is jaded and completely willing to end all lives past, present and future out of despair, and possibly has a sense of your history as a character...this may prove even more difficult than just killing her.

If you manage the improbable and claim the Holopsicon from her before the world dies...you have succeeded. You will have the full, unimpeded power of the Holopsicon, every Movement at your fingertips. Within the Holopsicon itself, you'll discover, is an incomplete Spark - which now in your hands has unlocked its full powers, becoming a fully powered Spark as you would normally find from an ending jump.

Finally - if you spared Altair's life, either defeating her in combat without ending her or convincing her to allow you the powers of the Holopsicon, you may take her as a Companion for the rest of your days - her belief in you affirmed by your decision to show mercy. She gains a Holopsicon of her own as well, with similar powers to her original one - though unable to overtake yours if it ever came to a contest of abilities. If you did either, you may also give up the strength of the Holopsicon and the Spark for both you and Altair - and take her along as a Companion without ending your chain.

The game is finished...Hopefully, it was fun.

It's the End

You've survived the lethal battles - what world lies next in your eyes, wanderer of worlds?

Home: Seeing this world of small pleasures and fiction has made you homesick, I see. You may return with all that you have gathered. What's more, you may note that the powers of the perk "Worldbuilding" is in effect for all fiction once you get there...hopefully that will open a few options for if you feel like wandering once more. On top of this, all of this world's fiction(both showcase by RE:Creators and implied) will now be yours to publish and use at your leisure once you arrive home.

This One: Perhaps you've found a place that will provide infinite adventure - for as long as this world turns. You may have another +1000 CP for staying here as a token of appreciation for making this your home.

The Next One: You move on, taking all that you have gathered with you as you do.

Genre Supplement

In general:

*Creations have a minor healing factor, as a rule. Not enough to recover in the heat of battle, but enough to turn what would put someone out of commission for months or years as a few days to a week or so of recovery. They also can survive wounds(albeit barely) that would instantly be a death knell for humans - such as getting stabbed through the stomach or spine.

Gun Metal Graves: BRAVES ~The Flowers that Bloom in the Snow~

Description: In a grim world battling for domination of a special resource, young men and women utilize "Iron Slaves" to fight for the interests of the rich and powerful - metallic humanoid armors that are the apex of military hardware. Even in these snowy fields, however, heroism can rise - those with great conviction and strength of heart may enter a state of extreme power and finesse known as "BRAVE", leaving a trail of rainbow colored flowers in their wake...even while ensconced in the Iron Slave! Little do these soldiers know that it is this very BRAVERY that the elite seek: The flowers that bloom on the battlefield are the key to creating the ultimate artificial warriors.

Witch Castle Monteyado

Description: Gothic Horror, characters are capable of learning or using eldritch mutating magic or are creatures of gibbering madness. Possible monster hunter character with enchanted weapons to fight the evil. A famous witch's castle starts vomiting forth creatures, necessitating people to brave the manor and find the reason. Lots of people die or go mad.

Kyofu no Sekai - Tales of Yokai

Description: SMT mixed with Yu Yu Hakusho, protagonists are capable of spiritual magic, monsters are intelligent and yokai from the myths. Ghost Hunters and their allied demons/monsters fight off the shadowy beings that haunt the corners of this world and the alleys deep in the city.

Xia SPIRITS

Description: Martial Arts Shonen, takes place in a vaguely wuxia setting a la early dragonball, where an evil emperor is sponsoring sellout martial arts clans to enforce

his wicked law. A crew of xia bust these dojos and the emperor's evil eunuch governors.

Sweet Devil ~Contract Kiss~ [2nd Layer]
Description: Otome Game where the main love interests are all demons representing the seven sins but sexualized. They're all competing for the main character's soul.

GUTS!! THE BRAVERS
Description: A sports anime following the struggles of a baseball team 'the Bravers' and their ace player's troubles on the field and at home. Blatant visual metaphors abound, with flaming baseballs and even baseball 'Stands'

The Devil's Playhouse
Description: A Crime Fiction story about hypercompetent mercenaries, criminals, and dirty cops in a tax haven city outside of the law. Complete action movie coolness.

Dividual HEAVEN'S - The Corpse of Holyland
Description: Urban Fantasy action game a la Soulsborne, The heavens have fallen, god's treasures have crushed the cities of earth, and his angels as well as freed demons walk the land. Dungeon crawl the shattered corpse of heaven merged with the cities of man and use its treasures to kill both angel and demon, as well as other seekers of Power.

Galatea Days
Description: A mobile game based around collecting the anthropomorphizations of various weapons and vehicles from across all technology levels, empowering them in a battle against monstrous representations of calamity, and even winning their hearts

Suns of Dorado: Baby the Stars Shine Bright
Description: A space opera based around the age of adventure and piracy in space - Rogue trader feeling, big space battles combined with daring swashbucklery and a desire to see gold and glory in the Dorado system and its various planets. Legends of Galactic Heroes meets Space Pirate Captain Harlock.

CHROME RIDERS in the NEON SPACETIME
Description: A heavily music-fueled racing game about going at mach speeds in sci fi environments, using slick movements, vehicle customizations and quick reactions to scrap their opponents and looking cool doing it. Retrofuturistic, merging stylish automobile designs with hyper advanced spaceships.

Notes

- It should be noted that Restorative Power also has the ability to obliterate those who directly try to breach it to an absurd degree - outside context abilities won't set it off without the drawback. The main reasoning for Altair's plan to force battles and chaos with the Creations is to 'spread out' the stress so no individual Creation is obliterated, but the sum of their disruptions would do the job for her.
- The Holopsicon is nothing to sneeze at normally. However, it's the catalyst for Altair's already inborn powers - it works with her alone, relying on this world's metaphysics without the guarantee of the Spark Scenario.
- Behold, it's KNOWN movements.
- **Holopsicon Third Movement of Cosmos, Representation Exposition**: Using her ability to revise stories, Altair can change things about her opponents, she used this ability to change Selesia's Sword Rebellion into a flower.
    - **Holopsicon Ninth Movement of Cosmos, Fate Restoration**: An ability which gives Altair the ability to make the plot of a story disappear, essentially allowing her to be able to erase things from existence.
    - **Holopsicon Twentieth Movement of Cosmos, Factor Mimic**: An ability which produces an exact copy of of her opponents ability, she used this ability to produce an exact copy of Kanoya's giant robot, Gigas Machina.
    - **Holopsicon Thirteenth Movement of Cosmos, Outline Origin**: An ability which allows Altair to take plot twists that were added to a story, and bring them back to the beginning, when used on a character, all power ups that they have gained throughout their series will be removed, reverted them back to what they had at the beginning of their series.
    - **Holopsicon Fourteenth Movement of Cosmos, The Vicissitude of Fortune**: An ability which allows Altair to change the principles of cause and effect, she can use it to negate the effects of her opponents abilities, and if she is injured by an attack she can change the principle of cause and effect that follows that attack so that she won't be the one who is injured from receiving the attack, but her attacker instead becomes the one that is wounded by the attack.
    - **Holopsicon Twenty-Third Movement of Cosmos, Fate Reconstruction**: An ability which allows Altair to be able to twist fate.

- **Holopsicon The Sixty-Sixth Movement of Cosmos, Existence Change**: An ability which allows the user to be able to over take over it's targets existence.

CANON PROPERTIES

Avalken of Reminisce - Tales Of style with a hint of final fantasy

Elemental Symphony of Vogelchevalier- Magitech mecha fantasy LN

Magical Slayer Mamika - Pretty Cure

Alicetaria of the Scarlet - Something similar to Berserk or any other dark fantasy

Code・Babylon - Cyberpunk noir, vaguely reminiscent of Psycho-Pass but with greater emphasis on high tech

Infinite Divine Machine Mono Magia - Something along the lines of Evangelion with a Gundam protagonist

Record of the Night Window Demon - A supernatural mystery story with some elements of the “When They Cry” stories, Umineko and Higurashi

Lockout Ward Underground -Dark Night- Between the backstory and the powers of its characters, we can assume it’s a mix of AKIRA and Jojo with a dose of SMT Devil Survivor on top.