

Black★Rock Shooter: The Anime Jump
Introduction

(Created by K'eth, Version 1.0)

Welcome, you find yourself in another world, another Japan… again, probably. It all looks relatively normal compared to the many places you have been that may have looked like this one. But deep beneath the surface, the real world fades into another one, one of thoughts and emotions, of grief and trauma. The Otherworld, also known as The World of Many Colors; it is here where people's intense trauma and grief coalesce into beings known as Otherselves, beings that shoulder this grief to allow these people to move on. They hold very little emotions to themselves, save for an intense love of their real self, though there are exceptions to the rule of course.

And when one Otherself meets another… they typically fight till one runs away in the pursuit of keeping their territories safe and these fights…

Are fucking badass.

This story takes place in Dawn Middle School in suburban Japan, where the protagonist of our tale, Mato has just started her first day of school and along with her friend Yuu meet a potential new friend and her… other probably very yandereish childhood friend.

In another world, an Otherself with a cannon fights to destroy the grief that surrounds her real self's friends to make them happy just as Mato, her real-self, wishes.

You start a day before Mato enters Dawn Middle School and the events of the anime commence forth.

Staying here in this strange world of normalcy and grand fights of grief for 10 years, your benefactor gives you **1,000 Choice Points** to empower you in your coming years of this place.

Age/Gender

For students you roll 1d4 + 11, for counselors you roll 17 + 1d8, and for Shadows and Otherselves, age is irrelevant and you can choose to look between 12 - 30, though Shadows who are younger are probably also 'students' at Dawn Middle School. Pay 50 cp to change your age however you wish.

A special offer, you may change your gender into female for free in this jump, though you may pay 50 CP to change it to male if you so wish.

Locations

For Student, Counselor, and The Shadow, you start near Dawn Middle School, your house (alone or with parents depending on the origin), nearby and easy to get to even when starting at the front gates of the school itself.

No, locations only really matter when you are an Otherself, and thus these locations below only matter if you pick the Otherself origin. Roll 1d8 to see which location you appear in, pay 50 CP to choose where you wish to go.

1 - Sky Gates
A series of shattered chessboard-like plains bursting upwards with continuously rapidly growing spiky stones that eternally reach towards the bright blue sky before eventually folding back down and breaking apart, shattering the ground beneath and ruining the surface of this place. There are many large, skyscraper-length sized holes in the ground where lava bubbles up and bursts violently. Exploring these tunnels can lead to the territories of the Otherselves, but they are maze-like and incomprehensible to most. While the rising stones may seem threatening, here and The Pit are the least likely areas to begin in combat.

Do watch out for any Otherselves that might be traveling here however, combat here can be quite hectic.

For the most part, any Incomplete Otherselves usually form here and hide about until they're fully formed and able to carve out their own territories.

2 - The Playhouse
A twisted toy house filled with broken-up enlarged dolls, lego blocks, buttons and various other broken up toys and large (edible) macaroons can be seen emplaced as walls or otherwise littered about the place. The sky is cracked and pink-tinted and high in the sky is a house, a recreation of one of the houses within the Real World, but…

"*Go away, go away~"*

Oh no… this is Chariot's Land, unless you've made her into a companion or have a certain drawback, prepare yourself for combat or to run, this isn't going to be fun.

3 - Heaven
Grey-tinted skies greet you in this place, a series of caverns of church-like ruins and chains running about the sky. This place has an unusually high amount of Incomplete Otherselves, and don't appear to be hostile unless one intends harm to them in the first place.

This place is Black★Gold Saw's territory, but she often moves about from various territories and The Sky Gates to keep an eye on things, she should be the least hostile among the Otherselves due to her nature as a protector of the realm and has the closest connection to her real-self, Saya, than anyone else. If you want to start a conversation, this would be the place to do it.

4 - The Pit
Another sky of grey with thousands of chains littering about the place other than a vast expanse of grey desert, there is a massive hole leading into an abyss, filled with the bodies of dead

complete Otherselves. This place appears to be strangely taboo and only the Otherself known as Strength appears here, dragging any dead Otherselves to be tossed in the hole.

Sometimes, you may even see dead Otherselves rising up out of the pit and walking back into their territories… How strange.

5 - Necromancer's Throne
An noxious green sky filled with dark clouds leads down to an extremely shallow sea of a neon green substance where rocks and tombstones poke about from the surface of the liquid. Skeletal familiars of Dead Master roam about here and are generally hostile to anything that dare approaches their lady's territory.

Dead Master herself, however, is more passive and if found here, so long as you quickly make your leave without a fuss she won't try to stop you or attack. Poking and prodding about may be rewarded with aggression though if you have taken her as a companion then that will not be the case.

In later times, the appearance of this place will change drastically, so be on the look-out for Dead Master being engulfed by a mountain of chains.

6 - The Twisting Cube
This massive floating rubix-like cube in the middle of an orange sky is the territory of the Otherself known as Strength and shifts and twists to the Otherself's own desires to help her in combat or otherwise make a home for herself. The only way off the cube is to jump where you'll eventually land in the Sky Gates… somehow.

The Otherself known as Strength is one of less hostile Otherselves out there and appears to be the only one that'll speak without prompting on her end… if you have her as a companion… Well, you'll know her true story.

7 - The Chessboard
An offshoot of the Sky Gates perhaps? This is mainly a massive flat plane of a chessboard where the occasional spiky rock can be seen littering the area, it is surrounded on all sides by mountainous versions of these rocks and it a blue-tinted fog can be seen around the ground and the sky does not shine here, the Chessboard seemingly completely underground.

This is the territory of the Otherself, Black★Rock Shooter, and it's best you get far, far away from this area as she will not hesitate to cut down another Otherself in-order to 'help' their real self get away from their trauma. Even if you were somehow a real self down here, I wouldn't bet it unless you've made her into a companion.

The only saving grace you have is that she rarely resides here, but that might change if you make too much of a fuss and raise suspicions.

8 - Free Choice, pick whichever option you'd like to go.

Origins

(Each Origin gains a discount on their perks, 100 CP Origin perks are, as always, a freebie for the Origin.)
All origins can be chosen as drop-ins, but some of them are more viable as drop-ins than others. Otherselves, The Shadow and the Student are fine, but a Counselor will raise more questions depending on how long you want to stay at Dawn Middle School.

Student -
You're a new student that just got enrolled to Dawn Middle School, otherwise pretty normal, I mean, some would say you're a bit more peppy and cheery than most, maybe you make some friends faster than usual but that's just your natural outgoing spirit!

Huh? No it isn't like that, oh, okay… Well, you've got a loving family either way and that goes a long way too.

The Shadow - (200 CP)
You're… not supposed to be here. Where are your parents? How did you get enrolled into this school? Where's your shadow… and why does nobody seem to remember you?

It's because you're not a real person, you're someone's Otherself, but you've been switched with them, they couldn't handle the real world or something more strange and they managed to warp their life with your own. With a range of emotions that you're kind aren't used too and a body slightly unfamiliar, you're going to have to get used to a world where almost nobody knows you exist or can hope to remember you in the first place.

That Mato girl and her friends however, seem to be able to see you, alongside the guidance counselor, Saya, maybe you should get with them?

You have unlocked the Otherself Creation Table and have 1,000 OPs to spend there

One other besides you appears to also be a Shadow.

Counselor -
One of the guidance counselors at Dawn Middle School, you work with Saya Irino in Dawn Counseling and are otherwise a regular adult for the most part. She is your boss in that regard and seems to run a pretty nice ship, with an almost instinctive know-how of how other people tick and how to bring them up… or down, though you keep such things to yourself at the moment.

Maybe you learned a thing or two from her.

Alternatively you may be one of the teachers of Dawn Middle School that hang out with Saya a lot, either by circumstance or intentionally. Either way, it will quickly begin to show that

something isn't quite right with some of the students or Saya herself and you'll probably have to figure out what's going on soon before something bad happens.

Otherself - (400 CP)
Awaken, and witness the World of Many Colors. Somewhere in the world, a person's trauma and grief has become too much, too saturated and you have formed in its wake to give peace and shoulder the burdens of your 'real self' out in the real world. When they would feel emotional pain, so do you feel this pain and lessen it so it does not become crippling for the person-in-question. Normally, while you'd have autonomy, you'd also feel a strong love and urge to protect your real-self and to follow along with their subconscious wishes but since you're paying for CP you don't need to heed these instinctual urges.

This comes with great power, and abilities but it also comes at the cost of being locked into the Otherworld unless you pick a certain perk or have any Out of Context Powers that would allow for your escape and the fact that there are many other powerful Otherselves that won't think twice about fighting you to keep their territory safe or go out to fight you if their real self starts interacting with your own. While some real-selves are able to realize their connection with their Other, this is not the case for you and you'll have to find ways to get any messages you want across to them.

Picking this origin grants you access to the Otherself Creation Table and 2,000 OP and the Otherside Territory Table with 1,000 TP.

General Perks

A World of Many Colors - (Free/300)
The Otherworld, the manifestation of thought and emotion whereupon the Otherselves reside inside to shoulder the burden of grief placed upon them. This is a world where this system resides naturally, but you may leave this world someday and with it the world… and the Otherselves with it.

By taking this perk, if you are an Otherself or have Otherself companions, a section of the Otherworld comes with you, in the form of your territories and it will not interfere with any other of the new world's systems even if its extremely similar to the concept of the Otherworld (IE: The Warp from Warhammer) and thus the existence as an Otherself is safely maintained.

If you pay 300 CP, you may instead bring the system of the Otherworld and Otherselves into the entire universe that you're going into. Allowing the Otherworld to mix more freely with the new world's systems, morphing and changing what is or, becoming an entirely different system that everyone can still interact with as you so wish. Primarchs with Otherselves merged together? Sure, why not!

This system is toggleable so you can choose how the interaction works on a general level (does it mix with similar systems or is its own thing, does your companions and yourself just have it or does the entire world have it.) Though you can only toggle it at the start of your jump unless you've some way to bypass this restriction and you will be warned when the world's systems

might interfere in ways that will make your jump harder or completely unrecognizable to what it was before.

Can You Hear My Cry? - (Free/100)
An anime soundtrack plays around in your head in any suitably dramatic moments. They fit the style of the Black★Rock Shooter world and so sound a little bit similar to Kingdom Hearts music if anyone wants to have a reference, though there are often darker undertones. Normally this music plays only for you and your companions and cannot be heard by others, but if you pay 100 CP than this music plays for everyone you allow to listen to it and yes, they can be distracted by it or otherwise react at the sudden music that's playing out of nowhere

Drawn By Huke - (50/Free to Otherselves/The Shadow)
You look like an anime character, just straight up really pretty to look at. While it does give you this general aesthetic, this perk also seems to give you this… ethereal almost ghostly quality to you and your eyes are also quite glowy and expressive. Expect one of your eyes to burst into colorful non-lethal flames whenever you feel intense emotions or in suitably dramatic moments.

Also, as a bonus unless you almost never get dirty even when wandering about dust-filled caverns or long patches of desert, no more getting sand in your shoe! You can toggle this perk off and on, but if you're an Otherself then this effect is mandatory and can only be toggled off post-jump.

Student Perks

Fast Friends - (100)
Seems like everyone nowadays likes to sequester themselves with what few people meander up to them on the first day of school and become enclosed in a bubble. But you ain't like that, you're able to make friends with the best of 'em, somehow hidden from the prejudices and preconceptions that other people have, all it takes is one conversation and you'll be going to each other's houses and braiding each other's hair… if you're into that sort of thing.

You've this strange sort of charisma that's suited towards making and maintaining friendships even with multiple people, this isn't going to help romance that much if you're looking for that, but it will help in getting that first step across.

Club Keeper - (100)
Seems like you're one of those out-going sorts, doing more than is necessary, or maybe you're just talented and enjoy the things you do. Whatever the case, whenever you join the optional part of an organization (school in this instance being an organization), you'll automatically become proficient to the skill of what this optional part either requires or trains, this proficiency is up to an expert level in it and cannot be supernatural in-nature, if you leave this organization/the optional section than the knowledge will quickly leave you unless you've spent at-least a month within it and then it will become permanent. Pick a drawing club, maybe your pictures will make a pretty penny, go to the track club, olympic athlete, easy, and so on.

Hates None & Never Hated - (200)
Saya described Mato Kuroi as the kind of person who had up until middle-school hated no-one and no-one hated her. Perhaps it was her generally positive demeanor and personality or… something more, but while times have changed, you've picked up something or two from Mato and have gained this strange quirk as well.

It is very hard, almost impossible for people to hate you, be angry, disappointed, or annoyed, sure, but never hate. Spiteful, bitter enemies become rivals, that creepy yandere sees you more as a pest to tell off rather than torture and maim for getting in the way of her love, grudges are sweeped away and if someone hates a group as a whole so long as you didn't personally earn their ire they won't even target you.

And that's an important bit, this protection only lasts so long as you do not hate them yourself, so long as you do not express this hatred for a person or organization, whether through words that can be heard or actions that can be felt this protection will last… but do not heed this warning and they can hate you as well, and if this happens it does not matter if you return to not hating them, once this change occurs it cannot be undone.

Foul-Mouthed Friendship - (200)
Say a mean word with a pretty look, and the crowd goes wild, looking shy and introverted only adds to the appeal. You can be as mean and dirty-mouthed as you wish, speaking off to people and generally being quite vitriolic and these acts seem to increase your likability and the ability to form friendships so long as you don't really mean them or don't get physical with your actions. Insults and the like are taken as jokes without any misunderstandings when you mean them to be alongside similar phrases.

Basically, whenever you're an asshole you can make yourself into a funny asshole or be even seen as 'cute' when you say it in such an adorable way, enough to make yourself desirable as a friend at the very least. It also helps in preventing friendships breaking by clearing up the misunderstanding and intent of your words to people.

Masochistic Will - (400)
Oh dear, are you sure this is alright? To take such pain into yourself, eagerly, readily, without apparent cause or concern for your own well-being… It reminds me of a certain girl. Your willpower has been massively boosted, able to feel as though your arm has ripped off or both of your legs shot and broken and keep on going despite the pain and with only a single shout of pain instead of the crippling anguish that should overcome you. You've the will, the *gall* to say that you will be the only one to feel hurt, that they need not hurt yourself for me, in-front of your Otherself, a being made for the sole purpose of taking your grief and trauma to help you without blinking.

And perhaps that is more literal than you or they think. You can now take on the emotional and physical pain of others, suffering them and alleviating them for the person in-question. If someone has lost an arm, you can suffer through that loss and let them have their arm again,

take the grief of a lost loved one or family member to let them move on peacefully. This perk doesn't make you more physically durable so the physical portion of this ability will more likely to be unused, but the mental and emotional pain of people around you can be handled easily enough with your enormous pool of willpower.

You have to be close to the person, both physically and emotionally to activate the second portion of this power… due to the nature of this power, your Otherself would automatically count as someone available so you can take away the pain they feel from… you…

Don't think about it too hard.

Seeing Shadows - (400)
Mato, Yomi, Kagari, Saya… these four are the main characters of Black Rock Shooter and their various interactions and Otherselves pave the way for the story… but aren't you… forgetting something? There's someone else, someone that was friends with Mato at the beginning of the story, right?

Ah, yes, Yuu was her name, how could you forget? The Shadow, everyone else forgets her, save for those with Otherselves, save for you…

You can no longer be made to forget things, your memories of the people you meet do not wither, when someone is trying to drive your attention away from them you instantly note it and who that person is. Those that look bland and unassuming no-longer look to be so if they're *trying* to look bland and unassuming or are otherwise supernaturally made to do so. When words fade on a page because all information about this person removes itself, you'll still see the words, the video footage as it always was. If you draw them, if you write about them, the information will stay, no matter what and you won't go insane from it either if knowing about them causes such things.

The shadows, whether intentionally or not, can no longer hide from your sight.

Merge In Transcendence- (600)
The bond between an Otherself and their real counterpart is often one that is not readily realized from the real part, but once you do know it's hard to not realize it or the intense love that the Otherself feels for you. You are instinctively aware of any beings that are attached by even the smallest amount to your soul or mind and how they are utilizing this connection. Want to know if Khrone can use your hatred and rage for himself or any of the other Chaos Gods? This connection will tell you and it will thankfully not be noticed by any of them unless explicitly told.

The two major powers this perk grants is you now can start to merge and utilize the powers of those 'connected' to you, by concentrating upon this connection you can either try to take possession of their body and use it as you will, with how well they're connected and how powerful they are in comparison to yourself increasing the difficulty. You cannot be harmed by this possession other than feeling their pain, but… trying to take control of something like

Khorne with just this perk alone is pretty much impossible, possessing your Otherself on the other hand is much easier.

You may also utilize a portion of their power for yourself instead of straight-up possessing them, coming with none of the drawbacks of having to fight to get them under control but typically being weaker than them. The more powerful they are, as well as how loose this connection is, the more time it takes to begin using their abilities.

Due to the nature of this connection and how you've opened yourself up so heavily to your Otherself, the Otherself Creation Table is now open to you and you gain 500 OP to spend on it.

Bonds Beyond Even The Stars - (600)
"The tiny bird flies in the blue sky. The sea reflects the blue of the sky. The blue reflection is the sea of the sky. The sea of the sky cries blue tears. Among those blue tears, the tiny bird flies."

The friendships you forge are simply unbreakable, and made of gold, never losing its luster and shine. Nothing can tear you apart when the bonds are made, not insanity, not deception, not curses, not amnesia, not accidents, not even time itself can stop these bonds from shattering. You know, deep in your heart who your friends are and they too know you, the greater the connection with your friends the more you'll both be able to respond to each other's desires and make each other happy. When fighting for your friends or your friends fighting for you or hell, anyone else that could be considered close to you, your power rises considerably, rising to meet the threats that seek to end you or your loved one's lives.

But sometimes that is not enough when all of the chips are down, an opponent or force is just too strong, too unbelievably unfair in its strength that there is nothing you can do but just die with your pitiful friends…

Look them in the face and say 'fuck that!'

Once per year you can pull upon the connections between you and your friends to empower one of blows to impossible heights. This attack cannot be dodged, it cannot be blocked, or maneuvered against and it *will* destroy them in one hit, nor it can be stopped when you decide to begin this attack, you taking all of their hits like it's nothing in the process. If you wish, this attack can have a wide area of effect if you're looking to destroy more than just one opponent and is pretty freeform in its variety of secondary effects you can place on them, amplifying the attack you were going to use as something more. This attack will also usually have a rainbow aesthetic to it.

This attack however, can only be pulled off if this threat is also seeking to destroy or otherwise harm your friends alongside you, though said friends don't need to be right next to you to pull this attack off either.

If you wish for your friendships to be able to fade or just not feel the emotions of your friends, you can toggle those portions of the perk off.

The Shadow Perks

Blending In - (100)
Who are you? Just… just a shadow, no-one important, no-one deserving of mention. So long as you don't try to shout things out or make a big fuss with actions, everyone will overlook you and see you as nothing interesting even if you would otherwise look like you'd draw an eye. You sort of look like you belong to the areas in unless you're trying to deliberately look like that isn't the case and those with supernatural perceptions may be able to note that you don't belong but those normal grunts and teachers will pass you right along.

This perk can, of course, be toggled off.

Withered Instincts - (100)
You don't belong here, this land, it's far too peaceful compared to the other place, but despite that, you're still an Otherself, just in the wrong body and those skills you were made with, those have never disappeared.

You will never lose skill or potency with any ability you have or have had in the past. Lose the power to shoot lightning at the strength of generating thunderstorms? If you get it back it will not be as a spark of lightning, but instantly being able to create the same strength of lightning when you were at your peak. This of course doesn't have to be entirely combat skills and powers but isn't that what you're good at?

Hmm, well, over here, it seems like such non-combat skills will be of much more use.

Memories of Anotherself - (200)
You're not them, you just… look like them, but perhaps that is enough, no? The closer you look to someone else, the more you're able to draw upon their memories and personalities to help complete the disguise that you're going for or otherwise help you pick up the pieces if you're not so sure of what you are anymore. Due to picking up the memories of this person it'll also allow you to utilize their skills more effectively, even supernatural ones if this transformation you're in allows for that sort of thing.

As a bonus, you're able to fool items that only allow one person to use them so long as you look like them in the first place. If you look like Ainz from Overlord, you can use the guild staff without any problems and so on.

Fading Away - (200)
Shadows should not be, and yet they are, Otherselves in the real world, it doesn't… really work, the world doesn't know how to handle it and so do the people who don't have Otherselves.

While Blending In makes you look inconspicuous, Fading Away straight up removes the memories of people after you leave their sight, pictures no longer have your image in it, words in documents fail to describe you, and recordings show you eerily absent. This does not stop supernatural means to locate you, but that would require someone knowing about you in the first place…
Some might be able to break through this, but they would be hard-pressed to do so and the strength of this perk grows stronger with time.

You may toggle this perk off and on or have certain effects of it active some not if you so wish.

You Look… Just Like Her - (400)
And even though they know you're not the same person, they still can't help but not make that final blow. Whenever you look like someone's friend, lover, or family, even if they know you're not the same person they're unable to raise their hand against you or are otherwise predisposed to giving you the benefit of the doubt and liking you, especially when they really shouldn't. This effect is significantly increased when the person-in-question is missing or otherwise known to be dead, and decreases significantly when that person is within sight or otherwise close at-hand.

You may have this do the opposite effect if you wish, inciting hate and rage if you look like a foe's enemy or rival even if they know they're just tricking you, so as to make them sloppy in combat or focusing on other things if you're able to taunt them with their voice.

The closer you act to the real person also makes this perk more powerful, while a thin facade will weaken it, just never enough to be useless.

Friends In The Least Likely Places - (400)
And you're back here… in this never-ending battle, this never-ceasing war of emotion and grief… but you have learned much while in the real world, perhaps you can teach it to the others here, make friends as you've done while elsewhere?

You can make friends with even the most bloodthirsty or near-emotionless things out there. Something about your presence giving them to spark to be more than they were created or made to be and allows you to get words in-before any form of combat and makes it so that your words are heeded and understood before anything else goes down, you've the charisma for defusing impossible tense situations and getting combat junkies to think and stop whatever violence they're about to go with. This doesn't work on beings with absolutely no emotions and you probably aren't going to stop an omnicidal maniac with this, but with anything else you've a good chance of making friends, and helping them make friends as well, including with other similar near emotionless beings.

A must have for anyone traversing the Otherworld and not wanting to be getting instantly attacked by an Otherself.

Awakening of the Soul - (600)

Your real self, before they left for the Otherworld, maybe they had a close family member, a single friend that kept them steady when all else scorned or belittled them, or something else. Whatever the case, just before they left, they managed to make them promise to do… something for them, and even if they didn't truly understand, the significance of the event formed an Otherself that swore itself upon upholding that promise, a connection that the real self realized as soon as it was formed.

You too can do this, you can now artificially awaken an Otherself from a person so long as they have a soul or sapient mental-state capable of actualizing grief or trauma. While this usually requires the person to make a promise to you or an ideal, that need not be the case, a personal speech to inspire or drive one forward may also bring it about (think like awakening someone's Aura from RWBY.) This Otherself is much more stable than their brethren and while they love their real self above all else, they'll see you and your real self in a positive light, not attacking them outright and willing to listen to what you have to say… so long as you don't hurt their real self afterwards. In some cases they'll be happy to help you if they come about from a promise to protect you or something similar.

Those awakened in this way are automatically made aware of this connection between their Otherself and gain a weaker version of the Rekindling Connection perk for their Otherself only, this also tells you and them the name of the Otherself as it is ultimately required to fully form the Otherself at the end of this process.

There may be a way to make multiple Awakenings at the same time, but it would not be able to be achieved from this jump alone.

As a bonus, you may utilize this power on yourself if you somehow lost your Otherself (or real-self if they swapped places with you), or they have died to bring them back or resurrect them even if there is no connection remaining, forgetting your soul or love is not in question. Though such a thing is quite exhaustive, and not to be used lightly.

Swapping Lives - (600)
Your real self couldn't take it, the stress, the pressure, the laughs and the jeers at their expense… it almost broke them and so they left it, the pain, the suffering of the real world, switching places with you in the process and… it has taken a little while, but you think you understand the trick they did in-order to do this and can now replicate it.

As long as you're aware of a thing or person's connection to your mind or soul (as per Merge With Transcedence's rules), you can swap both their location and lives with your own and vice-versa, including across dimensional and universal barriers. With how powerful and how insecure this connection is making it more difficult to pull off, next to impossible depending on certain beings though you can strengthen your chances by being close to their power or finding a way to strengthen their connection. While you can choose to simply teleport to them or have them teleport to you with a somewhat less difficult chance to do so, the main part of this perk is swapping each other's lives.

It is as it says, when you swap their lives, they become you and gain any abilities you allow them to gain in that moment and they are forced to take on your perspective, emotions, and personality to a fault though not all of them are overridden. When you swap with them, you gain their memories and their powers but you are not beholden to their morality like you are and even if you were to switch them back, they'd still have aspects of your personality and morality interfering and overriding their own… though you may disable that portion if you so wish if you're wishing it to be less invasive.

If one of you are killed or are otherwise erased from existence, you or they snap back to their original life.

Due to the nature of this, your real self or Otherself count as incredibly easy to swap with and could allow an Otherself to get into the real world. Due to the fact that you can now potentially access the Otherworld in its entirety with this, as well as become your Otherself by swapping lives, you gain access to the Otherworld Territory creator and 500 TP to spend as well as the Otherself Creation table and 500 OP to use.

Counselor Perks

Guidance - (100)
You're a guidance counselor… or a teacher, either or, you're able to easily make your words sound advice to those listening and have a knack for teaching and getting people to learn. As well, you're a good listener and you know what just to say to make a person better than they were, get them out of a bad headspace, you do however have to know their history and what they're going through to start helping them, though this on its own is a good start to properly mending mental wounds.

Or start making them worse… if you so wish…

But you wouldn't do that, would you?

Interesting Trivia - (100)
It can be hard to open up to someone you don't know, someone that's been told that you should just blindly trust to make every problem of yours better or at the very least, not worse than it already was. You just need to… ease them into it, that's all, and then they'll open right up.

You're a master of small-talk and conversation starters, able to not only sound interesting to those you talk to but also to get them to engage with you and talk properly. Maybe you'll spout a joke that gets them to laugh suddenly and the conversation flows from there or you'll have enough knowledge on a subject that they like to get them to go on a tangent to what you want to talk about properly.

This comes with a low-level of general knowledge from the world you're in, enough to start small talk and keep it going, a cursory glance with some tid-bits and trivia the people you're talking to

might not know about. Gaining new relevant knowledge with each jump you go too, changing for each different culture/race you speak too.

Seeing What Makes Them Tick - (200)
A hard balance, to know so much about a person through their little tells and microexpressions, the emotions and undertones behind their cheerful words, to see something that can be used to harm and taunt them and not do such a thing, to make them feel better…

You're very good at picking up other people's emotional cues, personalities, what they like, what they dislike just from casual observation of them, with more of their history opening up as you get close to them and start talking, to the point that they start to almost become an open book to you and it'd take someone actively trying to suppress their emotions and facial reactions to start letting them avoid your all-knowing gaze and even then doing such a thing will probably tell you a lot about them anyways.

Alongside this, you know what to say to get them to react a certain way, playing on the emotions of the unaware is trivial and so it is as well to get them to a better state than they were before… or into a depressive spiral. Needless to say, it's also incredibly hard to lie to you as well.

Picking Up The Pieces - (200)
When the notion of everyone, everything you've known is shattered, left with only a single promise… the only thing left to was whallow away or pick up what pieces remained and keep on going on through life.

Surprising or unpleasant revelations can no longer drive you into shock or insanity as you've been given the will to stomach and when such a thing leaves you without a person that you've cared for, for so long that is now gone, you don't break down over it, you're able to live with it, to adjust to the unpleasant change and take it in stride. Additionally, you're no longer phased by fakes or mimicry of things or people you care about or otherwise know, you won't hesitate to pull the trigger on a familiar face, since you know for a fact that it isn't the same person. You're also pretty good at putting that same notion into other people's heads if they're going to have to fight or hurt someone that looks like their friend or lover or can look like them.

All Is Forgiven - (400)
Wha- bu- how?! You literally just traumatized three girls back to back to back to the point that their mental states were deteriorating, sure it was for… a good reason but people certainly aren't rational when you do something like *that!*

You can get forgiven for a… lot of things, so long as you've some justification for it, people won't personally blame you or get mad at you at the things you do even if you've personally just traumatized them to fulfill some vague goal, including their friends, they'll be able to see your point of view and understand that you've little 'choice' in your actions. This extends to things like crimes and government as well, so long as you aren't directly just straight-up killing or raping

people you're going to get off scot-free without anyone coming after you. Those of a more villainous accord may ignore you, though those with morals and such may still be affected.

You can of course, toggle this off.

Emotional Echoes (400)
The resounding reverberations of thought and grief replay themselves harshly across your senses even in another dimension, just like Saya felt, perhaps as a result of her closeness to her Otherself thanks to her friend's awakening of it.

Events of extreme emotion echo out to you and are felt like memories playing out briefly telling you of the actions leading up to the event and the event happening itself with the emotions in this act feeling like the most clear thing out of it. This works across dimensions and universes, especially if the dimension's laws work more on thought or emotion based rules than ones running on natural physics.

At first you can only see events of what you wish to focus on, if you're focused on a certain location or person than only events pertaining to them will be shown with the more time you have this ability and the higher your ability to multitask and handle certain subjects with a higher will, will you be able to see more of these events play out. But, knowing if your mental traumatizing of that one kid to make their Otherself stronger works is pretty useful.

This can be toggled off, if you don't wish to be distracted suddenly.

Deepening The Wound - (600)
Twist the knife, salt the flesh, and poison the blood, but never enough to kill, never enough to break completely. There are things, sacrifices you have to make, forcing others to sacrifice for you, in their mind and sanity to keep that promise, to keep that one person safe.

Can you do what it really takes? Can you handle what you'll do, what you have done, in the end?

We shall see…

You are a master at gaslighting, mental torture and other forms of producing or amplifiing trauma from the most simple of methods, prodding and poking, saying insults in their face about their life and continue on as if nothing happened, as if you didn't just say that and you'll be so convincingly believable that they'll think you didn't say that, that it was all in their head even when it clearly wasn't. Enflaming paranoia, making them think they're their own worst enemy, piling on and on the troubles of their life until they think as though they can't do anything, until this pain and grief starts taking over their life.

But the worst part is, you're a master of making sure they can never break completely, that they'll never see taking their own life as a viable method to get out of the pain and hurt of their existence, you can't utilize their Otherself if the real self is dead after-all…

Deepening The Wound like this greatly increases the strength of their Otherself or other mental/soul-based powers at the cost of well… making them increasingly unstable as well. Though you may forgo this aspect of the perk if your aim is to simply prolong their torture.

You may use this power for good, however it is much harder, pulling into their inner mental strength and empowering them and their Otherself to do the right thing or any other mental or soul-based equivalent power. Unfortunate as it is, but you probably don't have enough time to use the 'good' version of this power unless you've some way to help, though they'll also be much more stable in the end as well.

Rekindling Connection - (600)
Something… happened, when you awoke to your Otherself, or you were awoken by your real-self… someone managed to awaken them for you in a process completely unlike the normal formation of the trauma and grief that happens to all other people who get an Otherself. This has stabilized your Otherself greatly, and the connection between you and them are greater than most, able to use them like a proxy to help you with your goals and perhaps even help those with unstable connections as well.

As long as you're aware of a thing or person's connection to your mind or soul (as per Merge With Transcedence's rules), you may attempt to command them as if they were a proxy of your will, through this you need not feel the pain and backlash of trying to possess them like Merge With Transcendence but they'll be able to interpret the orders and commands you give more vaguely than you might like with some more following the spirit of the orders than others. Of course, if they're much more powerful than you and if the connection isn't strong enough then they'll be able to shrug off commands that much more easily.

For those successfully commanded by this perk, their abilities and powers increase if the task-in-question is beyond their normal ability, possibly not enough to match the intent of the order but enough to give it a try and have a chance, if however small, of completing it. This power fades when their orders are complete.

Another useful thing this Rekindling has granted you is your words hold a dispelling property related to possessions, able to knock controlling spirits and demons from the host with a heart-felt sentence or two about trying to get the person to take back control of their body. This also works on the opposite, allowing you to increase the chance of a person successfully taking control of the entity they're trying to possess via similar means. This property of the perk seems to increase in significance if you use a commanded proxy to address them for some reason, seems quite ironic, no?

Due to the nature of their being, your Otherself is seen as an easy target for this perk no matter what.

Otherself Perks

Connoisseur of Body Language - (100)
Otherselves are not… known for their engrossing personalities for sure and rarely if ever speak, rather leaving it all up to minute body language and various expressions to any sort of 'talking' for them.

Thankfully, you seem to be an expert in translating and understanding body language to normal words, including various expressions, such things scream out to you when they mean and you're able to express back and 'talk' to other people by just using your body alone. This seems especially potent when using it to 'talk' via combat, projecting your feelings out there… telling your real self how much you love them via beating the shit out of them, perhaps? Hmm… that is a bit heavy-handed I think…

This only works on those with a body-type that is at least vaguely similar to the one you're currently using, you're not going to be able to understand what a mass of tentacles is saying when it wiggles its feelers in a certain way… unless you can turn into a similar body, but you'd be able to understand what an animated skeleton is 'saying' if its sapient so long as it's a humanoid skeleton.

"Go Away, Go Away~" - (100)
Don't they know that she's yours? That it's rude to *take* what isn't yours? Maybe they don't know, they didn't see the signs… guess it's only fair to tell them to…

Go away~

You can project an aura of palpable menace without changing anything about your expression or body, enough to horrify or unnerve those of strong will, this intimidation effect increasing when you do actually decide to use words and morph your face into a dead grin. So unsettling is this menace that you're able to cause others to back off or not even dare approach those you consider 'yours' even if that something is a person. Of course, this effect isn't unbeatable and some will be able to push through it but it will always have at least some effect, even if the thing you're using this on is a soulless emotionless killing machine it will give them pause, if only momentarily… and that maybe is all that matters.

As a bonus you're quite good at ventriloquism and throwing your voice, perfect for playing with dolls and such.

Comfort In The Bloodshed - (200)
For Otherselves, the fight is a constant everyday part of their lives where it is rare when every waking moment isn't spent fighting and maiming, though not necessarily killing per say. If you

aren't fighting, you're hanging out in your territory waiting, but for the most part it's walking from one place to the other to get attacked or attack others.

Needless to say, doing that constantly with no foreseeable end in sight can get… mind-wrenching to say the least. While you will not find yourself fighting more than usual (if you can get out of the Otherworld), you're able to take comfort and pleasure in fighting, not actual bloodshed unless you were already into that sort of thing, this comfort allows one to replace the need of social contact and conversation that would derange most others after a while. You're able to keep a steady focused mind after years of combat and are able to return to a normal life without accidentally hurting anyone with misused instincts in a life that no longer needs it.

Such a thing is not that useful in the Otherworld, but in other jumps or if you've found some way to get out of the Otherworld as an Otherself, quite useful.

Fight Dirty - (200)
It's a constant war in the Otherworld, one with no innocents, one where no line may not be crossed in the pursuit of seeing one's real self happy. One has to take every scrap of advantage they can get and you… have plenty.

You're a master fighter of almost any weapon, including hand-to-hand, but you've a particular focus on the strange, enlarged, and wacky, giant scythe that can turn into a chain? You can easily wrap it around the heel of your opponent's foot and swing them around before stabbing them in the face with the end of it. Giant machine arms that can act as miniguns for each finger? You know how to combo both your ranged attacks and your strength to empower each of your blows with a bit of extra kick.

Alongside this you've perfect awareness of your surroundings, easily able to fight hundreds if not thousands of weaker foes by yourself and come out-on top, picking up weapons from the fallen and using them and discarding them as you please like it was a dance. The environment is often never to your disadvantage, fighting while sliding down massive chains is just as easy as fighting on solid ground for you and moving waist-deep in water doesn't impede your movement in any noticeable way. Tactics also get a boost as you're able to plan your next moves calmly and concisely as you're being flung into the air while upside down and missing an arm, somehow, someway, you'll know you're going to come out on top.

As a bonus, you seem to know how to modify items and weapons made out of thought and emotion with relative ease, knowing how to integrate regular materials that shouldn't fit with them or otherwise finding paths to upgrades to improve their capabilities in time.

Emotional Resonance - (400)
Normally the connection between real self and Otherselves are somewhat loose with emotional pain and intense instability being the only two major things that can get properly transmitted between two, that or the death of an Otherself causing one's emotions relating to events in their memories to vanishing, but the connection between you and your real-self has… widened,

allowing a variety of emotions to come through and be transmitted into the more flimsy physical laws of the Otherworld.

Any being connected to you via soul or mind that is aware of this connection can transmit their emotions and thoughts through to you, as a form of telepathy, but the main portion of this power is allowing you to take the emotions they send to strengthen you in various ways. Take their rage to increase your strength, happiness for speed, sadness for durability, with various other emotions producing other potential boosts and effects for you. You can, of course, prevent a being from using this connection for their own ends, so you have no worry of being possessed or corrupted using this.

You may force this connection if you're aware of them and they aren't of you to gain an emergency powerup with whatever emotions they're feeling at the moment, at the cost of them potentially learning about you and the connection with the chance increasing the more liberally you use it. You may alternatively send this emotional resonance to them, empowering their body for a moment as they would do to you, though if their bodies aren't built to handle such things they may grow tired more quickly than normal.

Allies of Convenience - (400)
In the Otherworld, proper allies and alliances between Otherselves are rarely if ever formed, but focusing on the bigger threat or more reviled enemy often leads to convenience making itself known, you've a knack for seemingly exploiting this fact and making sure that in the end you'll be the last foe fought by anyone else in a free-for-all battle.

When in fights, combat or even larger scale wars between multiple enemies or factions, you or your faction will not be targeted first unless the focus of this battle or war is centered around taking you out and you alone. You need not even communicate, you and your newly-found 'allies' will not attack each other until the other threat is defeated and if there are still multiple enemies attacking each other, they won't go after you or yours until it is just you and them left. You may use this to plan a sneak attack, but after that for the battle or for the war, all bets are off and enemies can and will attack you just the same.

You also have a knack for working together with your allies, temporary or not and comboing each other's attacks and abilities for far greater effect is entirely possible even when you or they normally wouldn't just work together like that. There's also an entirely possible chance that working together with such enemies might gain you a more permanent ally at the end of the fight or at least leaving on good terms so long as you don't sully that trust placed upon you.

Rebirth of Memory - (600)
"*We have no feelings. However, some things are important to us. The girls who are so very important to us are crying. They're hurt. Our precious… precious… wounds. "*

There are some things not even death can take away and memory… is one of them. While Bonds Beyond Even The Stars makes your friendships unbreakable with those you care about,

Rebirth of Memory makes it so your memory is eternal and cannot be damage or edited by any means, including those you care about will have such a memory be considered eternal, the feelings felt by such memories can also never lose their appeal or importance unless it would be for the better.

However, as you are partly memory, it would do you no-well for death to take you away and so this perk acts as a One-UP, resurrecting you in a flash of blazing light of your choice, usually in the spot where you died but you may also automatically teleport to your warehouse or your Otherworld Territory if you have one as you resurrect. That is not all however.

All of your One-UPs, including this one have been upgraded to also do the following when you resurrect: Firstly, when you resurrect, all negative conditions placed upon you are removed and revoked, if you were insane when you died, resurrecting would restore your sanity, an infernal curse placed upon your soul would wilt into nothing, a lost arm that normally could not be healed would be restored, a forced transformation into some monstrous form would see you restored to your true self, etc.

Additionally, when you use your One-UP you can also resurrect with you all of your dead companions in this process or anyone that you consider your friend or otherwise hold strong memories of… which could potentially be a lot of people with this perk.

Insanity of the Other - (600)
The juggernaut of the broken star tramples over all.

When a Otherself's real self becomes traumatized from directly witnessing the actions of their Otherself, typically after killing or brutally maiming the Otherself of their friend or loved ones, the connection between them becomes a destructive feedback loop of continuous on-rushing grief and guilt as the real self believes that were the one that did that, if only for a moment, but it is enough to shatter the Otherself's own sanity in the process, a usually impossible process, that turns the Otherself into a horrifically powerful juggernaut that could possibly even destroy the entire Otherworld.

Whether your real self witnessed something similar or not is up to you, but in either case, you may enter an 'insanity' mode where your form changes as well as your color motifs (typically purple but it's up to you) and alongside that all of your abilities, perks, and items that you have on you take on an 'insane' bent and become vastly more powerful in the process, whether that insanity is more destructive… or constructive is up to you though you can switch the 'theme' of the insanity every-time you go into the mode.

As a baseline, your durability, and strength increase massively, you become a walking mountain able to take an unbelievable amount of wounds and keep moving on like it is nothing, in this mode only hits that would completely obliterate your body have any chance of killing you, anything less and you *will* walk it off no matter how impossible it may seem, as well, you feel absolutely no pain and think nothing of ripping off a nearly cut off arm with the nerves still

functioning if its impeding your way or if regenerating an entirely new one would be faster than letting it heal back while hanging on. You do not stop, you do not tire, your stamina is limitless while in this form and unable to be exhausted by any means.

This insanity also impedes any attempts to mentally control or possess you, even when it isn't active, you're immune to being possessed by any sort of method or power and are highly resistant from being mind-controlled or calmed down if you do not wish it.

This form is not permanent and exhausts itself after an hour, but the amount of havoc you can bring about in that time is simply staggering, after being used you will have to wait at-least a day before using it again… unless you've some way of using it more, there may be ways after this jump to increase the time within it.

Acting insane is mostly optional, but this perk will certainly help you in doing so.

Items

Origins get their items discounted and the 100 CP item free.

General Items

The Tiny Bird & The Colors (Free): A children's book that seems popular within this version of the world, a story about a small bird that ventures to the exciting 'World of Many Colors' visiting each area and adding new colors from the lands to her wings. Places like the Blue of Tears, Orange of Smiles, Pink of Sneezes, Red of Anger, and so on, but while it initially starts with the Tiny Bird's new colors being a happy thing, adding so many colors eventually turns the Tiny Bird's feathers black and brown, resulting in the ending with the Tiny Bird dying as it falls ever deeper into a black hole…

Not exactly a normal children's book, but it seems to help in reading Japanese kanji and is a favorite among most people here. You gain two different copies, the first edition that has a different picture on the cover than the others and a later edition which strangely has an additional few pages where it details the Tiny Bird manages to come back from the black and have its wings turn into the White of Life, where they continued to go about life and do various different things alongside exploring the World of Many Colors.

Reading either edition grants the reader a sense of happiness and hope that things will get better, though the later editions certainly have a more chipper note to it.

The books are returned to your workshop if lost or destroyed within seconds and are never far behind if you just want to grab at it and go.

You may have them translated into different languages when you get it if you so wish or have multiple copies in different languages.

Student Items

Braided Bracelet (100): A simple brightly colored bracelet made of yarn with your favorite or otherwise most relevant color. Anyone else who wears such an item and are considered friends are able to have a small sense of their emotions and how well they are feeling no matter the distance.

An interesting note but the bracelet will quickly wear itself down to nothing when your strongest wish or desire has been fulfilled though you'll get another one a day later even if it is destroyed via other means and cannot be lost, simply being found on your person if it is so, the bracelet always fits comfortably on your body no matter what kind it is and is not harmed by your body if it is of a more unnatural note.

A Collection of Board Games (200): A collection of board, card, and tabletop RPG games that you personally like or at-least would come to like if you don't know any yourself. Other than impossible to destroy or lose, those that play with these games are always sure to have at-least some form enjoyment derive from it and if there are any friends or closer people playing with them they will never leave the game having lessened their love or friendship while doing so… so go on and be as annoying as hell in Magic: The Gathering or Monopoly, you'll be fine.

Friendship Phone (400): A state of the art phone (for 2012 mind you), that always seems connected to the internet despite possibly not having any way to do so and will always be able to reach your friends or loved ones even if their phone or other devices shouldn't be able to normally receive such a thing. This phone cannot be destroyed or lost, but the most important aspect on this phone is your text messages or any other messages you receive or make with this phone always make you or the receiver understand the intent and emotions behind such message even though you'd normally not be able too, if someone texts 'I'm sorry' you'll be able to feel such emotions from it and vice-versa… or if they don't mean it at all.

This phone updates to the latest in whatever jump you go too if there's a better phone out there, though you may keep it as is or switch it around if there are multiple different types of phones around.

Mansion (600): You or rather, your parents (if you're a Student, if any of the others you own it), have a mansion of either a western style similar to Yomi or something more eastern like Saya's parent's home. This comes with several guest bedrooms, massive regular bedrooms, several rooms to play around in, attics and basements filled with various supplies, a large kitchen and dining room and filled with basically everything a normally wealthy house from 2012 would have and it all works even if it normally wouldn't, there is unlimited electricity, and other forms of power to make everything in the mansion to work, including like powering the internet for computers even if there should be no connection and has an infinite amount of basic if tasty food stuffs as well as running water.

The Mansion itself is protected by a high rising wall with optional stairs if you want to make it seem like the mansion is on top of a hill and there is an electronically locked door that cannot have its lock picked by any means and can be opened from inside the house. There is an intercom next to the door that allows others to speak into it along with ringing the doorbell. Those that approach the Mansion even with the intention to sneak in are compelled to ring the doorbell and say hello into it, an excellent anti-stealth strategy for the unwary and even those trained to resist such mental impulses will still have a hard time ignoring it.

If they try to brute force it, they'll find both the mansion's own walls and the outer walls to be nigh-impenetrable and unbreakable, either that, or it fixes itself rather quickly, your choice.

Post-jump you can place the mansion anywhere in the world or have it be placed as an attachment to your warehouse.

The Shadow Items

The Shack (100): A rundown two-story house with no inhabitants, not even animals scurry about or plants grow here, like it was forgotten by the very world. It has the most basic of necessities but nothing else, however, while it is a shitty place to live, it is a place and for some odd reason nobody seems to ever remember this shack or even think that anyone would live in such a place even if they were looking for a criminal and this would be the most obvious place to check, it would still go overlooked.

Only those you bring here will remember it or acknowledge it and the house seems to actively resist being cleaned unless with supernatural powers. Post-jump this can be placed anywhere in the world repaired from whatever damages suffered in the previous jump or brought as an attachment to your warehouse.

Shifting Uniform (200): An ever-repairing, ever-changing uniform that fits to the location you are currently in. If you're trying to sneak in as a security guard at some bank or mall, the outfit will change to fit with what you're doing, sneak into a school, change into the school uniform, sneak into a pizza place, you look like an employee and so on. This doesn't change your physical appearance, just your clothes, but it will work on all of your clothes, including accessories if necessary to fit the part. Cannot be lost, but it can be traded to another if you wish, has the defensive properties of a bulletproof vest even if it normally would not be so but it cannot get stronger than that material.

While the uniform does not change your physical looks it does supernaturally help you disguise yourself better, giving your lies and tall stories more cover and believability than they should, making sure people don't poke their nose too hard into something that they shouldn't.

Mirror To The Other (400): A strange, unusually large vanity mirror that seems to perfectly set itself into any wall you place it into, though it has its own separate stand if you so wish. It cannot be shattered, nor lost and while it can act as a regular mirror you can have it also peer into other

dimensions as a form of scrying, by default this will show you the Otherworld, specifically your Otherself's Territory if you have one though you can will it to move about or switch dimensions so long as it isn't in the one you're in.

Of course, placing this in the Workshop will be most useful, but this is also one of the few ways to straight-up prove to others not in the know that the Otherworld exists. This scrying effect is otherwise impossible to notice or dispel unless you're actively trying to get caught while using this, so do be a little careful with it, okay?

The River (600): It seems a lot of big dramatic things happened here, maybe even your real-self swapped spots next to this riverbed. This swath of the riverbed found within this city alongside the land surrounding it has seemed to become your… property, legally owned by you, not that anyone would remember it, but they do know that someone owns that large portion of it. You may also have it become an attachment to your warehouse and have it be a copy rather than it directly being the original thing 'stolen.'

While within the area of this river, any soul and mental-based abilities increase significantly in power, making things like scrying or planning fights around this area particularly useful if you're okay with your foe using such a boost if they have such abilities. The most potent of the river's boons isn't the boost to soul and mental abilities but rather whenever someone unlocks or otherwise gains a latent power like their Otherself awakening, or perhaps one's Aura (from RWBY), the potential and overall strength of that ability rises past to what they would normally get, usually to twice its potential and starting strength though some particularly lucky people might go beyond that.

That portion of the river's properties cannot be used by anyone but you or your companions and thus you don't have to worry about your foes somehow managing to get a power-boost by sneaking into here. Post-jump, you may place the riverbed within anywhere in the jump, at the cost of making it usable to those who knows its there… and it also looks out of place cause the river will be definitely be noted that it was once part of a city or town, just without the city mysteriously around it.

Counselor Items

Infinite Coffee Mugs (100): You got a cabinet filled to the brim with coffee mugs of typically white color with a blue symbol imprinted on it, you want ducks? You got mugs with ducks, you want pencils? You got mugs with pencils, you want cars? You got mugs with cars and so on. The cabinet however seems almost weightless so long as its doors remain closed and the mug you want is at the front row of the cabinet when you open it and if any of the mugs are destroyed than then another one will take its place as there is quite literally an infinite amount of mugs within this cabinet, no the mugs will not fall out if you tip the cabinet down, you'll have to physically pull them out if you want to do any shenanigans.

On another note, drinking coffee with these mugs seems to make them far more refreshing than they otherwise should, though you can always use them to drink other things if you're running out of normal glasses.

Apartment (200): It's… an apartment, within the city, seems to have all of the bare necessities, including T.V. and a computer if a basic one for this kind of place, even if you really shouldn't have the necessities like internet and power in a medieval jump. You don't seem to pay for rent or any other taxes related to living within this place and no-one will question it. It's spacious for an apartment, reasonably so and is home if you've nowhere else to go.

Post-jump you may move this apartment to any other city and have no-one question its appearance or otherwise have to pay anyone to keep it there, useful for owning property in an unexpected space.

Student Files (400): A series of evergrowing files placed within an unassuming yellow folder, filled with information with the people you meet, it gives their physical description, full name, a picture, how well they're fairing within educational studies or an equivalent if they've never gone to school and most importantly for you, their psyche evaluation as if from a professional doctor and therapist (as dictated by Jump-chain, so, pretty good), giving you multiple insights into their personality and history and especially if they have any problems. Will also give you an overview of their abilities and skills if they have any.

The files cannot be taken out of the folder, teleporting back to it unassumingly if you move it more than five feet away from the folder, and the folder itself cannot be lost, destroyed, or read by anyone you do not want to read it, making the words and images turn into gibberish. The folder never gets heavier past a certain weight and will always look at-least partially full even if you only have a few papers in it and when you open it, the folder will open to the file you are looking for always unless you're not looking for anything in particular.

You even have a file on yourself… if you really want to read it, there's probably multiple pages worth of files on you if you've been at this long enough.

Dawn Consulting (600): The counselling room within Dawn Middle School, definitely better than your apartment for sure, at-least on looks rather than function. This room has been extended around 20ft or so in both the length, and height department, something about the budget increasing for guidance, an unexpected boon for Saya and now, you.

The room has an inviting cozy feel to it, and those within it are more free with their feelings and letting people know of their problems whether that be ones at school, home, or something more esoteric. Your perks or skills in guiding, and utilizing therapeutic measures show more and greater success than they would otherwise when not in this room, with those leaving as though they're seeing the world with new, clearer eyes, like a dawn was right in-front of them.

Alternatively, you may use this room to help you unsettle or unnerve those within it, turning the feeling of a cozy home to weird alienness, taking your warning words and insults to heed more than they would normally like, causing their world to turn darker than it already was and maybe even send them into a spiral of doubt that can possible be used to your own ends.

Post-jump, the room becomes an attachment to your warehouse or you may place it out within the world, which causes it to become sort of like a house that only has one unusually long room. Either way, if destroyed, the room/house restores itself within a day, good as new.

Otherself Items

Box of Macarons (100): A simple white-pink box of 12 macarons cookies, filled with the flavors and colors of your choice or a random assortment if you just want to have some on the go. Closing and reopening the macarons refills the box with another random assortment, or again, your choice of them. The box itself cannot be destroyed or lost, being found nearby when you go to reach for it.

If you choose the color and flavors of the macarons, they have an interesting subtle effect to those you give them too. You may choose which emotions and feelings those macarons color and flavors represent, giving a blue macarons with a blueberry flavor to someone may tell them that you like them as a friend, giving a grey-patchy sugar-creme macarons may tell them that you do not like them and you do not want them to be here and so on, but once you choose what the macarons represent they cannot be changed until you go to a new jump.

The emotion effect only works if *you* give the macarons, they taking them for themselves means nothing. Those who are given the macarons intuitively understand the ‘message’ your sending, but may not act on it, mayhaps thinking they’re going crazy, specially if you give them a red macarons with cherry flavoring that gives them the impression that you hate them and you’re going to kill them.

A fast way to get into Kagari or Chariot’s good graces if you offer them this box.

★ *Outfits (200):* A wardrobe, here? Huh… well, this wardrobe attached to your workshop or placed somewhere inconspicuously in one of your homes or Territory is filled to the brim with clothes and outfits that fit the general aesthetic of the Otherworld, kinda skimpy for some, elegant for others, lots of hoods, giant bladed heels and removable claw arms, due to being made of thought and emotion these clothes are as about as durable and sharp as your will and wit and restore themselves quickly after they’re destroyed. They fit you perfectly, and can resize for anyone who is trying to wear them. Most of them have a star pattern on them, though you can go without them. They are quite iconic and seem to inspire hope when seen by your friends or allies.

Odd Recreation (400): When I thought the wardrobe was weird in the Otherworld, this takes the cake however. It’s… well, it seems a part of the real world has just sort of appeared within the

Otherworld, whether that's a perfectly recreated house that your real self lives in, or a park that they frequent or even the entire school they go too it looks decidedly unchanged and eerily empty despite the miasmic and twisting nature of the Otherworld.

Indeed, this 'piece' inside your Territory or attached to your Warehouse is immune to any attempts to reality warp it or anyone inside it (save for your own reality warping if you have any), it could sit within the heart of one of the Chaos Gods domains and be completely and utterly unaffected by the corruption surrounding it, even if they directly tried to affect it, such changes would just slide off it, including anyone who was inside or around it would be immune to any attempts to twist or corrupt them, it's not indestructible however merely resistant to damage, though it restores itself quickly enough that only a continuous onslaught would be able to keep it down and if they don't do it constantly, it will swiftly return to a pristine state.

Unlike other buildings/places here, post-jump, this either stays as an attachment to your warehouse or it can be placed *only* in dimensions and universes not bound by physical laws, acting as a spot that seems to meld the material's laws and this new plane's ones. Of course, if you have some way to subvert this, go right ahead.

The Unturned Key (600): A dagger-sized King Saw, the weapon that the Otherself of Saya Irino, Black★Gold Saw uses, while it works as an effective back-up weapon, sharp enough to cut through stone and steel like they were hot butter and can even break down supernatural defenses its main property is when it is stabbed into the environment.

When stabbed and turned to the side, The Unturned Key locks into place and can only be twisted out by you and you alone, immovable by any other means. The key stops the destruction of the multiverse, universe, or dimension you're in, no matter what that cause is, a sentient force of malevolent darkness consuming the worlds stops in its tracks, paralyzed and unable to move or affect anything anymore, a tear in reality pulling all apart freezes in time and everything that was being pulled falls back to the ground, a supermassive black hole no longer affects anything with its gravity as it stays still in the movement, an army of evil that was about to use a weapon that would destroy the universe would be stuck in place, etc.

This effect is absolute and unstoppable by any means as per fiat, but as a cost of this as you may notice, The Unturned Key *stops* the destruction, it does not fix or reverse it and the reality of the place The Unturned Key has been stabbed in becomes a bit… static, unchanging. This should be utilized to give you time to fully remove and fix the problem, not be placed forever in the world before it starts going into an inevitable loop.

The dagger itself cannot be lost, stolen, or used by anyone but yourself and it cannot be destroyed.

Companions

Unless otherwise stated, assume any companions you import or get have 800 CP to spend on perks or items.

Denizens of the World of Color (100/400):
Import up to 8 companions into any origin save for the Shadow or Otherself origin, if you spend up to 400 CP for this, you may have them enter into any origin and you may have that companion gain a real-self or Otherself companion as well, this extra companion does not increase your companion count if you import both of them at the same time. One of your companions gaining an Otherself is self-explanatory, then getting a real-self is more… confusing, fan-wank appropriately.

Your Otherhalf (Free for Counselor and Student, 200 for Shadow or Otherself):
You gain an Otherself that helps you manage any grief or emotional pain that you are feeling. While they help you deal with such pain, they cannot end it on their own, you must be the one to take that first step. Taking an Otherself as a companion means you might not necessarily have any pain or grief that needs to be shouldered by them, but that is fine if a bit confusing for them and they may have feelings of listlessness if they feel like they're unneeded.

However, the most important thing about an Otherself, is that they love and cherish you unconditionally, with no thought for their own well-being. Everything they do, they do to try and make you happier, even if they don't completely understand how to do that. Nevertheless, your Otherself will never think of betraying you, but they might have some weird views on how things work.

Typically an Otherself will look like you with some differences as noted by the Drawn By Huke, maybe some claws, bladed legs, horns, tail, or any variety of odd features along with generally looking like an older version of you. You may, however, change their appearance as you wish, so long as they look at-least a little bit tangentially related to you… you may even make them the opposite gender to you if you want.

You are automatically aware of your Otherself and dream about their actions while falling asleep, your connection with them being stronger than most. But unless you or they have Swapping Lives as a perk (or something else from another jump,) you're not going to be able to interact with them in the real world until you leave this jump in-which case they can get into your Warehouse and go from there. While your Otherself is in their territory, your mind and soul are protected from intrusions as your Otherself fights them off viciously, stuff like possessions and mind-control are fought off from the inside as your Otherself either fights the possessor or a representation of the magic or effect, you resisting with their fighting will help them beat them off and allow you to deal with the threat in the real world if it can be fought.

Otherself personalities are vague as they don't have normal emotions save for their intense love for you, but it is entirely possible for them to grow past their instincts and become more normal and have regular emotions, especially if they're able to enter the regular world, but their love for you is simply eternal and will never vanish even by supernatural means. Due to this, if you're up for it, it is entirely possible to get into romantic relationships or something more with your Otherself… it might be a little weird, but, hey, love is free and they certainly don't mind. You may

also modify their starting personality a little, give them quirks and what-not to help them find what they are, but only time will tell what else they will become.

They gain all of the benefits of the Territory and Oherself Creation tables as per the Otherself origin.

If you have an Otherself as The Shadow or a Otherself, uhhh… fanwank appropriately, it'd be a weird relationship but it'd become more normal post-jump where you may pick a more human/based in physical reality origin.

Your Real-half (Free and Mandatory for Otherself, 200 for Counselor and Student, cannot be taken by The Shadow)
Your real self, the one that you love with all of your heart and would take their grief and trauma to ease the hurt they feel. Unlike the Otherself option, this real-half of yours has pain and sorrow in their heart enough to form you, you feel their emotional pain as physical pain for yourself, though due to your nature it is easily bearable so long as they don't become too unstable in which case all bets are off.

They are only vaguely aware of your existence as of this moment, having dreams of your fights and other actions up to so far, but due to your unique nature you're probably able to clue them in on what you really are if you set them on the right path. Of course, having something like Swapping Lives would allow you to just teleport right next to them and skip that tedious part…

Your real self looks like you if you weren't a jumper, save for some anime-esque touch ups thanks to the world you're in.

They either gain the benefits of the Counselor or Student origins.

If you pick this option as a Counselor or Student, then they are your twin and they love you very much (sibling love goddammit.)

A note to Otherselves, due to the fact that this option is mandatory for you, you do not have to take your real self with you onto other jumps if you do not want to deal with handling their emotional grief if they still have any by the time of the ending of this jump.

The Shadow's Source (Free and Mandatory for The Shadow, cannot be taken by any other origin.)
The pain, and suffering of the real world was too much for your real-self, even as you tried to ease the sorrow by yourself it was not enough, it was *never* enough and so in their suffering decided that they would leave the pain entirely, leave the real world… and come to yours. But it would not be without an exchange, someone would have to suffer and you as an Otherself was ready for such a thing, and so you swapped lives, they came to the Otherworld, taking your power as their own and you took their life but without anyone able to remember who you are or even have a shadow yourself.

They now possess your territory and powers of what you'd have gotten if you were a regular Otherself and are innately aware of the connection both of you possess, able to speak to you and transmit visions over your dreams. They have the same basic characteristics as the Otherself companion, but they do not have same love or loyalty to you as a regular Otherself would be… they do however see you as a lifeline and someone to tightly hold onto, it'd be easy to make friends with them as they desperately desired it when they were in the real world.

Their appearance is more free-form than the real-self companion and basically follows the Otherself creation line and they automatically possess a weakened form of the 'Shifting Lives' perk, only able to shift their life with you and not anyone else, or are able to teleport to you or you them.

They otherwise act as though they have the benefits from the Otherself origin.

Arata Kohata/??? (100, Free for Drop-Ins)
Captain of the Dawn Middle School's basketball club, this brown-red haired teen appears on the surface as bold, tomboyish and excitable but she holds an insecure side that she manages to overshadow with her seeming boisterousness and want to carry all of her problems by her own. If you've met her as a Student, Counselor, or The Shadow you managed to strike up a friendship when you were younger but have since drifted apart until you met her back in Middle School and continued that friendship when you finally found her again, she seems to enjoy your company and so it shouldn't be that hard to ask her to come with you when this is all over.

If you're an Otherself, than you haven't met Arata Kohata's Incomplete Otherself, but when you do, you will be saving her from Black★Rock Shooter's rampage and manage to get her away from there and thusly earn her thanks however silent it may be. Unlike Arata herself, her Otherself is a skittish, fearful sort, appearing as if ready to jump at her own shadow if she had one. Setting her up before she fully forms into a complete Otherself and makes her Territory will earn her eternal gratitude and aid in any future engagements, making convincing her to turn into a companion an easy task.

Arata has the two freebies of the Student origin and Masochistic Will, her Incomplete Otherself has the two freebies of the Otherself origin, and Allies of Convenience, and has all of the freebies of the Otherself Maker and any powers you choose for her are not gained until an hour later along with her Territory.

Both Arata and her Otherself count as one companion.

Kagari Izuriha/Chariot (300, Discounted for Student)
Yomi Takanashi's childhood friend (and perhaps yours now,) long, messy blond hair and hazel brown eyes, she appears to be confined to a wheelchair for the moment. Apparently, when Yomi and Kagari were much younger, Yomi had to leave for a few years due to her father's work, Kagari tried to follow and was hit by a car as a result, thankfully the car did no permanent

damage but for whatever reason, Kagari believed herself unable to walk and could, seemingly, never walk due to some mental block.

After this, Kagari's personality turned… possessive towards Yomi and believed herself unable to do anything without Yomi helping her and would not go out to school, or outside, and prevented Yomi from ever trying to get any friends. Yandere essentially and she does not hide her dislike of anyone who dares approach her precious Yomi whether through giving them food she hates or using her doll 'Mary' to spell it out verbally. She manages to get better later on, but has to have her Otherself, Chariot, die for that to happen and then be reborn.

Chariot is Kagari's Otherself, looking like an older Kagari with brighter blonde hair and yellow glowing eyes, wearing a gothic lolita dress with a black crown, clawed hands and razor-sharp wheels for legs. She wields a sword and shield when she isn't riding her spider-tank, Mary. She is of a sadistic, untrusting bent, prone to panicking when things don't go her way.

If you have Kagari as your companion then you are childhood friends with her along with Yomi. If you chose the Student and Shadow you're either the 'little sister/brother' of the group or the 'older sister/brother' if you chose Counselor. You are the only other person other than Yomi who Kagari will rely on and trust and with you aiding Yomi, you're able to thankfully alleviate most of Kagari's issues by the time you get into the jump, but it's not all settled, she's still seemingly terrified of the outside and won't go to school or make friends and she can't seem to be able to walk but she no longer completely relies on you or Yomi to do anything anymore. In-order to help with this particular problem… it may be wise for you to stop pitying her.

If you're an Otherself, then your real self is the one who is the childhood friend alongside Yomi to Kagari, you on the other hand are on unusually good terms with Chariot and possibly Dead Master as well. Your real selves have problems but it's not as fragile as it was before and you have formed… what could be considered a friendship between you and Chariot. Do be wary of her possessive streak, she won't fight you unless you want to spar, but she certainly has some yandere tendencies to be cautious of.

Kagari has the two Student freebies, "Go Away, Go Away" from the Otherself origin, Foul-Mouthed Friendship, and All Is Forgiven from the Counselor origin. She has the Box of Macarons and Braided Bracelets items and otherwise benefits from the Student origin.

Chariot has Drawn By Huke, all of the Otherself origin perks save for Insanity of the Other, and she has the Box of Macarons, ★ Outfits, and Odd Recreation items.

Otherself Powers: All of the freebies, Unusual Body (Razor Wheels), Object of Endearment (Macarons), Supernatural Speed II, Supernatural Durability II, Regeneration II, Melee Weapon with Additional Melee Weapon (Sword + Shield, one form), Suggestion of Gravity (Air Time), War Mount (Mount of Endearment, Extended Transportation (Climbing)), Swarm Master (Spiders)

Territory Traits: Massive Size, Scarred Sky, High Complexity (Toybox), Labyrinth Insides, No Control, Corruption.

Both Chariot and Kagari count as one companion. They do not have any remaining CP to spend unless gained by drawbacks, nor TP or OP as well. Unless you want to spend your own.

Yomi Takanashi/Dead Master (300, Discounted for Student)
Kagari Izuriha's childhood friend, (and possibly now yours) she has two black wavy twin-tails and green eyes. Due to being so close to Kagari, their story is closely related and thus can be read above to get an idea of how things are going so far. While you companioning Kagari means you were closer with her, companioning Yomi means you're closer to her and are able to help her with getting out of taking 'responsibility' of Kagari, a fact Kagari hates, unless you've companioned both of them which causes you to be close to both of them and hopefully mended this relationship a lot by the time you get into the jump proper.

Yomi on her own appears calm, reserved, and polite, but Kagari preventing her from making her friend has stunted her ability to make small-talk making her awkward and shy, seemingly aloof enough to drive any potential friend away from her. On her own she will make friends with Mato Kuroi which will lead to the plot of Black★Rock Shooter to take place. Seems to have an issue where she breaks down when no-one relies on her, seemingly spawned from her relationship with Kagari.

Dead Master on the other hand looks like an adult version of Yomi with black hair and vibrant green eyes, she has horns and clawed hands and wears a black dress with heels. She wields a large scythe that can turn into a chain known as the Dead Scythe. Her personality seems elegant and restrained enough to not outright attack someone who has helped her, though she appears to have a habit of being kidnapped. If you're an Otherself than your real-self has been friends with Yomi for a while, enough for Dead Master to see you in a good light and perhaps you've even helped her get free from Chariot's influence which definitely wins you some points in her books.

Yomi has the two student freebies, Hates None & Never Hated, Seeing Shadows, You Look… Just Like Her from The Shadow origin and Interesting Trivia from the Counselor origin. She has the Tiny Bird & The Colors item, and all of the Student items. She also has a unique ability where she can create copies of the Braided Bracelet on her own and give them to other people.

Dead Master has Drawn By Huke, all of the Otherself origin perks save for Insanity of the Other, and only the ★ Outfits item.

Otherself Powers: All of the freebies, Supernatural Strength II, Supernatural Speed II, Regeneration II, Melee Weapon (One Form, Chain-Scythe), Corrosive Body, Chains That Bind, Army of Emotions (Skeletons, The Specials (Giant Hammer-wielding Skeleton), Bodyguards (Twin Giant Skulls that can form into a giant monster))

Territory Traits: Normal Size, One Entrance, Moderate Complexity (Tomb Ocean), Some Control, Patrols, Acidic Ocean, Central Structure (Throne), Chains of Binding.

Both Yomi and Dead Master count as one companion. They do not have any remaining CP to spend unless gained by drawbacks, nor TP or OP as well. Unless you want to spend your own.

Saya Irino/Black★Gold Saw (400, Discounted for The Shadow)
The head (more than likely, the only one,) guidance counselor at Dawn Middle School, running Dawn Consulting for any student that is having problems with school, or even those of more personal manners. She might not be a proper therapist, but when she gets down to it, she's very good at making people open up about their feelings and having them talk so she can try to push them in the right direction…

Or break them down so they form an Otherself or make their Otherself stronger. A kind, caring facade woven around a manipulative personality all for the sake of her goal of protecting her friend from Black★Rock Shooter, the Otherself known as Yuu Koutari, a human girl who's pain and grief was so great that her Otherself could not help her in containing it, so she decided to switch lives with her Otherself and found the Otherworld's life of almost constant combat a better alternative to the loneliness and pain fo the real world… save for Saya who was her only friend before she vanished. She promised to protect her and the Otherworld from destruction, and so she and her Otherself dedicated her time to this task. While it seems like her manipulative personality is the truth, it is in actuality another facade, she hates doing what she does and wishes there was another way to protect the Otherworld from Black★Rock Shooter and guilt often consumes her and her actions.

Black★Gold Saw on the other hand appears to be confident and collected with a rather… gentle, accepting demeanor for an Otherself, being the most in-tune with her real self they often have 'conversations' together with Saya, she also in-general seems to know a lot about the Otherworld itself, probably as a result of becoming its protector.

If you've companioned Saya as The Shadow or Counselor, you were probably around the time where she was a teen and still in school, having become her friend through that way, with you as a Shadow possibly reminding her of Yuu as well and if you companioned Yuu as well than you possibly have met them both at the same time. If you've companioned her as a Student then you're on particularly good terms with the counselor and her guilty conscience seems to rear its head every time she's with you and wouldn't think of trying to traumatize you like she had done to others… calling her out on it might be enough to straight-up break her.

If you've companioned her as an Otherself than you were maybe born from one of the times Black★Gold Saw used her watering can to create Incompletes, she saw in you the potential to turn into a complete Otherself and helped you set yourself up, protected you before you formed a Territory and went your own way. However, you've met her a couple more times and your friendly disposition and you remembering her fondly seems to have surprised them and dare

you say, even happy a little bit, maybe even enough to draw Saya's own attention. What this means between the connection of your real self and Saya is up to you…

Saya Irinio has the entire Counselor perk and item-line.

Black★Gold Saw has, Drawn By Huke, the entire Otherself perk line save for the Insanity of the Other and she only has the ★ Outfits, and The Unturned Key item. Her weapon, King Saw, can, as a special ability, act as a less powerful Unturned Key.

Otherself Powers: All freebies, Supernatural Strength III, Supernatural Speed III, Regeneration II, Creation of Memory, Transferal of Boundaries (Water Walk, Shatter Barriers, Forced Transportation), Scrying (Scrying Projection), Suggestion of Gravity, Melee Weapon (One Form, Energy Slash/Beam, Skyscraper Blade, Weapon Projection)

Territory Traits: Large Size, Closed Off, Portal Barrier, Moderate Complexity (Church-like Ruins), Cavern System, Some Control, Chains of Binding

Both Saya and Black★Gold Saw counts as one companion. They do not have any remaining CP to spend unless gained by drawbacks, nor TP or OP as well. Unless you want to spend your own.

Strength/Yuu Koutari (400, Discounted for Counselor)
No, the words above haven't been mistakenly switched. Strength is a Shadow, an Otherself that has been forcibly switched into the life of their real self and vice-versa. Strength has taken the place of Yuu Koutari and Yuu Koutari has taken the place of Strength. Strength is an excitable and perky girl with a teasing side and doesn't seem to care all that much about learning in school… probably due to the fact that no-one remembers her save for those with Otherselves. It hides a sadder side of her where she wishes her real-self would come back to the real world and get back with all of these possible friends she has. The real Yuu was a stoic and silent girl with a horrible home life and was constantly bullied in school, her only friend was Saya Irinio who took great strides to take care of the beaten down girl, but it was not enough, the pain too great and she switched lives and has since become… a bit deranged and bloodthirsty, but she has never lost her friendship with Saya and she's generally affable so long as you are too.

If you've companioned Strength as a Shadow or Counselor, than you've more than likely met the real Yuu while she was friends with Saya and was her only friend alongside Saya, while you did liven up her days, it was still not enough to stop her from switching over and in the case of The Shadow, probably gave her the idea to switch over in the first place. If you're a Student, you were friends with Strength, one of the only few people to remember her, maybe even childhood friends alongside Mato Kuroi and thus made her more greatly enjoy her time in the real world despite no-one else remembering her. You're capable of remembering her, even if you normally wouldn't be able to.

If you companioned her as an Otherself, than you've formed a friendship with the real Yuu in the Otherworld and alongside Black★Gold Saw, effectively her only friend down there, needless to say its been a while since she talked to her and she has a bit of a shy streak… perhaps you can get her to come back to the real world after everything is said and done, maybe even save her from Black★Rock Shooter's rampage.

Strength has the entire Shadow and Otherself perk-line save for Switching Lives, Awakening of the Soul, and Insanity of the Other, she also has the Merge With Transcendence, and Club Keeper perk from the Student origin. She has the Braided Bracelet item, and The Shack and The River items.

Yuu Koutari has the entire Otherself perk-line save for Insanity of the Other, she has the Switching Lives and Awakening of the Soul perk from The Shadow perk-line and she has the ★ Outfits item.

Both of them have Drawn By Huke.

Otherself Powers (For both Strength and Yuu Koutari): All freebies, Supernatural Strength III, Supernatural Durability III, Regeneration III, Unusual Body (Four arms,) Elemental Manifestation (Fire,) Combo Weapon/Ranged Weapon (Ogre Arms, Extra Form, fist/minigun weapons, turns into more powerful miniguns, piledriver with four arms.)

Territory Traits: Small size, Closed Off, Portal Barriers, Low Complexity, Labyrinth Insides, Cube Control

Both Strength and Yuu Koutari count as one companion. They do not have any remaining CP to spend unless gained by drawbacks, nor TP or OP as well. Unless you want to spend your own.

Mato Kuroi/Black★Rock Shooter (500, Discounted for Student)
Ah yes, the protagonist, excitable and outgoing, though sort of awkward around people she hasn't had time to warm up to and fond of philosophical musings, often muttering about the world around to no-one in particular. She has no particular hate for anyone and as such it is kinda difficult for others to bring themselves to hate her as well. Mato acts in the belief of helping others and trying to alleviate sorrow at the cost of making herself hurt without any particular care or focus on her own until it is forced upon her. She is the one who has the gall to say she wants to be hurt in front of her Otherself and *mean it.*

All-in-all a true friend, a genuinely decent person and a bit of a tomboy with various interests in sports and other things though has a particular love for The Tiny Birds & The Colors book. She goes to Dawn Middle School with her friend Yuu Koutari and is about to make a friend or try to make a friend with Yomi Takanashi, from which the rest of the events of the story will take place.

Black★Rock Shooter on the other-hand, is extremely violent and deadly, even for an Otherself, and dedicated to Mato's goal of ridding the world of suffering, and how she comes to understand

that goal is to kill every single Otherself, as their death causes the grief, memories, and emotions relating to the source of the real self's pain to be removed completely, in the short-term it solves the problem but it also effectively performs a miniature lobotomy on the person and does a shit-ton of other problems later down the line so while it seems like she's a good person, she is most certainly not.

Her personality compared to Mato is blunt and prideful and while she says she has no emotions and goes on instincts she has an unprecedented savagery and enjoyment of battle and believes herself nigh unbeatable, becoming easily frustrated if a fight does not appear to be going her way. If it wasn't for her going insane however, she'd probably be a lot more friendly and peaceful to Mato's change of heart regarding not killing the Otherselves, still in the end, she does continue to fight on but seemingly in a more… rational manner rather than just trying to kill everyone.

If you've companioned Mato as a Student or Shadow then you've been childhood friends with her alongside Yuu (and can remember Yuu if you can't already), and are just about to enter the first year of Dawn Middle School with her and Yuu. If you're a Counselor, then you've managed to catch her eye in Dawn Consulting and helped her with a personal issue or two of hers enough that she considers you a great friend despite being an adult.

If you've companioned Mato as an Otherself than you have somehow, before the end of the series, managed to befriend Black★Rock Shooter and mayhaps even managed to get her to change her ways on killing the Otherselves and the entire Otherworld, either that, or she's saving you for last and you're going to have to see the series through with Insane Black★Rock Shooter's destruction to get her as a proper companion. But this particular option could have the entire plot be thrown into disarray if you want it to be like that.

Mato Kuroi has the entire Student perk-line and the entire Student item line save for the Mansion item. She also has The Tiny Bird & The Colors item as well. Alongside this she has the Friends In The Least Likely Places from The Shadow perk-line.

Black★Rock Shooter has the entire Otherside perk-line, including Insanity of the Other. Though she only has the ★ Outfits item.

Both of them have Drawn By Huke.

Otherside Powers (For Black★Rock Shooter and Mato Kuroi): All Freebies, Supernatural Strength II, Supernatural Speed II, Supernatural Durability III, Regeneration III, Transferal of Boundaries (Shatter Barriers), Suggestion of Gravity (Terminal Advice, Air Time), Two Weapons (★ Cannon/Black Blade), Ranged & Melee Weapon (Weapon Projection, Energy Slashes/Beams, Energy Cannon/Minigun, Katana)

Territory Traits: Large, Closed Off, Low Complexity, No Control, Merge

Both Mato Kuroi and Black★Rock Shooter count as one companion. They do not have any remaining CP to spend unless gained by drawbacks, nor TP or OP as well. Unless you want to spend your own.

Two Friends (200, Discounted for Drop-Ins)
A single real-self of either the Student or Counselor origin and an Otherself created at your leisure or otherwise born from Jump-Chan's ideas, it is up to you if they have a history with this world or are dropped-in like you, though I'd suggest them having a history and you may also have them be like as if they were always here and Jump-Chain just nudged them towards you.

Either-way you manage to form a fast friendship with this individual, one good enough that even their usually indifferent Otherself likes you and your Otherself (if you have one anyways.) With it being the opposite if you're the Otherself, forming a fast friendship with the Otherself and coming to an alliance of sorts, while your real-self forms a friendship with their real-self.

They both gain the benefits of the Student/Counselor and Otherself origin respectively.

You may purchase this option multiple times, they, together, take up one companion slot.

Forgotten Selves (300, Discounted for Drop-Ins)
A shadow sitting at the end of the river, discarded by all to swallow the pain of the real world… until you came along. This is a companion of The Shadow and their real-self turned into an Otherself, similar history options above like the Two Friends though it is more like The Shadow's loneliness draws them to you since you appear to be the only one that remembers them even if you normally would not be able to remember them. Such an intense friendship at the start also manages to draw the real self to also see you as one of their only friends as well.

Likewise if you're an Otherself, you'll be able to strike up a relationship with them quickly due to the fact you're probably one of the few Otherselves that will talk rather than initiate combat instantly with them. Who knows, you might be able to get them to come back to the real world if you try hard enough.

They gain the benefits of The Shadow and Otherself origin respectively.

You may purchase this option multiple times, they, together, take up one companion slot.

Otherself Maker

(Only those who have chosen the Otherself, and The Shadow origin or with certain perks (Shifting Lives, & Merge With Transcendence) may use this creator. If you want more OP, then you can trade it out with CP for a 1:1 ratio though you cannot change OP into CP.)

Note: Unless you've purchased Unbound, you cannot use Otherself powers in any material realms, only allowed to use them in places like spirit realms, afterlives, dream realms, realms of emotion and thought and other similarly weird realms. Unless you've some other way to retain

your powers, they will be considered suppressed while not in those sorts of dimensions or universes.

Body of the Other - (Free, Mandatory, Exclusive to Otherselves & The Shadow)
You're an emotion/thought-form stuffed into a human-like form, handling a portion of another person's soul that is their grief and emotional pain. You have no true vitals, no nerves, and your blood is less blood and more like colorful fluorescent paint and while you have vestigial organs and a skeletal system, unless your limbs are being severed then being damaged does not affect you in any meaningful manner. Poison and disease means nothing to you unless they can harm souls and indeed, for a couple settings, it is like you're a walking, fighting (maybe talking,) soul though this makes you no less vulnerable or tough to soul-based attacks. You do not need to eat, drink, sleep, or breathe and pretty much unlimited stamina so long as your body isn't majorly damaged and you don't technically age but will die if your real self dies, if you have one, if you don't then yeah, you're immortal.

Otherselves typically have horns or mechanical tails growing out of them, along with some other animalistic traits, though some are weirder still, you can choose such traits to have but they can't be too crazy or you can look more human.

Post-jump this becomes an altform.

Spell My Name With An '★' - (Free, Mandatory, Exclusive to Otherselves & The Shadow)
Otherselves can have… unusual names, things like Black★Rock Shooter, Dead Master, Strength, Chariot, and Black★Gold Saw, while this makes your name no more unusual it does however make it so that people know your name as… well, a name instead of a title or designation and if your name has any weird accessories like an apostrophe or a ★ then the people who hear it will instinctively know that it has that despite there being no realistic way for them to know that. Files, subtitles, and any other writing that has your name on it *will* be spelled correctly even if the person-in-question has no idea how to actually spell your name, unless of course, they're intentionally trying to misspell your name.

Weapons of the Other - (Free, Mandatory)
A weapon of emotion and thought, formed for your purposes. Easily capable of rending apart steel and stone on its own as well as most supernatural materials and metals, or blasting it into pieces if it's a ranged weapon. Otherself weapons are typically large and unwieldy by any normal man, but you are not a man and this weapon is of your soul and being and thus even without any proper combat experience you have basic knowledge on how to use this weapon and know how to effectively use its many functions. Such weapons may also be built into your limbs if you fancy enhancing your body's prowess even more.

You may summon these weapons and dispel them as needed, and if destroyed can be resummoned a second or two later. Typically these weapons have twin forms, switching between one form to the next for different engagements. Choose which of the two weapons

forms you'd like to have, you may pick an option twice if you want two kinds of ranged or melee weapons.

- *One Form (+100 OP)*

Your weapon only has one form that it can turn into, like Black★Gold Saw's King Saw, you may have an additional weapon but you cannot pick another form for your base weapon, nor can you gain extra forms.

- *Ranged Weapon (Free)*

Energy cannons and miniguns, giant bows and crossbows, grenade launchers and laser rifles. Whether you want precision, speed, or damage, these weapons have it. Something like a form of minigun would give you wave clear while the cannon would allow you to deal greater damage to those high-value targets while something like the bows would allow for stealth and rifles for range. Of course if you've something else in mind, do go ahead and make up something so long as it can't crater a town with a single click of the trigger. Also, yes, you have unlimited ammo.

- *Melee Weapon (Free)*

Swords with saws on the other end, scythes that can detach as whips, or giant wheel-like shields that sprout out spikes to impale foes. Again, you've many possible options if you want pure damage, speed, or something more defensive oriented with a greater possible damage output than the ranged weapons but, well… you need to close the distance first, not impossible for Otherselves but not as easy as just picking a gun and shooting.

- *Combo Weapon (100)*

Giant ogre-like hands that can shoot out high-caliber bullets from their finger-tips, a plasma minigun that also acts as a massive bladed spear. Your weapon can be both an effective melee weapon and ranged firehouse without needing to switch between each form and possibly be able to combo melee and ranged attacks to increase their potency.

(Past this point you may only purchase once unless otherwise specified)

- *Extra Forms (50)*

You gain an extra from that your weapon can transform into, choosing from melee weapon, combo weapon, and ranged weapon, you may choose this option multiple times but you'll have to pay the combo weapon's price again if you want to have another combo weapon (if you didn't choose it already.)

- *Additional Weapon (150)*

You gain an extra weapon, in-addition to your main one, this weapon only has one form, but with this purchase you also gain skill on duel-wielding two completely different weapons together and somehow have it working perfectly fine. You may purchase this multiple times as well as Extra Forms for this weapon as well and any else you purchase if you wish.

- *Weapon Projection (200)*

You can temporarily create a slightly glowing copy of any weapon that you own, not just the weapons you create from here, though they work best and last longer with these weapons. These weapons only last a minute or so before disappearing and requiring time to make again, but useful if you need to shoot two miniguns at once at an onrushing horde of skeletal minions. Alternatively, you can have your melee weapons violently project themselves out of the ground for a possible sneak attack.

- *Energy Slash/Beam (300)*

You can project slashes of colored energy from your melee weapon or charge up your shots from your ranged weapons into massive beams of light that can carve out entire swaths of buildings and landscapes with a single slash or two. The slashes from a melee weapon don't have as much range but can still hit far out and with more area than the long ranged beams from the guns and arrows of those other weapons. You may flavor this as you wish or have it do slightly different effects, but the end-result is typically the same, a lot of carnage that can destroy several buildings with a single shot or slash, though such things take some time to charge up and thus cannot be spammed.

- *Skyscraper Blade (800)*

Remember when I said your weapons can't just obliterate a city with a single swipe of the blade or shot of the gun? Weeeell, you can now temporarily (like, 6 seconds), enlarge your weapon to the height and width of the average skyscraper… and swing it or shoot it once, which may not destroy an entire city but it would be able to absolutely ruin a good chunk of it. The power of the blow or ammunition growing to the height, you do not need to physically shoot or swing your weapon at this point; merely will it so and it will do it and then it will shrink back down. It will take several minutes before you will be able to enlarge it again.

Emotional Relevance - (Free, Mandatory, Exclusive to Otherselves & The Shadow)

As an Otherself, your connected to your real-self via their pain and grief that they feel while your sense of physical pain is mostly completely dull, the emotional hurt they feel translates to a physical pain that breaks through that and actually causes you pain though thanks to you getting used to it, only great amounts of it can make you react to it. You can hold onto more and more of this pain, lessening the grief your real self feels up to a point, but in the end it is up to them to let go of it and move on with their life.

As a result of this, your willpower has a hand in dictating how much punishment you can take now, the more will you have, the more unstoppable your body is, combined with an Otherself's innate durability, and it's no wonder most fights with them end without any of them dead… or a beheading.

Note that this isn't an exact 1:1 of willpower equaling health, and if you have infinite willpower perks you just gain a high but flat bonus of durability and health.

Supernatural Strength - (Free)

You've basic super strength of an Otherself, you can beat men into a bloody pulp, crack and break bones with a single kick, and shatter stones with a punch, not even speaking about what you can do with a proper weapon. Bending and tearing steel isn't far off from what is possible and of course you can use any weapon you wield like they weigh like nothing and lift up a car and toss it but only barely (think like Captain America level strength.)

- *Supernatural Strength II (200)*

Where once cars would've been kinda hard to throw about, you can now casually two hand tanks with your bare hands and throw them about like simple balls, a boulder of titanium would shatter into pieces with a single punch or slice of your blade. Demolishing moderately-sized

buildings is an easy feat and who knows what kind of things you could do with more time to build up your strength for greater blows and such.

- *Supernatural Strength III (400, requires Supernatural Strength II)*

Your strength borders on the conceptual, it is not a measure what can't stand up to your strength anymore, it is a measure of what *can* stand up to your strength, a punch into the earth could see shockwaves and shattered ground for miles around and can essentially cause miniature earthquakes if you keep on bashing on the earth, to say nothing of the potential of you using a weapon that augments your physical prowess like Strength's Ogre Arms. You could punch through dimensions that are close enough to you to go between the two, though such a wound would heal itself quickly, create explosive shockwaves that send out waves of energy to push enemies and buildings back and so on.

Supernatural Speed - (Free)

Possessing the basic super-speed of an Otherself, in a dead sprint you move twice as fast as the fastest horse can sprint and you can react and barely dodge bullets and other projectile firing upon you if you were made aware of them beforehand or catch them if they were something like simple crossbow bolts.

- *Supernatural Speed II (200)*

You run at slightly past the speed of sound, Mach 1, and are easily able to dodge bullets sent your way even when you aren't aware of them, it is entirely possible to catch them as well and send them back with the same force if you've enough strength to do so in the first place. Though react faster than you run, you might even be able to react to foes vastly beyond you in terms of speed.

- *Supernatural Speed III (400, requires Supernatural Speed II)*

You move many times faster than the speed of sound, and can react fast enough to outpace one of your kind's miniguns firing upon you while they are managing to keep track and react towards your speed. In a dead sprint from a straight point A to point B, you can run so fast that your passing is completely unnoticeable to even the most observant of your kind, a feat, that is teetering on the conceptual, who knows what other kind of things you could do with this sort of speed.

Supernatural Durability - (Free)

Knives and baseball bats can only bruise your form slightly, kicks and punches from normal humans don't even affect you and they're more likely to hurt themselves than actually do any form of damage. Guns on the other hand you'll have to worry about slightly as while you have no vitals to target, enough physical damage can cause you to shut down and not to mention explosives and actual weapons of your own kind… don't get hit, essentially.

- *Supernatural Durability II (200)*

Only weapons from your kind can harm you know, either that or the most dangerous of humanity's weapons can hope to put a dent on you, tank shots only do minor bruising at this point and we both know how little that means to the likes of Otherselves and even if your kind's weapons do affect you, it'd take a lot of wearing you down or a single mortal blow to do you in right now.

- *Supernatural Durability III (400, requires Supernatural Durability II)*

You're a walking juggernaut, calling you a tank with legs would be an understatement, an injustice, you could stand next to a nuke and come out only slightly charred and most if not all of your kind's weapons can only do superficial bleeding damage to you. Something extremely strong and supernatural is the only way you're getting put down, either that or the unlikely case of you getting beheaded by a less powerful weapon.

Regeneration - (Free)
You have some basic regeneration, mainly focused on fixing cuts, and bullet-holes within seconds and damaged organs and bones in minutes and removed limbs within hours. You can still suffer some minor blood loss but due to how quick this regeneration is… and your probable lack of any vitals this does next to nothing to you, but a clean stab where your heart should be might be able to do you in.

- *Regeneration II (Free for Otherselves and Shadows, 200 for everyone else)*

It only takes a second for most minor wounds to heal themselves, damaged organs and bones are healed within seconds and you'll grow back your limbs within a couple minutes and if you held out your severed limb to your other end it would knit itself back together. Blood-loss is no longer a problem if you aren't an Otherself.

- *Regeneration III (400, requires Regeneration II)*

Minor wounds heal as quickly as they appear, with only the smallest splashes of blood telling your opponent that they hit you, broken bones and organs can be melted down into ash and you'd just regrow them along with your limbs as good as new at an unbelievably fast rate. It'd be quicker for you to rip off your arm to allow it to regrow again than wait for it to regenerate if it was only partially cut off, and you wouldn't give a shit about the pain. Only a clean beheading or utter obliteration of your body could do you in at this stage

Suggestion of Gravity - (100)
I know that the Otherworld isn't exactly beholden to the same laws of reality as the real world but this is kinda ridiculous. You fall slower than other individuals have any right to be, enough to stop you from taking any serious damage from a fall and if you attack or prepare an action that leads to an attack your fall will seem to… stall until you finish attacking or doing the action that leads to the attack, allowing you to essentially… air-combo other individuals and objects if you so wish.

- *Terminal Advice (100, requires Suggestion of Gravity)*

Instead of simply falling slow enough to not get splattered onto the ground you may change your air velocity on a dime allowing you to speed up and slow down while in the air to throw off attacks or dodges against your attacks along with allowing you to power up a falling strike by quickly speeding up to terminal velocity. Do note that you can only speed yourself up to terminal velocity or slow you down to what Suggestion of Gravity already slows you down too, nothing more, nothing less. This cannot completely stall you like attacking in the air will do.

As a bonus, even if you do speed yourself to terminal velocity, you still no longer suffer fall damage.

- *Air Time (50, requires Suggestion of Gravity)*

Any possible action like casting spells or even taunting stalls your fall in the air, allowing you to hang in there for longer periods of time as you continue to stylishly flail about in the air. These actions must have some… minor modicum of effort, practicing breathing isn't going to stop you from falling out of the air.

- *Relativity (50, requires Air Time)*

Okay now this is just getting out of hand. So long as you do not stop moving, you can walk/run/jump from ceilings and walls as if you were on normal ground and also put more force into your movements and leaps without causing your strength to break the ground you're standing upon, potentially allowing you to walk really, really light things without wrinkling or crushing them. Won't let you walk on water or other liquids though, stepping on really thin branches is fine however.

Swarm Master - (100)

So it seems like your real self has an… unusual fascination up above. You can now conjure swarms of Otherself critters in the form of small insects, rodents, reptiles or other vermin-like creatures, these swarms loyally follow your direction but aren't that good at direct combat preferring to creep about or lift up objects and people and pull them about, they're surprisingly fast while doing so, easily able to outrun an unprepared Otherself, but otherwise they don't do enough damage to really warrant attention for most Otherself and the swarm know this.

- *Ravenous Rats - (200, requires Swarm Master)*

Your swarm have been improved and enlarged to the point that they pose a threat (if not that great of a one), to your average Otherself having the ability to chew through steel and flesh like paper, covering and overwhelming entire buildings, they might even have a special property like bleeding hooks that prevent minor regeneration or a soul-based venom that slows the reactions of the Otherself (or anyone else being bitten.) Still, do not think these guys will be able to deal with a single Otherself on their own.

Army of Emotions - (200)

Like Dead Master's skeletal army, you have an army of minor thought-forms gathered around your flag that you can summon almost ad-infinitum, or at the very least… you can create a shit-ton of them. All of them are around peak-human status and carry a variety of melee weapons or their bodies can be used as weapons, they can be flavored as skeletons, zombies, demons, moving statues, or any supernatural fodder that would fit. They replenish themselves as quickly as they are destroyed but against the likes of an Otherself, they're meant to take hits rather than fight them off. They are undyingly loyal, will never betray you and you can command them mentally or verbally, this goes for all other minions you have gained within the Otherself Maker.

- *The Specials (200, requires Army of Emotions)*

Your army can field special creatures like skeleton bowmen, singular giants with massive hammers, small wyverns that can breath fire and fly about, or 'warlocks' that can shoot out blasts of magical fire, enough to pose a threat to an unprepared Otherself but not enough to win the fight on their own. You may purchase this choice multiple times, adding different varieties of creatures with different abilities to help your army.

- *The Bodyguards (400, requires Army of Emotions)*

You gain two incredibly powerful thoughtforms that can threaten the average Otherself by themselves and have a good chance of killing them, two large dragons that can breath lightning, twin floating skulls that have sheer durability and mass to smash through just about everything and can form into a giant monster using other units to help or guardian angels that create swords of light to fire at their foes as well as defensive barriers, etc Unlike your other 'units' these two thoughtforms take a lot of time to reform after being destroyed. This cannot be purchased multiple times.

Unusual Body - (200)
As it says, your body is unusual even compared to the Otherselves roaming about in this world, maybe your feet have been replaced by razor-sharp wheels that increase your speed and ability to redirect movement and take fast turns while also adding some additional power to your kicks, or maybe you've an extra pair of mechanical arms that allow you to grab more things or help you climb or maybe something even more esoteric like your lower body has been replaced with a large robot-like spider. This change usually helps you though there are some off-cases where it might be better to have a regular body-shape. This may be purchased multiple times, each adding more and more unusual if helpful features to your body so long as it isn't too crazy.

Chains That Bind - (200)
Seems to be a common theme around here, these chains that tighten and entrap you and your brethren in the metaphorical bonds of the real world above… some of your sisters and brothers have been able to use these chains for their own end, an ability that you too now possess. You can form black chains from your surroundings and have them spread out or attack your foes, blinding them in these chains that are stronger than steel and are sharp enough to bleed an Otherself if tied tightly enough against their bare flesh, or you can use them as bleeding whips to disorient them. You can form only so many chains at a time, but it is usually enough to successfully bind a single Otherself and essentially entrap them for your own uses. Though, those Otherselves strong enough can easily rip out of such bonds so it might be needed to be more careful with these things.

Object of Endearment - (200)
An item of importance to your real self has become well… so important that you're able to manipulate facsimiles of its existence, your real self loves macarons? Well now you can shoot out giant macarons or summon smaller ones at will, real self has a particular love for spear combat? Well you can project a small field of them up out of the ground to impale your foes or just summon a butch to your hands to throw them like javalins. The options are pretty limitless here but again, don't go too crazy, you can purchase this option multiple times.

Scrying - (200)
By closing one or both of your eyes you may scry on a place of your choosing with you only needing basic information to see it and have it be in the same dimension as your own. Though it has a weakness of being noticeably visible due to the sensor being shown as a large recreation of one of your eyes, it thankfully cannot be destroyed by normal means and must be dispelled

and you can also scry on individuals if you're aware of their existence and, again, they're within the same dimension as you.

- *Stealth Scrying (100, requires Scrying)*

The scrying eye is invisible to normal senses and requires supernatural sight to be able to see such a thing.

- *Scrying Projection (200, requires Scrying)*

You can now project your abilities through your scrying eye, for example, Black★Gold Saw was able to use a combination of Weapon Projection and Skyscraper Blade after spying on Black★Rock Shooter to attempt to hit her with her massively enlarged blade, it didn't work but it is certainly possible to do something like project fire or lightning through your scrying eye and be relatively safe. This disables the stealth aspect of your scrying if you have Stealth Scrying for a couple seconds.

Transferal of Boundaries - (300)

Like Black★Gold Saw, you can now teleport to places you have some awareness of, whether through memory or description, looking like you're stepping down stairs or dropping into a pool of water suddenly. This teleportation requires that you must end and start on solid ground, but it need not be the floor you can teleport out of, it can be the walls or the ceilings though gravity still has a hold of you of course once you finish exiting the teleport. With this you can easily teleport into and out of Territories and keep a watch and get out when you need to leave. You can also take others alongside your teleports if they touch you and they're willing.

- *Water Walk (50, requires Transferal of Boundaries)*

You can now walk on the surface of any liquid (though some like lava may still burn you with its heat), as if it was solid ground and not sink down unless you wish it. As such it also counts as a surface to teleport into and out of.

- *Shatter Barriers (100, requires Transferal of Boundaries)*

When faced with a barrier between you and the area you're trying to teleport into it, you can start to rip into the barrier and temporarily rend it open at the cost of alerting whoever set up the barrier as you enter the area with your teleport. You can take some time when ripping at the barrier or other obstacles to not alert the individual or group of individuals that created or are maintaining the boundary, if you do manage to break this barrier the first time, than doing it again becomes easier and easier till it is not a problem as you find all of the weaknesses of the obstacle.

- *Forced Transportation (200, requires Shatter Barriers & Energy Slashes/Beams)*

Remember when I said you could teleport others only if they were touching you and willing? Well, not anymore, typically by projecting an energy blade or beam at the ground near your target you can create a spatial rift that will suck them into the location you wish to teleport them into, alongside anything else nearby if they're too close. They can escape if they're strong enough to resist the pull and they aren't directly underneath the temporary portal, or fast enough to move away at the correct time, but it's usually hard to react and resist too, if they aren't moving by the time your blade or gun starts to power up and start swinging/shooting.

Corrosive Form - (300)

At-will, your body exudes an acidic aura that excels at melting organic substances, but can melt away steel and stone if given enough time standing near it. Supernatural entities are more resistant to it than non-supernatural ones however, so it's mainly used to melt away minor thoughtforms like swarms or regular minions that stand in your way or are all around you in the case of swarms. This aura does not last forever and after a few minutes of it being up, it does require some time before it can be reused.

War Mount - (400)
Similar to the minor thoughtforms given by the Army of Emotions, this large single thoughtform is sentient and shaped in the form of a large monstrous-like vehicle… or just looks like a vehicle. It serves as a mount and you can mentally command it no matter the distance. The vehicle will always be faster when compared to the speed you have from the Otherself Maker, it is a mount, it would do it no well if you could outrun your own mount and it has a variety of ways to do harm to your foes, whether that's its spiked legs, automated machine guns at the top of it, a scorpion tail that shoots acid or anything you can think of. It is durable even for the likes of a minor thoughtform and might even be able to defeat an unprepared Otherself on its own but it's not meant to win battles by itself and it can be destroyed, and if so, the War Mount will resurrect itself within an hour inside of your Territory.

- *Extended Transportation (100, requires War Mount)*

Your War Mount has an added form of transportation, maybe it can burrow underneath the earth due to being a worm-like creature, maybe it can climb up walls and ceilings as a spider-tank, or it can take into the air flying with wings as a large mechanical bird of prey, or it can jump extremely high thanks to having the legs like a rabbit or frog, these unique forms of transportation also often new ways to deal death as well, the feathers of the bird are razor sharp and can be shot down as projectiles, the jumps of the frog create damaging shockwaves everytime they do so, etc. This option can be purchased multiple times.

- *Mount of Endearment (50, requires War Mount, & Object of Endearment)*

Like you, your War Mount is able to use the item that your real self seems to have a particular focus on. Having a focus on macarons would allow your mount to shoot out massive versions of the cookie to shoot out and bludgeon and crush your foes to die… or drop some out to eat if you really want to eat an inordinately large cookie. Having a focus on spears would allow your War Mount to turtle up and shoot-out spears from every inch of its metallic ‘shell,’ to impale anything that gets too close. Again the options are nigh limitless so long as you can justify a little bit as to why your real-self might have a fascination with such items (unless your Unbound then go buck-wild.) You can purchase this option multiple times, but it also requires you to purchase another Object of Endearment to gain another object of endearment that the War Mount can realistically utilize.

Elemental Manifestation - (600)
An exceedingly rare ability, gained by some of the more unstable Otherselves out there. This power grants you control over one of the more material elements like: water, earth, fire, air, lightning, ice, etc. While this power has been only shown once in the series proper, the one who used it was capable of causing their entire Territory to erupt into flames and to create semi-sentient dragons of fire that roared and flung themselves at their opponent and sent them

flying. So you have a probable similar amount of power, if not at the start, then you will eventually be able to reach that potential. So, tidal waves of water that can stretch miles, tornados that can swallow entire cities, veritable localized ice ages and any variety of more 'minor' tricks like shooting out air/water blades from your weapons. Sky's pretty much the limit here but nothing too haxxy like controlling the water inside of people's bodies. This option can be purchased multiple times for different elements.

- *Advanced Manifestation (200, requires Elemental Manifestation)*

Okay, so, now we're reaching unmarked territory, but the element you may choose can now be a lot more… vague, things like shadows, or light, emotions like 'love' or 'hope', or things even more vague like music can be chosen to be manipulated, to an almost conceptual level, in either case, they have the same potential destructive level as the elements talked about in Elemental Manifestation though start out a lot weaker than their more material counterparts and have to spend longer building up to that point. But the stuff you can do with this is a lot more crazy, potentially. Still can't choose stuff like time or space however, that's a bit… too much. This can be purchased multiple times, but you're going to need another purchase of Elemental Manifestation for each time you want to purchase another one of these bizarre elements.

Unbound - (600, Discounted for those who purchased 'Merge With Transcendence/Shifting Lives')

You are an anomaly among this world, an Otherself no longer completely beholden to their real self and while you can still feel your real self's emotions and pain, you can now suppress it completely, forcing them to take all of their pain and sorrow back onto them. This has compressed the power and perks granted into you, shifting it and preventing it from being suppressed or weakened from anyone or anything, but especially to the laws of reality presiding over a domain, you can use magic in a dead-magic zone, manifest psionics in the face of a high-level Blank and ignore the draining of one's Magecraft from Gaia and can use your Otherself powers within material realms and any other realm that would normally suppress it.

You also no longer have to have a real-self companion as it is no longer mandatory, though you can still gain one if you so wish.

Creation of Memory (1,000, can only be bought by you or your Otherself)

Wha- ho- where did you get this?! Only one Otherself in existence has access to this power and for good reason! You can… conjure a single item capable of holding water, for the other one who had this, it was a gothic watering can but you can flavor yours however you wish just as long as it is capable of holding and dispensing water effectively. The water inside this device is infinite and special, the Waters of Memory is a grey-translucent fluid capable of being manipulated by you and you alone in a variety of ways.

You can cause the waters to show scenes from you or your real-self's memories (or anyone you're connected too if you have Merge With Transcendence), with perfect recollection, those that drink it regain and fix any forgotten, deleted, corrupted, or damaged emotions or memories, while also removing fake memories and emotions, fixing up broken minds so long as the problem has to do with either memories or emotions. While those that are more soul than body

regenerate quickly and regain lost chunks of themselves. A potent mental and soul-based healing tool that could save millions that are lost within themselves or another's chains.

But that is not the most potent ability these waters have to offer. The Waters of Memory are one of the few things that can create Otherselves, a single droplet of water can create nearly a dozen Incomplete Otherselves, while wildly swinging it around could result in splotches in translucent-grey that could create hundreds if not thousands of Otherselves. Note that these are Incomplete Otherselves, only having the most basic of the standard Otherself's abilities but are nonetheless stronger than any amount of minor thoughtforms that your average Otherself can create and given time can grow into complete Otherselves with a varied range of abilities.

Only few of these incompletes however can turn into a Complete Otherself and you can create no more than the amount of beings with emotions and thought that reside within the Jump you're in and they must be of the material realm or its equivalent of. Such Otherselves, after all, are born from the people's grief and pain, only quickened (or started if you've chosen the free version of 'World of Many Colors') by your waters. As such, after an hour or so, those incompletes born from a person without proper emotional grief dissipate while those that do have such emotions to form an Otherself stay around and will become a proper Otherself.

These Otherself are loyal to you, and will not attack, but see their real self as more important than you or any of your orders, so long as you do not go against them, they will gladly fight by your side (unless you've some way of severing such eternal love to their real self.) They'll also fight side by side with their brethren that you've created and if a real self is close with another, then maybe those two created Otherselves will also like each other enough to form… their own form of friendships.

After an hour has passed and all of the Incompletes that could not properly form dissipate, those ones that are complete will start forming Territories, in this jump their Territories will scatter about the Otherworld but will heed your call so long as you aren't intending of betraying them or harming their real self. Post-jump, their Territories automatically merge with your own, lest it be destroyed due to the lack of a proper system allowing their existence. These Otherselves cannot survive in the material realm, unless you have the Unbound ability then their existence is no longer threatened by it and you essentially can form an army of incompletes inside the real world… Though do keep in mind if their real selves are nearby, expect them to squee and try to hug them.

Expect a lot of curious and incredulous glances by Black★Gold Saw, and questions from Saya Irino.

As a bonus, if you have Elemental Manifestation, you can flavor the Waters of Memory to be something like the Fires of Memory, Winds of Memory, etc though fanwank appropriately for how that sort of thing works.

Otherworld Territory Creation

(Only those who have chosen the Otherself origin, or Shifting Lives perk may use this creator. If you want more TP, then you can trade it out with CP for a 1:1 ratio though you cannot change TP into CP.)

Note: Your Territory is a mental representation of your real self's pain unless you are Unbound than its appearance is a bit more free-form for you to change. Post-jump, your Territory becomes attached to your warehouse via a door or if there is a dimension or realm similar to the Otherworld, you may place it there and have it as a base of operations. If you are killed, your Territory would normally be destroyed but if you have a One-Up it will stay as it is. It regenerates itself if damaged and if completely ruined and destroyed by more normal means it will be restored to its original state a day later.

Territory-less (+500 CP): You don't have a Territory despite being an Otherself and thus wander from place to place. You can no longer use the Territory Creator even if you have the perk, Shifting Lives, what that might mean to the mental state for your real-self, is up to you.

Size: Self-explanatory, how big your Territory is.

- *Tiny (+200 TP):* Your Territory is… depressingly small, just about the size of your average mansion, enough for a couple close-quarter fights but due to the way collateral is when your swinging guns like the ★rock Cannon, it will be ruined fairly easily and thus will have you breaking out of it into the nearby Otherworld areas for a proper fight. It does make it a bit harder to find however.
- *Small (+100 TP):* Territory is around 2 miles large in diameter and probably has something resembling a sky, you can now actually properly fight in this place but it is still quite small when comparing it to most of your brethren.
- *Normal (Free):* The most basic of territories, around 10 miles in diameter, this not only has a sky, it probably even has a day and night cycle though you may choose it to be eternal day, night, or clouded over as you wish.
- *Large (100):* Dozens of miles in diameter, getting to the point you could fit a small city in here with population and all.
- *Massive (200):* Hundreds of miles in diameter, could fit the entirety of New York in here and then some.
- *Staggering (400):* Thousands of miles in diameter, is probably a small continent at this point and has plenty of area to fight around in.
- *Planet-sized (800):* Your territory is the size of the entire Earth, probably far too much room, but you've got a lot of space to fight and run in now.

Accessibility: How easy it is to get inside of your Territory, determining how many intruders try to find their way in here and start a fight.

- *Opening Gate (+200 TP):* Not only is there multiple entry points into your Territory it also frequently yoinks any Otherselves that are close by and drops them into it, forcing a fight even when they themselves wouldn't go for it.
- *Scarred Sky (+100 TP):* There are multiple entries into your Territories, usually denoted by scars in the sky that lead to other portions of the Otherworld or the dimension you're in if this is post-jump.

- *One Opening (Free):* There is only a single opening into your Territory, denoted usually by an opening in the ground or a gate in a wall that opens up to the proper Otherworld.
- *Closed Off (100, cannot be taken with Opening Gate or Scarred Sky):* There are no proper entries into your Territory, the only way inside is if you open up any entries yourself and allow visitors inside of it or if they somehow manage to break inside of your Otherworld or teleport inside of it.
- *Enforced Walls (200):* The walls of your Territory are indestructible and cannot be broken into no matter how any of the Otherselves try, preventing brute force measures, but not stopping Otherselves teleporting into it.
- *Portal Barrier (200):* Your Territory cannot be teleported, portaled, or otherwise maneuvered into that isn't normal movement, teleporting while inside the Territory is okay however.

Landscape: What the landscape of your Territory is like, if there are caves, layers or cliffs, rivers, oceans or buildings. I won't try to swamp you in options, just make up what you like and this will give you focus on how much complexity is in this place.

- *Low Complexity (Free):* Your Territory is a single strip of grey desert or chessboard like tiles that never changes in elevation save for the occasional pointed rock or sand dune.
- *Moderate Complexity (100):* Your Territory could be filled with its equivalent of forests, perhaps an ocean and a beach, various clutter, twisted and warped metal pipes, cliffs, and other such things.
- *High Complexity (200):* Your Territory has a melting pot of various different biomes of alien and almost always mechanical aesthetics, 'cities' and 'towns' would not be impossible with this option as well as castles, floating islands, jungles, all while right next to each other. You could even make it look like a demented playhouse if you so wish, filled with giant toys.
- *Labyrinth Insides (100):* The layout of your Territory is a confusing, nightmarish mess that would make any normal person gain a headache just by traversing it for too long. Whether that is because the dimensions of this place are warped, it's actually something like a maze or something else, is up to you. As a bonus you seem to be instinctively aware of how to get anywhere within your Territory despite its impossibleness.
- *Cavern System (50):* There is a series of caverns and openings built into the sides and holes of your Territory allowing you to go for a quick escape or ambush if you feel as though you cannot deal with an intruder on your own.

Control: How well you can manipulate your Territory's landscape to quickly suit your needs.

- *No Control (Free):* You are unable to manipulate your Territory after it is created unless you've some powers from other jumps that help in manipulating landscapes.
- *Some Control (300):* With some concentration you can twist and form new structures within your Territory, and with some quick thinking may be able to use them within combat like rising pillars out of the ground to try and crush an Otherself into the wall and create buildings from nothing.
- *Cube Control (600):* To your senses, your Territory is like a rubix cube that you can change and warp to your own ends, a simple slap on the ground could see the earth and

land shifting to be suddenly next to your target, punch them only for a rock to suddenly rise out of the earth to meet them as they're flying from your hit. It is an absolute nightmare to fight you in your Territory as you just shift and formulate the best battlefields for you to fight in and the worst battlefields for your foes.

Misc: Other options that don't exactly meet what the other sections are.

- *Central Structure (Requires normal or larger-sized Territory, 200):* A large structure in the middle of your Territory, or, relative middle of your Territory if it's extremely large, typically something like a castle or cathedral made as to your desires, but something like an arena or grove is also possible. This structure acts as a base for your power, empowering you a small amount if you stand within it, but it also allows you to teleport to it even if you don't have Transferal of Boundaries, across dimensions and Territories (if you're Unbound of course if you're in a material realm.) This structure is typically quite defensible and is good for those prolonged fights.
- *Patrols (Requires Army of Emotions, 100):* Your minions naturally rise up from your Territory's ground and patrol around in search of any possible enemies tirelessly, if they're alerted to something entering your Territory, so too are you as they mentally communicate to you. The number of minions depend on how large your Territory is, and if you have purchased The Specials, so too do those varieties of minions spawn with the regular chaff to help them in patrolling or guarding. These particular minions cannot leave your Territory, disappearing into nothing if forced to leave, though you can command them to do anything you please so long as it is not impossible.
- *Acidic Ocean (Requires Moderate Complexity, 100):* Some, if not all of the oceans and other sources of liquid within your Territory have an acidic component like that of Corrosive Form, while you and your minions are resistant to it, it will… eventually melt away an Otherself that is inside of it, though as a result your water levels are rather shallow so as to not instantly drown them in acid.
- *Chains of Binding (200):* There are multiple black chains that appear out from the sky and walls and lock themselves into the earth or around the sky, they can be used to get from one point to another or you can have some of them try to entangle anything that touches them. They're sharp enough to cause Otherselves to bleed, but for the most part they're nothing more than a distraction, easily broken unless enough manage to latch onto them.
- *Traps (200):* Pitfalls, spike-traps, flamethrowers opening up from walls, your Territory has a variety of traps to ensnare or otherwise mildly enough your Otherself brethren. Your Territory gets one variety of trap, but you may purchase this multiple times to gain different varieties to place into your Territory.
- *Merge (400):* Your Territory is capable of consuming and gaining the properties of other Territories. Such Territories must have the Otherself be killed or have their Territory be willingly given over to you, a feat that is as difficult as it sounds though it won't end in the Otherself's death if they give it to you and allows them to treat the merged Territory as half their own if you're in the business of making unlikely alliances. Post-jump, you can have your Territory start consuming and melding into other portions of dimensions similar to the Otherworld so long as whoever is in control of such a thing (or if there's multiple

contesting controls) willingly gives it over or you manage to kill them off to take it for yourself… fanwank appropriately.

- *Corruption (500):* Intruders within your domain find their body and mind slowly twisting and being corrupting into your own ends. Otherselves staying too long without high enough wills might find their bodies turning into dolls, their own powers turning against them and chaining them to you until eventually they belong to you… or well… until someone manages to free them. You may toggle this portion of your Territory off if you so wish.

Drawbacks

Take as many as you like, try to keep in mind your power however.

The OVA Toggle (0)
See, the thing about Black★Rock Shooter is that the franchise kinda never really… connects to one another, the games are different from the manga, different from the show, different from the music video that started it all. If you'd like, you may switch out the setting and plot of the anime to that of the OVA, it's just Mato, Yuu, and Yomi with a bit different personalities and the school they go to is an all-girls one, Saya and Kagari do not exist here or well… they don't exist unless you companion them. The girl's connections to the Otherworld and their Otherselves are a bit more vague, but Black Rock does seem to be a lot more friendly here than she does in the anime while Dead Master is a lot more villainous, powers are downplayed here and not as strong and the Otherselves don't seem to represent the emotional pain of people so… uh… fanwank how things work here, a lot, I'm not helping you, I'm sorry.

Shadowless (+100, Cannot be taken by The Shadow)
You appear to not have a shadow, that's a bit odd, if people figure that out prepare for them to be really weirded out and curious… a sign of the supernatural perhaps? Do prepare to be mistaken as a Shadow from Saya and Yuu however.

Muted Soul (+100)
Like most of the denizens of the Otherworld, you rarely if ever find yourself with any need to speak, you could, but you won't, a glance or expression is all you need to tell your whole story… even if you don't have such an ability to govern body-language like that.

Growing Sorrow (+100/+200/+400, Exclusive to Counselor or Student)
You have enough emotional trauma and grief to form an Otherself, for 100 CP it could be seen as something deep as a strong promise to someone else to keep them safe or a relatively good relationship with someone while everyone else in school whispers about it behind your back or maybe you just haven't quite gotten over the death of your dog.

For 200 CP, maybe you have a troublesome relationship with your childhood friend, the death of a family member like your mother, father, or siblings has hit you considerably harder than most, or you believe someone you care most about has betrayed you and nothing's changing your mind.

For 400 CP, the trauma is beginning to be overwhelming and all-consuming, perhaps you believe yourself to be crippled and unable to move but it is all in your head due to how you were hit by a car when you were young, perhaps you've an abusive family that never cares or lauds your achievements and most of the school kids bully you, etc.

Entrapped In Bonds of Yellow (+200)
For this, you're either one of Kagari's other childhood friends or you've replaced Yomi and she's off doing something else. While normally, picking Kagari as a companion would have alleviated the worst aspects of Kagari's possessiveness, this drawback enforces it at-least for a little while. You see yourself responsible for Kagari's condition and she knows it and will do everything in her power to make sure you never leave her side, whether through guilt-tripping, gaslighting, cutting you off from any potential friends, you are hers and hers alone. You won't be able to get out of this spiral on your own and will need someone else to help you escape Kagari's clutches… that Mato girl, perhaps?

If you're an Otherself, your real self is dealing with Kagari's possessiveness while you've been kidnapped by Chariot and chained up by your real self's bonds to Kagari. Chariot won't… hurt you, but you're stuck and she might do some… worrying things like force-feed you macarons or carve the symbol of a heart into your chest… especially if Kagari does that to your real-self. You'll eventually be rescued by Black★Rock Shooter, but it's Black★Rock Shooter, she won't kill you right now and you'll be able to escape but you'll be something to be on a look out for later.

(This might be a little weird if you or your real self is a Counselor, do what you must…)

A Bright New World (Exclusive to The Shadow, +200)
Compared to other Shadows, you've only recently been thrust into the real world with the body of your real self and with it all of these new-fangled emotions and instincts that aren't fighting ones and as such, you don't really know how to react or think for that matter, it's going to take while for you to get a handle of not having to kill everything you see or react with proper emotions and all, to others (that can remember you) it seems like you're a mite bit excitable or a stoic wallflower observantly trying to gauge everyone's reactions.

Memory Hole (+200)
Hmm, have you forgotten something? Well, if you've forgotten something then it's not important. Who's that girl that talks to you? She seems… familiar, but kinda a little creepy and pushy for continuously trying to talk to you… hmm? She was your friend? Pretty sure you'd remember someone like that as a friend…

(Your Otherself has been slain and you've forgotten the most important events of your life/the most emotionally painful parts of your history. Until the end of the jump you no longer have an Otherself, and if you are an Otherself or Shadow then the same goes for you, it's just The Shadow's Source/Your Real Self aren't dead, but you still get the memory problems.)

Everflowing Love (Exclusive to Otherself, +400)
Remember when I said that you didn't have to worry about the dampened emotions and all-consuming love that Otherselves feel for their real self? Well, uh, now you do, your emotions have been dampened to the point of a regular Otherself and you feel this wholly overwhelming love whenever you think about your real-self and would be glad to do anything they wished, following their subconscious desires will often end with you getting fights into with your brethren and if they are aware of you, any commands they send will be fulfilled to the best of your abilities if you can do them at all.

I Want To Be Hurt! (+400, Exclusive to Counselor or Student)
Such confidence, to say that in-front of your Otherself, the sheer audacity… Well, since you're so sure of yourself, then your Otherself in their love will give you what you asked for…

No take backsies.

Your Otherself (you will be given one if you don't have one), has the Unbound ability for free and while they still love you, they will give back every single ounce of emotional pain you thrust onto them intentionally or not in the form of physical agony (IE: They're going to come up to you and beat the shit out of you), they're still a companion and have access to your Warehouse so they can reach the real world that way but it'll take longer but if you ever find yourself in the Otherworld than prepare to run or welcome the beatings that you've asked for.

Destroying your Otherself will only stop them for a week or so before they come back, wary of the tricks you have but not necessarily stronger. If they do get their hands on you, it'll fucking hurt but it will never seemingly be any permanent damage, even if it did just look like they broke your legs and if you have no grief or emotional pain in your heart, than your Otherself will go back to being friendly but if you do…

You should probably run if this is your first jump. (Oh and if you won't spend points on their perks and abilities, then Jump-chan will.)

They'll probably feel extremely guilty when this drawback is revoked, but nothing that they can't recover from.

Hatred of the Other (+400)
If you're an Otherself, than you have somehow earned the ire of pretty much every one of your brethren, including Black★Gold Saw and if you're ever seen within the between areas of the Otherworld or anyone else's Territory you will be instantly attacked without warning or time to react. It was mostly constant fighting in the Otherworld but now everyone seems to band together to see you end and if any Otherself enters into your Territory to try and attack you, expect multiple Otherselves to be working together in this act.

Companioned Otherselves are exempt from this, including Chariot if you took the Entrapped In Bonds Of Yellow drawback.

If you're an Student, Counselor, or The Shadow than your Otherself is being hunted less… enthusiastically than if you were an Otherself but they are still being hunted and if they die than some of your more important memories go with them or, in the case of The Shadow, you die with them, a chain-end. Having a One-Up on hand will prevent the chain-loss if it somehow happens but you're going to want and try to support your Otherself in any way you can if you want to prevent the negative effects of their death from going off.

Hunted By The Rock (+500)
Black★Rock Shooter is hunting you down in particular before going off to the rest of the Otherworld. She is always a threat to you, with her durability and regeneration in particular being stronger than yours above all else, she also has the Unbound ability and can teleport into the real world if you're there, either as an Otherself or the other origins. She still loves Mato but will not heed her words to stop and if you kill Mato then she will be permanently within her Insane mode and become even more unstoppable than before.

If you somehow manage to defeat her then she will reappear once a year for a rematch, a bit stronger than before, if you can't beat her… then just run as fast and as hard as you can.

Incomplete (+600, Exclusive to Otherself or The Shadow)
You're an Incomplete Otherself, not properly formed by the troubles of your real self and while you would normally dissipate if you were made from a person without any significant troubles, this not the case and for the next ten years it seems you're locked from choosing any powers from the Otherself Maker.

All of the powers you get from the Otherself Maker are the freebies and a single weapon with only one form. You can still buy other powers, but you just don't get them until the end of the jump. You still have a Territory but it will be extremely hard to defend it with only the most basic of abilities at your disposal.

Yeah, You Knew This Was Coming (+600)
Your out-of-jump powers, items, and the warehouse have all been locked out, you can no longer use them for the duration of this jump. I'd give some fancy reason as to why, but you can probably make a better one.

And, yes, you can take this drawback if this is your first jump, do so, consider it a freebie from me to you.

The Gates Have Been Unlatched (+600)
The skies of the real world scar and break open to another world, the Otherworld, times are changing, the worlds will never be the same. All Otherselves, including you if you are one (or The Shadow), have the Unbound ability for free and can freely enter and leave the real world as they wish. They will heed the wills of their real self, essentially acting as terrifyingly powerful attack dogs that will act upon the commands or intent of their real self.

What this means is that there's going to be a lot of destruction and death, very soon. Unless you're able to help the Otherselves adjust and not just go off on a triggering thought of their real selves, or defeat pretty much all of them, things are going to change… a lot, I don't know what exactly is going to happen, but it probably ain't going to be pretty.

Good luck jumper, you're going to need it.

(At the end of the drawback, you keep the Unbound ability, as well as your companions if they were Otherselves/Shadows or had the Merge With Transcendence/Shifting Lives perk.)

Ending

All drawbacks have been revoked at the end of ten years.

Go Home: Head on home, to a place like this, but without the grief holding on, whispering behind your back, but you do keep everything you've got so far.

Stay: A strange choice, but this place is relatively peaceful with some interesting shenanigans under the seams if you want to get some excitement, so I suppose it's fair.

Move On: This version of Japan, and the world that holds these strange manifestations of grief don't interest you enough to stay, but you'll surely make what you got here to good use, onto other worlds.

Notes: As always, fanwank responsibility.

- All Otherselves start with a black cloak and hoodie that covers the majority of their body but otherwise have no clothes to cover themselves up. This cloak seems to regenerate and comes for free with the origin if you want to keep it for later jumps.
- The Shadow's being forgotten (and not having a shadow) by everyone save for those with Otherselves is an origin ability, not a perk or drawback, the one you get in the perk line just makes it stronger since pretty much anything supernatural will be able to notice you post-jump.
- The Canon Companions don't get the benefits of their perks/items until the end of the jump, canon abilities are otherwise canon abilities.
- The Otherworld and Otherselves are a confusing mess, I'll admit and I did best as I could with what I had, but if you're not pleased with how certain abilities work or how certain things go well, you can change it as you see fit, it's your chain not mine.
- Paying for the 300 version of the 'World of Many Colors' would allow you to kill an Otherself of a crazed/obsessive person and stop their madness by having them forget the memories and emotions surrounding this obsession, but it typically isn't good for their mental health in the long term unless they're able to ignite the emotions of those memories, which will bring back the Otherself but typically will leave them less mentally damaged than they were beforehand.

- Most of the Canon Companions are probably, more than likely, more into girls with only a passing interest to boys, but if you've companioned them well… that might change, again, it's your chain not mine.
- And, yes, you *can* fuck (or be fucked by,) the Otherselves, they have do have the parts necessary and they can feel it. They can't get impregnated or impregnate you (unless you've the perks for it) however. Why is this a thing? Well, to me, what do you think happens when two or more real selves have sex with one another and they all have Otherselves? It's an emotionally intensive act and such things are reflected in the Otherworld and I don't think an Otherself would mind fucking their real self due to the intense love they have for them.