

【OSHI NO KO】

Aka Akasaka × Mengo Yokoyari

Oshi No Ko

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Welcome to the world of Oshi No Ko, Jumper! This is the world where stars are born, where people may come back from their death, to bring soulless children with new life, and to change the world with their Star Eyes, seeing a different future for the people that surround them. A world where dreams are born, but a world, too, where dreams may fall and where those we love may fade away. But it's a world where a lot of great things can happen, and where the darkness need not be eternal, and the light may yet shine. Go on, Jumper, become the Oshi that shines brightly in the night sky!

Start with 1000 CP to make your choices in the world of entertainment, choosing whether you wish to become the Star That Shines in the Night, or the Darkness That Shrouds It.

Setting

The general way that my jumpdocs are made is that you are allowed to choose the setting that you go to, to some degree, limited by the original setting or the theme of the jumpdoc. Since this is about Oshi No Ko, your setting can be any one setting that is set up in a world where the entertainment industry could exist in some form, with the main assumption being that you are in a modern world, not unlike the Real World.

You could, if you desire, go even to the Hunter-Gatherer Era or to a world in Science Fiction if you do not want to engage with the original setting, as long as the world you're going to allows you to experience the world of entertainment with as much fervor as you could in the original world.

What happens in the original story might go in ways that you wish were different, so you can also use this as a toggle of sorts, to change the world of the setting in a way that makes things better, or worse. Maybe you want to change the fate of Ai Hoshino? Or maybe make it so that her children were born with souls? Perhaps you would bring upon Sarina Tendouji a chance to become the Star that she always wished she could be? Even Tsukuyomi could get the opportunity to experience the joy of human life to a depth that she couldn't before.

Whatever it is that you want, you can change the world in ways that are desirable to you, provided that they remain plausible in the original setting (so no bringing aliens into the mix or making it uber grimdark).

Age and Gender

You can choose any age or gender that you want, including some that may not exist precisely as you would envision them in the Real World, provided that they remain plausible in the world of Oshi No Ko. Along that, you can also choose when you enter into the world, from as far back as the birth of someone of the older characters, to the height of Ruby Hoshino's career.

Origins

Whether you have an actual story in this world or not are all your choice, as you can choose to be dropped into the world with only the most fundamental things to make sure that you have a normal story here, such as your identification and something that proves that you are a citizen of your chosen country, or you can have a normal story, dependent on your origins. The origins of this world are all connected with the world of entertainment in some way, whether that be as a producer, an actor, an artist or any other role in this world of arts, so you must keep your story tied to these.

Beautiful Performer: Your kind of performance is one of the most connected to lying as performing can be, but to you, these lies are not ones made for the sake of causing harm unto others, but instead they are to bring beauty into the world, to shine a light upon the darkness that so constantly tries to reap sorrow upon the people. You are the star in the storm of others' lives, the bright light that anchors those who feel so much pain and sadness, and your power is the power of the Stars.

Wordly Performer: By no means are your performance lacking or merely amateur in nature, but they are something that truly comes close to the heart, to the people that watch you perform and see the things that you do. Because your performance is one that taps into the core of what it means to perform, to pour out your soul and to truly show the people what a person like them can do. It's about being more than a genius or a hardworker, and being a person that can be loved by anyone.

Sophisticated Performer: You're the kind of performer that is, quite simply, exceedingly refined, taught from the first of your steps to the last in the ways of the performance, being honed for the purpose of performing and being made to perform as precisely as one can do. It's the kind of beautiful performance that makes one feel as if they were seeing something beyond human, as if an actor had become their character, or a star had become their song.

Masterful Performer: Your performance tends to be more dark in its nature than that of the other performers, being one vastly closer to the transformation of the darkest feelings of the human heart into pure action rather than something more casual in nature. When you act, you act to expose to the world your innermost feelings, to change the people around you through overwhelming intent. The kind of action that encourages revenge upon the ones who have caused you harm, and to seek your sorrowful dreams.



General Perks

The Heart of an Amateur [Free]

You have the bare minimum amount of skill and talent to go through the gates of the entertainment world and start your career in the world. This even includes a modicum of luck, enough to help you land a starting job as an amateur performer even if you start with literally nothing as a drop-in. Whether you can make anywhere beyond this first job is all in your hands.

Breaking the System [200]

You can choose not to allow the way of the world to decide what your worth is, making it so that you no longer have to fiercely fight against the preconceptions of others or their unforgiving way of seeing things.

This means that the only thing that decides your worth to others are your actions, such that your physical sex, your skin color, your sexual orientation or any other such thing that might have others against you will no longer count in the eyes of others. While it won't make other people more tolerant, it will make them only see you in terms of your actions, rather than anything else. You can control how much this affects someone from 0 to 100 whenever you want.

Reincarnation [200]

Before a jump starts, you can choose to become a reincarnee, and make it so that you have already lived once in the jump setting, before reincarnating into your new life. The jump timer would wait until the usual start time, and you wouldn't be capable of changing the events before the start of the jump too much, as a natural limit of the perk. But you could choose nearly anyone in the setting, as long as it could be plausible for you to be born to that person, even if the plausibility is nothing but 'the child was going to be stillborn, so "replacing" them is fine'.

Taking Over the Narrative [400]

Whenever you are performing, you have the natural ability of being capable of taking over the narrative, whether that be of the performance itself, such as the narrative of a story during your acting, or whether that be the story of the world, the very story that your life is. This kind of ability depends completely on your actual skill with the performance that you're realizing, such that if you're a master actor, you could actually bend the narrative of a movie, making it go in the direction that you want it to go.

This would work even though movies are filmed first, then edited and organized into a film, rather than events that actually happen. But somehow, through your performance, you could make the film change all around, simply because of a singular performance. Maybe the directors can't help but change things because of you? Maybe fiat itself makes everyone bend around your performance? It is your choice.

Though, when it comes to manipulating the story of the world, even if you're a master actor or other performance master, there isn't much you can do beyond making things more likely for you. Perhaps if you were unshackled, you could do more.

The Star Eyes [400]

Your eyes are the same as that of Ai Hoshino, with both pairs being Star Eyes that pulls others in, being something that captivates and makes one lose themselves in their gaze. These eyes are not merely physical parts of you, as the effect that makes them the way they are comes from your very soul. You have the Star Eyes, and that means that you have a natural ability for "lies" that is completely beyond this world, to the point that if you continue to learn to 'lie', you could do so endlessly, lying better and better forever.

The effect of your ability to naturally lie and to make your lies into something that can be believed in, nay, something that can become reality, is absolutely astounding, and though it should not grow into supernatural effects during your decade here, it can do that in the future. While here, your lies can be used to make your performances into things that only you could ever do, with feats that only you could make. Even if two people with Star Eyes were placed beside each other, the performance they provide is unique to them, a special act that enchants the heart.

What you use your eyes for changes what kind of meaning they have. For Ai Hoshino, the lies that she tells and their meaning to her soul were that 'lies are an expression of love'. For others, those lies could be just that, lies, an 'expression of deception'.



Beautiful Perks

An Interest for Entertaining [100]

Your spirit has been refined for the purpose of entertainment, and this has given you the ability to learn anything related to entertainment faster than your peers, improving them by a modifier of 5 times. You are also granted a narrative luck that helps you find the people that could teach you more and help you learn to become an entertainer. The main purpose of this luck is to help you learn, but if you use the chances well, you might also find someone to help you enter the entertainment world.

Love For Performance [100]

You have a deep-seated love for all things that belong to entertainment, holding an enthusiasm and natural motivation that leads you to become any kind of entertainer, with as many varied performance skills as you may wish to learn. This helps you find enjoyment and fun with the act of entertaining others to as high a degree as you want to, to the point that you could spend an eternity entertaining others, and enjoy it as much as the very first performance that you most loved.

The Required Traits [200]

There are traits that are often important, or even outright required, for you to become an entertainment in certain fields, not least of which is that an entertainer ought to be entertaining. Some of these traits can include having the stage presence and the acting ability to make yourself sufficiently famous, others include simply having enough beauty to be considered a star, and so on.

Not only do you begin possessing some of these core traits for the performance you have chosen, such as a popstar being pretty and singing well, but you also have the ability of growing into the traits that you don't have and need. So even if you're not a popstar and not pretty, if you do things that could plausibly help you become pretty, you could do it. The same works even for other physical traits such as a professional wrestler needing to have their body recover quickly to continue being a wrestler.

Stamina to Keep Going Forward [200]

If there is one thing that an entertainer can find out is difficult, then that thing is the sheer amount of stamina that they need to keep doing everything they need to do to keep their career afloat, and even more so to keep it growing. This is the kind of stamina that you have in troves, Jumper, letting you tackle an overwhelming amount of things happening all at once, and still having the physical and mental stamina to keep at it with as much energy as you would have if you were rested.

You could spend a week doing non-stop work, barely resting for an hour a day before doing back-to-back performances and running back and forth between spots and still do every single performance act with an energy that would astound the heart. You just keep going! Though, this isn't quite infinite stamina, it's more an immensely deep well of it. So, you will, eventually, hit your limits in terms of stamina, and need rest.

The Beloved One [400]

You're very skilled when it comes to bending the public opinion and favor of those around you, letting you make them see you as the loved one or as the most abhorring person with great ease, even if others are doing everything to destroy your image or sway the opinion in a different direction. As long as the things you do are in line with what you want the public to see you as, then even if you do something that could get them to shift, as long as it's not too far, you can still hold your public image in the same spot.

You could, for example, commit a vaguely "reasonable" murder and still remain the cute one of the popstar group, with people believing that you were only right and that it was nothing but a cruel thing to happen to you. Now if you tortured an already mentally unstable person until they committed murder-suicide... you might still get at least a couple of people thinking you weren't so bad, but most people will see through you.

Star Power [400]

You have an ability that is regarded as an essential keypiece for those that want to go really far in the entertainment world, one that would take you years upon years to acquire if you were trying to attain it from zero. That ability is the Star Power, the ability to make your performance, your lies, become so convincing that people really begin to believe in them wholeheartedly. This is the skill to make yourself into the special one of the group, the 'cute one', the 'hot one', the 'best singer' or any such thing, even if you're not that special.

The 'star power' lets you take your image and push it far beyond what it should be capable of, letting even completely normal people, with no particularly special traits, still rise up and stand as one of the stars, as someone regarded as one of a kind. One can only imagine what you would be capable of if you used your 'star power' along with actual special traits. Being regarded as one of a kind in a modestly famous pop group is great, but actually being one of a kind to the whole world? That's another thing altogether.



The Main Girl [600]

One of your skills in the performance that you have chosen has come with an inherent talent and an overwhelming amount of refinement, enough that with this singular skill, you could make yourself into one of the greatest performers of it that have ever been seen. This could make you a dancer that shapes the world of dancing around them with their moves, rising up into stardom through nothing but sheer skill, or a singer whose voice is so incredible that no matter what they sing, they can only be regarded as greatness itself.

The Brightest Star [600]

Much like Ruby Hoshino or her mother, what you can do in the entertainment world is something that few others can ever do, unique all across the world.
You can shine bright into the darkness of the world, becoming a beacon of hope into the worst of realities. You are a bright star, a person that performs and shines brighter and brighter with the darker the things around you are and become. Even if you were standing the most grim of realities, stuck in a place away from the main events, your performances to even a small group of people would resound through the universe, letting you brightly shine in the abyss.

Your performance naturally comes with the ability to move the hearts of the people, growing both with your skill and with the feelings of people. If a person is sad, your performance can make them happy. If a person is suicidal, your performance could help them keep going forward, and to heal from their afflictions. If the world is hopeless, then your performance can provide hope to the people, and help humanity remain resolute and beautiful.



Wordly Perks

A Beautiful Trait [100]

Your beauty is a part of you that is not merely a trait that makes you interesting but something that stands out, enough that through nothing but the beauty that you hold, you could take yourself into the leagues of professional performers. This is fiat-backed such that you would not suffer from the consequences of relying solely on your beauty to carry your way forward into the upper leagues. You can choose whether this beauty is specifically a physical trait or skillful, such as beautiful singing

The Skills of a Professional [100]

You possess all of the skills that a professional and expert at your chosen performance art would have, including the knowledge of the styles and methods mainly known in the art, such as an actor knowing the multiple acting styles possible and having one deeply mastered, enough that they convince someone through sheer acting skill of something that is almost too incredible to conceive of.

Passionate Performer [200]

Your passion for the performance art that you have chosen, and the passion you have for other arts if they are close to your main, has given you the ability to make your work greater than it is, through nothing but pure passion and love for the performance. When you do a performance that you're passionate for, even if your passion is only for the act of performing itself, everything about your performance is improved upon, taking its quality to a step higher than it was before.

You could have the skills of nothing but an amateur that barely knows what they're doing, yet still your passion would be enough to take that amateur act and make it into something that would make people in the street stop to watch you perform. An amateur might be forgettable sometimes, but a passionate amateur can make the world witness them, and not forget that passion so quickly.

Finding Opportunities [200]

Through your experience, you have all of what you need to be able to find opportunities and the means to become a professional performer, the kind that uses their performances to live their lives in the world. This can work anywhere, even if the world you're in would not really have the opportunities or the means needed to let you become such an performer. You could be in the smack center in a post-apocalyptical world, where people are struggling to even make it a day further, and still you could perform.

In a world where the performance world actually lives and breathes strong like the world of Oshi No Ko? You could absolutely find opportunities by doing nothing more than spending a day searching for them, and those opportunities could very well rise up to your skill level, letting you find things according to what you're capable of. This can also be used to help others like yourself.

Hard-Working to Equal Genius [400]

You're a hard-worker, the kind of hard-worker that can put in an immense amount of effort in whichever skill you choose to improve, and you'll find that the harder you work, the greater amount of time and effort and energy you place into practicing something, the faster you'll become better. Not only will your rate of learning increase as your effort increases, but your skills all have a modifier given to them that allows them to realize feats unique to you, born out of your hardwork.

A genius might be able to do something unique due to their sheer talent, such as making each and every single movement in their performance be something that speaks their character's intents and emotions, but a hardworker can do something just as incredible by doing nothing but practicing a singular scene, again and again, until they equal the genius in special skills.



Giving Others the Spotlight [400]

One of your skill sets includes the ability to make others have the stage for themselves, not merely in the sense of letting them take the spotlight, but making that spotlight allow them to bring out more skill and a greater performance than they could before. It's as if you were shining a light upon them by letting your presence be neutralized and forgotten, making a singular person in the performance become the focus of everything and everyone.

Their performance, no matter of which level, would then become greater, going beyond what they could do before.Those who work with you will realize that this is an effect of your power and that its you who's giving them their opportunity to shine brightly in the world of entertainment, as you shine a light upon their performance to work their charm.

Though this ability is meant to be used for a singular person, you can also provide the spotlight to multiple people at once when you are not giving it to only one person, letting a group as big as you want to perform better.

A Genuine Performer [600]

One of your skillsets includes the ability to make others have the stage for themselves, not merely in the sense of letting them take the spotlight, but making that spotlight allow them to bring out more skill and a greater performance than they could before. It's as if you were shining a light upon them by letting your presence be neutralized and forgotten, making a singular person in the performance become the focus of everything and everyone. Their performance, no matter of which level, would then become greater, going beyond what they could do before.

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Shining Style [600]

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Sophisticated Perks

A Particular Skill [100]

There's something to your performance that you bring from outside of the performance art itself, something that you have gone out of your way to acquire and to be able to insert into your acting. This can be anything, from your own persona that the directors can't help but allow to flow into the characters that you act, to something such as a natural ability to maneuver the people around you in the way that would be most useful to you, or to the performance.

Building a Character [100]

You're a seriously good investigator and detective, having such skills even if you're nothing but an actor that should not have learned these skills to as high a depth as you have. This allows you to build up a character, a persona, from anything, whether it be real or fictional, and to start learning and understanding their intricacies and their mannerisms, figuring out who they are and knowing them fundamentally, given enough time to research them.

Incredibly Adaptive [200]

You can adapt to the situations around you and the world that surrounds you with incredible speed, changing your behavior and even influencing the behavior of others to make yourselves function better for a particular purpose. In a performance, you could be the one that realizes adlibs and manipulates the situation around them to make sure that everyone adapts to every external influence to provide the best performance that they could.

Controlling Your Heart [200]

Your emotions are under your control, to a degree that you could channel or restrict them to the point that you could mirror psychopathy or other similar things that draw on the absence of certain emotions or behaviors. This enables you to perform without any fetters in your performances and actions, but also allows you to store your emotions, in a way, as they still exist somewhere in your existence. So you could withhold all of your passion and anguish to release in a singular moment, for example.

An Artistic Genius [400]

You are nothing short of an actual genius, an entity of sheer talent that grows and learns in your particular performance art with speeds and capabilities that allows you to easily catch up and keep up with the likes of Arima Kana, Akane Kurokawa or Taiki Himekawa. This means that your base learning speed and overall potential is incredibly high just to start with, and may even grow higher to adapt to different worlds if it is needed, though it only ever diminishes if you want it to.

Your talent and potential is enough that even if you have not grown into a special style, not unique to you but overwhelmingly refined by you, in the future you are very much capable of reaching that kind of style. It might take a long amount of time, but your capability of taking a skill or art and improving upon it until it becomes something one of a kind of yours is immense.

Lying At The Right Time [400]

Your sense of timing is something out of legends, as it has been completely refined, letting you know precisely when you should do something such as allowing your emotions to burst through to make a particular scene hit exactly how it should hit, ro to make a lie be set up precisely when it could most have a chance to succeed.

The performances that you make, even when counting for the outside factors, are deeply refined acts, as if a part of you was keeping up with every single thing happening outside of you, then letting you know when to step and act. This doesn't make you into an entity that could do things beyond what you're capable of, but having a sense of timing such as yours could very well help you succeed in feats such as fighting against multiple entities by doing nothing but timing your moves well.

Intentful Style [600]

Every single move that you make, from your very breath to each twitch of your muscles and every subconscious movement is refined so that it says something, so that it has the most pure of intent drawn into it. It's as if you took your performance and inscribed upon your body, your very cells, and made it so that all of them moved so that your performance was told in full volume.

This is not charisma, nor genius or skill, its a physical body that has been remade so that this intentful style was completely formed within it. Through your style borne from this body and practice of yours, you can make everything that you do into something that captivates and makes the heart flutter, remembering deeply of the art done by your body. You can actively do this to bring out the full power of this perk, or leave it being passively, subconsciously done, lessening the impact but still leaving a setup.



Immersive Style [600]

Your style of performance is one that removes all of the boundaries between where the performance begins and the performer ends, letting the difference between the lie and the person completely broken, drawing the people into the performance and making them truly believe in what they are seeing. This is the kind of performance that could have people so captivated that they would remain stuck in place while sincerely believing in whatever it is that they are being made to believe.

After the performance ends or something else successfully draws away their eyes, they may come to the realization that the performance was not real, but while being stuck in the beauty of the performance, they can't help but be drawn deeper into the lie. This is the style that truly immerses the person into the lie.



Masterful Perks

The Willingness to Kill [100]

You have a complete certainty and strength of motivation to the things that you do in your life, lending you the capacity to do anything that you set your mind to, with an incredibly strong will behind the choices that you make. This does not make you into a person that can't make flexible choices and decision-making, but it does help you push to do things that others would hesitate to do, such as committing murder. It also helps with general motivation, letting you willpower your way through life.

A Great Manager [100]

You have all of the skills and the means required to become a great manager, knowing how to help others achieve their dreams in the world of entertainment, including the skills and knowledge needed to traverse that world while lowering the amount of losses you might have to take. These are the skills that any great manager would have, such as knowing how to properly schedule those under your management and how to deal with the people and politics of the world.

Finding Allies [200]

You have an incredibly good amount of luck and sheer ability when it comes to finding people and allies that would help you in your journey through the world, especially so when the people you are searching for align with whatever is your current career. This is enough that if your current career is that of an actor and you're also trying to hunt down a mastermind, you'll constantly find fellow-minded people and people connected to the mastermind you're trying to hunt down.

Understanding People [200]

When it comes to people, the depth of how much you can comprehend them is immense, as you know how to bring your knowledge of people to a new depth, studying them and understanding their essence over time. You know how to use this for multiple things, especially when it comes to manipulating those people to follow behaviors that you want them to follow, such as taking a broken person and making them fall deeper and deeper into despair, or becoming the very cause of their despair, yourself.

Showing The Truth [400]

There are things in the world that are hidden from sight, kept from the eyes of those that are only mundane and living in the world without worry or great purpose. These things are no longer so easily hidden to you, as you're someone that can, with enough effort, unearth the hidden things in the world, whether they be something as simple as an unique style that you possess within yourself, or something as immense as a complete web of lies that holds the entertainment world in check.

This can be used not only for things such as the secrets of others or knowledge and artifacts of the world, but they can also be used to help others reach their potential, as you could do with yourself. Though, you should remember that this isn’t immediate.



Connecting Every Thread [400]

Information gathers in your head, as all of the information that you acquire and all of the things that you analyze can connect themselves in your brain, forming all of the associations and connecting all of the dots to make you a master of pattern recognition. This only increases with your intelligence over time.

When you use this, you can make yourself into some of the greatest investigators in fiction, being superhuman in your capability to connect threads together and inform yourself on what the information is leading to.

Acting as a Form of Revenge [600]

Your performance and your actions outside of your performance act are powered by a singular goal and ideal that you have chosen for yourself, transcending everything else in exception of itself, making your every move and your every action be charged with the desire to reach that goal. This pushes your performance and your skills to a level beyond that of your current place, making you greater through your sheer need to succeed.

When you have this kind of goal and ideal in your mind, your actions leading to achieve it and your general living around it will provide a narrative luck to make its chance of succeeding higher. You could be nothing but another mundane person in a world, but your sheer intent to achieve something could rise you into the status of a protagonist, with the world doing its utmost best to make sure that you achieve what you seek. The actual protagonist of the world might lessen this, though.

Manipulating Every Single Heart [600]

You're someone that can manipulate an incredibly high amount of people, as your capacity for controlling others and making them act precisely how you want them to is supernatural in depth. You also have all of the traits needed to make sure that you keep up with all of the lies and all of the threads that you have woven across the world, so that you don't lose yourself on your own web of manipulations. This can get harder with quantities above that of a civilization, but with time, even the world can be in your web.

Sometimes, people might still be capable of doing things that you do not expect or do not predict, because this perk does not, necessarily, give you the ability to completely predict people. You can manipulate people, but people might act completely irrationally sometimes. So you may need to compensate for that with something else.



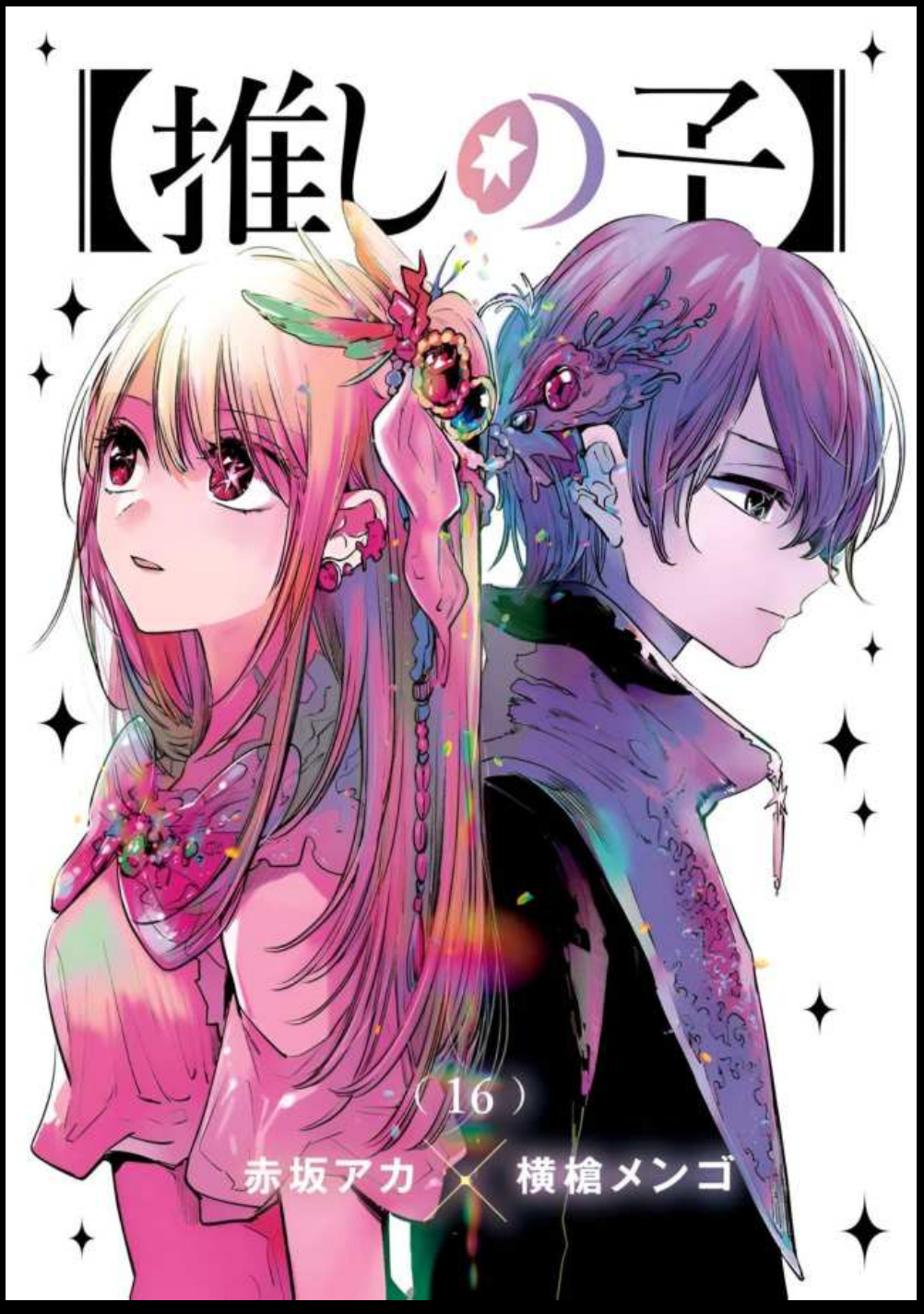
Items

Your items are discounted by 50% for their respective origins.

Oshi No Ko [Free]

For Free, you can have all of the Oshi no Ko media, from all of the manga volumes, personally signed by the author, to every artwork and miscellaneous media associated with Oshi no Ko. You'll even have the perfect environments to read or watch Oshi no Ko whenever you want, all of which will be contained either inside of your Warehouse or in a house that you own in-jump.

Even if you weren't that much of a fan before, you can give yourself the ability to enjoy Oshi no Ko everytime you interact with it. (I'll even throw in a 'seamless refinement' of the original series if there's things you found too undesirable in them)



Beautiful Items

Your Own Merchandise [100]

This is precisely what it sounds like, you have merchandise of your person that you can share with the world at large, having a fiat-backed company that you can never really access or perceive but which spreads your merchandise in accordance to your popularity. Depending on how much income you would generally get from a rather good contract, these merchandise may even generate you some money too. You also get to have a number of these things given to you, delivered to your warehouse-equivalent.

Merchandise of Your Oshi [100]

There's enough merchandise in your warehouse or in a place of your choice that you own to fill up an entire room with merchandise, all of which is deeply curated and bought from the best of sources. These are all things that your oshi, your most favorite entertainer, has had made in their image and sold to their fans. Some of your things are even special editions, many of them signed by your oshi, too!

By itself, this doesn't do much for you other than having something that makes you happy and content, as your oshi would most probably be a being that causes that effect on you. As a further bonus, even if you don't have an oshi, this item can generate an entity that could serve as an oshi if you need it. That way, you should always have someone out there that inspires you in your life.

An Entertainment Agency [200]

You've successfully drawn the eyes and the care of an entertainment agency that manages you. This is a place that will make sure to do the things that you would have to do yourself instead when it comes to scheduling your performances, your practices, planning your future, finding new jobs, broadening your contacts, basically anything that would take time away from your actual career. Though, this agency serves only for the entertainment world, so it can't be used as an equivalent of fixers.

Your List of Contacts [200]

In your possession is a list filled with names of multiple people, both in your vicinity and in the larger world, all of which are either people that you already know, who get a dossier of kinds to check out what you know about them (or what you can intuit) but also of people that you don't know yet. The people that you don't know that get written and spoken of in this list are all people that could easily become your companions and followers, filling up your social ties across the setting.

A Place to Practice [400]

In your ownership is a relatively large room, built for the purpose of practicing and learning a performance, which also adapts to whatever performance you are trying to learn and hone, whenever you need. Generally, both as an example and as a default state, the room takes the form of a dancing gallery, with a large mirror taking up an entire wall so that the dancers may see themselves moving.

You'll find, though, that this room also generates an ideal teacher to you and your peers, helping you learn the performance you want to learn, even if you're nothing but a beginner or already beyond the human limits. Your teacher will generally take the form of a person that you deeply love and care about, especially if they have a doting relationship towards you, such as your father or your mother. Having them teach you will improve your learning immensely, and provide you with greater confidence.



Legacy of the Greats [400]

Those that have come before you have left behind a legacy from which you can spring forth and become not merely great, but greater than any that have come before you, as this legacy is something that you can use as the spark of a legendary career.

This legacy is a great number of arts that you can transform into your own, such as songs and dance routines from a great idol group of the past that you can reenact or multiple films that you can do once again to transport you into stardom. It even comes with guides to help you keep going after using the legacy itself.

The Big Stage [600]

You've successfully attained the greatest goal of the performance arts, especially when considering those who are in the world of entertainment, you have acquired the complete means to get into the biggest stage of the world. This is a massive avenue made to gather as many fans as you have, letting them gather from all over the world to witness your performance and spread the greatness of your art all over the world.

This item gives you both the location itself, which is inserted somewhere plausible in the world, or, at the very least, somewhere appropriate, and also gives you the key to open it as a performer or group whenever you want. Though it would be best to use this when your popularity and overall fame is enough to actually gather thousands upon thousands of fans, you can absolutely use this with lower gatherings, having even dozens of fans be enough to spread word of your performance to the wider world. The avenue updates in accordance to the number of people.

B-Komachi [600]

What you gain through this item is not so much the members and the company behind the idol group 'B-Komachi', so much more as the actual idea and concept behind the idol group itself. This provides to you the very spirit of 'B-Komachi', providing to you a house where every member of the team can gather together, but also a general sense of belongingness when the members are properly introduced into the overall group, which may now contain as many people as you are willing to introduce.

The newfound members of 'B-Komachi' aren't just idols, but a family of performers that grow and develop far more and far beyond what they would ever be capable of before. This grants the people that enter 'B-Komachi' with the ability to develop any of the perks available in this jump overtime. With the higher the CP price making it harder to acquire the perks. Yet these members can not only build great relationships with each other, but also even do things such as acquiring their own 'Star Eyes'.

This doesn't give you the ensemble itself, though it can help you in getting the ensemble, as the members of the B-Komachi group, both past and present, will eventually appear inside of the group house.



Wordly Items

Oshi Fashion [100]

In one of the wardrobes you own (or anywhere that could hold a good number of clothes), you have an endless amount of idol clothes, ranging anywhere from what the idols would use during their performances, to something that they would use in their day to day life. Some of these even include things like well-made cosplays that you can use and similar things. They tend not to be incredibly expensive things, and you can't really sell any of them either, but all of the options are good clothes.

'How to be a Professional' [100]

One of the things that you now own is a book that updates and adapts to what you're learning, even if you're already a professional and expert at what you do. The book doesn't merely teach you new things or help you learn more, but also provides you with outlines to things that you want to do, as if a future version of you were sending tips and guidelines for you to accomplish things in your field.

Refined Instruments [200]

What you've got here are instruments for every kind of performance art, anywhere from something like a choker that helps your sing as much as a masterfully made guitar would, to that very same guitar and every other kind of instrument you might want. All of this can be found inside of a room, somewhere in your warehouse, or elsewhere inside of the world that you own. Using these items can provide a great boost to your performances, and they will work properly even if they're not connected to sound systems.

Perfectly-Connected Phone [200]

With this phone, you can connect to any one person in the entire world, or even the wider universe, no matter where they are or what they're doing, as the connection bypasses everything, letting you talk with people even if they're doing something else at the moment. Imagine that the connection works as something akin to a telepathic connection (that holds as long as you keep the phone in your ear or in speaker-mode), so even if they're doing something strenuous or distracting, they can still talk to you.

Enough Energetics to Never Sleep [400]

Because there's few other things that you need more than the means to keep doing everything that you're doing, with all of the dozens upon dozens of tasks and things that need to be completed. What you gain through this item are a great number of things that provide energy, whether they be energy drinks, actual drugs without their addiction effects, or anything else that is meant to be consumed to gather more energy to do things in the world.

You have enough of them to spread them between a couple dozen other people, having them benefitting from the items just as much as you would, and these energy-refilling items would always respawn every day.

They're fiat-backed to make it so that their energy refilling characteristics are immensely upgraded, scaling their capability of providing stamina in accordance to the person that uses them. So even if you have infinite stamina, a drink could somehow recover 20% of infinity.

Spotlights to Shine Upon People [400]

All around you are floating spotlights, hidden from all but the greatest of perceptions, that actually bends the light and the perception of others to make them far more likely to focus on whatever it is that the spotlights are focusing on. This light superceeds other lights, making things such as actual spotlights or illusions be nearly forgotten by those seeing them, to see the spotlights you're shining on things around you, instead of whatever it was that they were focusing on before.

You could use this during your performances to illuminate every move of every person acting in the performance, making people focus on the entire performance act more than they would before, and you can also change where the spotlights are to perfectly control the focus of the audience from moment to moment. The spotlights provide you a perception of where their lights shine, though it doesn't work well during combat.

A Blazing Star [600]

One of the greatest things to see in the world of entertainment is the star, the few people that don't simply shine brightly, but bring the entire world's attention to them, not just the people, the world itself. What you gain through this item is an actual star, one that shines brightly above the world, as clear to the world as one of the brightest stars in the night sky, being clear on the sky even in the brightest cities.

The light of this star is completely under your control, and whenever you want, you can make its unique nature shine through the world and on top of a person. Whoever has the light of this star shining upon them will immediately rise up to become one of the greatest geniuses in their current performance, an entity unequal, capable of things that nobody else would have been capable of while under the light of the star.

The Road to Stardom [600]

There's a metaphysical road tied to your very soul that only you can see and interact with, which becomes visible whenever you desire to see and have it in your world, appearing in your mind's eye as an endlessly going road to the horizon. When you step on this road and walk on top of it, your destiny and future changes, adapting to place great trials and turmoils in your path. Each trial and challenge that you face through the use of this road will make you greater than you were before, leading you to stardom as you face the challenges of the world.

This essentially makes you a protagonist of a story in the world that you're in, altering the events that surround you so that you are either inserted as one of the protagonists of the story, or making a new story happen, centered around you.


OSHI NO KO

Sophisticated Items

A Personal Concept [100]

This item comes in the form of a transformation upon every other item that you have, making it so that, whenever you want, every item that you own will change to adapt to your style and the concept of your character, never making any of them stronger or weaker, but making their aesthetics aligned with you. So if your concept is to be a cool person that never loses their badass concept, then your items' looks will all update so they perfectly accentuate that concept.

Character Sheet [100]

In your possession is a sheet that writes out the information of a character that you have in mind, completely filling every corner and part of the character, including things that the person who created the character doesn't know or wouldn't have thought about. You cna use this with any character, even those that are from fictional worlds that you are currently inserted within, as long as you know of them as characters to begin with. This sheet updates as they change or as you perform in their place, letting you understand the characters to a degree that nobody else could understand them.

An Adapting Script [200]

You have a script for the world around you, one that adapts as you go around as a person in the world, letting you read back on things that have happened around you and to you with a third person perspective, though one not quite omniscient, just with greater knowledge than you. So you could read it and find out things that you hadn't known or seen before, figuring out more about the world that surrounds you, being able to adapt to the world more than otherwise.

Focusing Lenses [200]

You have a pair of glasses or contact lenses that you can use at any point to give you a heads up display that hones your focus and lets you keep deeply focused on a singular thing even if other things would take your focus away. You could use this to keep your performance perfectly focused on a singular thing, forgetting away everything else and letting you do something with fetters to your concentration being far less capable of taking your focus away.

Your Performance Stage [400]

You have an item that transforms the world around you whenever you are performing, altering the world around you such that you are within a stage made specifically for you, perfected so that your skills would be heightened and your performance would be made the most important one. This world alteration is fiat-backed so that it's never noticed to be something anomalous and against the nature of the world, so even if others realize that whenever you perform, the world seems to bend to make your performance vastly easier to make, they will still perceive it as more a 'fact' about you than something else.

A Planning Table [400]

This item comes in the form of a room that is filled with tools to help the planning of anything to be made with far, far greater quality than it could before, no matter how incredibly skilled the planners and people behind the planning are. This is enough that through this planning, you could make yourself into a mastermind of plans upon plans, all by making sure that you have enough information and general skill with planning that you could use all of the tools to improve upon your plans properly.

You can fiercely adapt your plans to the events that happen around you, helping you make sure that the goals that you aim for can be achieved through the plans that you make, as long as you're capable of following the steps you have outlined.

Lalalie Theatrical Company [600]

You're the owner of the Lala Lai Theatrical Company that Akane Kurokawa and Taiki Himekawa come from, and the theatrical company has now ascended to really take into the spirit that Akane and Taiki have, letting all members of the company be people that could help you in various nefarious and theatrical acts. They're all immensely skilled actors, and people that could serve as the best spies and masterminds that you could ever have, always being significant in the world that you are in.

Consider how Akane, who should only have been a genius actress, was quite the fierce detective and overall observant person, being capable of spying on others and figuring them out with little information. Now consider a company that has nearly every single member having just as much skill with looking into others. That's your version of Lala Lai.

Complete Immersion Room [600]

Inside of this room that you can place wherever you want in a property that you own or in your warehouse, you can completely immerse yourself into a character and their lives, being capable of living their lives from the moment they are born all the way into the moment that they die and anywhen in between that as much as you want. Your immersion can be as deep as you want, to the point that you and the character are one.

These characters can be any fictional character that you can conceive of, and the degree of immersion has no relation to how much you know about the characters in the first place, as you could think of a character that you have only ever heard in passing and still be allowed to immerse into their existence to a depth that no writer could envision. This item comes with an assurance that makes it so that you never lose or have your sense of self diminished, no matter how many characters you immerse yourself into.



Masterful Items

An Actual Knife [100]

Not quite, this isn't an actual knife that you would take and use to go out there and murder the poor oshis of the world. Instead of that, this item takes the form of something that you could use to ruin someone's life. It's not something exceedingly unique and useful by itself, reason why it can take the form of nothing more than a common knife if that's what you would need to ruin someone's life. But the fact that it can change to adapt to what you need to further your goals of ruining a person's life in the moment may prove quite useful.

Spying Disguise [100]

In your possession is a disguise that can be used to meld into the public or the shadows of the world, letting you spy upon others and gather as much information on the as you can. Even if you don't know much about stealthing through places and observing people, this disguise set by itself will help you become an investigator of professional capability. It changes depending on where you're spying your target from.

Blackmail on Everyone [200]

You've gathered actual blackmail on essentially everyone around you, no matter who they are or how high and powerful they are in comparison to you, whether that power be hard or soft. Of course, from person to person, the amount and usefulness of the blackmail would increase or decrease depending on the difference of strength between you and them, and how hard it would have been to acquire the blackmail in the first place. But these can always be useful as a starting place to find more blackmail.

Dossier of the People [200]

Whereas others might have something such as a list of people in their phone's contact list, you have something a bit more than that, being a dossier containing information on the weaknesses, the failures and all of the stress vulnerabilities in the people contained in them. Your dossier of people around you updates as you find more and more about others, becoming something that discovers their every weakness and failure, letting you use them for any nefarious needs.

House of the Investigator [400]

Forget going out into the streets to spy on others and get their information, through this house you can skip having to be in these places or having to wait for the information of your spies to get to you, and simply get it all in real-time, as if a copy of you were out there doing the spying.

You can gather the information you need on others while being inside of this house, and simultaneously use that information to extrapolate and know more from there, slowly unraveling all of the knowledge you might need on the people around you. Furthermore, where before you might have been limited by distance or time, you could do your spying from here even if your target is in another whole country, or is actually a fictional character.

The Filming Set [400]

What you own here is a building that can be used for the sake of filming performances, and not only does it provide the means to film them, but also everything related to the creation of a film or any other visual media based on capturing a performance. This means that even if you're all by yourself, you could perform inside of this building, which has been made to be as luxurious and well-made as the greatest available, and have your performance be perfectly made into a movie, or even an animation.

If others would need people to make sure that every part of the performance is properly filmed, or to make sure that the actors know what they're doing, or anything else, this building will direct and accomplish all of these by itself, as if a top-tier professional team was working alongside the performers. Of course, if you add actual people to do these instead, then the building will immensely improve upon their skills.

The Nemesis [600]

When it comes to people that you declare your nemesis, that is, the entity that you must see disappeared from the world, or otherwise so utterly destroyed that they cannot enact any more effect upon your person anymore, then the world itself will start bending to help you defeat that person. This item comes in a metaphysical form, such that you can only ever really interact with it if you have the means to deal with concepts and ideas themselves.

What it does is that it immerses itself upon the world around you, growing alongside your power when placed in worlds beyond the mundane. Then, it forcefully challenges the will of the world, making causality change and the narrative of the world bend so that you have a higher chance of succeeding at the defeat of your nemesis. This, however, is never exactly an all-powerful thing that makes you succeed no matter what. Even if your power is exceedingly high.

Since the item is made for a world such as Oshi No Ko, it is designed so that it only changes the probabilities and increases your chances. Enough to make an impossible fight be that bit more likely to go your way.

The 15 Years of Lies [600]

In your hands is the perfectly scripted and outlined model of the end product of an art, whether that be a completed movie, manga, or anything else of such kind, and not only is it at the level of the greatest of masterpieces, it is narratively bound to shake the world of entertainment when it is released. This model exists in a state of possibility until you decide on what exactly it is that you want, upon which it is locked in and becomes the perfected script and outline for the art that you want to publish on the world.

The kind of thing that you can bring out into the world through this world is limited only by what you're capable of, as the only certainty about it is that it will be a masterpiece, no matter what your level of skill or status in life is.



Companions

In this world, you can have the standard companion options of being capable of creating or importing companions for 100 CP per character, or a total of 400 CP for eight characters at most. These companions can be dropped-in or they can have a story in this world, being born or adapted into it as if they were always part of the setting.

They will come with a stipend of 600 CP to be used in the jumpdoc and are allowed to take personal drawbacks that affect them directly to have more CP. These are actual, living beings, so they may act in ways contrary to the Jumper's goal. As a further, you can also use this CP to have a higher chance of making a canon character a companion. Or, depending on the character, making them a companion from the get go.

Drawbacks

Big-Time Weirdo [+100]: It's not all that uncommon for the people at the top of the entertainment world to have their own quirks. Though these often aren't just 'quirks' that a mundane person would have, but much more strange and unusual, enough to make people notice them and be weirded out by them.

Something like doing their every scene without wearing their glasses even though they're nearly blind without them, or reading their script, even during the recital, upside-down and from the opposite reading direction. Now you have something like this. It will make people weirded out.

A Childish Worldview [+100]: The way that you see the world is exactly that, childish, as if you have grown up sheltered or otherwise neglected, enough that you think of things in ways that you would expect only of children.

You still have enough of you to make sure that you can at least try making it through the world of entertainment without too many people taking advantage of you, but it will still happen anyway. Sooner or later, there will be people that realize that you don't really have enough of the adult cynicism needed to see through lies, and they will use that against you.

A Lousy Performer [+200]: You're a terrible, terrible performer, the likes of which would pull down everyone and everything around them during a performance, enough that you could make an S-rated show fall down three grades into an C-rated one even when you put in your best effort. Nevermind what would happen if you weren't doing your best. Your sheer lack of skill is a nightmare to go through in the entertainment world. But if you put in an obscene amount of effort... you might just make it through. This will affect you in some way even if you're not a performer.



An Extreme Case [+200]: Your general social skills and overall personality have taken a plummeting fall down into the abyss and have left you extremely affected, making you a rather troublesome person to deal with by others in the world, whether they be in the entertainment industry or not. You struggle to engage with the interpersonal side of things, being the kind of person that makes everyone wish they took a life-long class on how to function in society. It'll make you a thorn on your own side a lot of the time.

Blind To Your Own Talent [+200]: It doesn't matter how good you are or how incredibly fast you learn and shake the world around you, to you, you will always be the pathetic, struggling weakling that has to crawl their way into success. Because, to you, the idea of being your own worst critic isn't just an idea, its the most pure fact of life that there is. Your every move is something that you dislike and criticize, and you could only ever wish you were better than this. Even if others try to convince you of your genius, you'll never see it.

Love For Someone Else [+200/400]: There is someone in the setting that you deeply love, someone that you want to protect and to help live in the world, to have as great a life as they could ever have. This is something that will cause you pain and hardship a lot of the time, even if your feelings were romantic and reciprocated, there will always be pain at the thought of them being hurt, of them failing, or any such pains. Doubly so when these things happen to them, as they have a higher likelihood of suffering due to this drawback.

For 400 CP instead of 200, both the love you have for them and their likelihood of being hurt by the world will increase immensely, to the point that they could very well have near-death events happening to them from time to time. Events that you would do anything to make sure that they don't come to pass and take your loved ones life, as your love for them is all-encompassing, not enough to make you insane and kidnap them, but enough to make you put your life on the line for them.

Preparing Yourself to Fall [+200]: This is rather surprising, but its almost as if you were someone in your past life that constantly fell, that would always stumble and fall down and have to prepare yourself so that you wouldn't be hurt by your fall. In a lot of things that you do, even when they're not athletic and dexterous in nature, you will hesitate at just the wrong moments, making you slip and fall or otherwise fail in a way that causes you embarrassment and pain. This won't endanger you immensely, at least not enough that you could stumble onto the highway, but it will cause you trouble, as you fail even when you should succeed, because you're preparing yourself to fail.

Taken Advantage Of [+200/+400]: I... this is something that I must apologize for, Jumper, because it truly is that bad. Well, there is someone out there that has used you for their own purposes at some point in your life. They have, quite simply, abused you. What kind of abuse that was is left to your choice, as the choice of this drawback is yours to make regardless. But whatever it is that that person has done to you, it has left you changed, and you have contracted an affliction that causes you hardship in your life in the world of entertainment. Perhaps, you distrust everything and everyone, perhaps you use your lies to defend yourself.

For 200 CP, it was something that causes you difficulty through your time here, but which you can deal with, and keep going through even though it has left a memory that scars your mind. But for 400 CP, this is something truly heinous, a crime that has been done to you that has left you sincerely broken.

You can power through and keep living in the world of entertainment, but make no mistake, Jumper, for this price you have suffered immensely, and it will negatively affect everything you do here. Remember that these drawbacks are not easily trumped, if they are, at all.

You Only Succeed a Third of the Time [+200]: That's all that there is to the perk. You will always, with complete certainty, fail two out of three times whenever you attempt to do something, and this does not mean that you will always succeed the third time, if anything, you might keep failing at something for the whole decade. But this does means that the things that matter to you, the things that are important, all of them will fail at least twice. Going to the big stage will fail, trying to join the industry will fail, things will fail persistently, and it will be terrible to keep failing so consistently in your life.

An One-Way Ticket to a Mental Breakdown [+400]: Your schedule is a complete and total nightmare, the kind that could make someone breakdown and get themselves killed, if not die because of the sheer amount of overwork to begin with. This is the kind of schedule that leaves you with nothing more than two hours of sleep everday, where every second is painstakingly used for something, anything, and no matter how much stamina you have, you're completely pushed against your limits everyday, until you break. Then you break, get some rest, and start it all over again.

A Bottleneck Trigger [+400]: Something in your past has built within you a trigger, one that is manifested whenever you are performing, forcing you to endure the affliction it causes and making you push through it, even as it happens again and again, everytime that you ever even so much as try to perform. It's something that could force you to do a full-stop in a live performance and have to run away before you fall over in a fit of agony, as the trigger takes over your mind and forces you to remember what it is that made you have it. Enough training can lessen the impact, but it will always be there.

A Demonic Author [+400]: Behind every performance that you do, even if your performance is something authored and created by you, there is a person that will cause nothing but utter terror upon every step of the performance art and the creation of what you want to produce.

It doesn't matter who they are, whether they be an author that hates every inch of the script and condemns every scene of their adaptation, or a director that wants nothing more than to see it all burn, the person doing this will be a nightmare and will always exist on every performance. There's still a chance that something great is created if you make the pieces fall perfectly well, but even that will be an utter nightmare to realize.

A Frail Body [+400]: Oh. I guess you will never be capable of becoming a performer in this jump, huh, Jumper? Because your body, it's not merely frail, it's barely making it through the next day, and it doesn't allow you to do anything more than take a few steps, even after all of the physical therapy it's being given.

You have a body that is failing to help you, that is not helping you live and that is constraining you to nothing but a hospital room. At least this drawback gives you enough of an allowance to let you live in a top-tier hospital with great staff and equipment... but having to do anything physically straining? All of that is out of the gate.

Ghost of Your Past Self [+400]: It doesn't matter on whether you're an reincarnee or not, because there is a fragment of your past self, a version of you that already was, that has kept itself inside of your mind and which will actively hamper you at important moments. They will sabotage your efforts and make your life a living hell, knowing exactly how to hurt you and to make you slip and fall when you need not to do so the most. Their fiat-backed nature means that nothing you do will really be capable of combating them completely, resisting, perhaps, but they will always find a chink in the armor to go through.

Lacking in "Star Quality" [+400]: You're lacking. There's something in you that is completely void, leaving behind a kind of performer that can work, but which is simply not capable of breaking through enough to become a famous and one-of-a-kind being. You simply don't have the "star power". You will always be a completely average person in terms of how far you can take your capability, and even on how far your other attributes will be capable of taking you. Yes, even if you are a God of Beauty, your beauty will still only take you as far as mundane beauty could take you. Even hard work will only take you so far, too.

The Eyes of Liars [+400]: "Eyes of people that lie.", that's what you have in your person, not merely something contained in your physical body, but something deeply connected to your very brain. You're a pathological liar, Jumper, the kind that lies about everything they do, about everything they are, weaving lies upon lies upon lies, as something of a need, a thing that you must do if you want to remain within the jump and to not lose your perks during and after it. You must lie, Jumper, lie and lie and lie again. No matter what it is that you do, you must lie, as that is the most supreme trait of your being.



Your Horrible Childhood [+400]: There are not many out there that have made it into stardom without having a broken childhood or with horrible stories behind them, leaving their path to glory with nothing but trauma and tears behind. You're no different, not anymore, as just like the early drawbacks could change your background even if you were a drop-in, so can this drawback make it so that you have horrible, horrible memories of your story before it began in this jump. It's as if the world wanted you to die for most of your life before the jump began...

You Must Never Enjoy It [+400]: Not for a second, not even for the smallest moment, must you allow yourself to enjoy that which you should love and adore with all of your heart. No, no matter what you do, no matter how much you try, you must hate it, you must hate the performance art that you most engage with. Perform with all of your hate.

Even if you would not love it before, now you do, now you really, sincerely, would have wished for nothing more than to become the greatest in that performance art. But now you must make yourself abhor it, and must make the act of performing it at all, be akin to nothing but pulling teeth and drowning your mouth in salt while you're at it.



A Dream That Can Never Turn True [+600]: If only it could have been perfectly like the stories. But it will not be. You will lose someone precious to you, someone that you love, someone that is exceedingly important to your life. Their loss will wreck your existence and paint the entirety of your life in this world with the hole left behind by their corpse. Everything you do, every step you take and every breath you make will be tarnished by the pain of your loss, and you will feel as if everyday was another attack on your spirit. Hold strong, Jumper. If you don't, you might die before you leave this jump.

The Horror of a True Enemy [+600]: An entity that seems to hold control over everything and everyone, an all-encompassing enemy with webs and threads at every single section of the world you interact with. A spider that sits on the center of its web, unrivaled and unworried about any attacks upon it, knowing every way in which it could stop those attacks and deliver back a devastating revenge.

That is what you're dealing with, an enemy, a nemesis, that has its eyes set on making your life into a nightmare, one that might just end with your torturous death. This enemy will scale up to match you if it needs to. It leaves enough of a chance for victory that if you took the whole decade fighting them, you might just succeed in the end.

Conclusion

Return Home: If you wish to go back to your original home, you may do so from here, going back exactly to when you want to in your former home's timeline, bringing whatever you wish to bring with you. You can also go to a previous jump's setting, if you want to.

Stay Here: You can stay in this world of stars, if that is your desire. Simply lay back and continue your journey in this place. I'll even throw an extra and let you learn the other perks given enough time in this world.

Move On: The chain of jumps is truly eternal, as it continues going even after the Jumper is no longer there. It is only natural for a Jumper to continue traversing it. Go forth to the next jump!

Notes

Most of the jumpdoc is written around the Jumper becoming a performer of sorts, whether that be as a YouTuber, a musician, an actor or anything in that line. You can, however, alter some of the perks to fit a different kind of art instead. The guidelines are that they must be an art, so you can only shift a perk such as Shining Style to a different art, like painting, and that it must remain within the boundaries of the perk's capabilities. So, you can't shift the 'Star Eyes' to uncap everything, for example.

The artworks are all from the Oshi no Ko manga series, being either from the covers or particular scenes from the manga, so all credits go to the artists behind them.

Have fun!

