

Tokyo Mirage Sessions #FE Encore
Jumpchain by Cthulhu Fartagn

The Story Thus Far

A long time ago in a land known as Archanea, a wizard took two students into his household and began to teach them all he knew. One was talented and powerful, and the other was steady and kind. Alas, no amount of talent can outweigh such a horrible personality, and when the time came for the wizard to pass on all his knowledge to a single student… Well, the talented one, Gharnef, felt slighted.

In his rage, he devised a ritual known as the Opera of Shadow meant to summon a great dragon to destroy the world. The Shadow Dragon, Medeus. Thankfully a young Lord known as Marth rose up to stop him, surrounded by the army of allies he had acquired along the way. Together, with the power of friendship, and a blessing from the Divine Dragon, Naga, they utilized a counter ritual that would become known as the Opera of Light, slayed the Shadow Dragon and brought peace to the land.

At which point Naga gathered up all the Performa of the world, and cast it out. Oops.

This Performa landed on Earth, and caused an explosion of song and dance, of the arts and other expressions of culture. It also drew some of the former residents of Archanea who had been practically hollowed out and turned into shells of their former selves. Taking the name ‘Mirages’, they sought to reclaim their Performa, their ability to live and to enjoy life, and their own memory. On the Earthly side of things, certain ideas gathered up into weaker monsters that also came to be known as Mirages.

Unfortunately for everybody, Garnef was one of those Mirages, and was so lacking in morals that he killed a number of people and stole their Performa, and began the Opera of Shadows a second time. Luckily for humanity, Naga’s own daughter, Tiki, also arrived, though her memory would evade her for some time until she met a young model named Maiko.

Five years after that meeting, things are beginning to come to a head. Whether you are an innocent bystander - read as, 99.9% of the population - one of the Mirages helping Garnef, or a Mirage Master seeking to stop him, I bid you to take these. You’ll likely not survive without them.

+1000 cp

Origins
Pick One

Executive / Drop In
While the secret side of the world may run on a magical power created by the glee of fans as they watch their favorite Idols and Actors on the big screen, the truth of the matter is that the show won't go on under its own power. Someone has to step back, find the next big hit, and sign the paychecks. And that someone is apparently you.

Idol
Not just a pretty face, I hope. Without at least some talent you won't get very far in this industry. Maybe you have the talent to skate by, or the eagerness to work yourself to the bone to keep up with those that do. Either way, you're probably about to become a fan favorite as you step up to the camera to sing your song and dance your dance.

Actor
Truth be told, there's a bit of overlap here, but if you don't want to sing and dance, maybe you'd rather end up on the silver screen, or maybe the saturday morning cartoons? Well, I would say that I'm joking, but both of those are life goals for a pair of actors that you'll probably end up meeting sooner or later. The exact specifics don't really matter, just get ready. Lights, camera, action!

Mirage (Free or +100 cp)
A Mirage is either a being made out of pure Performa that seeks to complete itself, or a being drained of Performa that is barely holding on… and seeks to complete itself. For free you may be of the second kind, bearing a striking similarity to another character of the Fire Emblem franchise, though mostly lacking in special powers. For an extra +100 cp you can instead be of the first kind, a far more monstrous existence.

The life of a Mirage is an odd one, but for the sake of simplicity you will probably want to find a compatible human and make a contract with them. This provides them with a weapon, some armor, and access to magic - known as a 'Carnage Unity' - as well as amplifying their own Performa in exchange for a share of it - known as 'Radiant Unity' - that you need to live instead of stealing from others.

Age
Your age can be freely chosen between 10 and 30 or so, though you can pay 50 cp to be even younger or older if you truly feel the need.

Gender
You enter as whatever gender you were last jump, and may pay 50 cp to switch if desired.

Discounts
Each origin gets its associated perks and items worth 100 cp for free, and the rest for half price.

Mirage Master

Underneath all the shining lights and glamor lies a dark secret. Performa. Mirages. The Mirage Masters of Fortuna Entertainment… and the berserk if not outright villainous Mirages who quite literally steal the light out of people's lives, making them unable to enjoy things such as good food or a catchy tune. And that's not to mention what they do to the cooks and singers. To combat this potential threat to you and everyone else, I'd like to offer you the opportunity to become a Mirage Master.

At its core, it means that over the course of your first day in the jump you will have an encounter with a Mirage, it will likely try to consume you, only for your Performa to shine brightly enough to overpower it. This will create a contract of sorts, turning that Mirage into your ally instead of your enemy. A Persona of yours, if you will. And while Fortuna is the only company in Japan with more than a single active Mirage Master on staff and will likely try to recruit you once they know you are one, you don't have to join them.

However, if you'd like to pay a bit of cp up front, I can be a bit flexible on that date. For 100 cp, you made your contract a month before the jump began. For 200 cp, between one month and a year prior to the start of the jump. For 300 cp, you made your contract up to a maximum of five years ago. In addition to that, choosing to have a Mirage for longer will grant you additional experience in the entertainment industry, going from a fresh hire or newly scouted talent to someone who has been at this for up to five years. As something of a fringe benefit, buying each level of Mirage Master also gives you a small upgrade to your appearance, something the entertainment industry practically demands.

Lastly, some of the perks you buy have options that will be amplified by Mirage Master, partially as a result of you holding your job for longer, and partly because you have access to magic now. The free version that you get by default will have no other effect, but each tier of Mirage Master, 100 cp, 200 cp, and 300 cp, will grant you the additional effects of 200 cp, 400 cp, and 600 cp perks that you purchase.

A Mirage taking this perk will instead be granted a compatible human, following the same rules for how long you've been together. However, instead of receiving a boost of your own for each 200 cp, 400 cp, and 600 cp perk you take, your human will instead receive an extra skill or ability that would prove useful to you. You may import a companion into this role if you like. If you choose not to, then your Mirage partner will become a follower once the jump is over.

Perks

Executive

100 cp - An Experts Opinion

While you may not be large and in charge, the fact remains that in order to be good at your job you do actually need to know what you're talking about. Even if you have three left feet when it comes to acting, as long as you can tell good from bad, and more importantly, why it's good or bad, then you're off to a good start. So, go ahead and pick a topic. Maybe it's the culinary arts or maybe it's who has the talent to be a model. Either way, you know your stuff. To be clear, you could get a job as a food critic where people gave a damn about your opinion from this alone, but actually cooking? Good luck.

100 cp - Number One Fan

But, assuming you did have a fancy chair in a corner office, that would be too far away from all of the action. No, you need to be up close and personal, preferably backstage to your favorite television shows. Hey, if you've got the clout to get away with it, you might as well. But more to the point, you have what amounts to either an obsession that would scare even the most diehard of fans or the luck that would drive them stark raving mad to get your hands on every scrap of merchandising that exists for your favorite shows, no matter how limited edition they might be. Heck, the few times you forget to go looking for it might result in the actor straight up handing it to you as thanks for your support.

200 cp - Average Everyman

So, how exactly does one get an in with the industry? Well, presumably you start at the bottom and work your way up. In your case, you seem to have been all over the place before you found your true calling in management. While it might not make for a great resume, it does mean that you have basic competency in damn near every area of the entertainment industry, from creating the outfits that go on the models, to walking down the catwalk yourself, or snapping the photograph as they do. Mind you, just about everyone can outdo you, but if you're ever short of a hand or want to get back into the midst of things, you have the skill. Just, not as the star of the show. You'll need a lot more for that.

If taken with Mirage Master, you'll find a number of other skills entering your repertoire, from the obvious weapon usage and a variety of physical activities, to things you might be expected to use onscreen such as cooking or sports.

200 cp - Giving You My Personal Attention

These youngbloods think they're so great, but the truth of the matter is that they don't know a damn thing about what they're doing. Luckily for them, Jumper Bootcamp is about to begin and you aren't taking no for an answer. While you may or may not have much in the way of skill at the various walks of life in the world of entertainment, what you do have you find incredibly easy to pass on, coming up with exercise routines that bounce between utterly nonsensical, life threatening, and incredibly insulting to the student - and all of them extremely effective. Oddly enough, you threatening to abandon them as hopeless and go watch anime only serves to motivate them even more.

If taken with Mirage Master, you may choose to adapt your backstory as 'retired', giving you a small skillset to focus your training around - a backup dancer, or a musician to an idol, perhaps? Nothing major, but enough to have you set. You're also qualified to teach them to fight, obviously.

400 cp - An Inspiration To Us All
You might not be able to act or sing, but there's something about your words that lets you draw out that talent in others. Dissect their Performance, point out all the flaws, and offer constructive criticism to help them get better. But your silver tongue doesn't stop there, because you are apparently one hell of a song writer as well. Perhaps not to the point of the so-called 'Platinum Hit Man', but with a bit of inspiration and the right singer you could rival him. Compared to the above, this is probably a side benefit, but your words also make you a natural flirt, working your charms into everyday conversation with a bare modicum of effort. Quite frankly, even if you were a Mirage Master, your words would still be the most dangerous thing about you.

If taken with Mirage Master, you'll find the people you advise in any way growing rapidly. Your advice taken to heart would mean the birth of a new Performa in record time, while listening to a detailed explanation on Mirages would almost provide as much experience as actually fighting them.

400 cp - What Dreams Are Made From
Being the perfect cog in the machine is all well and good, but nobody in this industry has ever gotten anywhere without a sense of vision, or artistry, of making new spectacular thrills. But when the other option is ripoffs and reruns, you don't have much choice do you? Opportunity for the next big hit won't fall into your lap, but when you go looking for it you have a tendency to find it. Maybe it's stumbling across a kid on a street corner who has the talent to be somebody, or maybe it's convincing a rival company to work together in order to pull off an amazing collaboration. Perhaps something more mundane like pulling a high quality event together in the span of a week would be your style? Either way, when just another day in the office isn't good enough, they come to you to make it happen.

If taken with Mirage Master, you'll find Duo Arts and Ab-lib techniques significantly easier to find and use, and that's when you aren't straight up making new ones as the situation demands. Even without any effort on your part, new ones will simply pop up whenever you finish a new gig.

600 cp - Lord of Fortuna
Let me be point blank - if you weren't in charge already, you are now. Not only do you experience a damn near meteoric rise through any company you join - and the wild and crazy events for you to deserve that promotion - but as it turns out, so do the people around you. Let's say you and your team work on a project, and it's a big hit. Everybody gets a raise, and more than a few will get a promotion. Add on your natural talent for leadership and it's no wonder everything went so well. With you in charge, your friends might as well be destined for success. ...Well, that's a bit much. Still, the closer you are to someone the more of the glory they get to share in. There is a small boost on top of this effect if you're in charge instead of just a part of it, so you also get the leadership skills to go with it.

If taken with Mirage Master, this powers up anything even vaguely teamwork related. And when the basis of your power is you forming a contract with a Mirage, that amounts to basically everything. The boost is minor, but ever present.

600 cp - Opera of Light

In ages past in a long forgotten land known as Archanea an evil wizard known as Gharnef conducted a massive ritual known as the Opera of Shadows to unleash a dragon of destruction upon the world. A band of heroes, and of friends, drew together to stop him, aided by two dragons known as Tiki and Naga. Upon his defeat, Naga gathered all of the Performa of the world, and cast it out so that the Opera of Shadows could never be repeated. Sadly, this was a poor decision, and that same wizard now sets his gaze towards Earth with the threat of the Shadow Dragon. But that same cast out Performa is your saving grace, because the vast majority of it seems to have landed in Japan, and a not insignificant portion of it has landed in you. For now, that Performa lies dormant, granting you a simple if absurd talent for the performing arts and a rate of growth that would leave experts of the craft in awe. While there isn't much else in the way of practical benefits, the sheer size of your Performa means that it's ludicrously hard for Mirages to steal it away from you in order to eat it. It's a bit more than your average mook monster can chew, though more powerful ones will only be slowed down.

If taken with Mirage Master, that Performa is no longer dormant. In addition to the raw power this will afford you, this light of yours will constantly leak out of you, slowly raising the aptitude of everyone around you in the same way the inactive version of this perk raised your own, though none will benefit from this so much as those you call friends.

Idol

100 cp - Lucky In Love

I don't mean to be harsh here, but normal girls don't become idols. They don't capture hearts and minds the way pretty ones do, and if they have normal skills then they'll never be able to compete with the actually talented ones. Luckily for you, you're anything but plain. You're a beauty, be it the classical japanese look or a blond and buxom american gal. Eight out of ten, easy. Seven on a bad day, nine with a bit of makeup or the like. On top of that, you're ever so slightly luckier than your competition. You might not find coins on the sidewalk more often, but when you do it's usually one of the larger ones, and never a measly one yen coin.

100 cp - Cool and Cute

Smile for the camera jumper, and try not to stop because you're going to be onscreen for quite a bit. And I do mean a lot, it's almost your entire job. Fortunately for you you've learned how to roll with the punches ever so slightly and to leverage your natural looks and style into a personality of sorts. Maybe it's granted you an exuberant cheer that never seems to run out, or a cool and aloof - dare I say haughty? - stance that makes it seem that the rigidity of holding said pose for hours on end don't exist? Either way, acting in this cool or cute style is trivially easy for you, and easier still to hold onto for as long as you need to.

200 cp - An Eye For Fashion

More often than not, an Idol has a minimal amount of control over her songs. The lucky and talented ones might write those songs themselves, but otherwise they need a songwriter. And a costume designer. And a manager to do all the paychecks and find out where they can actually sing. And maybe someone who is owed a favor or two in order to pull all these things together in a reasonable timeframe. Fortunately for you, you have at least some control over things in the form of a decent eye for fashion. Putting together something stylish, or even designing what you're meant to wear on stage - and more importantly, getting them to use it - is fairly easy for you.

If taken with Mirage Master, your affinity with cloth will grant you an added bit of dexterity in combat. Or, in less complicated words, you can wear silly outfits and not be hampered by the giant wings coming out your back or the fact you're wearing heels and fight more or less normally

200 cp - I WILL LOSE AS MANY COOLS AS I WANT

Being able to push for things is all well and good, but you know something? They can push too. And boy, are some of the things they push for dumb as hell. You do not want to wear twelve inch heels, you do not want a panda mascot on stage with you, you do not want to put up with their asinine plans. Thankfully, you're better at shouting them down, countering the emotional blackmail, and giving a reasonable argument on why not to do something. In short, people find it very hard to push you into doing things you don't want to during your gigs.

If taken with Mirage Master, your performa allows you to become more expressive. In combat, your spells and strikes come with extra flair to them, and when on the camera people can quite literally see the flames of your rage or the sparkles in your eyes.

400 cp - Debut Album
First impressions are important, are they not? The first song you sing will set the tone for what people expect from you from here on out. And more importantly, the way you sing it. While you may not be a master, you can sing with your heart, placing emotions into your song, and making those who hear your music feel the same thing you felt when singing it. This goes double in the cases where your songs are based on real events that happened to you. You'll also find it easier to connect to other people, and can even ignite sparks of fervor inside other people that chase away the doubt and shadows from their life, if only for a time.

If taken with Mirage Master, that becomes somewhat literal in that you are chasing away the Mirages that would feast on their performa and potentially even refilling it yourself. This also gives a talent for figuring out how to separate a Mirage from an unwilling host.

400 cp - My Complex
The Idol industry can be rather cutthroat at times, with all the pretty girls trying to one up each other in order to stay in the front of everybody's minds, and even the slightest scandal can bring them crashing down. Maybe you'll be able to make a comeback years later, maybe you won't. However, you personally don't need to - the public tends to be incredibly forgiving of your mistakes, and assuming you can come back with a half decent reintroduction will welcome you back with open arms. As a side benefit to this, taking a break for a decade will barely do anything to your beauty during that time, though it can't put off wrinkles forever.

If taken with Mirage Master, you'll be able to devote a portion of your skill and talent to assisting any teammates and students you possess even while not with them. Call it an automated attack if you like, meant to help them make longer Sessions.

600 cp - Sacred Idol
I'll be honest, by all accounts you ought to be a rank newbie, only just hired. And yet, it seems that you truly are 'One Of Millennium', because someone like you doesn't come around that often. Your voice, even without any singing, is melodious and pleasant to listen to. When you actually sing, the sheer talent you have for the art leaves even tone deaf people crying tears of joy as the wonderful sound of your song assaults their ears. One might even say that you've submerged yourself in song so thoroughly in the past that you practically breathe it now. And that would be if you were untrained, which I assure you, you are not. Even less obvious things such as dancing, fashion, and acting are affected, though not nearly to the same extent. Of course, that still makes you the next big thing instead of the Goddess of Idols.

If taken with Mirage Master then your singing might not get any better, but it does have the effect of igniting small amounts of Performa in those who hear it. Someone with no talent might see no change, but given the slightest spark of interest and talent they could one day rise to your level thanks to your inspiration.

600 cp - Reincarnation

Reinventing yourself can be an arduous task, doubly so when you have a ‘face’ or style that you must present to the camera. Once you’ve decided to be the cool and aloof one, it’s hard to go back and become the cute one. All your fans and maybe even your friends expect coolness from you. Maybe it’s courage, maybe it’s encouragement from your friends, but that doesn’t seem to be much of a problem for you. You could be a blushing maiden in one show, and the last action hero in another and make both work - well, maybe not? The skills to do so are on you, but somehow the drastic change that by all accounts should see your popularity crash and burn as you disgust all your fans for selling out… Just sort of don’t do that? As long as you keep up the good work and do whatever it is that you do with style, then no matter how often you change your tune people will still love you.

If taken with Mirage Master your mastery over several forms and styles of song will manifest itself as greater access to magical techniques and a not insignificant boost to the power of said techniques.

Actor

100 cp - Full Throttle

Don't you just hate stunt doubles? While their existence is a necessary evil for a less talented actor, you don't particularly like them, and more importantly, don't need one. ...Though to be perfectly honest, this is less a commendation of your own acting skill and more a comment about the sheer muscle mass and raw durability that you have. Which, admittedly, it's impressive, but at the end of the day you're probably more likely to be the stunt double yourself than an actor who doesn't need one. Which, speaking of, is also something you're fully qualified for though the specifics of the role may require further study.

100 cp - The Hungry Man

While the deleted scenes and blooper reels are always funny to watch after the fact, being unable to remember your lines or keep a straight face in the heat of the moment is a massive no no for an actor. That's why you now have a significantly easier time than most others when it comes to memorizing your lines. Better still, you have a natural sense for when something might flow better than the intended lines, and the talent and charisma to actually have the director keep your amazing improv instead of yelling at you to quit it out already.

200 cp - Time To Be A Hero

It's one thing to give a speech about justice and defeating evil when you're wearing a mask for the camera. It's completely different to yell about how good will always prevail when you're standing right in front of someone who doesn't believe in those things anymore. You've internalized the characters you play to a minor extent, and have become slightly larger than life and genuinely inspiring to those who watch you - or to those who are foolish enough to say that heroes don't exist where you can hear them. This also makes you slightly lighter on your feet and quicker to get up to speed when you're trying to get somewhere in a hurry, be it an audition you're running late for or chasing down a kidnapped child.

If taken with Mirage Master, you'll actually have time to be a hero. Or more precisely, you'll find there really is enough time to do something before you simply have to be elsewhere. Part of that is your new skill at balancing such a hectic schedule, and some of that is that you seem to slow time in Idolasphere's down somewhat.

200 cp - To the Idolasphere!

Method acting is a style of learning in which one learns how a scene should play out by attempting to quite literally live and breathe the scene. If you're playing a girl in love, then confessing in real life and going on a date would show you exactly the emotions you need to display for your character. With that said, the more elaborate you make your training schemes, the more effective they become. Being a blushing girl is okay, but you'll blush even harder if you actually go on a date beforehand. Or, being able to throw heroic and inspirational one liners is okay, but it'll truly become second nature if you do it while fighting Mirages.

If taken with Mirage Master, then you'll find yourself able to turn off your Radiant Unities, forming your 'character' around certain goals and themes, with the ones that do not apply no longer affecting you or your Mirage. Turning them back on is as simple as getting out of character.

400 cp - Ascending Extra
Directors and producers are always looking for ways to twist the narrative to make the show more interesting, like having the villain be relatable as more than just a villain, or having the star of a cooking show dress up in a cute outfit to try and increase ratings. People will forgive a lot of sins if they're being made by someone cute after all. Luckily for you, the labyrinthian twists and turns of their minds and the show's plot are something that you can take advantage of. Specifically, you can hijack their attempts to change the plot to insert your own ideas with minimal difficulty, like trading one silly idea for another or turning a survival horror show into an action horror show. Additionally, as long as your sudden change of direction doesn't completely flop you'll end up with a great deal of clout for having made the suggestion - not enough to go from an extra in one scene to the star of your own show sadly, but maybe after two or three such incidents?

If taken with Mirage Master, you'll find that your Performa shines brightest when it's in danger of being outshone itself. Be it a horrifying Mirage taking over the scriptwriters or a famous actor who is also a better Mirage Master, your Performa loathes being in second place. For the purposes of reclaiming the gold, you'll find your attacks hitting slightly harder and your own Performa growing faster.

400 cp - Dynamic Entry!
Congratulations, you officially no longer need a stunt double, while also being an actor of a high enough quality that you aren't the stunt double yourself. Specifically, you have what I'm going to refer to as an action hero's skill set. You know at least one martial arts style, have the know-how and licenses to drive multiple kinds of vehicle including semi-truck, motorcycle, and speedboats, and might even know how to handle and fire a gun. Beyond that, you also have an extremely easy time picking up new skills as the show demands. Speaking of picking up new skills, while you don't have as easy a time as you do when learning the new skill your character has, you also have a minor affinity for all things relating to your character - you could find yourself writing out a better backstory than the show come with originally or maybe writing your own theme song with a little bit of practice.

If taken with Mirage Master, your physical prowess inside an Idolasphere is increased even further as your Performa works to reinforce your heroic displays of strength and speed. Navigating the Idolasphere by flat out jumping across a gap where you would otherwise have to find a bridge, or going back up a supposedly one way fall are entirely possible, and that's when straight up going out of bounds isn't an option.

600 cp - Master of the Performing Arts
A true master not only knows his own craft, but can also utilize yours with great ease. While you should always strive to constantly increase your own skills, the fundamental level on which you simply get the performing arts allows you to effectively copy the skills and techniques of other actors and their ilk. Merely from watching a singer breath you could learn the dozens of breathing exercises they use, or from reading a food critic give a review you might suddenly be able to preach about how great - or poorly - a dish is made. Again, you should always strive to improve your own skills, but this should allow you to reach the top much much quicker.

If taken with Mirage Master, you'll find that you've somehow managed to copy the Mirage's own insubstantial nature, allowing you to continue functioning as a Mirage Master even after your own death. While you might not be able to generate Performa like this in nearly as much quantity as you would normally, you could stick around as a ghost for years with even a tiny bit of motivation.

600 cp - Masqueraider Jumpga
Congratulations, Jumper. You have reached the heights of legend that few people can even dream of. Or want. You have become… A saturday morning cartoon character! A hero, to be precise. Now, you need not be a Masqueraider specifically, you could be a magical girl or a super sentai, but the fact remains, you are an inspiration to children everywhere. And that's quite literally what you are, a walking font of encouragement and proof that life doesn't just suck and then you die. No, the people you meet and interact with are unfailingly left better off for having met you, with the downtrodden standing back up for another round, the unconfident putting themselves out there, and the people that don't believe in heroes changing their mind. You might think that this is little more than charisma and quoting lines from your show, but so long as you make even the tiniest effort to be positive and helpful, your heroism will ripple outwards and into the lives of others.

If taken with Mirage Master, then your inspirational nature is more than just words and hope. The mere act of interacting with you causes a person's Performa to grow a small amount, and sometimes even spontaneously catalyze into what you would call a Radiant Unity, giving an honest to god talent to someone who likely thought themselves talentless. At the same time, this also makes it trivially easy for those who you rescue from Mirages to turn the tables on said Mirage, and potentially even become a Mirage Master themselves.

Mirage

100 cp - Enemy Red

Mirages take many forms, but almost all of them have a true form of one kind or another. We have soldiers such as Myrmidons and Pegasus Knights, to far more bestial creatures. And yet all of them for one reason or another, manage to cloak themselves beneath a ragged red robe that leaks out the triangular mist that dark Mirages seem to bleed. You can summon this cloak at any time and pull it over yourself, hiding away the vast majority of any unique nature you might have, reduced to a mere rank and file Mirage. If sufficiently powerful and you desire to, you might show up as a dark purple instead, but that will merely mark you out as an elite mook.

100 cp - Identity Theft

While the more bestial Mirages will likely never acquire a partner on account of being too weak, powerful or skilled Mirages don't need to bother with things like consent in order to acquire a partner. By draining a great deal of a person's Performa and replacing that gaping hole in their soul with your own essence, you can effectively possess an individual. Obviously this works best on those without any great deal of it, though someone with none would be a poor host to the point you might as well not bother with them. It is possible for them to break free of you, but with enough sweet nothings about how depressing life is and wouldn't it be better to let you be in charge I'm sure they won't bother even trying to break free. I will point out that your mist leaking out makes it fairly obvious when you do so

200 cp - Mental Interference

Performa is one's desire to enjoy life, to give it their all, for their heart to burn with emotion. Without that, are they truly alive? Debatably. Still, Performa theft isn't an all or nothing kind of deal. You can take smidgens away from someone and have them never notice. Even better, with your light touch and your nature as a Mirage disguising you from anybody without an 'in', you can screw with people's memory. Short term is obviously much easier than long term simply because of the effort and power needed, but if you ever need a snack you can simply take someone off the road and return them a few hours later.

If taken with Mirage Master, your partner becomes something of an actor, deflecting attention away from you when other Masters come knocking, lying to their faces when asked about 'suspicious things', or claiming themselves as merely having wandered in.

200 cp - Azura Colored Mists

Performa, Performa, Performa, you just live and breathe that stuff don't you? Well, the good news is that you are now exceptionally talented at actually using the stuff. Not just holding onto it to empower you or passively give you a singing talent, but actually wielding it as though it were a weapon. Combine your possession with this and you could make a decent imitation as the person in question. Without any tells like a lesser Mirage would leave. This does require a great deal of Performa however, or a very high quality one. As for using it as a weapon, well, it becomes incredibly easy to channel techniques through your new talent. Perhaps your song is literally hypnotic?

If taken with Mirage Master then your partner will pick up an extra talent or two as well. Something like them being a singer in their own right, or perhaps a well known actor. They won't be topping the charts, but it should give them quite a bit of disposable income.

400 cp - Divine Voice on Speakerphone
Well now, this is certainly a useful power. You can see, feel, and hear the flow of Performa across the landscape of a city, instinctively finding the hearts of civilization where blood flows fastest and the heart beasts hardest. If you focus hard enough or know someone well enough, you could watch them closely from halfway across the city, counting the foes they lay low by the minute fluctuations in their Performa as they grow and that of any nearby Mirages as they are cut down. The better you know this person, the more accurately you can focus on them, eventually reaching a point where you could make a list of all the Performa they reclaimed and the various items your friends found or looted without ever opening your eyes.

If taken with Mirage Master your partner becomes incredibly well connected, giving them sticky fingers to match your own long reaching gaze. Perhaps not important or high ranking, but they know a guy who knows a guy, or who too get drunk in order to pump them for information.

400 cp - Ritual Dances
Humanity has always reached out to the gods with song and dance, chanting prayers and great Performances in an attempt to curry favor. And now, those dances actually mean something. With a bit of elbow grease, you can create such rituals that act less as ‘pleas for help’ and more like a program - the Uta-Loid program, in which Tiki sings the songs you write, is one such example of this. It serves as a simple and subtle method of gathering Performa without harming the masses, and is quite literally a computer program. Or maybe you’d rather create a truly amazing set of camera equipment, or the best paring knife in the world? ...Or a pair of pseudo-mirages that are stupidly durable, as a training dummy?

If taken with Mirage Master your partner becomes something of a marketing madman, able to sell even the zaniest of schemes as a thing that you should totally do because it makes perfect sense. Granted most of this is selling off the junk you make or turning it into an actual product, but it comes in useful.

600 cp - The Strength of Bonds
Doing things with Performa is easy. Making things from Performa is… harder. Very much so. But improving things that already exist? In comparison, it’s child's play. Unlike a weaker Mirage who would need to eat, rip and tear, or otherwise damage the Performa, you’ve gained a talent for simply grafting it onto them as an extension of themselves instead of attempting to absorb it piece by piece. This lets you make new Carnage forms by enhancing them with the memory of new shapes and skills, or even straight up enhances the Master by poking and prodding their soul just so. That part tends to require very specific Performa, so it isn't easy, but it is worthwhile.

If taken with Mirage Master your partner will truly become your partner, able to utilize your powers better than you yourself could when the two of you act in unison. This does require them to take the lead, but surely the amplified power is worth it?

600 cp - Opera of Shadows
The dark ritual meant to bring about the end of the world, the Opera of Shadows. The first use of this opera allows you to utilize Performa as an energy source that is antithetical to Divine power, something that would allow you to undo any action taken by god. Breaking a seal meant to keep the devil down is one obvious use, but so long as a holy sword was used to deal the killing blow, you could even raise the dead. Secondly, this allows you to use the vast amounts of Performa you undoubtedly possess to 'evolve' your Mirage form, if such a statement makes any sense. A simple mage could become a sorcerer, a Manakete could become a fuckhuge jetplane dragon monstrosity… You get the idea.

If taken with Mirage Master, then your partner will become something of a monstrosity when it comes to the usage and manipulation of Performa. More specifically, with the level of infrastructure that you would need to pull off the Opera of Shadows, they could completely and utterly banish all Performa from the world, effectively erasing the concept of creativity.

Items

All Origins get a 300 cp stipend to spend on items only

Executive

100 cp - Backstage Pass

More often than not, Actors and Idols get given a small number of tickets to any big production they are in to give to friends and family. You may not be one of them, but you clearly have your hands in the actual production of said show somehow, so you have tickets that grant greater than normal access to any show you had a hand in. Well, tickets is probably the wrong word, since tickets are for after the thing is made and you can just wander in at basically any point. Consider it an all access pass of sorts - want to sit in on the directors discussing the climactic final battle despite the fact that you have no right to be there? Congrats, you're in.

200 cp - Soulfocus Lens

Once upon a time a cameraman and a model made a pair of utterly stunning books. He spared no expense to capture her beauty, buying state of the art equipment for the task and even acquired a masterwork camera lens made by a famous craftsman. A lens that could capture the soul of the model. You have acquired a similar item, though it need not be a lens. While using this then the works of an amateur could be mistaken for a highly skilled and experienced member of the industry. In the hands of someone actually skilled… Well, at the very least it will likely be a bestseller.

400 cp - Tyche Entertainment

Congratulations, Jumper. You've just been promoted to being the president of a small company. It might be a talent scouting agency, or it could be a crew of special effects masterminds. It probably isn't a coverup for a team of Mirage Masters though. Probably. You actually get a choice between a small but influential, or a bigger but less powerful company, with your staff seeming to rise in talent and skill the less of them they are. Additionally, it's very easy to show the blatant favoritism a Mirage Master would need to make their schedule work when you're in charge. This company will follow you into later worlds, though the exact specifics of your work may change slightly depending on the world.

600 cp - Illusory Daiba

A journey of a thousand miles begins with a single step. The journey to become a Mirage Master begins with acquiring a Mirage, and so that is what this place will offer you. To those without power of their own, this place is fraught with risk and danger, with a very real potential for harm. But if they have the strength of heart, then this place can offer them the potential to truly shine. You are of course free to hold the hands of those with whom you wish to share this potential, but be aware that putting on a show with such fake actors and emotions will cut into the quality of the final product. Beyond that, this illusory and exaggerated locale can also serve as a training ground of sorts, though given that it serves as the figurative first level, you won't see much in the way of rewards past a certain point. Though, there is this one particular ledge that tends to spawn much stronger enemies...

Idol

100 cp - Jewelry Box

Every girl deserves something pretty to wear, and more than a few companies are perfectly willing to let you keep a trinket or two from their costume department after you sing a song or act out a commercial for them. This simple box contains a small amount of jewelry that you would find to your liking. Not a great amount, but enough to wear something different every day of the week. However, even if you don't go out of your way to keep something, a copy of whatever you accessorized with while on screen will make its way into the box - or maybe into your closet, in the case of purses and shoes. Sadly that's where this item ends. Accessories and jewelry are fine, but a full outfit is a tad much.

200 cp - Amrita Girl

This was probably your lucky break at the time, but hopefully you've moved past it in skill and talent. Still, there are benefits to advertising for food and drink, and that comes in the form of a lifetime supply of the foodstuff in question. I'm sure you'll get tired of it eventually, but for now you have more than you would ever need. In the event that your career reaches the point of going down, the company you got these from will give you another call in order to provide you with a sudden windfall. That said, if you flub this, or crash and burn a second time, you're on your own.

400 cp - Platinum Hit

A single platinum compact disk, held inside an equally platinum case. Once per jump you can record a song, movie, commercial, anything you like really, onto this disk, and it will automatically adjust itself to be the biggest hit it can be. Showing this disk off - or rather, the adjusted content on it - will also serve to shut down any complaints or intercompany politics that would prevent your hard work from going through. I would save this for an emergency, though after using it you manage to get a platinum hit on your own merit (no hiring a costume designer or a songwriter), then the disk will spontaneously recharge itself from the excess Performa.

600 cp - One Of Millennium

A ticket to a competition of some sort. It might be a talent show, some sort of publicity stunt about dancing with your fans, or even an amateur idol competition if you aren't already a part of the industry. For what it is, the competition will be relatively fierce, with each and every participant being there because they deserve to be. However, show them the glow of your Performa and the weight of your passion, and I have no doubt you'll come in first. Speaking of coming in first, ending the challenge above third place will grant you a massive boost in luck that applies to basically every artistic endeavor you could possibly think of that will last until the end of the jump. Third would be small, but noticeable. Second would give you a charmed life. Come in first and you basically won't ever fail to be the star of the show.

Actor

100 cp - Costume Department

Have you ever heard the story about the actor who loved his costume so much that he walked off with it and dared them to try and stop him? You don't actually need to go to such extremes in order to get that, the people you have your various contracts with are more than happy to let you keep an outfit or two. Or twelve, or basically every pair of clothes you actually ended up using during your acting career. By the time you're even halfway famous, you'll have more clothes than you know what to do with. Just keep in mind that this is mostly just clothes. Most jewelry you'll find here is fake, for example. And that Masqueraider outfit is not very well put together. If you wanted something actually workable for that, I'd suggest Anzu.

200 cp - The Jumper Is Great Association

Or in less fancy words, you now have a fanclub. Thankfully they aren't quite as rabid as the captain of the Mamori Is Awesome Association, one Barry Goodman, but they still manage to be decently prolific. Obviously this scales to how great you actually are, if you decide to not go into showbiz and stay as an otherwise completely ordinary you obviously won't have a very big fanclub. If you joined a club at school you might end up with a small one to celebrate your sporting success, but that's about it. However, the real value here is that a small portion of your fans have useful connections. His mom works in showbiz as well, her dad is a bigwig at a company you want to work for, his uncle hosts that famous singing competition you want to enter… So on and so forth.

400 cp - Aurora Lesson Studio

An actor of your quality may not need much in the way of assistance to do an alright job, but even you need somewhere to refine your skills to go from merely passable to excellent, right? This studio, a subsidiary of whatever company you work for, is basically the perfect place to do that training. A rather overweight man runs it, and while his instructions are unusual at best and completely nonsensical at times, he remains a damn good trainer once you decipher his commands. I'd ask other students for help with that, maybe one of them can shed some light on the oddity that is his priorities. That said, this man is one of, if not the most competent trainer you could ever ask for. If you listen to him brag, he's mastered basically every aspect of the business, and one day you might be half as good as him, otherwise known as twice as good as your nearest competitor.

600 cp - Standing Contract

Congratulations, you've hit it big. You now have a contract with a major company for them to do something massive with your help. Maybe you're about to star in the new hit movie series 'Phantom Thieves', chronicling the many adventures of the rebellious Joker? Or maybe like Touma you'd rather become the next Tokusentai hero? Either way, it'll ensure that they have to keep calling you back for sequels, crossovers, cameos, and the works, long after filming is actually done. You can cash this in whenever you like, or if you don't feel like doing such a big project you can just let it collect dust until you're ready. As a small bonus, you can have the movies, games, shows, whatever you make really, show up in later universes whenever possible. Just try not to break the fourth wall by showing any of the 'Phantom Thieves' movies at Shujin Academy?

Mirage

100 cp - Jumper Uta-loid Program

A dash of dark magic, a few gallons of coffee, a crash course in programming, put it all together and what do you get? Why, your very own version of the Uta-loid program of course! ...You know what that is, right? Well, simply put this thing represents a method of draining Performa away from people in a non-harmful manner. Or maybe it would be better to say that they're offering it up to you? The program itself is a music composing program, containing everything an amateur would need to start writing a song, and even has a 3d singer that may or may not secretly be you to sing the songs. And the more songs are written, the more they pour their heart and soul into the music they make with this program, the more of it is given to you. Neat, right? Obviously this won't be a ton unless it becomes the next big hit, but even a little bit of Peforma you don't have to work for is nice.

200 cp - Absolute Madman

Look, I'll be blunt. This guy is probably batshit crazy. I mean, when you showed up and were all spooky his only reaction was 'cool'. It wasn't until you started revealing your master plan that he actually cared about the fact you were a monstrous ghost thing that literally ate creativity. And of course, he loved said plan. It doesn't actually matter what that plan is, because you might not have decided as of right now, he loves your crazy shit anyways. Just don't go pulling a 180 or saying that you're not going to destroy the world because you were redeemed with friendship, that's about the only way to piss him off. As for his uses, well, he's a warm body to throw at any problem you have. Maybe he can fill out paperwork for you or something?

400 cp - Dragonstone Shard

In theory there's only a very small number of people who ought to have one of these, and all of them are dragons - or rather, Manaketes. If you have this, you either are one yourself, or took it from their corpse. As for what it does… You have a large chunk of a Dragonstone, around a third, that absorbs and amplifies Performa. Spells and effects you create with the energy from this tend to last for shorter amounts of time than normal, but they come out as many times stronger as a result. If nothing else, it should be useful for its ability to store Performa for later use. In addition to the main shard, there is a second, smaller, shard that comes preloaded with enough Performa to create a temporary body for you to use. Said body will last for about twelve hours before fading away and the shard needing to be recharged. I would recommend you try a honey-caramel-banana-chocolate donut in that time.

600 cp - Personal Idolasphere

Most Mirages are merely wanderers, sneaking about and stealing Performa. A very small number of them are even in on Garnef's plan for world destruction. That said, the vast majority of them seem unwilling or unable to leave an Idolasphere for very long. So, instead of loafing about in someone else's house, how about you go ahead and get your own? For the sake of simplicity you have a choice between the Bloom Palace, a simple and relaxing locale that amplifies your attempts at crafting, and the Urahara Arena, a place where you can bet and barter all sorts of Performa in battles. It's your choice if you're battling or merely taking a cut from the fighters though. Additionally, while there's less reason to do this, you can simply take a copy of one of the six other Idolasphere's scattered around Tokyo if you like their aesthetics for some reason.

General

50 cp - Bag of Kiddie Candy

You might think that these candies wouldn't hold any attraction to adults, but you couldn't be more wrong. You see, in addition to being sweet and sour and savory and quite frankly all over the place in their deliciousness, they're also completely fat free. Or in other words, their sweets you can pig out on all you want and not gain a single pound of weight. You'll have more energy, feel full, maybe even get a sugar rush, but you won't get even an iota heavier. Making a gift of these to a woman on a diet would probably make her adore you, if only for a day.

50 cp - Topic Texting

Welcome to the world's most confusing instant messaging application! Not only does it send and receive messages, it also doubles as a journal that writes itself and contains a constantly updating map of anywhere you've been recently. Those features aren't why it's confusing though. No, that would be the fact that people just seem to randomly break into your conversations without invitation whenever it would be most - or least - convenient. Seriously, who designed this thing with such a function? And why on earth did they think it would be a good idea?

100 cp - Tickets to Everywhere

Oh no, the tickets to the hot new idol's concert are sold out. What a tragedy, I'm not sure you can live without them. Well, lucky you because you don't have to. While you still have to pay for things the normal way, you'll find that any concert, live showing, or special edition merchandise release, will put one or two tickets to the side for you to buy. If you don't want them, then obviously they'll be sold to someone else, but at least with this you won't have to wait in line at 3 am to get your hands on them before they sell out because the show is just that popular.

100 cp - Seiren Cafe

No, sadly you don't actually own this cafe. Instead, you'll merely find it - or a suspiciously similar locale showing up nearby in future jumps, where possible. The food served here ranges from quite well made and tasteful, to more… well advertised and less well put together. Still, regardless of the quality of the food or your compatibility with said food, you'll find that your creativity flows somewhat easier when you're inside the cafe. Sparks of inspiration show themselves more often, and are easier to draw them out from a spark to a bonfire. With enough snacks, coffee, and a modicum of talent, you could write a platinum hit song in a single afternoon. Luckily for you, whatever company you work for has recognized this place's importance in your creative process, and has given you a small allowance to spend here.

200 cp - New Age Medicines

Going to the doctor is… Very slow, if nothing else. Wouldn't you rather something a bit faster? Well lucky for you, somewhere along the line somebody decided to take some Performa and mix it with some rather dubious medicines. Maiko's special hangover cure stands out, but that's not really what you have here. Instead, this is a rather large collection of beads of all shapes and sizes. Each one does something a bit different. These ones cure most forms of poison. That type acts as a stimulant and wakes up whoever it's used on. Some of them straight up magically heal the body, or restore EP. Some of the rarer ones do more than one thing. You have a full set, which means you have a mere six of the best ones, and up to dozens of the more common ones. This replenishes slowly, refilling a few beads a day, though the best ones won't always show up, even if that's all you used.

200 cp - Fashion Houses
If you can sing and dance with any sort of skill, then you're well on your way to becoming an Idol . But can you do it stylishly? Jeans and a t-shirt have their place, and a school uniform is often tantalizing, but neither of those things are really glamorous enough for what you need. That's where these two stores come in. Anzu, the most fashionable clothing store this side of the pacific, and Carabia, the best jewelry store in two worlds. Anzu isn't just a clothing store however, because they hand make each and every outfit they sell, and they specialize in recreating outfits from famous actors and actresses - or that swanky new dress your favorite Idol wore in her last concert. Carabia meanwhile sells rings, necklaces, and other fine accessories that have a tendency to react oddly when introduced to Perfoma. You can choose to have access to these stores in a similar manner to Seiren Cafe or you can take partial ownership of one of them and make a tidy profit off their stellar reputation.

300 cp - Incense Collection
If the New Age Medicine was what happened when Mirages tried to play doctor, then this is probably what happens when Mirages try to play mad scientist. God knows there are enough dark mages who think their power is infinite or absolute or unstoppable or something equally false who would love to mess around with the natural order… Anyways, every week you'll find a stick of incense delivered to you or simply appearing in your warehouse. Burning it and relaxing in the varying scents it gives off will actually have a physical impact on you, with you quite literally being made stronger, faster, more durable or dexterous, or in very rare cases, straight up luckier if such a thing makes any sense. In addition to the delivery, you also start out with a collection of about two dozen assorted sticks, though only one of them is a luck incense. Those seem to be oddly rare, one in a hundred as it were.

300 cp - Hee Ho Mart
Are you an Anna? Maybe a bastard child from their line, or someone lucky/foolish enough to have wooed one yourself? Well, no matter what you are, I'd like to congratulate you on acquiring your very own Hee Ho Mart. At first glance, this place is nothing more than an ordinary if somewhat gimmicky convenience store. However, if you happen to be a Mirage Master, then you'll notice a second clerk, who will sell you all sorts of useful things for exploring the various Idolaspheres. Every now and then you might even find an incense, though to be honest that's more something from the Hee Ho Mart raffle than an actual item they stock. As before, you have a choice to make - you can choose to jump from having a mere one store, to having three, or you can keep your single store and have the whole Hee Ho Mart franchise show up in later jumps when practical. It'll be much wider spread, but you'll have less control over it.

400 cp - Area of Aspirations
The Area of Aspirations is an Idolasphere within an Idolasphere, a most unusual set of circumstances. Doubly so for the possibility that you might have access to it without first being a Mirage Master. Still, this place is made of four areas. A set of three large rooms in which your training for skill, power, and… money? Ahem, your training seems to be greatly enhanced inside the respective room. The fourth area is divided into three parts, and will customize itself to catalyze the personal growth of whomever steps inside, even going so far as to provide the one who conquers it's challenges with an object that represents their own growth - and their soon to be success. Sadly, once the three levels of the fourth area are cleared, the Area of Aspirations will not work again until the next jump. The three training areas will function just fine the entire time however.

Companions

You may import or export two companions for free

50 cp / 300 cp - Jumper Productions

While it is possible to be a one man band, it's extremely difficult to do and those who do it right are few and far between - it doesn't count as a one man show if you have backup dancers, after all. With that in mind, why would you ever want to go it alone? With this option you can call some of your allies of old to help you out in this world. You have companions, right? Well, assuming you do then for every 50 cp you spend here you can import a companion into the jump. They get an origin, 600 cp to spend on anything except more companions, and a 200 cp item stipend. If you plan on importing a full eight, then you'll be able to get a slight discount and will only need to pay for six of them, or 300 cp.

As a small side note, they receive a version of Mirage Master one level lower than whatever you purchased for free, or can buy it normally at your discretion.

50 cp - Transfer Request

Wow, you must have made one hell of an impression on them if they basically upped and dumped every active contract they had to transfer to your company. Well, I'm joking a little bit - that did actually happen, but there's no guarantee it'll happen to you. Still, it would be a good sign that this is going to work out well - 'this' being you companioning a resident of this world. As long as you're on good terms with them, and they agree to go with you, then you'll be able to take them with you into future jumps as a companion.

If you bought the 300 cp version of Mirage Master and your intended companion has a mirage as well, you can take the Mirage for free, with them becoming a follower belonging to your new companion.

100 cp - Shio And Anna (Free to Hee Ho Mart)

If we're being honest here, these two might just be the worst Mirage Master team in the world, because they completely and utterly lack any form of interest in the entertainment industry. What little devotion to the performing arts they can muster takes the form of their customer service skills as they run the family shop, Hee Ho Mart. Interestingly enough, Shio herself has a decent chunk of Performa devoted towards what could be called crafting skills - you didn't think the weapons grade disposable umbrellas were a normal product, did you? Anna, on the other hand, has a secret technique which lets her draw power from the faint traces of Performa on the coins and bills that pass through their store. Thus, the more money the two have on hand, the stronger they become. In combat, when they can be bothered to fight, they wield next to no magical skills, but instead use both the Bow and the Lance alongside a number of items. Under the right circumstances she could be a valuable asset, both to your coffers and to your combat potential - the trick is convincing her to fight instead of paying others to do it for her.

100 cp - Ami and Larabel (Free to Fashion House Carabia)
Ami is the salesclerk at Carabia, a jewelry store near the Shibuya 106, and the chief designer for almost all of its products. And since fashionable equipment seems to translate to armor inside an Idolasphere, this makes her one of the safest people who could ever walk in there. Sadly, she's rather frightened of the whole idea, and would prefer to refine her designs in peace. Her Mirage, Larabel, often has to trick or drag her into even the weakest of Idolaspheres in order for inspiration to strike and her to come up with yet another heartfelt design. In combat, they wield almost every status altering and healing spell you could name and are stupidly durable on account of their excellent accessorizing. Sadly, fast is not something they are. Convincing her to help you fight could be as easy as asking please, or might require a great deal of blackmail and coercion - it depends on what you want her to fight. Still, even if she isn't keen to fight, she can pick your fashion sense apart until all you have are the actually useful things.

100 cp - Anzu and Cath (Free to Fashion House Anzu)
A seamstress and saleswoman of immense talent, this young lady makes her living by creating replicas of famous outfits - that is to say, anything Kiria wears. I jest, I jest. Still, with only a few glances and some time, she can pour her heart and soul into a product that is of an even higher quality that those in the business would be able to make. Her Mirage, Cath, is a stealthy little thing, often sneaking in and out of the costume departments in order to get Anzu the information she needs to make her replicas, if not outright 'borrowing' them for a day or two. They occasionally sneak into Idolapheres in order to loot them for useful, rare, or expensive materials that they otherwise couldn't afford. As far as combat goes, the both of them adore the concept of a sneak attack and loath frontal assaults. If they're fighting head on, something has gone horribly wrong. Against weaker enemies they'd be willing to let that go, but don't expect them to go charging in like a hero without a one hell of a peptalk. They can dish out a decent amount of damage with their swords, and dodge like crazy, but a single good hit is all it takes to take them down - thus the obsession with sneak attacks.

100 cp - Seiryu Kobayashi
A young woman with blue hair who doesn't seem to have any interest in the entertainment industry. In fact, if pressed for answers about her opinion on various artists she'd have next to no idea who you're talking about. However, get to know her a bit more and you'll discover that she's been a member of various sporty clubs over the years, and is currently learning the art of the sword. Her teachers tell her she has a real talent for it, but there's just something missing from it that is slowly dragging her away from it the same way she lost interest in the other clubs. If you're willing to do a bit of digging, you'll find a Mirage leeching small amounts of Performa away from her. Deal with it, and you'll have one hell of a sword fighter at your back, though without a Mirage she likely won't be much use.

If you've taken any version of Mirage Master other than the free version, you'll discover this just in time for the Mirage to make a move and kidnap her entirely - and to witness Seiryu overpower it and acquire a contract with her new partner, Lucina. That said, she won't be able to do it entirely by herself. But then, what are friends for if not saving you from extra-dimensional ghosts and helping you get superpowers?

Drawbacks

+100 cp - My Assistant Handles It
You don't have time for such plebeian activities when you could be refining your art! That's why you foisted off basically everything food related onto your assistant. From cooking, to knowing where the best restaurants are, to what a restaurant even is, you either never knew or have completely forgotten about such things. Normally this would be weird but fine, your assistant is competent enough. Sadly, you recently fired your assistant and apparently forgot to hire a new one or hired an incompetent one. You're also more or less forbidden from learning, unlike Yashiro the newly born food critic. So… Find someone competent to cook or buy food for you, and fast. Or go hungry more often than not.

+100 cp - Burnt Miso Squid Crepe
What is this you ask? Why, it's the newest addition to the secret menu, still in testing. It's the next big hit, the new sensation, it's hip, it's hot, it's absolutely and utterly disgusting! Even the sight of it could make a gourmand cry, let alone eating it. Go figure Yashiro would love it, right? Sorry, that was slightly off topic. See, you now have something of a sensitive palate. And by that I mean that normal food just doesn't cut it anymore. Unless something is high quality, the finest ingredients, the most subtle touches of flavor, the kind of thing a professional gourmand would ask for seconds of, you can barely stand it. Even the good stuff is merely tolerable now.

+100 cp - I Mean, I Guess?
Kiria who? Yashiro who? The heck is a Fortuna? Well, those first two are really popular singers, while the second is a very powerful production company that Kiria works for. They're almost always on the top of the lists, and you've literally never heard of them. Maybe you're missing a bit of Performa, or maybe it's just not aimed at the entertainment industry. You could be a famous painter waiting to happen after all. But… For now, this just means that a lot of the color has bled out of your life, and that trying to utilize Peforma yourself isn't going to be very easy when everyone wants you to sing and dance to use it. Not even your friends trying to hype you up is going to put much of a dent in this lack of interest.

+100 cp - Season Three
Normally this jump is a mere ten years long, something that a Manakete like Tiki could literally sleep through without noticing. However, that is no longer the case. Instead, this jump is thirty years long, ten additional years at the start and ten additional years on the end. On its own, this isn't actually too bad, but it also means that you'll be starting five years before the incident in the opera house. And by extension, it's almost completely impossible for you to be a Mirage Master prior to that event. The possibility does exist, but without access to Tiki - and by extension, her Unity - growing as a Mirage Master will be extremely difficult. In short, this turns the boosted effects granted by the Mirage Master perks into something you'll have to learn manually.

+100 cp - I'm Breathing Kiria's Air!
Er… are you sure you want to do this? You're going to lose quite a bit of credibility with quite a few people. There's no easy way to say this, but you're now a complete and utter weeb. A nerd, an otaku, possibly even a manchild. Maybe it's Kiria, maybe it's Mamori, maybe it's someone else entirely, but you effectively worship the ground they walk on, the air they breath, you absolutely NEED to buy every iota of merchandise they put out, and would probably have a heart attack out of sheer joy at them saying hello to you. God forbid they greet you by name. And yes, this still happens even if you happen to be working with them, their equal in skill and talent, or even their damn boss.

+200 cp - I Must Go Now
The power of a Mirage Master fundamentally relies on a Mirage. Sure, you might channel and focus their power the same way they do yours, but at the end of the day if you were to lose your Mirage somehow then you would effectively be crippled. Your talent and Peforma would remain, but using it in any form other than the most basic ways that everybody can use would be beyond you. How unlucky for you that the main plot of this game ends with all the Mirages leaving to go back to their world. Once that comes to pass, you'll lose all of your supernatural or blatantly futuristic powers and items until the end of the jump. I'm sure you'll be able to survive without them, it's not like there will be much in the way of danger to the world after that point.

+200 cp - Vincent and Victor
While these two golems were originally made as a training aid for you to wallop away on in order to refine your combat skills, they quickly got tired of being beaten up and have since gone rogue. Now, whenever you enter into an Idolasphere, these two brothers will be there to try and kick your shit in. They're stupidly sturdy and have weaknesses that are constantly changing (including to 'none'), and will quite literally pop back up from anything. Even if you leave, turn around, and go back in, they'll be ready and waiting to ambush you. On the off chance that you aren't a Mirage Master, they probably belong to somebody else but are still unfortunately focused on you, kidnapping and draining the Peforma from you every single time you so much as go near an Idolasphere. You're gonna need to be rescued a bunch… and no, you can't make a contract with these two. They aren't brainwashed and crazy like most Mirages, they just hate you.

+200 cp - New Game Lunatic
Hey, it's not a proper Atlus game until you die fifty times to the same boss and want to ragequit, right? Right. With that in mind, every three years in the jump, the entire world will suddenly take a massive jump in power and Performa. Previously shitty actors and idols will jump to being names worthy of standing beside your own greatness… except literally everyone else also did, so they're still shitty in comparison. The only ones who didn't get this buff are you and yours, so if you want to remain relevant you'll need to get your ass in gear and perform so many Radiant Unity's it's not funny. This will happen three times in total, three years in, six years in, and nine years in. On top of that, anybody who could even vaguely be called a rival of yours or a foe you defeated will receive a bigger boost than everyone else, and you'll have to prove your superiority to them all over again. And yes, this means you might have to fight Medeus multiple times.

+200 cp - Demonic Incursion
Five years ago, an opera house was attacked, and two of the greatest talents of the entertainment industry went missing. In the wake of that event has come a wave of monsters. Beastly creatures, often a nightmarish fusion of flesh and steel, all powered by the light of those two souls. They are by no means invincible, and a well prepared squad of soldiers can take them down, but… These demons can appear at any place, at any time. In short, Garnef has completely forsaken working in secrecy in favor of waging open war against the world and stealing Performa by force. The only real good news is that an interesting program was recently released, one that seems to allow ordinary humans to wield small fragments of the demon's power...

+300 cp - World of Illusions
Under normal circumstances, you would start the jump off in Japan. In Tokyo, to be precise. That is no longer true. Instead, you'll be starting your time in this jump in Archanea, the bleak and lifeless wreck of a world that was ravaged by the Shadow Dragon, and then spiritually neutered by the Divine Dragon. As you might imagine, it's completely and utterly overrun by Mirages, both beastly and classical. And you are just about the only source of Performa in the whole world. I suggest you run. Run and run and run, and seek out Naga while you're at it, because she's about the only one in the whole world who can both send you to Earth and knows where it is. If you don't make it there before your ten years are up, then you're stuck here.

+300 cp - Tempest Trial
In a far off world, even farther than Archanea, lies a kingdom known as Askr. Their royal family possesses a power of the boundaries between worlds. Over time, reckless use of this power created a storm known as the Tempest. It rages in the space between worlds, and on occasion, leaks over, draggin people from one world into another, or creating battlefields drawn from multiple eras and worlds. Which is why, to your extreme displeasure, the Shadow Dragon Medeus has been cast down from his position as final boss, and replaced by the Void Dragon, Velezark. Oh, Medeus is still present, as are a number of other evil dragons, but Velezark is in the big one that you need to defeat in order to save the world. The others are merely present, though still a massive threat. And sadly, the blue haired swordsmen with magic blades who would normally defeat these dragons are either nowhere to be seen, or a Mirage. You're going to need a bigger team if you want their help.

The End

Go Home - Retire
Stay Here - Season 2
Move On - New Gig

Notes

Q - How do my two free companions interact with the pricing of a full set of imports?
A - It would basically be 100 cp off, or 200 cp for eight.

Q - Does World of Illusion get easier if you also take Season Three?
A - Please assume that Archanea is on Lunatic difficulty to compensate for the extra time.