by Cassius. v1.1 imaged

THE iDOLM@STER

アイドルマスター



Welcome to the world of Idolmaster, Jumper! Idolmaster began as an arcade cabinet game based around raising idols and watching them perform on stage, but the game found mass appeal and has expanded massively over its 10+ years of existence. Now spanning three anime, a couple of OVAs, some audio dramas, radio shows, live-action shows and many games, the Idolmaster franchise is absolutely massive.

Now that you're here, you can choose to live the life of an idol, performing on stage for your many screaming fans. Or, you can choose to become one of those fans and spend your time here gathering merchandise and swapping tips with other dedicated individuals. If you're looking for a more calm lifestyle, you can choose to become a producer and stay out of the spotlight, instead supporting your idols as they go on to become beautiful stars on their own.

No matter what you want to do, traveler, go out there and see if you can shine just as bright as the stars in the sky.

Take 1000 CP to help you, and break a leg!

Location

Due to most of the major events taking place in Japan, you automatically start there.
Roll 1d8 to decide what city you start in.



1. Tokyo

The most populous city in Japan and also its capitol, Tokyo is the hometown of many idols, including ones like Yukiho, Chihaya and Iori. It also has plenty of opportunities for work, like the famous 765 Production.



2. Yokohama

Yokohama has quite a bit of history behind it. It was the first harbor city opened to the world at large, and thus the birthplace of Japan's modern culture.



3. Sendai

Home to the largest Tanabata festival in Japan, Sendai is the largest city in the Tohoku region. It's nicknamed the City of Trees, and it's the home of gyuutan, or grilled beef tongue.



4. Saitama

Originally three cities, Saitama fused them together to become the largest city in the prefecture of the same name. It is a gorgeous city just outside of Tokyo with great natural beauty.



5. Sapporo

Sapporo is the capital of the Hokkaido region, and is famous for its beer, skiing and the annual Sapporo Snow Festival featuring enormous ice sculptures. Get ready for the cold if you're here, and find a kotatsu to warm your feet under.



6. Wakayama

Wakayama is the capital of the prefecture of the same name.
It's famous across Japan for its umeboshi and tangerines.
It's also home to several shrines and castles.



7. Osaka

The second largest metropolitan area after Tokyo, Osaka is home to not only the famous dialect but also Universal Studios Japan. Try some food in the Dotonbori district!

8. Free Choice!

Lucky you! You can freely choose where you begin.

Backgrounds

Age and Gender

Your age becomes 18+1d8 for each origin except for Idol, whose age is 11 + 1d8.
You keep the gender you had in your previous jump, except in two cases.
If you are an Idol, you get a free gender swap to woman.
If you are a male Idol, you get a free gender swap to man.
You may freely choose your age and your gender if you pay 50 CP.
However, you must keep the designated gender if you're an Idol or a male Idol.



Drop-In (Free):
You're just a guy or gal here to see the sights and catch a concert or two. Perhaps you're a fan of one of the idols here or you just want to play some cool rhythm games. Any way you want it, enjoy your stay!



Fan (Free):
You really like one of the idol groups here. You're a superfan, and you collect memorabilia, CDs and you buy tickets just for a chance to meet one of the girls on stage. You dream of being on stage, but for now you just want to cheer the girls on.



Producer (100):
This is a tough business, but luckily for you you're a tough guy. You're a producer for one of the major production studios, and you're in charge of any number of idols, from one to one hundred. You're a top pick among the production talent, so you can choose to work at any production studio from canon. You could even make your own production studio, if you think you can make it in the competitive market of idols.



Idol (200):
Look at you! You've become a shining star of the stage, an idol! You get to dance and sing, and maybe you'll even become a TV star. You'll be supported by your producer and all your fellow idols as you try your hardest to become the most beautiful girl in Japan, and perhaps even the world. **When you choose this origin, pick a sub-origin as well.**



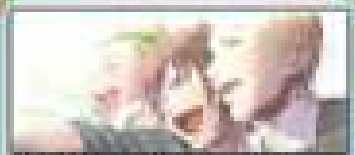
Cute: Cute idols stand out because, well, they're so cute! From the tops of their heads to the tips of their toes, these girls ooze charm. They make their fans fall in love with them as they dance on stage. If you want to be the girliest girl you can be, pick this.



Cool: Cool idols can be described in one word: graceful. While some are the very picture of refinement, others hide hidden soft sides that can be alluring on their own. If you want to stick out from the pack with your poise and entrancing movements, pick this.



Passionate: Other idols might rely on gimmicks, but you get through to people with your sheer emotion. You try the hardest out of all the idols, and your songs are filled with your very soul. If you want to connect with fans more deeply than any other idol, pick this.



Male: You stick out of the pack, because you're the only guy. You've got to appeal to women instead of men. Just like the girls, you'll have your fellow guys and a producer at your back. Pick this category if you want to be a guy and also an idol.

Perks

100 CP perks are free for their origins and all other associated perks are discounted for their origins.



Undiscounted Perks

These perks aren't associated with any origins.



Puchi-jumper (100):

You gain an alt-form version of you that's much shorter, much rounder and which emphasizes your key features. You get a little dumber, and your personality changes into what would be considered a caricature of your most pronounced personality tics. You can change in and out of this form at will.

Theme Song (100):

No matter what origin you are, you get a nice theme song that you'll find perfect. Down to the word choice and the accompanying instruments, the song will fit you to a T. Plus, no matter your singing ability, you'll find that singing this song in particular will always be super easy for you, and you'll sound good while singing it.





Magic Metabolism (200):

You've never had a problem with fat. In fact, you can eat what you want and generally keep the same physique. While that may be impressive on its own, you also have a special secret: you can determine if you gain any fat at all, and if you do, where it goes. After all, a little more curve in the right areas is always appreciated in show business.

Drop-In Perks

Drop-Ins get a 50% discount on these perks, and the 100 CP perk free.



Up, Down, Left, Right (100):

Music is at the center of the Idolmaster world, and at the center of its games. Whether its in lessons or on stage, rhythm and flow are key to a good performance. Fortunately, you've got what it takes to dance with the stars. With this perk, you now have excellent rhythm and flow. You can instinctively pick up any beat and dance with it, and you can transition from move to move flawlessly. Not only that, but your fingers also gain this dexterity. That means you're now really good at rhythm games. Go have fun with Dance Dance Revolution!



Training Stage (200):

Learning a new skill can be hard. Learning how to learn can be even harder. But a good teacher can make both of those things much easier and with this perk, you're a good teacher. But more than that, you're also a weird teacher. Pick a strange way of teaching. It can be anything you want, from telling your pupil to wax on and wax off, to smacking balloons with megaphones. Despite your weird and wacky methods, you can teach your pupil whatever you desire through your lessons. While your pupils will find your lessons pointless at first, at some point they will have a revelation and suddenly understand what you were trying to teach them.



Communication Stage (300):

Life in the Idolmaster universe can be quite eventful. A meet and greet event can become a kung-fu fight on the rooftops, or a quick trip to grab some crepes with your friends can end up with you lost in the backstreets while your friends are interrogated by the police. Point is, sometimes life will come at you fast and you'll wish you had some time. With this perk, when you're about to make an important choice in your life, you'll gain a bit of time to think, no matter how urgent this choice is. Not only that, you'll also gain some concrete ideas of a few of the best choices you have available in that situation. You'll also get a bit more personal charisma, so you can make some bold choices you might not otherwise have made.



Audition Stage (600):

You have an eye for people, jumper. You've seen many people in your travels, and you know how they tick. While you're experienced with people, personally examining every single person to learn what they could be good at would take an eternity. This perk lets you skip the hard work and lets you separate the wheat from the chaff instantly. With this perk, when you look at a person, you quickly get an idea for what they're best suited for, and what place they could occupy on your team or in your organization, if you have one. Not only will you know what they're best at, but also what they *could* be the best at, given time and the right teachings. You can also turn this ability on and off at will. If you get sick of learning that the guy across the street is the best at bending paperclips.

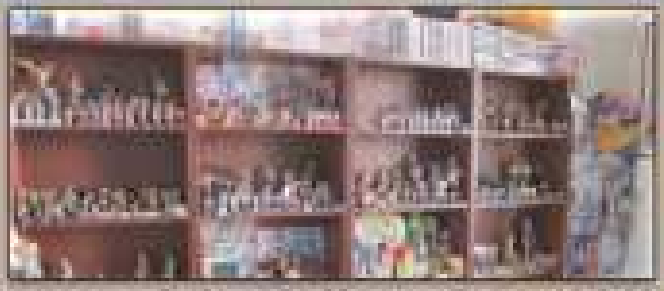
Fan Perks

Fans get a 50% discount on these perks, and the 100 CP perk free.



Sense of Timing (100):

As a fan, there's one fundamental thing you need to do: go to events. If you don't make to the events, how can you call yourself a fan? But unfortunately for you, life always finds some way to prevent you from getting to where you need to be. But with this perk, you no longer need to worry. If you know about an entertainment event happening, you'll always be just in time for it. Luck will conspire to put you exactly where you need to be to make it to that entertainment event. You'll still need to pay to get in, though.



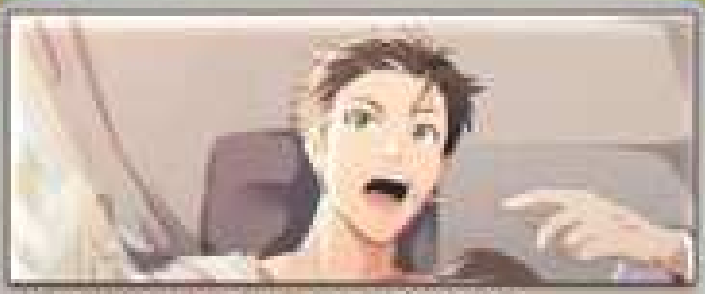
Memorabilia Collectathon (200):

"If you don't own the Amami 3rd Roundabout Drama CD you can't call yourself a real fan!" With this perk, you'll never have to hear this line. Limited time events, exclusive items, limited-run items; all of it can be hard to get for normal fans but you'll find that if you really want something from your favorite entertainment group, luck will push you towards that thing, and you'll be able to get it. But once again: you still have to pay for what you want to buy.



Fan Club (300):

With this perk, if you like something, people will gather around you who also like that thing. Almost without effort, you'll quickly become the leader of a fan club dedicated to that thing, where you'll get information about that thing and meet new people who will help you get to new levels of loving that thing. It wouldn't be difficult to twist the group's goal into something else, but expect people to leave if the fan club is no longer about what it used to be about. This perk can apply to people, objects, concepts, games, etcetera. As long as you continue to keep liking what the club is about, your club will grow and grow and grow until it becomes a worldwide fanclub.



The Ultimate Fan (600):

There's being a fan, then there's being a superfan. But you? You're the ultimate fan, and you go far above even the fanatics and otakus. Once per year, you can choose one person, and you become their biggest fan. You'll get free tickets to all their events, backstage passes and exclusive interview passes, and if any big news breaks about them, you'll be the first to know. You can meet with them almost any time you want, and they'll even be friends with you if you want. You can also choose an entertainment group instead of a person.

Producer Perks

Producers get a 50% discount on these perks, and the 100 CP perk free.



Because of Your Smile (100):

The life of a producer has its ups and downs, and most of those ups and downs are because of your idols. You have to deal with teenagers who are regularly put in front of an entire nation, which makes hormonal freak-outs much worse. You can deal with that, because you're a producer. With this perk, you get much better at convincing people who aren't in their right mind to make the right decision (or at least the decision you want them to make). You also learn just what to say to someone to get them out of a funk, or even genuine depression if you really try. Sometimes, it's just as easy as telling someone that their smile is special.



Unit Production (200):

While many idols are solo acts, most aren't. Most idols are group acts, commonly known in the business as units. These units are composed of two or more idols who the producer believes can work better together than they could apart. It takes a good producer to see who could work best together, and with this perk, you can. You gain the ability to produce great units almost instinctively, and you get better at forming teams in general. You can see who will play to each other's strengths, compensate for each other's weaknesses, and produce unique combinations that others couldn't think of.



Starmaker (300):

You're really good at making other people more famous. As long as you're managing someone, whether that be teaching, producing or otherwise helping them along, they suddenly become the flavor of the month, every month. The media wants to see them more, and the press hangs on their every word, as long as you're writing for them. Variety shows always want your pupils to appear, corporations want their face on their brands, and the news always seems to have a story running about the people under your tutelage. This might cause pressure on them, but you'll find that managing that gets a little easier too.



Idolmaster (600):

As a producer, you have an important duty on your hands: to have deep and varied relationships with many important people. These relationships can determine not only the path of your own career, but the careers of those you manage as well. Everyone deserves your best. With this perk, you can always give everyone the attention they need. You'll always have a moment to spare with others and you'll always know what to say when they need it most. You also gain a significant amount of personal charisma and charm that scales up with the amount of people you're in charge of. As you find yourself in charge of more people, you'll find that not only are you better with them as a whole, you're better with them individually as well. Yes, this does function as a harem perk if that's what your relationships are.

Cute Idol Perks

Cute Idols get a 50% discount on these perks, and the 100 CP perk free.



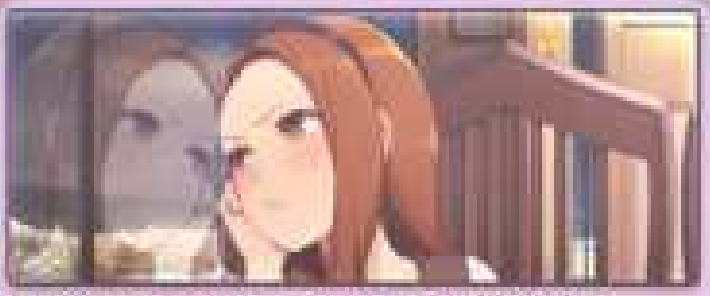
Infectious Optimism (100):

Sometimes, life can get you down. Whether it's due to your own failings, someone working against you, or just bad luck, things don't go your way. But with this, you'll always find the bright side of life. More accurately, you become the bright side of life. You have a much easier time being optimistic about things, and the people around you become that way as well as long as you're around them. With time, you might find that the people around you become optimists all on their own!



My Cute Self (200):

Let's not beat around the bush: you're cute. You're gosh-darned adorable, and from your head to your feet you're like a little cream puff of charm. This perk makes you cute, to the point where even the most jaded and hateful individuals wouldn't be able to resist the urge to pinch your cheeks. As a note, by default this perk tilts the user towards a slightly more feminine appearance. However, that particular bit can be toggled on or off at will, if you want to be a cute boy or just a cute whatever.



Jumper is Cute! Cute! (300):

No matter your form, gender or appearance, if you wish it, the people around you will find you cute. They will swoon over you, feeling an instinct to protect and love you. They'll coo over you and give you gifts as long as you act like the bundle of joy you are. However, this lasts only as long as you put effort into being cute, meaning you have to act generically cute, keep up a "cute" appearance, and you can't take actions that would break that facade. If you fail to keep up the cute facade, or show hostile intent towards someone else, this minor brainwashing effect will immediately end.



Cute is Justice (600):

Life is good for cute people. You'll get discounts, free clothes, and people want to take pictures with you just so they can show their friends who they met. But more than that, things just go right for you as long as you're cute. As long as the people around you find you adorable, you'll be a lot luckier than you were before. People will do favors for you out of the blue, opportunities and job offers will fall into your lap, and you'll find yourself doing better at everything you do. All because you're a sweet little angel. Aww.

Cool Idol Perks

Cool Idols get a 50% discount on these perks, and the 100 CP perk free.



Under Pressure (100):

You're an idol, so there's no avoiding getting on stage at some point. But you're no coward. Not only do you feel comfortable on stage, you excel in the spotlight. So long as you're performing for others, you'll find that you always do your best at whatever you're doing for your performance. Even if millions of people are watching you, you'll feel like you're only having a conversation with a couple of friends. You'll also get a minor boost to your skills while you're performing, just to make sure that your performance is as memorable as you want it to be.



Don't Stop Me Now (200):

You can't get anywhere in life without putting in time and effort. Luckily for you, you've got the experience necessary to tell where your time and effort should be applied. With this perk, you get better at training. You'll retain knowledge better, your muscles will learn faster, and you'll get over those plateaus much easier. Not only that, but you'll find that you get much better at dancing, and learning how to dance. Just by counting to 8 over and over again, you'll master steps and maneuvers that even the masters take an eternity to learn. As long as you put in the time and the effort, you'll always find a return to your investment with this perk.



We Are The Champions (300):

Idols are never alone. Even if you're a solo act, you belong to a company and to a division with other idols by your side, helping you and encouraging you. While you're part of a team, the other people on your team will get a small bonus to their abilities and skills as long as you have those abilities or skills. If you're a real sweet-talker, your teammates will start to have a way with words as well. If you're beautiful, your teammates will look just a bit better. And if you have special abilities like magic or martial arts, they'll get a bit of them as well. You'll also get a small bonus to your abilities and skills if your teammates possess them. However, the bonus you get is decreased if the ability or skill in question strays from the mundane. Bonuses to supernatural things will be negligable at best.



A Kind of Magic (600):

You're weird, Jumper. That much is true. From your varied form to your many, many abilities, a world like this might be hard to adapt to. You might just be too alien for this world. That's alright though, this perk will help you. With this perk, the myriad abilities you have, which might have nothing to do with performing at all, can now be used for decorative and non-lethal purposes as long as you're performing for someone. For example, martial arts perks could be used for a performative dance, destructive spells could be used for special effects, and even the weirdest of items from other jumps could be used as stage props. As long as your intent is to entertain and amaze, you'll find that even the most deadly of abilities can become a wonderful addition to your show.

Passionate Idol Perks

Passionate Idols get a 50% discount on these perks, and the 100 CP perk free.



Ganbarimasu! (100):

You try your best, Jumper. Well, you usually don't, but if you really wanted to, you could. Firing on all cylinders for long periods of time is trying for even the most powerful of jumpers, and sometimes you just want to give up and give less than your best. But we both know you can do it, Jumper! You can do your best! This perk lets you do your best, by giving you a bonus to your willpower and resolve, especially if you're genuinely trying your hardest. So get out there and break a leg!



Making My Debut (200):

Everyone wants their minute in the spotlight, but nobody knows how to get it, except you. You've got a special backdoor. When you do something suitably impressive, like putting out a CD single, or saving a city from destruction, or solving a previously unsolvable equation, you instantly get fame and a fanbase as if you had built those two things up for years. The fame and fanbase you get is proportional to how impressive the deed you did was. You'll also get some small protection from scandals. Stupid things you do on accident won't cause the public to turn against you any more. Only something horrible would make your fans turn from you.



You Die If You Work (300):

You're not lazy. You just know when things are important. You've done enough and seen enough that you know when to apply yourself, and you can just laze around the rest of the time. But when things really do get dire and tough times are ahead, you know exactly how much effort to apply. In a particularly ingenius form of laziness, you've figured out how to reduce the amount of effort it takes for you to perform at your best. Things that would normally take all of your effort now take a significantly less amount of effort, and as a bonus, you're also a little better at multi-tasking as well. After all, if you have to do something, might as well multi-task, right?



Performing For You (600):

Performance is an art, but it goes so much further for you. While you're performing, your fans and friends find themselves empowered and enriched, ready to perform their best just like you're performing your best. Those whose hearts are touched by your performance find themselves moving faster, hitting harder and thinking quicker in proportion to how much they love your performance. You'll need time for this perk to show its true potential. At first you might only compel a dozen or so people, but give it time and you may find yourself being able to sing to the hearts of an entire intergalactic empire. Please note: only those who can actually hear your song can be affected by it. In addition, this perk only works while you're performing live. For 100 more CP, it can also work for recorded versions of your performances.

Male Idol Perks

Male Idols get a 50% discount on these perks, and the 100 CP perk free.



Handsome Guy (100):

Who says men can't be beautiful? With this perk, you become significantly more handsome than you were before. Your skin becomes clearer, your jawline stronger and your body more toned and fit. Your eyes also become significantly more deep and pretty. That being said, think more "boy band" than "beach hunk". As a note, by default this perk tilts the user towards a slightly more masculine appearance, However, that particular bit can be toggled on or off at will, if you want to be more of a tomboy or just a handsome whatever.



Anything You Can Do (200):

The male idols in this world have a history of being the main idol's rivals. They perform beyond expectations but ultimately fall to the protagonists. But they still keep up and prove themselves to be worthy rivals. With this perk, if you're competing against someone in a competition, you'll gain a little skill with whatever your opponent has skill in. Even if you have no experience doing what's being done in the competition, you'll find that you'll know just enough to keep up with the people you're competing with. Just don't expect to win unless you put in some real effort.



Why I Perform (300):

A job can be more than a career; it can also be a lifestyle. Day in and day out, doing the same thing over and over. Even though the faces change, the days never change. In all of that, you can forget why you even started doing it all in the first place. Monotony can take the place of passion, and you can lose the reason you became an idol in the first place. Well, no longer. With this perk, you will always remember the original reason you started doing something. Not only that, you'll remember the emotional context as well as the logical reason for why you started doing that thing, so you can always feel the passion you once had. Even if one thousand years passes, that part of your memory will be inviolable. Even if something makes you forget everything else about yourself (except drawbacks, of course), you'll still remember why.



Side Job (600):

At times, being an idol can be too much, and you just want a normal life. But even if you get it, sometimes you yearn for the times when people cheered you on underneath the spotlights. Well, want no more. You gain an "idol" persona that you keep between worlds that somehow everyone knows about, that recontextualizes itself to fit the world. You can slip into that persona and instantly gain a number of fans equal to the fans you had the last time you abandoned the persona. Also someone will immediately pick you up and start to produce for you with no effort on your part (or you can self-produce if you want to). Finally this can also separate your real identity from your idol identity if you want it to, meaning you can have a Clark Kent and Superman situation going on.

Gear

Each origin gains their 100CP item for free and gain 50% discounts on the rest of their items.



Cash money (50):

You want cash? Well, here you go. Each purchase of this gives you 1,000,000 yen in unmarked bills, enough for a year of Tokyo rent.



Cinderella Mansion (150):

A nice mansion to live in that comes with you between jumps, with maids and cooks. They come free for the first five years.

Drop-In Gear

Drop-Ins gain their 100CP item for free and gain 50% discounts on the rest of their items.



Idolmaster Collection (100):

You get a collection of Idolmaster merchandise, including the animes, the OVAs, the games (including the original arcade cabinet) and the manga. You get a smartphone capable of playing the mobile games, with the games preloaded. You also gain each volume of a manga containing a certain man with a really big sword. Unfortunately, you only get the volumes leading up to the main character getting stuck on a boat.



Giant Idol Stickers (200):

You gain a collection of stickers featuring the Idolmaster characters. You can choose which characters are featured in these, and in which way they're portrayed. These stickers are made to fit onto vehicles, and no matter what vehicle it is from a race car to an aerial bomber, it'll fit perfectly. Your vehicle will even get a tiny bit more durable, at the cost of looking really, really gaudy



IDOL (400):

You get something special (and something weird)! You gain a special giant robot friend called an IDOL, and you become its IDOL-Master. (Get it?) An IDOL is a giant mecha that can sync with its pilot depending on how its pilot treats it, and yours has chosen you to pilot it. Originally built to destroy chunks of the moon falling to earth (Xenoglossia was weird), these giant robots were eventually tuned to fight other giant robots named Epimetheus. You gain your choice of any IDOL from the Xenoglossia series, and it comes to you shortly after your arrival here. While initially it will cause a stir in the media, people will learn to ignore it after long if you don't go around causing rampages with it. Be responsible with your new robot best buddy!

Fan Gear

Fans gain their 100CP item for free and gain 50% discounts on the rest of their items.



Fan Fan (100):

You get a special paper fan. If you go to an entertainment event and write the name of someone performing on it and wave it around while cheering for them, they'll know you're there and they'll do just a little bit better, knowing you're watching.



Fan Can (200):

A special energy drink that'll let you dance and cheer all night, which is effective on anyone who drinks it no matter their form. Also makes the drinker really cheery for some reason. You get one per day. You can mass-produce these if you can do science.



Fan Van (400):

A summon-able van with groupies that will drive you to any entertainment event you want, or just anywhere you want (they'll be more enthusiastic about the entertainment event). They'll also follow you and cheer with you, but they're not any good in a fight and they'll run away at the first sign of trouble. They also follow you between worlds, and don't require a companion slot.



Producer Gear

Producers gain their 100CP item for free and gain 50% discounts on the rest of their items.



Business Necessities (100):

A collection of nice suits, ties, etc. These suits can be accessed through any closet, and are dry-cleaned when you're not using them. You also get some business cards, because you'll need lots of those. These business cards automatically update themselves to whatever you choose.



Venture Capital (200):

You could use your own money to start your idol empire, or you could use someone else's. With this perk, you gain free capital for any business you make which scales with your net worth in a jump. This means that the more money you have, the more money that people want to give you. This makes starting even worldwide businesses totally possible.



Stadium (400):

Booking shows is one of the biggest jobs of a producer other than training idols. Without shows, how will the fans get to see the idols you've raised? With this, you get a stadium that will follow you into other jumps, which will spawn near you in the closest city or town when you arrive. The stadium will be quite large, and scale to the civilization level of the jump (Prehistoric jumps might get a circle of rocks, while universal-level jumps might get you an entire stadium-planet!). People will react as if it's always been there, and they'll start to visit as it starts planning events all by itself. But best of all, it'll always give you priority, so any events you plan (from gladiator fights to idol shows) will come first on their schedule. You'll also get ample free advertising! Play your cards right and you'll always have a jam-packed stadium.



Idol Gear

Idols gain their 100CP item for free and gain 50% discounts on the rest of their items.



Address Book (100):

You start your jump with a book of addresses and phone numbers. This book has the numbers of important people to know in the entertainment industry in whatever world you go to, as well as some local entertainers that exist in the world near where you drop in. You can call them and you'll find that they're open to friendship, so you can start making connections as soon as possible.



Costume Closet (200):

If an idol wears the same thing all the time, it'll get boring, right? With this, you get an attachment to your warehouse that acts as a walk-in closet that will hold all the clothing you've accumulated. Your clothes are automatically cleaned and pressed. If your clothing has special needs, the closet will automatically take care of it. You also automatically gain all costumes seen in the Idolmaster franchise as a start to your fashion collection.



Roadies (400):

You gain some stage crew as followers who will set up any stage you want to perform on and then disappear. They'll do makeup work on you, they'll give you a place to stay before you perform, and you'll get police protection from some guards who appear nearby. They'll also do lighting and stage effects to your producer's or your specifications. When the job is over, they'll disappear and reappear the next time you want to perform. They're also faceless and nobody will question who they are, though if you try hard enough you might find a unique face or two from your travels among their number.



Companion Options

Import (100 per companion):
You may import up to eight of your companions by spending 100 CP each. Importing them in this way gives them 600 CP to spend. They may take any origin, but they must spend CP to take any non-free origin. They get any discounts or freebies associated with that origin.

Fan Club (Free):
You can import up to 8 companions for free, and they gain 600 CP each to spend. However, they all have to take the Fan origin, as they quickly make a fan club based around an idol unit in this world. If you're an Idol, they make a fan club around you. How this fan club turns out depends on the personality of your companions. Any companions imported this way gain the Fan origin discounts and freebies automatically.

Producer (200, one free purchase for Idols):
One of your companions is imported as a producer. If you're an idol, your companion produces for you, and if you import more than one in this manner, they share the burden and co-produce you. Otherwise, your companion produces for one of the production companies in this world. The imported companion gains 600 CP to spend, the Producer discounts and freebies and gains the Producer origin for free.

Idol Unit (400, one free purchase for Idols):
Idols work best in pairs! Or triples, or quads, and so on. With this import option, you may import up to 3 companions as idols, and they gain the Idol origin and category of your choice. They gain the Idol origin discounts and freebies as well as 600 CP to spend.

Production Company (600, one discounted purchase for Producers):
A producer's not much without any idols to produce for, and you now have them in spades! This import option allows you to import up to 25 companions (for each purchase) to serve as the idols for a new production company. Each companion you import this way gets the Idol origin and a category of your choice for free, as well as all of the idol discounts and freebies.

Create (100 per Companion):
With this, you may create a new companion for your journey. Any companion you create in this manner gets 600 CP to spend and any origin, although they must pay for any origin that requires CP. They gain the associated discounts and freebies.

My Own Twin! (300):
With this, you get a twin that's either your gender or the opposite. If they're the same gender as you, the only way people could tell you apart is through slight mannerism changes. They don't get any of your perks or special abilities, just your body and personality. However, they automatically gain any perks required for your body to function, but nothing more. They get 600 CP and the same origin as you for free, as well as any associated discounts or freebies.

Canon (100 per Companion):
Perhaps you'd like one of the characters from the series to come along with you on your adventure. You may take any character from the Idolmaster games, anime or side materials. They gain 600 CP to spend, any origin for free, and any associated discounts and freebies. You can try to match what they were like in their original appearance, or go somewhere new with the character.

Drawbacks

You may gain up to 600 CP from the following drawbacks.

Fan Nonsense (+0):

Canon can be boring. With this drawback, the fan interpretations of characters becomes reality.

Choose Your Continuity (+0):

If you'd like to, you can choose which continuity of Idolmaster you're in. You can choose the arcade game's continuity, making the cast very small. Or, you could choose the Cinderella Girls continuity, making the cast balloon massively. If you're an absolute madman, you could choose the Xenoglossia continuity and find out what it's like to get smacked by a chunk of the moon.

Other Idol Shows (+0):

You can cause some idol crossovers with this one. You'll start finding characters and production companies from other idol-centric media, like Love Live. If you take this drawback and pick up a canon companion, you can pick up companions from those shows. If a future jump is made for the chosen idol-centric media, it overrides this drawback and you'll need to take that jump to obtain that character.

Getting On In Age (+100):

Not every idol gets picked up in their youth. You're one of the few idols that was picked up in their later years, like Azusa or Kaede. While they might be young at the respective ages of 21 and 25, that's much older than you'd expect for an idol (whose average age is around 16). Fans might discriminate against you, wanting someone younger, although there might be a few who prefer that. As for producers, fans or drop-ins, you'll find yourself much older, in your 50s or 60s. Your age is starting to get the best of you and you can't keep up with the younger folk, which could severely hurt you if a business deal depends on your speed or mental faculties.

Idols Can't Stop Crabfighting (+100):

Only one idol gets to be the best, and everyone wants to be the one. Unfortunately, idols work best while they have the support of their friends, and everyone seems way too crabby while you're here. If you're an idol or a producer, all of the idols seem hyper-focused on screwing each other over so they can get the top spot. Betrayals will be frequent, bickering will be constant, and break-ups will happen more than once while you're here. If you're a drop-in or fan, your favorite idols will constantly screw up and doom each other to obscurity while the ones you hate will rise to the top consistently.

Rival Idol Group (Idol or Producer only) (+100):

Someone considers themselves your rival, Jumper. Rather, a group of people consider themselves your rivals. Some idols in your area, with the same category as you, are vying for the same spots and the same stadiums you are. If you're a producer, another producer wants to see you defeated and themselves on top. They may have stolen your gimmick, or they have better connections than you, or they may just be plain better than you at their jobs. Either way, you'll find them a constant annoyance while you're employed in this world.

No Romance For You (+200):

This world, while it's primarily concerned with show biz, has some romantic overtones. Some idols and producers fall in love. Sometimes fans make special connections with idols, and some idols are only in the business to find someone to fall in love with. While you might want to get in on that, with this drawback, you can't. For some reason, nobody in this world will find you an attractive prospect, and you'll find that nobody will give you the light of day for even a first date. You'll find no problems with working professionally, but your attempts to make any sort of connections beyond the workplace or friendship will always fail.

Spectacularly Ugly (+200):
Well, it's looks like you're ugly. Terribly ugly. You're hideous, to the point where people cringe when they look at you. This is going to be a hindrance no matter what origin you picked, but this is especially dangerous to idols. A large part of an idol's appeal is her (or his) looks, and your butterface certainly won't be appearing on any ads in the near future. You better have a damned good gimmick, or you should look into getting another job. Meanwhile for producers and fans, people will suspect you have less-than-professional intentions for the idols of this world. You may even find yourself in a police station for doing nothing more than looking at an idol, though if you weren't doing anything wrong you'll always be let loose with nothing but a stern warning.

Constant Sickness (+200):
You've caught the deadly japanese cold, and it will never let you out of its grasp. Whether its due to constant throat inflammation, a bad constitution or bones that seem ready to snap at any moment, you'll find yourself out of commission more than you'd like. This will be tough to deal with for any origin. Drop-ins will find it hard to hold down a job as they miss six months out of every year due to being sick. Fans won't be able to make it to any concerts as the flu always seems to get them just beforehand. Producers will have to do their jobs from their beds, and idols will have a very hard time making it to concerts or practice with their throats swollen. Don't let depression bite you in the ass, like a certain other idol in this series.

Miura's Fans Hate You (+300):
Kentaro Miura is the author of the world-famous Berserk, a dark fantasy story that has captivated audiences for decades. Not only is he famous for Berserk, he's also famous for taking really, really long hiatuses for dumb reasons like playing the Idolmaster video games. Now that you're here, he seems to have started another long hiatus and somehow, it's your fault. Miura's fans aren't taking this well, and they're coming to ruin your life unless you make peace with them. Expect boycotted concerts, angry letters at your doorstep and death threats made to you at all times of the year. The only way to get them to stop is to find Miura and, with your charm and wit, get him to continue drawing his mangs. As a bonus, if you succeed and help Miura finish his work over your 10-year stay, you get the entire finished Berserk manga instantly. It appears in your warehouse, ready to be read.

Got The Dirt (Idol or Producer only) (+300):
Looks like you've committed the cardinal sin of idolhood: you got into a relationship. If you're an idol, you found a significant other and if you're not, you've gotten attached to an idol. Luckily for you, the public doesn't quite know yet. However, a certain reporter with a chip on their shoulder has lots of evidence and many backups. They want favors from you, and they've got all the time in the world to decide what to do with you. If you get rid of them or piss them off, the evidence is released to the world and you get to deal with an angry fanbase. You'll get constant death threats, your popularity will plummet and even an attempt on your life is possible. If this relationship gets found out about, expect to be hounded for the rest of your 10 years until you somehow atone (which is nearly impossible) or leave the public life. You can't leave the relationship voluntarily, but as a small bright spot, your significant other is actually a nice person who you'd want to be with anyway.As an additional bonus, you may take your significant other as a companion for free, as if you'd used the Create or Canon option.

An Actual Idol (Idol Only) (+600):
Idoldom in Idolmaster is actually a pretty sweet deal, and glosses over many of the real problems that idols have in real life. But you? You get the full package, which includes some not-so-fun stuff. First of all: you can never get into a relationship. Fans want to believe they have a chance with you, so if you so much as look at a boy for too long you could lose your job. You can't be friends with other idols from other companies, because that could put marketing in a tight spot. Your life will be watched constantly by fans and reporters alike, and slipping up once will sink your career like the Titanic. Psychological issues and bodyshaming will plague you in the workplace, along with torturous hours on top of excessive schoolwork. Worst of all, you may be asked to perform sexual favors for sleazy producers to continue to work in your industry. Try your best!

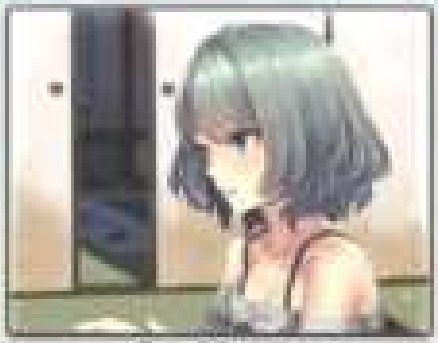
Top Idol Spot (+600):
The Japanese government has announced a new project to invigorate the economy: the Top Idol project. In this project, every idol in the country must compete and fight to become the greatest idol of the modern age, known as the Top Idol. In exactly 10 years, the winner will be announced based on their legendary concerts, fantastic costumes and the most beautiful music they can make. No matter what origin you are, you must become an idol and win that Top Idol position at the end of 10 years, or you fail your chain and go home. Not only that, but after 5 years some stranger idols start appearing, performers from jumps previous. They'll use every power and special ability at their disposal to win. Worst of all, you're deprived of your perks, powers and gear, as well as access to your Warehouse, reducing you to your Body Mod body. Good luck, and break a leg out there.

Now for your final choice...



Stay Here

This world certainly a nice place to live your life. Your friends and family will move past you, and you'll spend the rest of your life here.



Go Home

All done? You awaken back in your bed at the age you originally left, and you keep all your perks, items and companions.



Move On

But of course, there are other worlds to go to...

Notes

Clarification for Side Job: the number of fans you get scales with new jumps. If you jump a space opera and you have trillions of fans and then immediately jump to Fallout, you gain a number of fans proportional to how known you were in the last setting you turned it off in. If in the space opera "trillions of fans" meant "the entire setting" then in Fallout you would be known across the wasteland.

Changelog

v 1.0: Text jump released. All text complete.
v 1.1: Imaged jump released. Added Notes section and clarification on Side Job. Added Money and Cinderella Mansions items for people with 50 and 150 CP left. Changed Collection of Business Suits to Business Necessities. Changed Fan Bullshit to Fan Nonsense.

