Murasakiiro no Qualia

What do you see when you observe the world?

Is it an objective reality, or a kind of sensation that only you could understand?

You could say that this story revolves around a question like that. Or you could simply call it a story about girls and robots. It all depends on the eye of the beholder, doesn't it?

But regardless of how it is perceived, every story has a beginning. And where exactly does this story begin? There are a great many answers to that question. Yet right here, right now, this story begins with you. And with these **1000 Choice Points**, the ending is up to you.



Origin

You are a Japanese high school student, anywhere between ten and eighteen years old. What, you think seeing a little kid in school would be weird? Don't sweat the small stuff, there's geniuses aplenty around here. Besides that, the rest of your past is up to you.

Locations

Now, a student needs a school to attend, don't they?

A Certain Japanese High School:
It's always Japan, isn't it? Well, unnecessary meta commentary aside, this school is pretty much like any other. Very school-like, indeed, and even somewhat scholarly. But if you snoop around a bit, you might find one or two strange people around here. Although you could probably already interfere that from your country.

Jaunt:
As an organization whose name stems from a particular sci-fi novel, created to gather, protect, and nurture children blessed with genius or special abilities, Jaunt certainly has set themselves a lofty goal. They've even built a school in America where none will get judged for their talents by any commoners, and everyone enjoys an elite education. It does sound like a deal with no drawbacks whatsoever. And even if you are entirely normal, you are still welcome to join.

Perks

You may choose a single perk of each price tier to discount by half, except for those marked undiscounted. Discounted 100 CP perks are free.

Like A Small Animal (-100):
Congratulations, for you now possess the world's greatest superpower: being really cute. Whether it is your figure, your hair, your face, or your eyes, people can't help but mentally gush over each and every part of you. Any expression you make inspires joy, and even if you trip or embarrass yourself, you just become all the more cute. You could ask ten people to each call ten friends and all hundred of them would rant and rave about you. And really, isn't the desire to protect cute things natural in all humans? Who could possibly want to harm you? Adding your small stature, you almost give off the impression of a small animal in need of help, or a doll you just want to cuddle, which makes it impossibly hard to be mean to you. Truly, you are very, very cute.

Quantum-what? (-100):
Quantum physics, qualia, superimposed cats, parallel universes… who the hell is supposed to understand all this stuff? Well, you certainly do now. As well as could be expected of a high school student anyway. You can talk in circles around any layman when it comes to metaphysics and weird pop-sci knowledge, and you always know at least three different cool-sounding thought experiments, analogies, or theories related to any situation you find yourself in. Sure, you might trip over yourself when theorising a bit too deeply, but hey, you can definitely wow and awe teenagers.

Reviving The Philosophical Zombie (-100):
Have you ever heard of the word "qualia"? It can be explained as the nature of a feeling. Are you able to describe how the colour red looks to you, or what a headache feels like? It's something like that. It is a poorly understood phenomenon, yet the very concept of it has its benefits. If the things you feel are things only you can feel, then all of your feelings and sensations, the qualia that you experience, are a treasure that belongs only to you. These sentiments that only you can understand, that cannot be shared with anyone, are the ultimate proof of your being. No matter what form you take, which danger you face, how deep into despair you fall, you will always be the one and only you, remaining yourself regardless of what happens. You will never lose your identity, or forget who you are. Your qualia are the proof of that.

No Distance Too Far (-200):
Most interactions are fairly superficial. As a consequence of physics, people are not able to leave the world they're seeing, nor are they able to enter the world in someone else's eyes. On a higher level, it is more of the same. While children might claim their friendship to last forever, the truth is that most relationships die within mere weeks of no contact, and many adults don't even have a single friend, only one acquaintance after another. Two minds follow two parallel

lines running side by side, unable to ever cross or truly interact. But that's why people need to reach out for each other, making every effort to get closer.

As long as you have the will and truly wish to connect with someone, you'll find that no obstacle can bar you. Making friends and relating with even those you would normally have no business interacting with is easy enough, happening almost naturally as the pieces fall into place and they find out that maybe you aren't just as bad as they thought. But even further than that, you can truly teach them your perspective of things. If someone had prejudices, you could slowly make them grow out of their grasp, and you would even be able to teach someone to show emotions when they had never seen them before. And perhaps most impressively, your feelings can bridge literal distance as well - as long as you regularly communicate with someone, both of your emotions regarding your relationship will never dwindle, no matter how far you are apart.

Deluxe Model (-200):
What humans are made of is obviously common knowledge - flesh, bones, a lot of water, and various trace elements nobody could ever remember. But is it set in stone? Perhaps, in someone else's eyes, viewed through a different sort of lense, your body may be one of iron and steel. This is just a silly thought experiment, but stay with me for a moment: if you were a robot, what kind would you be, I wonder? You may choose one kind of equipment or special ability for this theoretical body to possess.

Maybe you have a flight pack on your back, allowing you to take to the skies with speeds surpassing the fastest of planes. Or you might be equipped with sensory abilities capable of doing anything from measuring velocity, heat, and vibrations to predicting the weather. Did you get built with vernier thrusters on your feet, allowing you to outrun the fastest athletes a hundred times over, or were you bestowed with a sturdy body that can resist any amount of radioactivity? Perhaps you are a classic super robot, with an attack every respectable tin man should possess: laser eyes capable of shooting vast swathes of destruction through entire forests or mountains.

Either way, this train of thought is just something to pass the time, right? But if you had an inkling that there might be more to it, you would be able to unlock some small part of an ability that should not be, and with time, everything there is to it.

The Drill That Will Pierce The Heavens (-200):
Well, perhaps not so grand. Still, it does seem like there is something special to you that can't help but attract people. Even if you were a complete buffoon with seemingly no redeemable qualities, you would be able to draw the attention of people to yourself, if only to casually bully you at first. But if someone spent some time around you, even if they thought you were nobody interesting at first, they would slowly come to realize that there is more to you. What exactly that "something" is might not be clear, or it might not exist at all, but you will nonetheless find yourself with interesting people around you who are special in their own way. Geniuses, weirdos, or just interesting characters. With time, you may become friends, and perhaps even

more. But in the end, what is it that attracts these people to you? Some rare people with special means of perception might be able to shine more light on the matter...

Expanding Functionalities (-400):
Some people are mostly static, with their minds and thoughts in routines that are hard to change. Others again are seemingly able to handle anything the world throws at them. But in terms of adaptability, you take the cake. Whether you were born this way or whether your mindset is the result of a peculiar upbringing still begs the question. But just like with anything else, you would be able to adapt to either answer. You have a talent for thinking outside of any box you find yourself in and changing your perspective that enables you to see anything from a positive angle. Be it suddenly moving to a foreign country, hearing a close friend had died, or learning that you have terminal cancer, you're able to take it all with a smile as long as you have some time to process it. This goes for experiences of a more peculiar kind as well. You wouldn't be weirded out by finding out that the supernatural does exist, or experiencing it in person. Even if you were put together again by a friend through nearby scrap metal after experiencing a fatal accident, vividly feeling the entire excruciating procedure, you would be able to accept your new existence.

But it seems as if for you, this goes farther than simply an extremely adaptable mind. Take the last example. Say parts of your body were in a superposition, perhaps with them being flesh to your eyes and those of others, but metal to some specific few. If you had even some passing knowledge of quantum mechanics, you could use this to your advantage, and claim the strength and durability of steel for yourself while still looking and functioning like a human. In this way, you may adapt to any other circumstances affecting your body as you would to those burdening your mind.

Becoming Light (-400):
Fermat's principle shows that the path travelled by light will always be the shortest one. It accomplishes this by simultaneously taking every possible route between two points. All these paths but the quickest one interfere with each other, and in the end, only the best solution is left. Of course, it's not like light does this consciously. Light is just light. And you are just a human. But while you can only take one path at a time, you are able to act with the single mindedness of light to reach your goal all the same.

When you set a goal for yourself, nothing will stop your from reaching it. Not your own limits, and not any circumstances you have to overcome. You have the willpower to chase after an impossible goal for an entire lifetime, and if it that doesn't work, for a thousand more. You will never falter, and continue persevering ever onwards. Even if your personality changes and your mind collapses, as long as your goal still remains, you will keep on trying. Even if you think you have used up all possible avenues, you will just create some more, no matter how extreme or outlandish they might be. And if the world is against you, then you will remake the world in a way that allows you to succeed. Until you have done all you can, you will never stop. And you

know what? There are infinite possibilities to explore, infinite pathways that might lead you to what you desire. So just keep on trying.

Propagation (-400):
Common sense suggests that a man capable of firing a gun will not be able to do so without access to said gun. The same is true for athletes taking performance enhancing drugs and other such cases: without the object or event granting an advantage, everything goes back to baseline. But for you, this logic goes out of the window. While obviously it is impossible for anyone to shoot bullets without a gun, if something or someone has changed you, even if only temporarily, you will continue to benefit from the change, even after it should have normally expired. After you have taken a drug to enhance your body or mind, its effects will persist permanently, and if you are able to gain a new ability through some sort of external influence, it will remain with you even after you are on your own again. Anything affecting yourself effectively propatess from the moment of emergence through your past and future, making it so that any new influence was always part of yourself, and always will be. After you know that something is part of you, and decide that it should be part of you, it will always be the case. The most important thing is the result, not how it came about. And only the result will remain.

Inborn Genius (-600):
Someone cannot be considered a genius just because they are smart. No, to qualify as a genius, one has to have the ability to change the world. The world has seen many such figures in both science and art. And with your gift, you have already been accepted into their ranks. But what makes you special isn't something like intelligence or creativity. The impetus that could move the world itself is the perspective you have. Choose anything from chemical bonds to equations or technological schematics. You can perceive one theoretical field like these as something else, for example pictures, music, or sculptures. If you saw mathematical formulae as pictures, you could easily solve even graduate level questions in a flash by simply drawing a childish scrawl and "translating" it into the result. This way, you could solve anything from simple arithmetic to complex wave equations through instinct. If you chose music as your medium, you would be able to do it through the creation of simple tunes, and something like sculpting would work in much the same way.

But your ability isn't limited to simply solving undergraduate homework. If you had access to a quantum computer, even the P=NP problem would be no math for you. And if you had access to enough resources and manpower, and spent many years working on it, then you could even formulate a correct Theory of Everything, your genius working unbound by mankind's current level of technology. With chemistry as your purview, you could design tinctures, medicines, and materials that boggle the mind by listening to the sounds of the universe in your mind, uncovering even the secrets of eternal life. And if you saw the workings of machinery, you would be able to fashion blueprints for seemingly impossible technologies through the making of complex sculptures that whisper mechanical wonders only heard of in fiction into your mind. Who knows what else you could achieve? To think that a single genius cannot change the world is the mindset of a commoner.

Divergent Lives (-600):
Humans are existences that were never meant to intersect. Although they can describe their experiences, and explain what they see, hear, and feel, in the end, it is impossible to truly see the world in the same way as another. Whether this holds true in all cases remains to be seen, but at least for you, this sentiment will always apply. Even in the far-flung future, other worlds, or strange dimensions, in the face of technologies and powers beyond your ken, your mind will be left sacrosanct. Although your actions may be studied and your experiences be analyzed, the inner workings of your mind, and your perception of the world, are inviolable to all. And while your experiences may change how you think, nothing but what you feel yourself is going to effect that change. Nobody will be able to impersonate you, or undermine your sole position as yourself. Your thoughts are your own, and that is how it should be.

My Life Lies Only In My Own Hands (-600):
There are many situations in life that give people feelings of helplessness. After one thing after another goes wrong, and it seems as if the universe itself is conspiring against them, they might think to themselves: “Is this my fate? Is this simply my destiny?” But you are not that weak. No matter if such an ethereal force really exists, you will not even let the mere concept of such a thing reign over you. No, you will write your own story. Even if others may try to help you by changing your fate, they do not have the qualifications to do so. Anyone but you does not have the right to interfere with it. If it is your fate to die, then that is your own fate to accept or deny, not anyone else’s. To avert it or let it happen will only be up to you. The only things people can observe and determine are their own fates, and that is how it should be. So what if others might overestimate their importance and try to wrest your fate away from you? In the end, their actions will change nothing. The only decisions that matter are the ones you make yourself, and the only destiny you will have is one that belongs to you, not one made by others.

Qualia (-600, undiscounted):
How people experience the world can only be understood by themselves. Some have perfect pitch, while others might lack the feeling of pain or the ability to imagine pictures in their mind. But while all of these deviating experiences have their reasons, some more clearly understood than others, your sight cannot be explained that easily. What you see is something completely different from the norm, something that seems to merely be an illusion. You might perceive pulsing forests of meat surrounding people, or creatures out of fantasy visible only to you. Perhaps you even see any living beings as robots. But what sounds like an unfortunate mental illness will turn out to be much more real than anyone could ever expect.

Take the aforementioned example of robots. By simply studying their design and equipment, you would be able to accurately identify their personality traits, capabilities and possibilities. One with many sensors could predict the weather more accurately than any newscaster, and one built for violence might very well be a serial killer. If you applied yourself, you would find out that you could fix seemingly anything from a fridge to an AC even without any specialised knowledge or training. But that is just scratching the surface. It is not just that your sight is different, the actual things you see aren’t the same to you as they are to others. You would perceive a human

arm that looks organic to anyone else as a mechanical part, a part whose functioning you can understand. And if to you, the only thing separating humans from plastic models of super robots or home appliances are additional complexity, abilities, and functions, what's stopping you from treating them the same way as you do other machinery?

You could take apart humans like you do any other technology, repairing, changing, and upgrading them with ease. If a friend were on the verge of death, you could just fix them with any surrounding materials, be they scrap metal or a stray cellphone. They wouldn't notice any difference. Hopefully, you would take care to put them to sleep first, and check for any witnesses. To others, such processes would look gruesome indeed. Of course, the same goes in the reverse. Robots, or models of them, would be the exact same as humans to you, if only lacking in some functions. In your world, they would be alive as well, and could be your good friends. And speaking of worlds… depending on your perspective, you might see the Earth, too, as a living being.

Is there any explanation for such an ability? Perhaps, when you observe them, other beings become robots to you. Or perhaps you are seeing and interacting with versions of them from other worlds. Does it really matter? In the end, people can only deal with what is, and not what could be. But if you seek a reason, then look at it this way: perhaps your sight simply signifies that somewhere, somebody is watching over you.

Myriad Self (-1200, undiscounted):
Life is in limited supply. Although there are endless amounts of possibilities to explore, each choice reduces them one by one, until there is only the single future left you have made for yourself, for good or bad. But somehow, you have looked beyond the single road you have tread on all your life, and become aware of so much more. You are not just you anymore, but an amalgamation of possibilities.

Through a channel of your choice, be it simply your thoughts or a device that has become part of your body, you can converse with alternate versions of yourself. At first, which "you" receives your call will be random, but never once repeating, and you will simply be able to talk with them. As you become more used to your peculiar state of existence, you may choose which version you reach, and gain all their knowledge in an instant, with no need for conversation, and vice versa. That is just natural - both of you are one, after all. There is no need for distinction.

Another peculiarity of your existence is that you simply do not die, at least not through any means possible in this world. All deaths are simply vanished possibilities, ones that did not get determined. And there are infinite possibilities. Versions of you that did things you would never even be able to imagine, alternate selves acting in ways that seem impossible or implausible - but in the realm of infinity, is anything truly impossible? Is there not a possibility, no matter how vanishingly small, that you could have turned out that way or another? In that manner, seemingly anything is possible for you, both good and bad, and as long as it exists at all, there is no imaginable possibility that you cannot reach. Yet although it is simple to arrive at the

answer, any answer, once you know the question, if you do not know the right thing to ask, if you do not know what the answer is an answer to, even you will not be able to find it. Without knowing the problem, there is no way to solve it. If you search for something you yourself do not know, the search might never end, or it might be over in an instant. It all depends on how you go about it.

But as long as you keep an open mind to the infinite possibilities of infinite worlds, and don't let yourself be shackled by your thoughts, your choices are endless. If you lack power, you only need to find a version of you with power. If the amount of parallel worlds is truly infinite, there must, for example, exist at least one world where magic exists. And once a "you" who can use magic exists, all of "you" will be capable of using magic. You can search for any kind of available power within infinity, although the definition of what is possible and what is not may differ depending on your metaphysical location. But the moment you find the right "you", it becomes part of "yourself". Or were "you" always capable of such abilities? Either way, the result is the same.

With a flexible mindset, there is no end to the possible avenues that can be explored. You might find out that the present is the only thing that matters, influencing both past and future, or that to truly influence reality, one needs to observe it. But one thing to keep in mind is that you can only reach those possibilities open to you. The proverbial 2 beyond the infinite numbers between 0 and 1 will be forever be out of your grasp. So while you may achieve "anything", that "anything" is within the realm of possibilities that are possible at all. Some things, like gaining such unimaginable power that would be impossible for any version of yourself to ever gain, can only be found at the end of paths that do not exist. The heights and lows all of "you" can possibly reach will also depend on the structure of the reality you find yourself in. But the variations of only a single individual are vast indeed, no matter where. And one thing is clear beyond doubt: an infinite number of you's in an infinite number of parallel worlds, following along through an infinite number of possibilities… will never face defeat. There are, and forever will be, an infinite amount of things to try. And once you have succeeded, the only thing left to do is determine it as the singular reality.

Items

Everybody Needs A Hobby (free):
Because who doesn't like robots? As a welcoming gift, you get a supreme collection of various robots: plastic models, figurines of polished steel, and even ones you get to put together and paint yourself. Naturally, all necessary equipment is included, and you'll get more every jump. Curiously, if you squint your eyes and tilt your head, some of them seem to resemble various people in your life.

Sugary Refresher (-100):
When you're feeling down and exhausted, coffee is not always the best solution - did you know that you can get addicted to caffeine? So why not grab yourself some sweets. Don't worry, these ones are totally healthy and don't taste any worse for it. In this little bag, you always seem to find whatever kind of sugary delight you want at the moment, even ones only found in foreign lands or those sad brands discontinued long ago. And the best part is that they restore just enough of your stamina to keep you going no matter what.

Serial Killer Starterpack (-100):
There are some bad people to be found in any neighborhood. Including, apparently, you? It certainly seems that way, going by equipment. Masks to cover your face, various knives and other stabbing implements sharp enough to cleave through bone, a taser of a potency that really shouldn't be sold to the public, and even fast-acting anesthesia that can knock out a cow thrice over. Is it Halloween already, or are you planning for some untoward activities? The equipment replenishes every month.

Quantum Wardrobe (-200):
While wearing nice clothes is a great feeling, shopping can often be quite a bore. And heavy on the wallet as well. Thankfully, you don't have to bother with that tedium. No, in your possession is the wardrobe to end all wardrobes. One with "Quantum" before its name! Don't underestimate this pop-sci buzzword, for it has greatly eased up your life. Within its wooden confines, you will find all the clothes of your alternate selves for the taking. Anything from suits and dresses that only the elite of the elite could afford to casual wear of all varieties that exist and those that don't. And as you explore more, you will even find outfits for all professions imaginable, magical girl costumes, and clothing you cannot even recognize as such. Thankfully, while the space in the wardrobe doesn't seem to end, it is sorted in such a way that you'll always find what you want.

Invisible Power (-200):
Corrupt politicians, individuals drunk with power, and powerful organizations running rampant. These days, the common man seems more powerless than ever. But you've got your own stakes in the invisible games of the ruling class and are not to be trifled with. Whether inherited from your family or gathered through your own effort, in your hands are precious connections to

the rich and powerful, and politicians all over the world: blackmail material, favours owed, secrets known, and friends in high places. You might not look like it, but when push comes to shove, you will have your say.

Handphone (-300):
You've got a phone in your hand. No, not like that. It's quite a bit more literal. No matter how it happened, it must've been a story indeed, one of your hands is now a superposition of a normal hand and a cellphone. Quite weird, but also quite useful. With your phone-hand, you are able to call anyone whose number you know, regardless of distance and free of charge. Furthermore, it is able to act as a vector for any abilities you possess that require communication. Your hand can even glow and act as a flashlight! It does have its drawbacks though: Its usage takes a lot of your stamina. So take care to have some snacks around you when you're planning for a long conversation.

Nexus Of Genius (-400):
There are geniuses all over the world, undiscovered or held down by circumstances. Envied, bullied, targetted, their abilities waste away in obscurity. But no more. You have founded an organization to gather, protect, and nurture them, for the benefit of the entire world. And unlike other, lesser men, you were not misled by greed. Stationed in a place of your choice and backed by full governmental support, right now, the only facilities are a state of the art school and various research abilities, staffed by the best you could find, and attended by those few who are capable of changing the world. Even if you do not act, the very concept of this organization will seemingly draw out any geniuses and people with special talents into its hold, capable in all fields of study from the fine arts to physics. But if you dedicated yourself wholeheartedly to it, this collection of humanity's brightest could pioneer unimaginable things and lead the world into a golden age. After the ten years are over, you may take it with you to wherever you might go. Although the genius itself is not going to remain in other worlds, the influence of the organization will.

Theory Of Everything (-600):
Now, what do you have here? To most eyes, it simply looks like a piece of abstract art on a large canvas. But the secret it holds is far grander than mere paint. Hidden behind brush strokes and colour palettes is the Theory of Everything, the holy grail of science, capable of coherently accounting for all the forces that exist within the natural universe. Long years of careful study would be required to decipher it, and the mind of a genius to understand it. But compared to the result, this kind of work is trifling. With it, humanity could explain everything from the strange behaviour of quanta to the mystery of how the universe was created. Of course, it alone wouldn't mean that tomorrow mankind could predict the future, find the secret to immortality, or travel between galaxies. It would, however, serve as an indicator for whether all the science explored up until now had been correct. And with time, it would allow mankind to steadily advance step by step until they had the universe in their palm, and understood all there is to understand, such as the truth behind Laplace's Demon. Yet for somebody with the right power and circumstances, it could allow for so much more still...

Companions

Canon Companion (-100):
Did you make some new connections around these parts? That is only natural. Humans do thrive on companionship. For 100 CP, you may take somebody you've gotten to know with you, to become a permanent companion.

Companion Import (-100):
But of course, old bonds hold the strongest. If you would prefer the presence of those you know, then you may pay 100 CP to take up to eight of your already existing companions to accompany you in this world. Each of them will gain 600 CP to spend on perks or items, but won't be able to take drawbacks.

A Set Of Friends (-200):
Some children have invisible friends, or think their toys can talk. Luckily, you aren't quite that bad. While you do have some little friends, they are very much real, at least to you. With you are what seems to most a set of nice looking plastic models depicting various robots, perhaps out of cartoons or made from original designs. But to your eyes, they are more. Not unlike humans, they can talk and move around, and they are even quite intelligent. Why, it looks like they also have some abilities expected of their forms, like flight or tiny laser guns. Don't let anyone else see them, though, or they might get a real scare. Still, they make for nice conversations when you're bored at night, and could protect you from some silly criminal or two.

Drawbacks

Totally Serious Feud (+100):
Bullying is often a problem at schools, and many children suffer because of it. But what you are experiencing is not even that. After a fallout with a friend, they have made it their life's (well, at least in their breaks) goal to bully you. By doing things such as blocking your way through a door and ignoring you, or teasing you about silly things you did in the past, or attempting to tickle you to death. Honestly, it's more like a childish squabble. End it, and your classmates will be thankful for it, as the secondhand embarrassment is quite real. As a bonus, you'll also be able to take them with you as a companion if you do so.

Broken Home (+100):
Not everybody has the blessing of a good family, or even just a nonexistent one. No, for you it would have been better if your parents had simply left you. Whether it is a drug addicted single mother painting you as a demon and punishing you to atone for her own mistakes, or something less ridiculous like a father beating you to release his stress, you haven't had a very good childhood. The harm done to your mental state will be hard to repair, causing issues such as extreme withdrawal or the need to fake arrogance to protect yourself. But with the help of good friends, it is always possible for you to heal.

Philosophy Overdose (+200):
Bah, people. Everybody says that life is sacred, and that it should be protected, but you can't see what's so special about it. People are just sacks of meat to you, something to be casually cut apart if you feel like it. Humans used to think that they were created by God, and that the earth was the centre of the universe, but those thoughts were just the symptom of inflated self-importance. Life is the same. The soul doesn't exist, so you'll just kill and kill and kill those useless flesh bags you have to see every day. Oh if others could only see the world the way you do! Well, you certainly are a special one. Still, isn't that just sociopathy?

Quantum Reflux (+200):
Nobody can prove the existence of alternate realities. Nobody but you. If you went forward with your experiences, the Many Worlds theory might gain some serious traction. It is only a shame that all the world hopping seems to have had some drawbacks. Something to do with quanta, apparently. Very bad stuff, those things. Anyway, the immediate effect seems to be that you have reverted to the version of yourself before you went on a chain. Was that supposed to happen all along, you living your life in normalcy? Did reality simply get redetermined into its natural state? Well, there is no need to be so melodramatic either way. Nine quantum doctors out of ten say that this state should last only ten years. And as a first step towards recovery, you'll at least have access to the abilities you picked up here.

Fated Chains (+300):
When people are cursed with terrible luck, they might be tempted to blame God or the world or simply fate. But for you, it truly seems as if something or someone has it out for you. In daily life, everything looks fine. But no matter what, you will fall short of each and every important goal you want to reach. An important job slipping out of your fingers, failing to graduate time and time again, not being able to save up money for the one thing you desire… such events will be neverending in your time here. If you live your days downtrodden, without striving for a single thing, you may not even notice it. But doesn't that mean the world has won nevertheless?

Taken On A Jaunt (+300):
There are many organizations that resort to shady business once their profits are threatened. But you have certainly got an extremely bold one on your trail. They are not beyond destroying entire passenger planes to get you, heedless of any other casualties, and don't expect to be able to stay anywhere for long without a few violent presents coming your way. And mysteriously, no matter what wreckage they cause, they are able to cover all of their tracks so that no law enforcement may ever reach them. And even if you are somehow able to destroy them, another organization will soon sprout up, one that is once again all too happy to put you into your grave. What the hell did you do to get such an attractive target put on your back?

The End

Continue:
There are no other integers between 0 and 1, and there are a limited number of things to experience in one place. Onwards!

Stay:
Whether you can access them or not, infinite possibilities are always surrounding you. What does it matter where you grasp them?

Retire:
Even if the choices are endless, if they are all the same, there is no difference between having them or not. So you will head back home, where they at least matter.

The Purple? Qualia

Have these years changed you, or were they just more of the same? Did you experience love, loss, and life, or merely the passing of time? No matter what you have done and seen here, a particular kind of Qualia has stuck with you. An unforgettable memory, created in this world or elsewhere. Perhaps it is the colour of her eyes drawing you in as you fumble through your first kiss, or the sun setting on foreign fields as you lay your head to rest. It is the feeling you treasure the most, a sensation that defines you, a piece of time that makes up yourself. Rest assured that it will stay with you forever, even if all else fades, and recall it to banish despair and keep yourself going.

Notes

Myriad Self:
There are a lot of things you can do with that ability, one canon example being basically larping as somebody else and experiencing the world through their eyes, but not knowing their thoughts or memories. No clue how that one worked, so just fanwank.

The same goes for whether the Copenhagen Interpretation or the Many Worlds theory holds true. In the story, it was hinted that it's the former, but not really definitely. So again, wank it.

Although the ability is very powerful, it does have its limits. For example, needing to be able to fathom or imagine a reality to reach it, and the requirement for its existence to be possible at all. And Yog Sothoth or similarly "lol nope" powerful beings are just gonna be able to erase all versions of you and that'll be it.

It can also do no meta stuff or things affecting jump docs themselves (so you won't be able to get perks you didn't buy), as is standard. Just think of it as you having the ability, but Jump-chan saying "nope" to it until post-chain.

Again, to reiterate: You, you in particular, yes you Jumper, can't get any perks, items, companions, thoughts, qualia, or whatever else may be found in jump documents. You may find magics or abilities within the endless possibilities you are able to explore that resemble perks (how many differences between one fire manipulation abilities are there, really?), but they will not be perks, lacking that artistic touch of Jump-chan.

And no, you can't just get powers on a level to bypass those limits, at least not with just Myriad Self.

Propagation:
For example, if you got a new power, and your consciousness travelled back in time to before you got it, you'd still be able to use it.

The Drill That Will Pierce The Heavens:
This also gives you a big dick. You know, just in case you missed the metaphor.


Thanks for sticking with us
until the end!
!!!
...If?