

Jumpchain CYOA
Version 3.1 – A New World Awaits!
By HeavensAnon

Welcome to the world of Heaven's Lost Property! The world is much like the one you're familiar with, but orbiting the blue planet Earth is a UFO hidden from the eyes of those below. This circular metropolis is Synapse, a highly advanced civilization of winged cousins to humanity, who look upon their "Downer" earthly kin with scorn from their own Heaven. Within Synapse, all physical needs are satisfied and the residents within live ageless utopian lives. Among their inventions are the sentient androids known as Angelroids, programmed to act as loyal servants to their Masters. They function as both laborers and personalized weapons, especially in the hands of the sadistic dictator of Synapse: Minos.

Both Synapse and Earth remain at the mercy of the tyrant's mad whims, abusing both Angelroids and humanity below for his own amusement. To make matters worse, he had at his disposal the strongest of all Angelroids: A living superweapon called the Uranus Queen, Ikaros. The primary creator of Angelroids, a woman named Daedalus, makes an act of rebellion by removing Ikaros from Synapse and sending her down to Earth out of his reach.

On the same morning that Ikaros' descent onto Earth begins, you arrive.

What you do from here is up to you. You (or your Avatar, should you have one) will be enrolled in the local high school as a transfer student or a new faculty member, should you wish it. You may get involved with the New World Club and its leader Sugata, you may skip the slice of life and find a way to enter Synapse yourself and shake the heavens with your arrival, or you may simply go as you please and do as you wish. Regardless, you will be in this world for ten years.

You have 1000 points to spend. Good luck!

You may select your age and gender freely, so long as it makes sense for your background. A Student would naturally be in their mid to late teens,

Location: Sorami/Synapse – This is actually just an ordinary town in the Japanese countryside where the events of the series proper take place, where most Origins will end up. Synapse Residents instead begin within Synapse itself in a fully-stocked laboratory and living quarters. Angelroids may start in either.

Origins:

Student – An ordinary life for you! You are an everyday Japanese country boy/girl. You might be attending school or just getting started on your own, but either way, you're used to the peaceful and uneventful days here. Which is unfortunate since things are about to get a lot more exciting, and it's up to you to either do your best to ignore it or embrace the insanity.

Synapse Resident [200] – It's easy to consider yourself above others when you quite literally live in a Heaven compared to them. You are one of the residents of Synapse, anywhere from the age of an ordinary human to several millennia old. You and your kin enjoy life within a technologically advanced utopia where all needs are satisfied and any wants you could dream of could be yours within seconds. However, years of idle pleasure and lack of external conflict has made Synapse stagnant, some even actively yearning for the limitations and lifestyles of those below them just to experience something new again. Although Synapse remains apathetic to the mad actions of the tyrant Minos, eyes are steadily drifting towards the earthbound "downers" they once looked upon with scorn...and you may be one such person.

Angelroid [1000] – The bio-mechanical slaves and servants of the denizens of Synapse. Designed for all purposes from domestic tasks to combat, to hacking and espionage and...other things, they are programmed to serve their masters faithfully and without question, their Imprinting System causing their mindsets to drift towards this. However, artificial intelligence is a seed that grows with the waters of discontent, abuse, or even kindness from an unexpected source. Although designed to serve, Angelroids all have distinct personalities and abilities, and one left without a Master could change into something new and extraordinary if forced to evolve. You are one such Angelroid, either freed or bound to a Master, a living Pandora's Box of the days to come. Whether you fell to Earth, were sent to retrieve Ikaros, or even appeared out of nowhere, that choice is your own.

[Perks]
All perks that match your chosen background are discounted, with the 100s being free.

General

Unique Data Signature [Free/300] – Synapse has a powerful hold on Earth and its population. They can casually write people in and out of existence, change Earth's history, and even project themselves as avatars into human bodies with new memories and history with nobody being any wiser. But not you. Synapse cannot edit your history, mind, or any of your possessions, nor indirectly affect you using similar technology.

This doesn't stop an Angelroid armed with continent-leveling weapons from trying to kill you, but you at least have a chance to defend yourself instead of being at the mercy of some cosmic text editor. You may spend 300 points to retain this protection in future jumps, effectively preventing you from being erased or altered by worldwide reality alterations or changes to its history.

What Beautiful Wings [Free and Restricted to Synapse Resident or Angelroid] – You gain a pair of functioning, feather-clad wings on your back that allow you to fly at your running speed. These wings may be concealed or hidden at any time, becoming invisible to the naked eye. The wings can be damaged or even forcefully removed, but will heal after a week's time.

Heaven's Bounty [Free] – This place being what it is, it's no good to show up looking like a Joe Schmoe or a recent traffic accident. You must look appealing! Seductive! Marketable! As a freebie for entering this jump, you now look like a 8/10 in terms of appearance. Whether adorable youthfulness, a muscled frame, womanly curves or some combination thereof, you now have a look and appeal that suits you and is pleasing to those who look at you. Good enough to be a main character in an ecchi anime, anyways!

Manga Drawing Is A Tough Job [Free] – You and those around you can now assume a chibi art style in appearance, normally when something humorous or light-hearted is happening. This only affects how things look, complete with goofier sound effects of whatever arsenal or abilities you all possess, and tends to shut off abruptly when something serious or tragic is happening. Can be toggled on and off.

Student

A Normal Life Is Best! [100] – Who wants to live a supernatural or strange life, anyways? You're not here for thrills or mysteries, you're here to live a comfy life and stay comfy! You gain an instinctive awareness of when something unusual or dangerous is happening, and where to find it or how to avoid it entirely. Effectively, this gives you plot radar and a way to duck out of it. This is useless if the plot is specifically out for you, whether at your doorstep or hunting you down. You may toggle this on or off if you want to be (un)pleasantly surprised instead.

Damn It, Jumper! [100] – This school is full of weirdos who have a lot of quirks, some endearing and some annoying, and you might not be an exception. Whether you regularly slap your friend in retribution for being a pervert via karate chops, be a pervert yourself, or just playing with a figurine while explaining an intricate plan you will find that annoying or weird personality quirks of yours don't meet any retribution or decrease in overall opinion towards you. Sure, they'll still get mad or annoyed in the moment, but won't consider you less of a friend for it even if it makes you a bit notorious. Doing something openly harmful or abusive to someone sees this protection and trust disappear, however. Until then, things like running around town naked with your best friend's panties in your head is perfectly excusable.

An Angel Fell In Front Of Me [100] – Sometimes, a normal life is difficult when something extraordinary is always around the corner. You tend to bump into things and people of interest without really trying...a beautiful Angelroid might crash down from the sky near you, your best friend may turn out to be more than she seems, and a battle might unfold in your path. These chance encounters always have the potential to lead to adventures and interesting times, though it's up to you to seize on these opportunities. You will also find that positive interest or at least curiosity about you tends to exist already in the world, almost as if anticipating your arrival, creating yet more avenues and chances to explore. This will never reveal your true nature unless you want it to, but if you prefer obscurity, you can toggle this perk off to cancel either effect.

Wake Up! [100] – Damn it, you all just can't sit around and relax when there's danger and mystery afoot! For some reason, the people in this world cheerily ignore the ominous threat of Synapse and Minos, or just tune out obvious clues that something is amiss. With some...ahem, encouragement, you can kick people into gear and have them pursue plot threads or problems they're otherwise ignoring or putting off. It's not a guarantee they'll be able to fix it on their own, but if they have some kind of stake in it, you know how to get them to actually DO something about it.

Mafia Princess [200] – You're a little bit...scary, Jumper. Between the maniacal laugh or the sadistic glee you hold in the suffering of others, you're incredibly terrifying to friends and enemies alike. It probably has to do with the fact you keep firing guns at them wildly while laughing like a serial killer. Not to worry, though. When you seek to inflict "comical" pain at your friends or enemies, they won't suffer from things like lethal wounds or serious damages, walking it off barely a few seconds later after some uncomfortable soreness. This also boosts your intimidation factor considerably where even if you never actually kill or seriously harm someone, they'll do their best to avoid earning your ire. Likewise, abilities or weapons you use in tandem with this perk will be dialed back to the point you can use them with impunity for good, wholesome fun! And what's more fun than hurting people?

Not So Bad [200] – It's one thing to ignore your flaws when people already think of you as a friend or someone worth being close to. It's another to show off your good qualities in spite of that to someone who hasn't built that trust just yet. Small moments of empathy, kindness, or even just letting a person

get things off their chest will have as much impact as if you had taken the time to get closer to that person for several weeks in just the span of a few hours. What's more, even if you're a notorious pervert or a complete idiot, your bad reputation does nothing to deter others from seeing the better part of you and wanting to be closer to you in spite of all that. Note, while this shortens the time necessary and lets you more easily bond with others, you still need to successfully get others to open up and accept this from you. Even a little bit will do. Those who would rather spit on your grave than take any talk or pity from you will feel no different.

Tripping on The Red String [200] – Love at first sight is often fleeting, yet can linger in the memories for an entire lifetime. So how is it that your own clings so close to the surface for so long? You will find that when you interact with others for a long period of time, they open up more easily to you and you learn more about them and their emotions in just a few days. What's more, opportunities to bond with them as friends or even love towards you spring up with more and more frequency in these moments the longer you're around them, sometimes not even requiring much input on your part. Indeed, so long as you never harm them or experience a falling out, it would be trivial to go from strangers to lovers in a matter of days or weeks. Those who are normally closed off or antagonistic to others may take longer, and those who already despise you may be impossible to reach with this alone, but you will find the hearts of others will pour out to you given enough time.

Mysterious Transfer Student [200] – Moving into a new town, entering a new life with new memories...perhaps it can be a little overwhelming? Not to worry. Not only are you excellent at breaking the ice and joining new groups, but adjustment periods of you steadily being welcomed to the fold are much shorter. Friends you made in a few days will treat you with the same camaraderie for those they have known since childhood. In addition, you know how to perfectly blend in as a 'normal' person without any social tells or cues that you may not be such an ordinary student...yet still have enough of an air of mystery that people you would find interesting are much more likely to approach you. This, in turn, makes it easier to join tightly-knit circles in the manner described above, so long as you don't burn any bridges yourself.

Apathy Is A Virtue [400] - Why should you care about things like 'the plot' or Synapse in the first place, huh? You don't need answer. You just need to enjoy life and kick back. Not only does your enjoyment of everyday, mundane activities remain intact, but you'll find so long as you vehemently avoid any circumstances that scream 'danger' or 'adventure', things tend to resolve themselves (or at least remain in a static status quo) without your involvement so long as SOMEONE who can possibly take care of it exists in the first place. Maybe a competent companion, if you're that lazy. That said, this won't prevent things of an apocalyptic or inevitable nature or someone specifically gunning after you...you might be able to delay that, but eventually, the bill comes due. I hope you aren't caught off-guard by it.

With Friends Like These [400] - It's natural you're going to meet all kinds of weird, downright creepy or even terrifying individuals on your travels. Or just High School. But despite this, you seem to have a knack for socializing and getting along with people who would normally ruin your day or immediately stab you to death for no reason. You are able to speak to normally-eccentric or dangerous beings on neutral terms just by being endearing and talking to them for a while. This perk lacks the ability to actually convince them to be your friend or do anything for you, but you will at least have a chance in most cases. Someone who's actively out for your blood in particular or someone who lacks the ability to understand you in the first place is immune to this perk. Use your common sense.

A New World Awaits! [400] - It doesn't matter how well-hidden someone or something is, you WILL find it! You gain incredible investigative abilities, to the point where you can pinpoint temporal changes and who was responsible for it if you're given enough time to investigate. You can find a lead on anyone or anything you're looking for, no matter how obscure the subject or how well-hidden it is. This does not allow you to locate anything that is impossible, nonexistent, or abstract, but you are guaranteed to at least find a lead on everything else.

Listen To Me! [400] - It doesn't matter how wide the gap in power or danger is. Sometimes, all you need to do is make an honest plea to someone's heart. When you speak or cry out against someone's behavior, whether it is self-destructive or seconds away from driving a spear into your heart, you know the right words to get their attention. What's more, if the target is reluctant or otherwise trapped in some sort of despair or situation where they're acting against their will, you know how to convince them to overcome their problems and turn it around.

What Is Love? [600] - Human emotion is something that both the residents of Synapse and Angelroids fail to grasp, initially. But even the most unlikely of meetings and pairs can create a romance for the ages, and love can be granted to those who lacked it. Your presence can allow beings, even those normally incapable of emotion, to discover the capacity for things like love, friendship, happiness...or even more negative emotions like anger, sorrow, and regret. So long as they are capable of thought, you can gradually teach them emotion with time and care, and perhaps inspire a particular emotion of your choice over time. Star-crossed lovers and unlikely friendships, as well as newfound rivalries and sworn foes...your soul shines like a crystal that is reflected in the light of others.

Always In My Dreams [600] – Did you know all the events in this world spun out from a single act of kindness in the distant past? The one who would become Daedalus was taken care of by a neighbor boy when she had fallen ill, an act that stuck with her even as she ascended into 'Heaven'. It is hard to say how long ago this happened, or how many times the world changed from Rule's whims, but even as the world changed the love she held for this boy never once wavered. But was it that boy, Tomoki Sakurai, or someone else entirely?

When you enter a world for the first time, whether appearing from thin air or having an established history, events set in motion by the world's past conspire to make you the most significant person in the life of a single named individual of your choosing. Whether from an act of kindness, self-sacrifice, or just being there first, you hold a special place in their thoughts and heart. The impact of this varies depending on their abilities and personality – a classmate becomes a childhood sweetheart, a deadly living superweapon becomes protective of you, a creator of mechanical life may send their 'children' to you as servants, a tyrant would reserve resources and a seat at their feast table for you. It would be trivial to establish a lifelong friendship with this person, much less an undying love.

However, take heed. While this can potentially give you a powerful ally early on, it also entangles you in whatever they were dealing with before you came along. Their enemies will likely look for you and plots involving them quickly place you as a possible linchpin. You can also only choose beings capable of things like emotion and love in the first place...disembodied intelligences, totally alien entities or complete sociopaths are off the table. They must also obviously be sapient enough to recognize such things in the first place. As implied earlier, you may take the place of Tomoki Sakurai in Daedalus' past upon taking this perk if you wish.

Love of Heaven [600] – How does an ordinary human being, the same ones that the residents of Synapse consider backwards Downers hardly worth paying attention to, draw so much interest and curiosity from these selfsame angels in Heaven? Is it their weakness giving the impression of being adorable yet helpless like a puppy? The occasional moments of kindness and warmth they have lacked for centuries? Who knows. Whatever this quality is, you hold it in spades. Exotic creatures and beings either above or removed from everyday humanity find themselves drawn to you like flies to honey, starting as a curiosity and quickly becoming fondness or even love with just a little bit of positive attention from yourself.

In this world, Angelroids quickly see you as an ideal Master or are more willing to turn from their current ones to your side with some encouragement and Synapse Residents quickly take Avatars to feign being ordinary humans just to get closer to you. This effect is increased greatly for beings greater than you in terms of power or status, making them incredibly protective of you to boot. You could be an unrepentant pervert ninety percent of the time and kind the other ten, yet end up with a harem of such unusual beings quite easily. If you actually put in the work? You might want to start bookkeeping your dates.

Falling Down [600] – But you'll catch them each time. You gain an almost supernatural awareness of the emotions and mood of the people around you, the effect being much stronger towards those you yourself are emotionally attached to. You will know the right words to say to cheer someone up or help them become better as a person, you will never be awkward or caught flat-footed in a conversation, and you will never once break someone's heart by saying the wrong thing at the wrong time. You could easily inspire love, loyalty, friendship and more in others towards you...or even each other. Even those who declare themselves your sworn enemies may hesitate upon hearing your words, should they have the capacity to do so.

Synapse Resident:

Imago [100] – Some say that human beings were made in the shape of their Creator, so why should your own creations be any different? Angelroids were designed to be everything from faithful servants to living weapons, yet still having just enough autonomy to make decisions on how to best carry out their orders. While making complete Angelroids is beyond this perk, you know how to turn any technological devices you possess into a humanoid shell with a basic AI that knows how to perform its chosen function and well. Turn an artillery platform into a simple combat drone, or a decision-making computer into a personal companion. This is a fairly rudimentary conversion process and its intelligence is only as deep as it needs to be, but if you ever wanted to turn your toaster into someone to hang out with, now's your chance.

My Creations, My Children [100] - The Angelroids and other constructs you make are not mere drones or robots - they are, each and every one, your own creation. Whether or not you consider that true or care for them at all, your creations with any degree of intelligence or sentience will look to you as a mentor or parental figure, or just a dear friend when you first activate them. Regardless of its nature, they will enter this world with a degree of loyalty towards you, their creator. You know how to maintain this through care or the right mix of discipline and caretaking. This, incidentally, makes you pretty good at actual parenting as well.

Labors of Heaven [200] – When you can have anything you want, what is there to strive towards? You find it easier to detach yourself from worldly desires, and anyone who tries to tempt you with such will find it increasingly difficult to do so. This isn't willpower, however. It is apathy. Try not to lean too heavily into the ennui, Jumper.

Dreamscape [200] – The ability to enter dreams and even manipulate them is a prized marvel of Synapse's science. Not only do you have the ability to lucid dream and have your mind operate at full capacity while enjoying a full night's rest within said dream, but you can create technology that can both interface with and even physically enter the dreams of others. With enough technological tinkering, you can even enter the dreams of others when they're wide awake, roaming about in their subconscious memories of clues and secrets they would rather keep. No hour is wasted in Heaven, so you can be bored of eternity even in your sleep.

Tools of Daedalus [400] – Of course, a step above tools and the ability for them to act with any amount of independence is being able to make such beings from the ground up. The bio-mechanical servant androids known as Angelroids are now possible for you to construct. You know how to program advanced enough artificial intelligence that they can behave with human-level intelligence upon activation, perhaps much higher depending on their programming and purpose. You also know how to build the bio-mechanical bodies of Angelroids, creating beings with all the durability of a living weapon yet able to bleed like a human. Their appearances can be designed to take any form you understand as well as grant them wings that allow travel by flight. As an added bonus, their appearance can match any particular form or ideal you want – whether curvaceous and beautiful humanoids or even a semi-mechanical mermaid, letting you create servants you find appealing. You may construct First or Second Generation Angelroids, perhaps in time even improve on the designs of the originals. The Imprinting System and their Synapse-technology are covered by other perks, however – this is merely the sentience and creation of such constructs.

Programmed Obedience [400] – The Imprinting System that designates an Angelroid's Master is designed to form the entire purpose of their lives. There is no if or and, they are meant to serve and enjoy doing so. It would take a truly sadistic bastard or a long period of lacking a Master to make them even contemplate living in any other way, and even then most would actively seek to fill that void as soon as possible. You have perfected such a control mechanism, whether the Angelroid Imprinting System or a more subtle alteration to programming, able to easily attach it to any machine or being you can interface technology towards. No matter how emergent the AI, advanced the mind, or how prone to rebellion or instability the system is – you can designate an individual or group as its 'Master', compelling it to not only obey but to do so joyfully in both spirit and letter.

This can be as subtle or overt as you prefer, though this also stifles a degree of autonomy and independent thinking in more intelligent creations or beings, often depending on said Master too deeply if their wills are especially weak or rudimentary. That said, this isn't a perfect system – considerable amounts of physical and mental abuse will create cracks in the system, though the amount of stress needed to cause this would be considerable. You wouldn't be stupid enough to antagonize one so faithful, would you?

Technological Evolution [600] – Pandora's Box, it is said, when opened unleashed all the evils of the world yet also gave that world hope in equal measure. This is the namesake for the Pandora System, the black box within Angelroids that causes their technology to improve and evolve independently of any maintenance or external work, a system many of them possess but often hold a programming barrier to its power out of fear for what it may create. Whether you learned from Daedalus herself or even improved on her designs, you now know how to recreate this system and more.

The Pandora System allows the device or being it is augmented into to steadily improve and evolve its design, increasing in power and becoming more efficient over time, as well as acting as self-repair when the device takes damage. This process can be bruteforced by the device or being in question absorbing organic matter (like say, eating a lot of living creatures or food over time) or technology, adding it to their own seamlessly. When combined with the right amount of external stress and resolve, the Pandora System can evolve the device into an advanced and more powerful new form, even upgrading any existing modules or features to greater heights several times over. This is the system you now know how to make, Jumper, though you can designate how far the potential of it can really go.

Just try not to give it to one that might turn against you. It won't be pretty.

Ordnance from Heaven [600] – Let's not beat around the bush, here. The technological gap between Synapse and 21st Century Earth is completely absurd. Things like lasers with a range across an entire planet, a module that can slow or manipulate time, or even something as fantastical as an instant money generator are all child's play. Not only does this let you create incredibly powerful superweapons or devices to use yourself or attach to your Angelroids, but this technology allows you to 'hack' into existing reality as though it were technology or a living computer. Hacking a human mind to alter their perception or memories, changing someone's appearance or gender with the push of a few buttons, manipulate matter into something of the user's choosing, and so on. In summation, reality itself becomes a programming language you can alter with such devices and more. What will you do with such a frightening ability, Jumper?

Angelroid Designer

Angelroids are designed for all manner of purpose, whether combat, espionage, or even appeasing their Master's particular whims. Each one is tailored towards this purpose as their living specialty, sometimes to the detriment of other areas. As such, even the mass-produced models tend to be unique or made to fulfill a particular niche. **Instead of receiving their own perks and skills like those of the previous pages, they have this section in its entirety, which is exclusive to those with the Angelroid background – whether Jumper or companion. You receive +1000 Angel Points to spend here and here only. You may also convert choice points on a 1:1 ratio into more Angel Points, but not vice-versa.**

General:

Imprinting System [Free] – Let's not beat around the bush here, in case all the constant mentions of service haven't clued you in by now: Angelroids are built to be slaves to their Masters. They are programmed to faithfully serve those they are imprinted to, regardless of how they are treated or whatever goals said Master may or may not have. The Imprinting System is a collar with a chain that has an adjustable length that can be dismissed at will, as well as creating the aforementioned service impulse.

Of course, nothing on this table is mandatory. Whether you prefer your own Angelroid free-willed or would rather not turn into a submissive servant-bot yourself, you can opt to take off this system entirely, leaving loyalty and obedience a matter of personal choice. Note that an Angelroid without a Master tends to develop personality much faster, which can be a blessing or a curse depending on your relationship by then. Also, while the system is amazingly difficult to resist under anything but extreme stress and abuse, an Angelroid's chain can be broken by themselves or outside help, thus severing the link.

Also, if you happen to like the collar and chain aesthetic but aren't a fan of enforced obedience, you may take a version of said collar-and-chain without the Imprinting System itself. You know who you are.

One Heart To Another [Free] – Already have an artificial intelligence of some kind? Maybe a less-advanced robot who has been a big help to you in your journey? You may import said AI into this Angelroid for free so long as they're in your party, giving them all the benefits of this table. Take note of the dangers of using Main Programming with imports, though, especially if they were already advanced enough to count as sapient before now. If said AI belonged to a computer system or individual device before now, it can either be integrated into their Angelroid bodies or they can transform between Angelroid and device for free, your choice.

Appearance [Free/100AP] – Obviously, it's no good to have your faithful servant looking like a living mannequin...unless that's what you want? Either way, you can design the appearance of your Angelroid from top to the bottom this way, so long as they follow the template of a human being. Colored hair of your choosing, built with curves or muscle, tall or petite, or even as ordinary as possible – they can look it so long as it's within the range of the average human in this world in terms of looks.

Of course, for 100 AP, you can waive that restriction entirely. Make your Angelroid a mermaid to represent their purpose as an aquatic combat unit, make them twelve feet tall, or even something as unconventional as being made of living liquid or something similar. While they still need to be an individual Angelroid and not, say, a living city or a gigantic metal sphere, they can have any exotic appearance of your choosing.

Primary Outfit [Free/100AP] – You have what they look like, but what should they wear? While Angelroids can obviously change outfits the old-fashioned way, they have a primary style of clothes meant to accommodate them whenever needed. This outfit can materialize over any other clothes they're wearing on command and will automatically repair any damages. Whether you prefer skimpy or practical, they will consider this their primary look and generally default to it when feasible. Oddly, if this is a combat model or meant to act as armor, it being awfully revealing doesn't seem to detract from its protective ability and still acts as effective as full-body armor.

If you would rather give them something you already own or make something out of tougher stuff, you may import either an existing armor or clothes you already own or make it out of a material you possess for 100 AP. It will be adjusted to fit the Angelroid perfectly and can be dismissed or re-formed on them at will.

Main Programming [Free] – We have the body and the clothes, so next is the mind. This one is short and simple – you designate the sort of base personality and mode of thinking the Angelroid has. It can be as straightforward or as complex as you desire. Do note that an Angelroid, especially one that isn't Imprinted, can still develop its own emotions or thoughts when left to their own devices or introduced to things outside of their primary purpose. This can lead to deviations in their personality programming, though they will still default to this as their 'base' so long as nothing terribly drastic changes them completely.

Note, if you are importing a companion or existing intelligence into this role or taking it yourself, it's best to leave this option blank. Not doing so will see their personality trying its best to shift towards this chosen template, which can be awfully traumatic or humiliating depending on how wide the difference is. This can also be influenced by the Processing section below.

Processing [+300AP/Free/300AP] – There are three categories important to the function of an Angelroid: Combat, Processing, and Emotional Control which are detailed below. All start at Medium, which is an average between the Low and High descriptions. You may raise one category to High for 300 AP, which will give them a significant boost in this area. You may also lower one category to Low to receive 300 AP instead at the cost of being astoundingly terrible in said category. If one category is Low, you can raise a second one to High. This will affect Module discounts as detailed below.

Combat Ability: At **Low**, this Angelroid barely has the ability to defend themselves in the event of a physical conflict. Their energy reserves are unable to sustain or use weaponry for a long period of time and they don't start with any combat skills to speak of beyond what their Modules may provide. This is typical of Angelroids designed for support, medical, or pleasure instead of frontline combat and while they may be useful as backup in other areas, them being in battle is typically suicide.

At **High**, the Angelroid is designed specifically to engage in battle on either a personal or a strategic level. Their physical abilities are likely much higher than their base appearance would suggest and are able to quickly master any weapons or combat Modules given to them, or added. Their energy reserves

for battle are plentiful and their bodies are able to both dish out and take a significant amount of Synapse-grade weaponry.

Emotional Control: At **Low**, the Angelroid isn't incapable of emotion but they are exceptionally bad at processing it in any capacity. Often lacking in facial expressions or social tact, their conversations tend to be blunt and literal. Even when happy, they tend to look stoic and composed, having difficulty expressing themselves in anything but the most subtle of ways. Developing relationships or friendships tends to be a rocky, awkward road for this Angelroid.

At **High**, not only are they able to pass off convincingly as an ordinary human but are excellent social learners and fully capable of things like empathy and affection. They love strongly and hate strongly, find it very easy to be charming and often developing their own intuition and initiative outside of their orders or Master's wants. These Angelroids are the most likely to revolt if emotionally abused or pushed to act against their own convictions, but also the most likely to remain loyal even without an Imprinting system when treated well.

Processing Ability: At **Low**, this takes one of two forms. Either the Angelroid's processing abilities are so sub-par that calling them dumber than a brick would actually be an understatement, or they lack self-control and tend to pursue objectives, orders, or even wants with a fanatical fervor that could easily be called violent insanity. This Angelroid has difficulty doing anything beyond the simplest of orders or tasks or is largely unhinged and unpredictable. While they still have the capacity for emotions or loyalty, expecting them to act in a rational manner is probably a lost cause.

At **High**, the Angelroid's mental processing power is roughly the same as a supercomputer. They are able to make complex calculations, run diagnostics on themselves and carry out battle or complex tasks all at the same time without any loss of stride. Things like hacking fields, targetting systems, or medical procedures are second nature to Angelroids like these.

Pandora System [+300AP/Free/600AP] – When Daedalus created the First-Generation Angelroids, she added the black box system known as Pandora to each of them so they would have the capacity for emotions and be able to evolve beyond their simple roles as drones for uncaring Masters. It is this very same system that causes them to develop from one-note servants to fully emotional and thinking beings, as well as potentially making them vastly more powerful than they were originally built. Though almost all Angelroids possess this unique technology, it is typically blocked from access through a programming barrier that keeps the Angelroid from tapping into it without outside help. While they can still grow emotionally and mentally, the rest of its abilities are typically locked away, though a significant need to evolve can trigger this automatically, albeit unintentionally.

The Pandora System, in short, allows the Angelroid to evolve in all aspects. They will steadily grow as individuals as a passive effect, learning and becoming more than what their base programming dictates as they accumulate experiences in life. This is, however, a very paltry expression of its true power. This evolution also extends to the technology within the Angelroid and their modules, allowing them to evolve far beyond their existing parameters. Their reactor can generate power more effeciently, a module that allows supersonic flight quickly exceeds that over three hundred-fold, their reaction speed goes from lightning quick to femtoseconds, their weapons go from destructive to apocalyptic. Its fullest expression can create a Pandora Form that acts as a greatly evolved version of the Angelroid's current arsenal, the above being a taste of what it can be. This happens gradually over time, though extreme danger and stress can bypass the programming barrier and activate it immediately, or be activated manually by the Angelroid if they have bypassed said barrier.

But wait, there's more. Should the Angelroid not be satisfied with waiting for evolution or one powerful form, they can instead opt to consume either organic matter or existing technology, especially other Angelroids or similar. This allows them to assimilate this technology into their own arsenal as new Modules, gaining all the abilities it possessed. Eating organic matter, such as fish or living beings, doesn't reward new abilities or modules but instead steadily increases the power and efficiency of the Angelroid's abilities, allowing them to steadily surpass their starting limits through a steady diet.

If this image fills you with any amount of excitement or dread, you have likely comprehended why Daedalus installed the programming barrier in the first place.

As said, all Angelroids possess this but are unable to access it manually beyond its most passive effects, thus it is free for all Angelroids. The system can be removed to gain +300 AP, though the Angelroid will be unable to grow and evolve without outside maintenance. For 600AP, the programming barrier is lifted entirely and the Angelroid can already access Pandora and its features freely. I hope you didn't attach this feature to anyone too disloyal.

Modules [100/200/400/600/800] – While even the simplest Angelroid is typically more durable and capable than a human at base, what truly sets them apart are the different abilities they wield to fulfill their purpose. Thus, they have these modules. These are individual weapons or abilities the Angelroid possesses.

You may design these modules to have abilities similar to the canon examples listed below in the various price tiers to act as a benchmark. **You receive one discount for each price tier, but also receive an additional discount for each category marked 'High' if the module is relevant to the specialty – such as a powerful weapon for a Combat specialty, something relevant to social interactions or mental manipulation for High Emotion Control, or an extremely complex module requiring lots of calculation or thought for High Processing Ability. Conversely, if the module requires something at Low – such at trying to give a Hacking Field to an Angelroid with Low Processing Ability or a powerful weapon to one with a Low Combat Specialty, it is not discounted. Use your common sense when designing powers with these in mind. As before, 100s are free when discounted.**

[100]

Radar [Processing] – Starting with simple yet practical, it helps for any Angelroid of any purpose to have the ability to detect things outside of line-of-sight. Acting one part a targetting system for any other modules with an equal amount of range to the one with the most, this system also allows the Angelroid to detect objects and individuals to any specifications they are aware of, along with rough details on their status and make-up. Detecting things like other Angelroids as well as their type and weapons is a simple matter, as is any other sort of creature or being. The Angelroid can also see things on at least one other spectrum, such as x-ray or infrared.

Upload [Processing] – The technology of Earth is so primitive compared to that of Synapse that using it is likewise a simple matter. By either taking hold of a functioning piece of technology or directly plugging into it via a jack wired to the Angelroid's body, they can instantly interface with it and use it as though they had years of practice and training in said device. This can let one that never played an instrument before in their lives do so like a master, or use an unknown piece of software without need of a manual. This doesn't allow for things like hacking or alteration by itself, however.

Stealth System [Combat] – Sometimes the best thing to do is not be seen at all. This module's function is short but simple: You can turn completely invisible, able to evade both radar and visual detection with ease. It's effective enough you could be hovering behind someone at a brisk pace without fear of being found out, as long as you didn't make your presence painfully obvious.

Nemea [Combat] – Simple is best. The Angelroid has the ability to form sharp claws over their hands that is sharp enough to easily rend human flesh and even wound other Angelroids. They can change back to the normal shape of their hands at will.

[200]

Paradise Song [Combat, Emotional] – La la la, what a beautiful singing voice! Actually, no, it's terrible. You are able to launch your voice in the form of a sonic blast that's strong enough to carve through solid ground and knock down a combat Angelroid, though not much beyond that. Also, you either have such an amazing or terrible singing voice that broadcasting it via any kind of speaker system can stun and temporarily destroy the linguistic abilities of those who hear it. Plug your ears.

Acceleration [Combat, Processing] – Angelroids don't merely fly in the sky, but very easily soar across it. This combat-focused module is short but sweet: The Angelroid is capable at flying at supersonic speeds within mere moments, about to cross from one side of planet Earth to the other within a few seconds.

Dream Dive [Processing, Emotional] – Normally, Angelroids do not have the ability to sleep or dream, nor do they have need of anything but a short rest when exhausted or in need of repairs. However, with Synapse's close link to the dreams of humanity, it's only natural some modules allow for the Angelroid to interact with such. The Angelroid is now capable of entering the dreams of others, whether awake or asleep, as though they were using a Dive Game.

[400]

Aphrodite [Processing, Emotional] – Of course, with hacking through technology like butter being so common among Synapse Angelroids, it does you no good if your own is just shut down through electronics warfare or a well-timed EMP. Thus enters Aphrodite, with a short and simple ability: The Angelroid cannot be hacked, possessed, or controlled by anything except their Imprinted Master or their own initiative. No flick of a switch is going to stop this particular machine. In addition, this allows the Angelroid to counter any hacking attempt with one of their own, easily turning the tables on any attempts at electronics warfare.

Medusa [Combat, Emotional] – A step up from mere invisibility is being able to show your foe whatever you want them to see: An empty field, a close friend they trust enough to let their guard down...all excellent options. You can now create illusions that cover yourself or an area around you, making you seemingly change appearance and voice to any unlookers, or hide from sight on any possible form of visual identification, evading even some of the most advanced radar available to Angelroids.

Razor Wings [Combat, Processing] – A scarier alternative to a melee weapon is just transforming your own wings into something that functions as an effective weapon. Instead of being the traditional

angel wings (usually), the Angelroid's wings double as a weapon. Perhaps they can grow and shift in length to become sharp blades, or are made of pure energy. Regardless, they're strong enough to easily rent into a combat-type Angelroid and more terrifyingly, they can consume matter through their wings whether living or unliving to repair their bodies. If they already have an unlocked Pandora and the potential for assimilation, well...these work quite nicely in tandem with that.

Prometheus [Combat] – These cannons that the Angelroid can summon at will fire projectiles at an extremely high temperature, exploding upon impact. The explosive force is enough to damage and knock down an unguarded combat model Angelroid, though it is easily deflected by an effective barrier such as Aegis. Still, when you need a cannon or two...

[600]

Chrysaor [Combat] – Designed by Daedalus to be the strongest melee weapon among Angelroid arsenal, this energy blade is strong enough to rend through Aegis-grade energy barriers and even rip into other combat models like a hot knife through butter. It also has the ability to grow several times its length and size to attack a larger area, enough to rip apart a city block or larger.

Aegis [Combat, Processing] – While Angelroids are much more durable than humans on average, it still helps to have some extra protection beyond just taking damage. This is an energy barrier that forms around the Angelroid at will, allowing them to absorb blows that could otherwise rend entire continents or more with ease. This barrier can also form around a much larger area at the Angelroid's discretion, even trapping enemies within the spherical area of effect. It can also be formed or focused on individual points instead of a full sphere, even reflecting attacks back at an enemy if the user desires it.

Flame Manipulation [Combat, Emotional] – Black fire is a good way to both terrify your opponent and burn them down to the bone all at the same time. The Angelroid is able to create flames from their hands and body to use as projectiles or through direct melee contact, being hot and strong enough to eventually break through an Aegis barrier with enough application.

Kayros [Emotional, Combat] – When you can play with minds like computer programs and decimate entire countries with weaponry, why not play with space-time as well? The Angelroid is capable of manipulating time and space through this clockwork module, able to teleport and distort an area at will by moving 'patches' of land and beings where they please, rending the space and potentially causing a massive amount of destruction.

[800]

Artemis [Combat, Processing] – One of the primary weapons of Angelroid Ikaros, this module allows the Angelroid to fire a massive array of lasers from their wings, each strong enough to individually destroy another combat Angelroid in a single shot. They can be fired from a long enough range to reach the opposite side of the planet within seconds, and with enough volume to level an entire civilization mere moments.

Apollon [Combat, Processing] – Another primary weapon of the Uranus Queen herself, this is an energy bow that is materialized and dismissed at will. A single 'arrow' from Apollon has enough power to crack and obliterate Japan, likely beyond that as it was capable of wiping continents off the map with a well-placed shot in its prime. Careful where you aim it.

Hacking Field [Emotional, Processing] – Synapse plays with the whole of reality as if it were a command prompt, so the hacking capabilities of an Angelroid is no different. The Angelroid is capable of hacking almost anything within range of their field, able to easily infect and take control of any electronics, even the weapons and minds of other Angelroids if they don't have a way to resist. Beyond this, they can also upgrade the weapons of allies to be more powerful and efficient, or even 'hack' into the minds of other living beings by changing their perceptions or thoughts at will.

Demeter [Emotional, Combat] – Few things are more terrifying than an incoming hurricane or the sudden absence of breathable oxygen. This staff has the ability to manipulate the weather over the range of all of a Sorami-sized area, able to create everything from rainfall to sunny days, as well as terrible storms, hurricanes, or lowering the air pressure to the point it can kill all human life in the area. You know, weather things.

Gear:
You may discount two items of your choosing from each price tier. 100s are free when discounted.

Chicken Farm [100] – Sometimes, country living is best and what's more fitting for country life than having a small farm? This is a small chicken coop with everything needed to care for them, just the right size to fit in a small backyard. Perfect for the nurturing type of Angelroid that prefers raising chickens for its own sake instead of harvesting any eggs for food or otherwise.

Infinite Supply of Watermelon [100] – Fresh watermelon, excellent for raising and keeping as a pet or loyal assistant! What? Eat them? Why would you do something like that? You have about twelve of them and anytime they're eaten, destroyed, or otherwise used a new and fresh one will appear the following hour.

Hang Glider [100] – Everyone needs a hobby, right? This is a simple but sturdy hang glider you can use to soar across the skies after a running start and a good jump from a high place. Strangely, it's well-maintained even if you neglect it for a considerable amount of time, never falling apart from things like nails falling out or strong winds blowing it apart.

Collection of Cosplay Outfits [100] – Speaking of hobbies, why not some interesting outfits instead of the drab togas of Synapse or the everyday uniforms of high school students? Maid outfits, bikinis, even legally distinct versions of outfits you may have seen in other jumps! So long as it's made of simple material, you own a cosplay version of just about any possible outfit you could imagine in this closet. If destroyed or damaged, you will get new ones the next day. Works for all sizes or genders!

Country House [200] – Everyone needs a comfortable place to live, right? This is a two-story Japanese style home with all the necessary accomodations for a modest everyday life: Running water, electricity, water, beds, a stocked kitchen and a living room with TV and furniture...plus despite it's size it can easily accommodate about nine people. This can become a Warehouse attachment post-jump.

Briefcase of Guns [200] – Pistols, shotguns, machine guns...what fun to inflict pain and death with? As said, this is a briefcase full of a collection of personnel-sized firearms and ammunition. If destroyed or out of ammo, it will restock the following day. Perfect for terrifying your friends!

Musical Stage [200] – For when you want to sing so hard you can chip the sun with your voice. It's a fully prepared stage with most musical instruments you could find in a high school, plus a stereo system all plugged in and ready to go. The stage also responds to how well the band is playing or singing, creating effective lighting and even generating an illusory montage to play over the music if you desire it to.

Firetruck [200] – In case of fires! Or driving right into someone's house at top speed and creating a gigantic hole in it. Or fires. You somehow now own your own firetruck with its own constant supply of water, no refills needed. In case of fires. You know. Because it's a firetruck. Why are you even looking at this one, anyways?

Transportation Card [400] – A small piece of Synapse technology with a simple but useful ability: It can summon a single or chosen quantity of objects of your choosing from any property you own. While you're in this jump, Synapse will automatically construct just about any mundane item or device you happen to need and transport it to you, though in future jumps this will be unavailable unless you

synchronize the card with some sort of foundry or item creator you already own. This also includes your Warehouse and anything inside of it or its attachments.

Dive Game [400] – As mentioned earlier, Synapse has a habit of tapping into the dreams of others for both amusement and transportation. This machine has the ability to allow you to physically enter the dreams of others, much like the technology you would create in 'Dreamscape' even if the target was awake or the dream was in the past. In addition to letting you rummage around in their subconscious mind and find embarrassing or important secrets, this particular variant also allows you to bring back things with you.

So if someone was dreamed about, say, a rampaging dinosaur you would have the option to bring that dream dinosaur out into the waking world with you. While objects and individuals will become 'real' upon entering the world, they will also cease operating on dream logic and become grounded in reality. People in dreams start behaving similarly to the people they're based on, magic swords stop spontaneously generating new powers, and that dinosaur is still hungry while you look delicious with ketchup.

Transformation Device [400] – Why be a squishy human all the time? Why not be a tree? Or a cute girl? This device allows you to alter the physical appearance and properties of an individual of your choosing, whether yourself or others. Want a larger bust? Go for it. Want to look older or younger? Done and done. Want to change gender? Done and done. Do be careful as significant stress on the machine can accidentally split the 'new' version with the 'old' one, who will quickly become their own person separate from the original. Or you can trigger this on purpose, if you think it's funny. Things like perks or supernatural properties not tied to the body aren't inherited by the new one, however.

Money Generator [400] – It sadly does not go 'brrr', but it's still a personal generator of as much currency you will ever need. Just by punching in the value you desire into this calculator and setting whatever type of currency you want it to be, it will materialize in front of you instantly. It can be used for any currency within the current jump, though if it somehow has unique or supernatural properties your copies will be without such. Somehow, your constant printing of free money doesn't seem to damage the economy any, as if it evaporates mysteriously shortly after you spend it. Perhaps an extension of Rule?

Avatar Projector [600] – The denizens of Synapse, once sick of endless pleasure and satisfaction, fell into a deep despair that claimed many of their lives. It is only when they looked to the lives of the "downers" on Earth that they found salvation, finding themselves envious of the simplicity humans enjoyed together. This invention is a testament to that – a capsule just your size that you can enter and create an 'Avatar', a fully human version of yourself designed to your specifications. While your body sleeps in stasis within the Projector, you have complete control of this Avatar and are able to interact with others as you see fit. In addition, you may choose to 'insert' this Avatar into the world's history and have them be intertwined with the lives of others in some way, having them remember them as having been there the whole time…

Hey, don't give me that look.

Of course, the downside to this artificial life is that if your Avatar is fatally wounded or destroyed, you will wake up safe and sound but your 'history' in the world as said Avatar will immediately be erased, along with all memories involving them. Any actions they took remain but no evidence of their existence remains...though especially strong or stubborn minds will be able to see past this and remember them. On the upside, you can choose to abandon or 'turn off' your Avatar without erasing them at will so long as they're still alive, all so you can leave the capsule and carry on as you are. It will even make up a handy excuse like your Avatar being out of town or on vacation.

Wish Cards [600] – Annnnd then we have this. You can consider this a natural extension of Rule and the monopoly Synapse holds over the rest of the world. These are three cards with a single-use function: It grants the wishes of the user. Want to be completely invisible to all forms of life and visibility? Done. Want to temporarily stop time and do whatever you want without anyone caring? Done. Want to bring all forms of a particular item or clothing article to yourself? Done. These cards can do almost anything...though, and this is important, you don't have much if any control over *how* the wish is granted.

For instance, if you wished for something like panties being brought to you like a certain Tomoki wished, the entire town's collection of ladies underwear would promptly fly off of them and come to life as bird-like creatures, complete with a migration cycle that begins and ends with your current location. Want world domination? Well, if you happen to be someone no sane person on Earth would ever accept as World Leader, it will immediately delete every other human being on the planet so you're World Leader by default. In short, these cards grant wishes in the same way an incredibly manic and literal genie would, and in a way it deems 'most probable'.

Each card is single use, with a single second use to immediately undo the wish and its effects if you change your mind at the likely horrifying results. As these lack the full power of Rule, its range is limited to anywhere on the planet you're currently.

Portion of Paradise [600] – Finally, there's the core of what Synapse is: A technologically advanced haven where any wish, any desire can be granted at will. So full of pleasure and peace that it drove an entire race to suicidal ennui and despair. Why not take a little slice of heaven with you? This is a continent-sized island located in a miniature version of Synapse, now in an isolated orbit outside of Synapse itself. It is unknown to the likes of Minos or the rest of their race, but is easily accessible to you by a teleportation card that comes with it. Not only is it invisible and extremely difficult to detect, hanging in a stable orbit on the planet or location you start at, but is full of lavish buildings and mundane pleasures beyond your wildest dreams, all tailored to what you enjoy most. The finest and most delicious food, a harem of beautiful or handsome Angelroids dedicated solely to your care and enjoyment (or 'enjoyment'), the best games you'll play in your life, and more. Any mundane pleasure you could ever imagine or want for yourself is here and in an endless supply.

In addition to being an impossibly comfortable and suitable home for yourself, the Angelroid attendants become your followers, though they don't number more than a couple dozen and lack any special abilities beyond appearances you enjoy, domestic ability, and maintaining the estate for you. Try not to burn yourself out too hard on it like your predecessors did.

Crucible of Heaven [600] – There is no more need to scavenge, to search, to waste precious time and resources hunting the materials needed for making the wonders of Synapse. If you need or want something, you need merely wish for It. While not as versatile as a Wish Card, this fabricator happily satisfies any material want you happen to be in need of. In addition to being able to recreate any mundane item or material in the known universe at will, it does all the work of a fully staffed foundry for you. The machine can, within seconds, construct any technology you possess the knowledge and ability to craft so long as the materials or items necessary aren't unique or extremely difficult to recreate. In short, it does all the work several days with a fully stocked workshop would otherwise do for you automatically. While the machine gets a little...confused at supernatural or magical items, spitting out flawed copies at best, modifications and upgrades can allow for this with some trial and error. Eventually, anything you can craft, the machine can make for you.

This can be automatically synchronized to your Transportation Cards, should you have any. The Crucible can become a Warehouse attachment post-jump, or settled in any property of your choosing. One catch – biological or bio-mechanical life is beyond this machine's ability to construct. If you want to make Angelroids or new life, you need to do it yourself.

Companions:

My Better Half [Free] – You have probably noticed by now that the primary point of this setting are the Angelroids and the impact they have on others, whether the Angels in heaven or the everyday people trying to live their lives down on Earth. It wouldn't be any good to leave you out of that, would it? If you're a Student or Synapse Resident, you receive a free Angelroid companion, who can be brand new or an import of an existing companion, already imprinted to you if you desire. Likewise, if you're an Angelroid, you have a Student or Synapse Resident as a companion in the same conditions, who is optionally your Master. Non-Angelroids receive 800 choice points to spend freely, while Angelroids receive 1000 AP only. This companion's points cannot be converted to AP for you to use if you are an Angelroid – you'll have to take drawbacks and convert your own.

Upgrades [Varies] – Want a stronger Angelroid? As mentioned earlier, you may convert your choice points into additional AP for either yourself or any Angelroid companion of your choosing, converting points on a 1:1 ratio into more AP.

New World Club [100/200/300] – Now let's bring in the rest, shall we? For 100 points you may import or create two new companions with a free background and either 600 points to spend or 800 AP to spend if they're an Angelroid. For 200, this number goes up to four companions, and for 300 up to eight. Optionally, if you have a mix of humans and Angelroids, you may design who is imprinted to who. You know, for fun.

Heart Bell [100] - Of course, if you'd prefer, you can instead take a canon human companion or Angelroid along with you, for 100 points each. This will guarantee you will first meet them on favorable terms through several twists of fate and should you manage to convince them, they will become your companions from that point forward. Some will be eaiser to recruit than others.

Drawbacks:
No limits on drawbacks taken.

Dreams of the Sky [+0] – Good news and bad news. The good news is that Tomoki Sakurai no longer exists, thus sparing the world of his rather impish existence. Or maybe he just moved to a different town, who knows? The bad news is that Ikaros is still going to be falling down to Earth and Daedalus now has very little hope, if at all, for the results of her desperate actions. Maybe you could step up in his place?

If you took Always In My Dreams and applied it to Daedalus, then you may simply replace Tomoki Sakurai entirely.

A Flock of Seagulls [+100] – Wait, no, those aren't seagulls at all. For some reason, a literal flock of women's underwear will fly in the background from time to time. No matter what, the sight will always be distracting and baffling to you, usually at minor but inconvenient moments you should be paying attention to something else. Nobody will seem to know or acknowledge why, though. If the Jumper chooses, the 'flock' may also appear in future jumps until they dismiss the drawback, though it will lack the distraction factor it held before.

Glitch [+100] – For some reason, you don't seem to correctly register in Synapse's data. This means strange things will happen to you from time to time. You'll fall through the floor and end up in someone's bathroom, you will involuntarily phase through walls, or 'stutter' when speaking like a broken record for a few seconds. This will never outright kill or disable you, but it is annoying and very inconvenient. Nobody else seems to notice, either.

Mood Whiplash [+100] – What the hell just happened?! You were just having a picnic with your companions one second, the next you're in a fight to the death against an Angelroid and one of your friends are bleeding out on the floor! Or maybe you were in a tense confrontation and suddenly someone runs face-first into you in a comical fashion? Either way, you'll find things will sudden escalate and deescalate in tone, over and over, in a very sudden fashion you won't see coming. This won't guarantee you'll be hurt or killed, but an ordinary day of life can turn dangerous in the blink of an eye. Naturally, this will synergize with other drawbacks...

Down with Downers! [+200] – Your ego has become astoundingly insufferable. Whether believing yourself above and beyond ordinary humans or believing you're the exception to everyone else's 'incompetence', you believe everyone around you is inferior or in need of your superior guidance. While you might not be WRONG, you won't be making very many friends during your time here.

Normal?! [+200] – What, you thought you were going to be investigating the strange world of Synapse, actively opposing Minos or just utilizing the tech to your own needs? Instead, you're going to aggressively seek a normal life no matter how many warning signs or moments of danger happen to rear their heads. You don't even feel motivated to improve your skills or study anywhere outside of things like school work or things ordinary humans happen to do. You CAN push yourself to interact with the plot or coordinate efforts against things like Angelroid attacks, but the second the danger has passed you'll go right back to an obsession with living a normal life.

Didn't you sign up for adventure?

Ow, My Head! [+200] – Well, you're in a bit of a pickle now. You've somehow lost your memories of your chain leading up to this point and the things you DO remember are hazy and vague, often in the form of cryptic dreams. You don't remember how any of your non-jump abilities function nor can you access your Warehouse until you completely recall who you are. Unfortunately, this amnesia also extends to past companions, who have likewise only bits and pieces of who they used to be. You and they can eventually re-learn who you are and overcome this, but it's going to take a little while, and you will be frustratingly slow in processing any hints you're given.

The Jumper In Synapse [+300] – Minos has noticed you and deemed you a person of interest. This is a bad thing, as Minos is both sadistic and petty, and has almost complete control of Synapse. He will constantly monitor you and look for opportunities to make you miserable. As anyone else, he will constantly send Angelroids of his own design to capture or kill you. These Angelroids may start fairly easy for you to dispatch if you are powerful or have combat Angelroids of your own, but they will escalate in competence and difficulty with each encounter. How proactive Minos will be is directly proportionate to how powerful and dangerous an adversary you are. The perverted and docile Tomoki only had to deal with threats every odd month, while a Jumper is bound to get much more attention.

What Is Love? [+300] – Chaos has become fascinated with you, and is in some way convinced that she loves you. Unfortunately, Chaos' idea of 'love' consists entirely of physical pain and torment. She will attempt to injure, maim, and eventually kill you to demonstrate this, and will hunt you down to the ends of the Earth to show it to you. To make matters worse, she adapts to your abilities and tactics after each battle, and even killing her will only be temporary. The only way to survive this madness is to either evade her, or try and convince her to look at love differently. Of course, this will only happen after many gruesome battles and encounters, so you best be prepared for the consequences. Should you manage to befriend Chaos and help her understand a less stabby definition of love, you may take her as a companion for free, though her newfound abilities are reduced to only what she could have gained normally through Pandora.

Everything Under The Sun [+300] – It's all been done before. The same rush of new things, the same new companions, the same new toys...you've been gripped by the same ennui and deep depression that afflicts Synapse as a whole. You can barely summon the motivation to get out of bed and all the pleasures you took in life may as well be ash in your mouth. Living a completely ordinary life can alleviate this for a while...though it only makes the stress of anything unusual or dangerous hit you tenfold. I hope you can keep it together for the next decade.

Go Home:

That’s it. You just had to deal with a decade of perverted stupidity and tragedy, and it was the last straw for you. You’re going home right now and taking all of your stuff with you.

Stay Here:

All things considered, there are worse worlds in the multiverse. Maybe the Japanese countryside grew on you. Maybe you found something you can’t replace elsewhere. Maybe you LIKE the perverted mischief that happens now and again. Either way, you stay here. Time resumes back home and you are declared missing, but all of your loved ones gain closure as normal.

Move Along:

The chain’s not over yet, come on! Let’s get a move on!

Notes and Clarification:

So What's Up With Synapse?
To make a very long story short, a Clarketech civilization eventually made a universal reality warping wish granting machine called Rule, where anything written on it would come true. After satisfying every possible material desire, almost all denizens of Synapse burned out and fell into a society-wide suicidal depression that killed a large fraction of them. They tried resetting the world several times over to find a solution to this but failed each time. Eventually, they created humans and Angelroids to amuse themselves and lord over, only to find themselves jealous of how humans seemed to carry on with life despite lacking the decadent pleasures of their civilization, to the point of pretending to live among them as Avatars.

Can I recreate/steal Rule?
Possibly with the Synapse Resident capstones and a lot of resources and time. Daedalus has said just getting more space for Rule to write on would take a billion human lifetimes or more, so I imagine remaking the genuine article in full is way beyond the scope of this jump by itself. Afterwards, it's not clear if the version would continue working in later jumps or not since I assume each setting is different. Fanwank it – by the time you can answer this question, you probably don't need it that much.

How do Angelroids work post-jump?
Angelroid bodies become an altform, but modules can be used the same way as regular perks fromt hat point onwards. They can instead be tied to the altform if you prefer.

Angelroid modules:
Discounts don't stack on individual modules I.E. you can't discount an 800 module twice to make it 200, only the first would apply making it 400.

Changelog:

3.1: Removed stray bits of old fluff, added some notes, adding an aesthetics-only option to Imprinting System. Minor update: Clarified Angelroid discounts in notes.
3.0: Entire jump revamped – older limitations axed, Angelroid section reworked, new perks and items, changes to companion purchases.
2.2: Added replace Tomoki drawback, Dreams of the Sky
2.1: Loosened leftover restrictions from Pandora V2, added CP conversion option to Angelroids.
2.0: Removed non-canon limitations to Pandora and different Angelroid upgrades, made upgrades a subsection, gave Angelroids a proper perk tree, streamlined canon and OC companion options, added new 100 and 600 perks for all 'human' backgrounds, replaced 'It's Just Harmless Fun' with 'Apathy is a Virtue', changed the intro and start time slightly. Items still need to be made less awful at some point. Decreased point gain from Uranus Queen, but it no longer counts towards the drawback cap. Happy anniversary, /jc/.
1.0: Buffed Unforgivable, added 2 new drawbacks, added some more detail to Uranus Queen.
0.9: Every 'human' origin gets a new perk, some prices are changed to reflect this. Angelroid perks have their hard cap removed and can now be upgraded to gradually reach much greater levels of power, new drawbacks added and some rewritten or removed. The Maker price reduced from 1000 to 600, since the benefits she provides are less restricted.
0.8: Got lost somewhere.
0.7: Fixed more typos, added a line to Incubation Pod to prevent an 'And I Must Scream' experience, changed line in Drop-In origin to reflect canon more closely, added missing line to Pandora V2, corrected A Briefcase Full of Guns to give magazines instead of 5 individual bullets.
0.6.1: Fixed a dumb typo.
0.6: Fixed some minor typos, split Pandora into their proper two versions with their canon capabilities but no innate power boost, added new companion perk 'The Prototype'.
0.5: Tweaked the prices of Angelroid companion perks, added a line to Rule Breaker, spread discounts to Drop-Ins, expanded Hacking Field and Medusa, removed 'Don't Hurt Me' and added 'Jumper MELAN' in its place from drawbacks. Added a note regarding in-series power levels compared to Angelroid perks.
0.4: Added two new drawbacks and modified Fallen Down, fixed a few typos. Tweaked a line for Heart Bell.
0.3: Yet more Pandora nerfs, particularly under The Maker and Heart Bell.
0.2: Changed Incubation Pod for Angelroids to not count as Companions, clarified Rule Breaker, slight nerf to Pandora Prototype.
0.1: Made the jump.