ME! ME! ME!

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Version 1.0



Introduction

Oh… is someone there? …

Hello there… Jumper? What a strange name… Regardless, it is nice to meet you. You may call me **[The Watcher]**.

Were you expecting to find something in this endless void I call my home? Ah, I am afraid to say that little remains here, aside from dreams and memories. ***This was a beautiful place, once…***

No matter. You are here in search of adventure, then? Power? Greatness? ***Entertainment***, perhaps? I certainly understand the latter, with so many stories in mind, yet so little to do…

Perhaps, … We could help each other, dear Jumper? With my reach over this place, a pinch of creative thoughts, and the trinkets I keep around, I am certain I could come up with something for you!

And you could help me in turn, by letting me watch the result.

So you agree? ***Wonderful!*** Now then, what could I… ***Ah! I know!***

Be on your merry way then, Jumper.

I will be watching :)

The World

I hope this will be to your liking.

Now, the wonderful world you are about to enter is based on a song, with its own music video. ***And a meme at that!*** Perhaps you've seen it before?

The song ***ME! ME! ME!*** tells the life of an Otaku, Xu (or Shuu), falling very *deep* into his Otaku culture addiction, and neglecting his girlfriend, Hana, as a result. This leads to him hallucinating rather *wildly*, and eventually giving up on their relationship, ***even after she tried so hard to repair it.***

Were it a normal Jump in this **[Jumpchain]** you described to me, you would be dropped off in a version of modern Japan, in a boring mundane world where the content of this song would happen somewhere, all of the fantastical animation remaining a hallucination in Xu's mind… ***But that's where I come in!***

So instead Jumper, **I, [The Watcher]**, welcome you to a mundane, boring, modern-day world that I handcrafted ***myself*** for your pleasure! In just a couple of days after your arrival in your new life, things will start getting ***interesting***.

The world you are about to enter will slowly be invaded by fictional figures brought to life through various mediums, all aiming to get back at the "hero" of our story. The young man, Xu, who spent his life sexualizing them. Of course, he will not be the only victim of this sudden event of fictions being brought to life and targeting someone, but he will be the most affected, as well as the source of the event itself, though unknowingly.

They will not be extremely powerful, barely able to destroy city blocks by straining themselves at the most. But they will be numerous, all chasing after their target relentlessly, ***mostly uncaring of the collateral damage they may cause.***

Society will certainly collapse, people will gain fantastical powers, and the original story depicted in the video will be stretched over a year, as Xu becomes a shonen anime protagonist, gains power of his own, and eventually fails to stop the collapse of this world, dying under the assault of the characters he personally, ahem, *animated* through his sheer desires as they eat him alive.

And you, Jumper, will be caught in the middle of it all, doing as you will.

I can't wait to see what you come up with!

Here! Take 1000 CP and be on your way.

And remember: Discounts are 50% off!

Win Conditions

As this isn't your typical Jump where things will be alright without your intervention, you get a choice on how to end this story, Jumper.

Kicked Out

You could wait out the story. When Xu fails to fight back against hordes of murderous anime waifus (***and he will, without your intervention***) and dies, everything will come back to normal. You only need to survive until then, so about a year.

After that, you will spend the rest of your ten years there, dealing with a world changed by supernatural powers. After all, though all fictional characters are gone, ***their impact on the world and its people will remain***.

Fix-it Jumper

Of course, you ***could*** assist Xu in combating his addiction instead, helping him give up on Otaku culture, and fixing his relationship with Hana, fixing reality at the same time.

When he finally finds himself addiction-free and at peace with himself, the world will immediately stabilize. The damage caused up to that point won't disappear, and neither will the fictional characters brought into being, but the fighting will stop, the world will keep on spinning as a fused story of reality and fiction, and you will finish your ten years of Jump in relative peace in a far more ***fantastical*** world.

Nope

Or, you could fast-forward to the end by ***killing Xu*** immediately upon arrival, or really at any point during your time here. No Xu, no anime coming to life (or *staying* alive), no problems for Jumper. You will get your 10 years in a vacation world… ***AS IF***.

After all, you broke our deal.

Your power, for my entertainment. I had prepared a full year of story to watch and you ended it, just like that.

I'll teach you to ruin my fun :)

Background

Age and Gender

Be who you want to be, Jumper. I'm not about to make your life any harder than that. Just keep in mind the incoming hordes of evil and cannibalistic anime women, okay?

Origins

Where you come from. A story within a story.
Your Origin grants you a Discount on the matching Perk and Item lines.

Drop in (Free)

You are the mystery, the unknown, the "who's that guy?". You know this song and dance by now.

Welcome to your new oyster, Jumper.



Otaku (Free)

A rather normal person, one would say. You always enjoy a good story and the joys you can get out of it. Especially the styles, characters, boobs, figurines, boobs, posters, and did I mention boobs?

Welcome to your new life Jumper.



The Girlfriend / Boyfriend (100)

You are in a relationship, Jumper! What a wonderful thing… Or is it? I will let you decide now whether you and your other half are going strong, or about to break up. Whichever you choose, you are in for a wild ride.

Welcome to your new adventure, Jumper.



The Character (400)

People *know* you, Jumper. But not for the reasons you would think. You are an anime character, of the design you want, and you may even choose your own backstory. You can enjoy a life in peace in your own anime world.
In two days, you will be forced out into reality with all of your peers, powers and all (although restrained), where you may do as you wish. Just keep in mind that, in the meantime, you will star in millions of wet dreams all over the world.

Welcome to the show, Jumper.



Perks

A mix of power, dreams, wishful thinking, and my desire for entertainment given form. Take whatever catches your attention, Jumper, so long as you can bear the price.

General

❖ Welcome to Anime Land (100)

The whole world is so… boring in its normalcy sometimes. Anime certainly got something *very* right through their art styles. You can now apply any art style you've seen in any anime or cartoon to the world around you, at will.

This is only a matter of your own perception, Jumper. So don't expect anime physics along with that. ***It will come up further down***.

❖ Stylistic Choices (200) (Free With [The Character] Origin)

You look *great*, Jumper. Hand-drawn, really, in a style and manner of your choosing. Whoever made you knew exactly what they were doing, and were probably taking notes of your greatest desires straight out of your mind.

This can be applied to all of your alt-forms if you so wish, although you can't take that decision back once it is made.

Also, don't worry Jumper! No one will pay attention to your bright pink hair, star-shaped pupils, or nearly nose-less face.

Or at least, they will not pay any more attention than is necessary to tell you how *good* you look.

❖ Praise be to Memelord Jumper! (400) (Capstone Booster)

Whenever Jumper expresses his opinions, the world listens! Because Jumper is always right!

This is what it feels like, at least. Any time you express your opinions through any medium, people *will* listen to you and hold onto these opinions for a while, too. Then, after a minute or so, the effect will end and it'll be up to them whether they keep subscribing to your opinions or not.

Regardless, the people you interact with are all guaranteed to listen and consider what you say, write, or otherwise express *seriously*.

This is a dangerous power at the best of times, Jumper. ***Use it entertainingly :)***

Drop in

❖ What New Guy in Town? (100)

Nothing to see here, people! Don't pay attention to the bright pink Jumper in the streets that you've never seen before!

That is your life now, Jumper, for you possess the legendary aura of "ignore me, nothing's wrong here!". People will stop paying too much attention to the details where you are concerned, and quickly disinterest themselves in pursuing any subject related to you.

Never seen that suspicious guy here before? Meh, I have noodles to cook.
Was that a man flying through the air?! Nah, probably a bird.

Of course, this only works while you are in public places, not being too obviously different, or doing things that are normal for normal people to do.

You may turn that off whenever you want, Jumper. So as to not let the fun pass you by.

❖ Jumper is Legal (100)

It is a terrible thing to lack legal documentation in a modern world, isn't it?

Well, not for you, Jumper! Now, you can buy anything, take any job, and generally *do* anything, regardless of your absence of legal papers, credentials, identity, permissions, or other forms of legal documentation that would otherwise be necessary.

Want that job? So long as you display the necessary skills. Want to pass the border? Just jump into your car and *go*, no one will stop you.

Just, … Don't think this will give you the right to do anything and go anywhere, Jumper. This is not used to access these top secret government files, this is used for everything *normal* people could have the right to do.

And you are far from normal, aren't you?

❖ "All it took was just a blow to divide all of our days apart" (200)

You, Jumper, are a *great* emotional manipulator. You can just see how to destroy the relationships of others in a few steps by exploiting all of these little *cracks*. White lies, secrets, shames, all littles nicks that you can make use of to destroy any emotional bond *very easily*. The more there are, that you know of, the greater the effect.

It's not much help against healthy and happy relationships though, and you still need to *find* these problems to exploit.

Perhaps you could use this to help others instead?

❖ “I will sing it out loud” (200)

You are capable of quick and easy introspection via singing, Jumper. The lyrics will simply come to you as you go, giving a detailed understanding of the person you are right now. Even problems that were not consciously acknowledged will be aired without doubts or misunderstandings.

You can, to a lesser degree, do that for someone else, although this is far more effective with their approval, and if they trust you.

Sing your heart out, Jumper. ***I will be listening, always***.

❖ “I remember how you smell; it's so sweet...” (400)

You, Jumper, have a perfect memory. You will never forget a birthday again!... Or anything at all, really, so long as you experienced it through any of your senses.

You also possess an extremely detailed sense of smell. As in, you could sniff out each individual ingredient used in any dish. Don’t worry, it won’t cause a sensory overload, if you don’t focus too much on it for too long.

Worry not about ***nightmares and bad experiences***, Jumper. This helps only when you have the desire to use it. Deny a memory a place in your mind, and it will fade away, as usual.

❖ “The flower that I saw, brought you to me” (400)

You, Jumper, have the power to give anything you touch a special property. Notably, that the next person to touch that thing will inexplicably find their way to you very, *very* soon through sheer luck. As in, within the following week.

It can be targeted to activate only for specific people, as well. So send someone a letter, and watch them come to your door a few days after.

After all, the greatest entertainment comes from the meeting between people. And some offer far more than others. With a way to force these meetings, ***your life will never lack in interesting times, Jumper***.

❖ “Something inside is overflowing out of me” (600)

You are capable of great empathy, Jumper. You can perfectly understand the emotions of others by looking at them, and you can feel any level of emotion, irrespective of your normal human limits. This won’t cause you problems or aneurysms, of course.

You can also force yourself to feel any emotion to any degree, as well as force your personal emotions to overflow into reality, where you can use them to affect others, making them feel what you feel. Do be careful not to lose your mind this way.

Perhaps, in time, it will become something ***more…***

❖ A Complete Outsider (600)

As an outsider to this world's story, you can choose to opt-out of it, Jumper. This ensures that the story will never touch you or find you, and that you cannot derail it in any way, even accidentally. This also protects your possessions and loved ones who are not already involved.

You may even observe the events from afar, but this effect breaks as soon as you deliberately involve yourself in any manner. This Perk cannot be turned back on until the current story ends, unfortunately.

Once you fall into a story, you become a part of it until the very end.

❖ What's in a Dream? (800)

You, Jumper, possess a truly godly power. Something millions of people in the world would kill for. You can make your dreams real. Or anyone's dreams, really.

With a touch on the medium, be it someone's head or a TV screen, you can pull out any form of fiction into reality, where it will remain real for as long as you like.

You cannot control the things you bring into reality however, and their power is limited to "destroy a city-block with some effort" tier, but you can hold them here forever, should you so wish.

All fiction made reality can be undone by your will, Jumper, shoving them back into the dreams they came from instantly.

Be warned however, that this "*kills*" the thing, and should you make them real once again, it will be another version of them, ***not the one you once knew***.

- Boosted - "Once upon a time"

In reverse, Jumper, you can make real things fictional with the same rules. You could trap people in dreams or videos with a touch, only bringing them out when you will it so.

Be warned however, that they may gain and earn supernatural powers of their own within these fictions, up to the same limited tier of power. Also, you can't auto-target with this power. That would be the job of another Perk, Jumper.

Don't be greedy, now.

Otaku

❖ I am an Otaku (100)

You know all of the tropes, Jumper. *All of them*. And you will never forget information pertaining to fictional characters, as any true Otaku can do. Finally, you are capable of recognizing fictional characters on sight, regardless of their current form, design, or style.

Don't doubt that this is something to be proud of, Jumper. After all, I crafted a world for you using this.

❖ I Make the Otaku (100)

What an artist! You know how to draw, Jumper. Specifically, you know how to draw manga, and how to animate it if you so wish. You aren't half bad at making figurines either.

Take this creativity boost to go along with the ride, Jumper.

❖ "She really was such a lovely girl" (200)

You, Jumper, have the sort of luck everyone wishes they had. You often run into great people to start relationships with. Specifically, people who are kind and understanding, and generally great to be around.

And all of them are willing to make friends with you, should you choose to reach out.

❖ "I'll be waiting for you" (200)

Somehow, your loved ones never really give up on you. What more can I say, Jumper? You always have a chance to make amends with them.

Do keep in mind, this only gives you a starting point. You will still have to put in the work and deal with your problems, should you wish to make things better.

But as far as anyone who knows you is concerned, ***you are never too far gone, Jumper***.



❖ “Trying your best isn't always enough” (400)

This, Jumper, is one of the famed Limit Breakers.

This can temporarily let you ignore all of your limits on all abilities and skills you possess, and do 50% better in every measurable capacity., for 1 hour. It also lets you access your sealed or unawakened powers for the same duration, should you have any.

You do get really tired after, and going Plus Ultra might actually kill you.

So don’t overuse it, and get some rest, Jumper.



❖ “You're a loser and you won't go far” (400)

You have the thickest of skins, Jumper. Your emotions will never get the better of your rationality, and for good reason. You possess a great amount of very *ironic* luck.

Whenever someone insults you, you will somehow show them up in an ironic way soon after, making them look like idiots in the process.

Needless to say, the more hated you are, the more opportunities you get.

Welcome to the Xianxia genre, Jumper. ***I hope you enjoy the ride***.

❖ Change Your Whole Life (600)

Unlike the main character of this show, you, Jumper, cannot fail to better yourself.

You may choose to ignore any and all external influences on your mind at any time. This completely negates all forms of addiction and control others, and yourself, have over you.

This Perk shields and heals you from mind control, cigarette addiction, super charisma, and depression alike, among many other things.

On top of that, no one and nothing can stop you from making the choice to activate this Perk, or change your mind away from doing so.

You can simply *choose* to step away at any time, Jumper.

❖ Losing My Head (600)

You, Jumper, are a monster of tenacity and *life*. You possess an immense level of pain resistance, and a monstrous capacity for survivability.

You could survive anything, absolutely any kind of injury, and stay conscious and alive so long as a part of your body, however small, remains intact.

Even with only part of a head left, Jumper, you *live*.

Be careful not to let that turn into a curse. After all, ***there are far worse fates than death***, and this won't help you regrow your missing body parts.



❖ Henshin! (800)

Mighty Morphin' Jumper Ranger~

You are capable of activating a super transformation at will, Jumper. This makes you go through a transformation sequence that clothes you into a power armor, and gives you a set of futuristic weapons with infinite ammunition.

This transformation also greatly multiplies your physical capabilities, to the point that a normal person would reach "destroy a city-block rather easily" levels of power.

This is rather tiring to hold for more than one hour at a time, however.

As a bonus, that transformation sequence may not be interrupted by any means, so ***feel free to be as cheesy as you can while doing it.***



- Boosted - I Am Thou

You may now hold your transformation forever, Jumper. And the multiplier is updated to let you reach “country-destroyer” levels of power as a normal person.

While transformed, you can summon in your hands any weapons that can be imagined, within the same level of power as your enhanced body.

Finally, you may also imitate the powers of known fictional characters within the same level of power as your enhanced body, but only one at a time, or the strain becomes too much for you. Perhaps you will be able to handle more, in time.

How does it feel, Jumper? To be a One Man Army?



The Girlfriend / Boyfriend

❖ Singer (100)

What a poet you are! And that voice~

You know how to write lyrics, Jumper. They just come to you when you need them, and they are *good*. The musical accompaniments, you come up with just as easily and with the same quality.

You are also capable of singing skillfully, and your voice is rather pretty.

❖ “You’ve nowhere to hide” (100)

You are a very perceptive person for details, Jumper. Secrets have a hard time surviving around you.

Additionally, your voice is simply more *heard* when you are telling the truth as you know it.

❖ “Once again, we’re so close” (200)

What a power this is, Jumper…

You are always capable of finding someone compatible with you for a romantic relationship, romantic *specifically*, whenever you want it. Just walk down the street for 5 minutes, and there you'll find your future prince(ss) charming. You just need to say “hello”.

You are also always able to immediately see everything wrong in all of your current relationships. So you can either get started on fixing the problem, or get just enough warning to cut things off and leave.

Sometimes, ***the best thing you can do is let go***. But you will alway have the opportunity ***to try your best*** should you so wish, Jumper.



❖ “I will tell myself that it is gonna be okay” (200)

Hope is a powerful thing, Jumper, and you never seem to run out of it.

Your gift is that you can easily see the silver lining in all situations, you can always find the motivation to do something, and you possess a great sense of humor.

You are sure to endear yourself to many people, Jumper. ***Myself included***.

❖ “Ever since then, from that moment when I had a dream” (400)

You are a seer, Jumper. You can watch the future play out in your dreams, but it’s lacking a lot in details.

You can also sometimes see the present, and far more clearly at that, but you have little control over this gift.

Be assured however, that should your life be in danger, you will get an exceptionally detailed warning *long* in advance.

So don’t forget to rest often.



❖ “The number one thing on my mind” (400)

You are hard to forget, Jumper. All senses experience *you* more than normal.

Your voice sticks in the background, your smiling face covers all of their daydreams, your touch is fire on their skin, …

As a bonus, you also have masterful acting skills.

You are not unforgettable Jumper, but with some practice, ***you could be***.

❖ “Love me, feel me” (600)

You are capable of projecting your emotions directly into the minds of anyone you see, Jumper, or anyone you know, no matter the distance. This helps a lot to prevent misunderstandings, and to provide support.

Using the same principle, you can force others to relive their memories, should they be attached to a powerful emotion. You can awaken boundless wells of motivation and willpower in others, and may also awaken superpowers in them should there be any to unlock.

In time, this will grow. This is the power to project “you” into others, after all. Emotions, memories, feelings, sensory data, all of that could be shared, with some practice.



❖ “This is your chance now to change your whole life” (600)

You, Jumper, are an incredibly good therapist. Not only have you mastered all of the relevant skills, you also have a Fiat-Backed ability to change the mind of absolutely anyone and everyone into whatever you want, with no limits.

Of course, you still need to work on it with them over time, but once they start listening to you, their minds become putty in your hands, regardless of the powers, effects, or other particularities that would normally prevent these changes.

“Jumper speaks, the world moves”. This could be you, one day.

❖ Dark Jumper (800)

Dark Jumper is real, and can very much hurt you.

You possess a Dark Form, Jumper. Activating it makes you far more powerful, multiplying your physical capabilities to the point where a normal person would reach “threaten a city block” tier of power. This also slightly lowers your inhibitions. The strain it causes ensures that you can only hold it for about 1 hour.

In that form, you can awaken figurines and images of fictional characters en mass, bringing them into reality and giving them a target to destroy white doing so. However, their power level is restrained to yours, and they will disappear as soon as their defined target is destroyed.

And before you ask, yes, only one target at a time. And awakening a character is *very* tiring to you, so pace yourself, dear Jumper.



- Boosted - Just, “Jumper”

Discard the previous statement, Jumper. You can hold this form forever. You can awaken fictional characters at full power with a touch without strain, this time for any singular purpose, not only destruction.

You still can’t awaken them with “planet-breaking” tier powers until you gain this so-called **[Spark],** however. Not with this alone.



The Character

❖ Fictional Being (Free) (Exclusive and Mandatory [The Character])

You are not quite real, Jumper, and your very existence reflects this truth.

As a being of fiction brought into reality, you remain physically unchanging, unaging, unbound by many laws of physics, and your fate is… *strange*.

You could train for years on end, increasing your strength, yet not gain any muscle mass. You could spin in mid-air, irrespective of the laws of momentum. You could survive blows that would shatter a normal person's organs, and even heal from them in time. You could walk down the street and encounter a new adventure worthy of a slice-of-life anime.

Your life is now bound only by anime physics, guided by fictional tropes, and will continue for a long, *long* time.

As a being of fiction made real, Jumper, you may also see and interact with others like yourself, should they normally be intangible to real beings, such as ghosts. Beware, however, that they may also see and interact with *you*.

Finally, you may choose to give those same characteristics to anything, or anyone, that you make by any means. Go forth and bring your most wondrous ideas into being, Jumper!

Also, don't worry. Though your body is fictional, it is *real* enough to exist where fiction cannot.

Keep in mind, however, that you still require sustenance and rest. We would not want your show cut short, dear Jumper.



❖ Sexy Beauty (100)

You, Jumper, are beautiful. Plainly and simply gorgeous, handsome, and whatever other qualifiers of your beauty you wish to attach to your person.

It is okay to be vain, Jumper. After all, this may very well be the point of your existence, to some extent.



❖ Theme Swap (100)

You are capable of instantly changing your “theme” at will.

Just pick a color palette, Jumper, and let the light flow over you and *change* you as you willed. And yes, this does affect your clothes, equipment, and even vehicles to some extent.

This is purely aesthetic, but great for intimidation, bluffs, and epic moments.



❖ Dance Dance and Start the Revolution! (200)

You have great dancing skills, Jumper. So great that you could perform an entire choreography perfectly, while coming up with it as you go, *while* moving an infinite amount of bodies (or body parts), even without the multitasking skills or processing power this would normally require.

You are just *that* good at dancing. And yes, you could abuse that by turning any activity into a choreography and pulling it off perfectly with hundreds of limbs under your control.

Just remember that not all things can be done while dancing, Jumper, or as a dance at all. ***Although it would be very amusing to watch you try.***

❖ Costume Swap (200)

You are capable of instantaneously wearing any outfit that you own at will, or store an outfit that you are wearing.

There are limits of course. To summon them, you must know where your outfits are exactly. To store them, the storage location must be close to other outfits you own, within 10 meters of yourself, or within your Warehouse.

This power extends to sex toys, tools, and other kinds of “equipment”.

Now, go forth and make the Sims green with envy, Jumper.



❖ Om Nom Nom (400)

What a glutton you are, Jumper.

You are capable of eating anything you can fit in your mouth, without encountering any kind of resistance. You also cannot get sick from eating anything, and are capable of gaining full nutrition and a healthy meal from anything you eat. You may go and gorge yourself on candy safely and healthily, now, with no risk to your waistline.

As a strange side effect of this, it seems that your eating speed has increased to the point that you could devour an entire human body within minutes. In addition, your stomach has become bottomless and is now capable of “holding” sustenance until you require it, so overeating is a good thing for you, Jumper..

Do keep in mind, most people tend to frown upon seeing others gorge on trash or human bodies. But you do you, Jumper.



❖ Baby I Perform This Way (400)

No one cares what you do for the sake of performing, Jumper, so long as no one dies in the process. Even then, they might let it pass if the victim is really hated, or healed by the end.

The more unconventional your shows, the more appreciated they are. So feel free to get naked, Jumper, and perform for your crowd of admirers.

For some reason, you also gain the ability to effortlessly crush a mundane human's head between your breasts, should you have any.

Performing should be as free as your creativity, after all. ***And now, it is***.



❖ "It's all in your head" (600)

You can freely traverse between fictional realms and reality using screens and books as portals.

You are, of course, capable of taking things between these worlds, but not living beings.

There are a few caveats, of course. To start with, the same medium will always lead you to the same world, Jumper. Multiple books of the same series will open the way to different and entirely separate worlds, even should they tell the same story.

Then, you may only use the mediums present in the real world for this purpose, at least until you gain your Spark.

Finally, until you gain this Spark of yours, your access is equally limited in time. You have a single cumulative year of time to spend in your fantasies every 10 years, Jumper, and only one.

So now go forth, Jumper, and explore your limited infinity while you can.

❖ Space Babes (600)

You, Jumper, are the ultimate astronaut.

You can freely survive in space, irrespective of the lack of oxygen, pressure, or temperature, and you can fly at your sprinting speed by sheer will.

Additionally, for some reason you are capable of locating anyone you know extremely accurately in your mind, no matter where they are.

"The sky's the limit", as they say. Well, *they* certainly did not know *you*, Jumper.



❖ Me! Me! Me! (800)

You are a special one indeed, Jumper.

You are capable of cloning yourself in a limited area. Essentially, there are always as many "you" as you need at any moment. There are limits to this, of course.

First, this power cannot be stacked. You cannot use this Perk again until it is turned off.

Second, this is less of a "cloning" power, and more of a "probability manipulation" power. You don't actually clone yourself, Jumper, you make it possible for the present you to take multiple separate actions at once. This means that you can use these bodies as decoys to cheat the death of any number of "you", but also that all of your "single action" powers and items are shared between all "you". And by "single action", I mean "which cannot be activated repeatedly", not "which disappears after use". The latter will multiply along with "you".

Third, while you must manually control all of your duplicates, you do not actually get the multitasking skills or the processing power to help you do it.

And finally, duplicates can only exist within 10 meters of yourself. So while you could make a million of them at once, they would all crush each other to death upon arrival.

Additionally, your "you" leave no corpse behind upon death, other than the very last one.

Do keep all of that in mind Jumper, and ***invade the world in moderation***.



- Boosted - “You’re all mine”

Your ability extends to other people, allowing you to turn them into “you” by throwing up in their mouth. You can do this at will, for as long as you like, and this essentially kills your target. New bodies acquired that way count as additional bodies, and can use this Perk themselves as well as act semi-independently, and retain all of the powers and memories of their source.

Though these special “you” do not disappear when away from you, they *can* be killed as your original body can. But they still count as extra lives for yourself.

Have no worry, Jumper. They are all “you”, and as such cannot betray you in any way.

Do take this additional gift while I am here: All of the “you” that you create by killing others may either keep the appearance of their source body, or take on yours instead. And *yes*, the, ah, *vomit* can be stored for later use. Or you could try to flood a world with it, I suppose.



Items

Little trinkets that were found in my dreams and given form. Peruse them as you wish, Jumper. They all will come back to you, if lost or destroyed, after a single day.

General

❖ Obligatory Funds (100)

Well, you certainly can't be dropped off in a new world without a way to fend for yourself, can you?

To help you establish yourself here and gain your bearings, have some money, Jumper. This is actually a stipend, of $1,000 or the local equivalent, weekly.

Be assured that no one will look into where this comes from.



❖ A USB Stick (200)

This is exactly what it sounds like, Jumper. Although, as you would expect, this is no mundane USB stick.

It will adapt to any input port, and even work wirelessly if needed, so that you may access it from any device. It is also indestructible, and it may hold a limitless amount of data.

But, most importantly, it already has a folder inside, Jumper, as well as a program. The folder is titled "memes", and contains any and all memes, as pictures and videos, that were ever made by anyone, and will keep updating as new ones are created in your local universe.

As for the program, it is an executable that will open a video when launched. This video will change to show you materials from the "memes" folder that would make you laugh at the moment.

A library full of endless amusement, for when you need it. Perhaps don't lose too much of your life watching? You are not ***me***, after all.

❖ Welcome to the Show! (400)

This, Jumper, is a stone. Or rather, a crystal.

You may choose any color you want for it, what truly matters is its purpose. For you see, this crystal only has a singular function: by pressing it against a living being for ten seconds, it will grant them a fictional body.

This stone essentially allows you to give some of the benefits of the **[Fictional Being]** Perk to anyone, even yourself, should you desire it. This includes agelessness, anime physics, and superhuman toughness, but not the changes to one's fate, nor the ability to spread this blessing to their creations.

Beware of who you offer this gift to, Jumper, for a body unbound by the laws of reality can grow *powerful* indeed.

❖ Pure Desire (600)

A terrifying thing, yet also a wondrous one.

This, Jumper, is a flask full of pure Desire. Perhaps you will find it a purpose, using the powers and tools you might find in other places, but there is *one* thing it may do on its own.

When emptied on the ground, the Pure Desire will seep into the very fabric of reality, and actively support and *power* the collective desires of all beings in the local universe.

What this means, Jumper, is that the desires of everyone, everywhere, will slowly be realized over the next year.

You will gain a new flask every 10 years, Jumper, whether you choose to use it or not. But beware, some people just desire to see the world burn. ***Perhaps you will prove yourself one of them?***



Drop in

❖ Wigs I Dig (100)

A cardboard box full of a bunch of anime-style wigs. They actually perfectly cover any hairstyle and act like your real hair until pulled off, and can't be forced off by anyone other than the wearer.

So simple, so stylish.

❖ Lonely Home (100)

This is a completely empty home. Sad, but it's as big as an average suburban house, and you could use a place to crash.

Your "starter village", in a sense. You will likely leave it very soon, but ***it will serve you well until that day.***

❖ Papers Please (200)

You exist, Jumper. That is to say, you legally exist in whatever world has the pleasure to welcome you.

Simply step upon the land once, and you inexplicably gain an ironclad legal identity everywhere you care to go. Worry not, its sudden appearance will not attract any attention.

Just remember, though you may exist, you do not actually have knowledge of your own story. Perhaps you would want to fix that quickly.

❖ A Trusty Bicycle (200)

A two-wheeler, without a motor. No need for gas, no need for parking spots either as it can be folded, and no need for maintenance.

No one will mind you riding this one anywhere you would be allowed on foot.



❖ Jumper-suit (400)

A rather fetching jumpsuit indeed.

This garment, Jumper, will change itself to fit your tastes. But it is not all it does.

Your special Jumper-suit makes you untouchable, Jumper. Or rather, untouchable to things that are not real.

Whoever is wearing the Jumper-suit, will be invisible to seers, unaffected by prophecy, unknown to telepaths, intangible to fictional or fantastical beings brought into reality, and unafraid of supernatural powers and items.

In fact, the Jumper-suit is the perfect shield against all that surpasses “reality” in some way.

You are *real*, Jumper, and those who aren’t are none of your concern.



❖ The Great Meme Maker (400)

You have a number, Jumper. A *phone* number.

This number appears on every device you own that is capable of long-distance communication, and is labeled as “Meme Maker”.

Somehow, someway, whenever you send a picture, video, or concept to this number, it will turn into a very popular meme over the next few days, and will remain so for at least a year.

Be warned however, this takes a lot of work, so this friend of yours will only accept a single request at a time.

And yes, the “Let’s overthrow a government!” challenge *is* a concept supported by this.

This is a great power, Jumper, that of social manipulation. You could use this for great things, or ***very amusing ones***.

❖ Reality-inator (600)

A strange, fist-sized box with a light switch on it. Of course, its purpose has nothing to do with lighting, Jumper. No, this is a reality enforcer device, or RED for short.

The purpose of this wonderful piece of technology is to create a field of energy, about 20 meters in all directions around itself, that reinforces “reality” to the point of making it unbreakable… Or perhaps “inflexible” would be a better word?

When active, with a press of the button, all things supernatural, magical, or otherwise unrealistic will be suppressed into normalcy until they leave the field.

Supernatural effects that are not continuously fueled will be annihilated instantly by it, while those that *are* will merely be rendered nonexistent while within its sphere of influence.

For instance, a magic fireball coming at you would disappear, a fictional character made real would be kicked out of reality (unless they were granted a physical and biologically viable body), a sci-fi weapon would work as well as a plastic prop, the Power of Friendship would stop working temporarily, and a magical shield over your house will be deactivated until you turned off the device.

Don’t start thinking this will stop the rocks that a telekinetic threw at your face, of course.

A very useful tool indeed, when fiction becomes reality. Beware, however, that this is an “all or nothing” kind of deal.

❖ Life Note (600)

This, in your hands, is a book, Jumper.

No, not a book that brings people back to life, despite what this may sound like. This is a book that tells a very particular story, *all* of the stories, in fact.

This is the Book of Life, and it tells the story of *everyone*.

Simply decide on a person that you know by face and name, Jumper, and their complete, unabridged story will appear on its pages, from beginning to present, from reality to dreams, from origins to goals.

This is already a lot of power to have, a kind of limited omniscience you could say. But that is not all. After all, this is a book, and you may write in it as you wish.

In doing so, you may not touch the past of your target, or the future they are headed towards, but you may change their memories of the events they went through, and their reasons behind their goals.

With this, you may force the interpretation you have of others onto them, or simply *know* them better than anyone else. Whatever will you use this power for, dear Jumper?

Otaku

❖ The “Room” (100)

A small space that counts as an entire house and a single room at once. Has a computer with great internet access, a fridge, a sink, a small shower, and everything else needed to stay alive.

A bit cramped, for sure.



❖ Anime Memorabilia (100)

All of the fiction-related merchandise you could want, Jumper, updated to your tastes all the time. And no, you can’t sell any of that.

No one is stopping you from giving it away, however.

❖ “Toys” (200)

Sex toys that greatly amplify *pleasure*, to enjoy yourself more during your “anime” binge watching, Jumper. We all know how you spend your off time.

I certainly do :)



❖ The Source of Fun (200)

In your Warehouse appears a permanent, perfect internet connection, with incredible speed. This will allow you to watch anime in impossibly high quality, even if it shouldn't be available.

You will never want for entertainment. ***How enviable…***

❖ Semi-Auto Blaster (400)

A semi-auto laser blaster gun from the future. Can punch right through a boulder like wet paper. This doesn't run out of ammunition.

Danger and safety. An interestingly paradoxical concept, to hold both at once. Keep safe, Jumper, and stay dangerous.



❖ Dream Battleground (400)

An access to a battleground appears in your Warehouse, where you can fight hordes of any enemies you have encountered before.

The environment can be changed at will from a mix of all structures you have ever seen, including fictional ones. You can't bring anything other than knowledge out of it.

Death is still permanent in there, but all battles can be stopped at will.



❖ Where my Life is (600)

A bunch of manga and comics. They can be physically entered by anyone at will to visit the corresponding world, although without a certain Perk, you will be restrained within the scope of the story, unable to explore much further.

The “story” can be reset at will, too. It is possible to bring knowledge and powers out, once they are earned.

You may add new manga to the pile, by finding a physical copy.

❖ Your Inner World (600)

An access to your mind, in your Warehouse. In this room, everything about your mind can be watched and interacted with at will. It can replay memories and act as a giant pensieve from the Potterverse, among other things.

You may also access the minds of others by bringing them here, as well as interact with all local mental and thought-based realms, to some extent.

This is a lot of power to have over anyone, Jumper, especially over yourself. Try to act safely.



The Girlfriend / Boyfriend

❖ Serious Cellphone (100)

An old cellphone. *Not* a smartphone. Whenever you call someone on it, they are more willing to answer and listen. It holds infinite charge and can call anyone from anywhere.

The speed-dial will also be answered immediately, no matter who you set it for. Interesting, isn't it?



❖ “The fruit that will make you sway” (100)

A box with a bunch of mundane fruits inside. Never runs out. These are very good fruits, and they stay fresh, too. We’re really reaching here, Jumper.

Well, I suppose you could add new fruits you find to it, allowing them to be generated infinitely. ***And yes, Jumper, any fruit at all***.

❖ “Always together!” (200)

A memento for all friends and lovers you ever had, updating with every new one. You can feel their feelings for you though them at any time.

You can give away your own memento with the same effect to other people. Just will one into your hand, Jumper.

In your heart, always.

❖ Incredible Instrumentals (200)

High quality electronic instruments and audio equipment. Everything you could want to sing a song and record it.

Let the melody flow, Jumper. ***I will listen eagerly***.

❖ Majestic Movie Maker (400)

High quality video filming and editing tools. All you could ever want to film and edit your own music video. They can also be uploaded in impossibly high qualities. As a bonus, anyone looking at something you made with this will feel the *urge* to watch it to the end.

Let your creativity shine, Jumper. Whatever you make with this, ***I will be your very first fan watching it***.

❖ The Magic Wishing Machine (400)

You have a number, Jumper. A phone- *Did I already say that?*

No matter. You have a number that appears in every device capable of long-distance communications that you are using, Jumper.

You can text this number to describe something you would really want to happen, *and it will*! Well, within limits in any case.

First, your friend on the other side is only capable of directing the world itself, not social movements like this other number from earlier. So you could ask for money to fall from the sky, or for this guy to hallucinate about anime waifus coming to kill them, but not for a president to be elected or for your friend to love you more outright.

Second, this is a lot of work to make your desires happen, you know? So you may only text this number once every year.

Lastly, forget about changing the past or directing the fate of the world. Your pocket genie will only be able to affect the present, and only within 10 kilometers of you. So you could wish for a new town to be created, or to be buried under a mountain of gold, but not to change the shape of the planet. An exception to this is made for long range movement, so you could ask for a teleportation to the sun, if you so wished, so long as your victim is within range.

Opportunities aplenty. When you have an enforcer who does not fail, all you need is a perfect plan ***for the world to dance to your tune***.



❖ The Dream House (600)

You know what is great to have in your life, Jumper?

Well yes, someone who loves you. But I meant more, what is great to have in your life, once you already have *that*?

The answer is a house, Jumper. A home where you and your loved ones may spend your time leisurely.

You now possess the Dream House, Jumper. A home that will reshape itself with whatever you need, so long as you have seen it somewhere. And yes, this “somewhere” includes works of fiction. You can think of this as a house-sized Room of Requirements, straight out of the Potterverse.

In this house, you could have a Gundam, Jumper. Or an airplane and a room large enough to fly it, or a portal hub that leads you anywhere, or Excalibur, or-

You get the idea. On top of that, no one that you let inside will ever get lost in this house, as it reshapes itself to bring what you need right to you. For invaders, however, …

Additionally, all negative states that happen in this house can be turned into dreams at a whim. So you may not get permanently or irreparably hurt, here.

You may bring your home with you wherever you wish. It can fit anywhere, even your pocket, and look like anything of any size, without affecting its insides.

Just keep in mind, all that is inside, is a dream. Though you may make permanent changes to things you bring from the outside, and the food and water are very real as well, the powers, artifacts, constructs, people, and things that you will find in here, will disappear upon their exit, as they are only made of dreams.

Also, do keep in mind that a house built in dreams may be vulnerable to some specific powers and beings.

Perhaps you could find a way to bring your home and its godly powers with you to a fight? Or simply enjoy the perfect refuge?

❖ The Song of Self (600)

A secret and powerful song written on a music sheet. By singing it, you can force all listeners to face all of their mental and emotional problems, as well as force them to grow the capacity to have them if they do not. Whether or not they will grow stronger from that experience is up to them, but at least you will have fixed their potential insanity and emotionlessness.

As this works through broadcasting methods, this is sure to cause a distraction, if nothing else.

The Character

❖ Sexy Costumes (100)

A wardrobe full of sexy, anime-style costumes and all sorts of cosplay. Don't lose yourself in there, it doesn't have an end.

Do not be mistaken, there is no Narnia to find in there.

❖ Pantsu! (100)

A pair of blue-striped panties. They attract the eye uncontrollably.

Best paired with a miniskirt, if that is your thing. I suppose you could have any kind of underwear with the same effect instead, should you so wish.



❖ All The Strings On Me (200)

A box of strings. They can be moved at will when you are touching them, Jumper.

They will automatically tie up anyone touching them without permission, and rather tightly at that. The rope burns and cuts cause pleasure instead, and they are very hard to break.

Whatever will you do with this?



❖ A Man's Romance (200)

A sword, a spear, a gun… Choose any, so long as it looks cool and unique. Guaranteed to be of great quality and never need maintenance. It's still only a normal weapon, though.

"Swords are cool.", said the old master to every anime protagonist, ever. Well, they were certainly not mistaken.

❖ The Scene (400)

In your Warehouse. An access to a wide stage where you can perform in peace, or in front of a wide audience. Has all the special effects machines ready for use.

It can provide you with a ghostly audience and staff if required, which will react faithfully and skillfully to your showings, or it can be used to directly hijack screens the world over to broadcast your greatness.

Trust that I will be among the crowd, time and again :)



❖ Look At These Guns! (400)

Nipples attachments. They allow the wearer to fire blasts of pure force at a very fast rate from their boobs. The blasts can punch through thick power armor, and they don't run out of ammunition.

This is, by far, one of the weirdest weapons out there, Jumper. But you do you.



❖ Jumper is Best Waifu (600)

A fanclub centered around *you*, Jumper! They appear in all worlds you visit, and spread quite far. They bring you a lot of fame and money. “A lot” as in “worldwide fame after a year” and “How much to buy your city?”.

As you can see, this is indeed quite a lot. And on top of that, once you enter a new world, you don’t start from nothing, but pick up where you left off, should you so wish.

You could live in luxury *forever*… ***Until the boredom gets to you, that is.***

❖ Me! Myself! I! (600)

Anime figurines of *you*! They appear in all Jumps you go to, and sell quite well. They count as “you” for the purpose of your Perks and powers. You can also connect to their senses at will, no matter the distance.

You are always aware of how many figurines exist and where they are.

You also know how to make more, and how to adapt them for any being you encounter, making figurines that work for *them* instead.

Won’t you make some for me, dear Jumper?

Companions

A story is not complete without its characters. With Xu as the hero, you as a Deus Ex Machina, and fictional characters as antagonists, we require Extras.

❖ Import (Free)

Import up to 8 of your companions into the world for free, Jumper. They start with 600 CP of their own, each. Feel free to share your own CP with them, but not the opposite.

You will need their help, soon.

❖ Export (Free)

This is an entirely new world made for your pleasure, Jumper. As such, you will have quite a hard time finding “Canon Characters” here.

Regardless, you are entirely free to take along with you absolutely anyone you can convince of such.

This extends for both real people, and fictional ones. In the latter case, should you convince a fictional character to become your Companion, concessions will be made in order to allow their continued existence after the story’s ending, should it be compromised by it.

Given that this Jump happens in a world extremely similar to your birth one, and that all fictional stories are set to become real very soon, you can imagine as I do the sheer quantity of potential friends you are about to meet.

Don’t lose yourself in indecision, Jumper. You only have one year, in the worst case, with most of them.

❖ Your Other Half (200) (Free with [The Girlfriend / Boyfriend] Origin)

Your very own love interest, Jumper! You can design them as you wish, and they get 800 CP and the **[The Girlfriend / Boyfriend]** Origin for this purpose. You can be certain that they love you very much, enough to call you out on your problems and stay with you regardless of your many defaults and failings.

Isn’t love a beautiful thing?



❖ Blue-Haired Devil (600) (Discount with [The Character] Origin) (Free with [Mine! Mine! Mine!] Drawback)

A rather well-known blue-haired anime girl, cheerful by nature and very pretty. Her name is actually Meme. Her nickname was given to her by myself, due to the things she gets up to.

When I say that she is cheerful, Jumper, I mean that she will bring a smile to your face whenever you look at hers, and that she will eviscerate your enemies with a smile of her own whenever she feels that it is needed.

No worries though, she would never hurt *you*. But terrify you accidentally? Certainly so.

She has all of the **[The Character]** Perk line for Free. No, you can't copy them off of her. She doesn't have any starting CP, but does she need them? She does gain her Boosted Capstone Perk if you possess the Capstone Booster yourself, however.

Regardless, she loves you very much, likes to dance in her free time (which is *all* the time), and has a habit of making your problems (and hers) disappear, … In her mouth.

Munch munch munch, Jumper.



Drawbacks

Curses you may lay upon yourself, born of my nightmares and avid desire to make fanfictions of my own work… forget that last part.
Take some, or none, as you will. You may be rewarded for your courage and daring.

❖ [The Watcher]'s Entertainment (Mandatory With [Nope])

So you killed the main guy and ended the Jump's story early, huh?

Well well *well*, after all the effort I went through to make things interesting around here, ***that won't do at all, will it?***

So here's a surprise from me, dear Jumper. Not only do you get to spend 10 years in that world with no planned story, you also get ***my full and undivided attention for that entire period of time***.

Maybe I'll send bad weather your way? Or perhaps a plague will start within your city? Maybe your luck is so terrible that your home keeps crumbling as collateral damage?

Ohohoho~ I won't hurt you outright for that, of course, or leave you without a way to save yourself. That would ruin the point of this show.
But sheer, endless, and dangerous pettiness? That I can, and will, do :).

I'll have you live in interesting times, Jumper, ***if it's the last thing you do***.

And your God help you if you took **[Mine! Mine! Mine!]** along with doing *that*. Because she will be getting a *lot* of help from me, in the form of sheer *luck*.

Heh! Better get creative and make things interesting for me, ***lest I make them interesting for you***.

…

Still, I will allow that giving me the opportunity to create this, in the first place, was the only point of interest in my long, long life, in a long, ***long time.***

So I will be generous with you, Jumper.

10 years, and not one more, regardless of your choices down below.

After that, if you still have some time left here…

Perhaps we could try something else? I always wanted to invite someone over for tea. ***You might perhaps swing by and we could talk for a bit.***

❖ Extended Stay (+100) (Can be taken multiple times)

Ah, you know this one, Jumper.

This is your usual “Take one, stay 10 more years” drawback. There is no limit on how many times you may purchase it, but do keep in mind that your options here offer few forms of immortality or extended lifespan. So be aware of how long you will keep yourself here.

Additionally, because this world exists purely for my entertainment for the time being, I cannot allow you to just do nothing during your stay.

So, for every additional decade you choose to spend here, your first year of that new decade will see you interacting with another scenario of the same kind, but of far lower danger level, as the main story of this Jump.

One more year of entertaining me for every additional ten in this beautiful world, and some recompense for your troubles.

A fair deal, wouldn’t you say?

❖ The NEET (Not Neat) Life (+100)

The Main character of this story, along with his relationship troubles, tends to be rather, … unhygienic.

Xu leaves cans of beer, cigarettes, dirty clothes, and other dirty items lying all around his room, making no effort to clean after himself as he has no motivation to do so, trapped in his dreams as he is.

That is you now, Jumper.

For some reason, you will never be able to muster the will to clean after yourself, and your home is guaranteed to smell *rancid* within a couple of weeks.

I certainly hope for your sake, that you have a keeper of some sort.



❖ Memetic Meme (+200)

What a terribly beautiful, horribly wonderful thing you have been cursed with, Jumper.

From this moment on, and for the remainder of your time in this world, you see her, all the time.

Every time you close your eyes, Jumper, you will see Meme, the Blue-Haired Devil, dancing in your mind. She will dance clothed, she will dance naked, she will dance alone, she will dance in groups, she will dance your thoughts away.

And she will. Never. *Stop*.

Needless to say, this will be very distracting at the best of times.

Your only reprieve is that there is no music or indeed sounds of any kind providing her with accompaniments. You may get some sleep yet, or even learn to ignore it at some point.

But she will always be there, in the background and the forefront of your mind alike. If you cannot deal with this in some manner, you can be certain that your sanity will take a hit, Jumper, and a rather heavy and constant one at that.

On the positive side, you will never be lacking in inspiration for choreographies, or in masturbation material.

She might even take requests, if you ask. But, is this truly worth the cost, Jumper?



❖ Otaku Addiction (+200)

You are addicted to Otaku culture, Jumper.

Manga, anime, figurines, memorabilia of all kinds, they *speak* to you. Both figuratively and literally.

Indeed Jumper, you are so far gone that sometimes, it is as if it was all *real*. But it is not. This is all in your head, Jumper, and you don't want to wake up.

Like the "hero" of this story, you do not have the motivation to do much in your life, preferring instead to waste away in your bed, living through your hallucinations, until the next story comes out for you to enjoy.

You could fix that, get over yourself and make something of your life, but it would take either someone else's relentless help, or a life-changing event. A good thing then, that such events will be happening very soon, for everyone in this world. Still, this will not be enough on its own. Though it will open the door of change, the rest will have to come from *you*, Jumper.

Or you could remain that way until the end of your stay here. Nothing is stopping you, and you could perhaps use some time to relax.

Regardless, your previous powers will not help you fix this. Only an outside factor could.

This is close to the state I found myself in, ***until you came by***. Perhaps you will want to take a friend with you, Jumper? Otherwise, I do not believe that you will even try to make any.

❖ Dark Dark Yet Jumper (+400)

You have a Dark Form, Jumper. Unfortunately, not of the good, Perk kind.

Its voice is in your head. It is a "you" that is everything you are, yet not. The Dark Jumper is your exact opposite, possessing all of your capabilities and your equal in every way, but with a completely contrary personality and perfectly opposed opinions and feelings to yours.

They exist, they are here now, and they get a single hour in control of your body every day.

This may sound terrible, and it is, but keep in mind that Dark Jumper is alive and wishes to remain so.

Just, try not to make too close friends, or God forbid, loved ones, Jumper. For few people would hold themselves back from just ending the lives of the people they truly *hate*.

You are not alone, Jumper. And though it might not be a good thing *now*, they are alive and may yet change their mind, in time.



❖ Victim Of Passion (+400)

Somehow, you, Jumper, have been marked for death by fiction itself.

Wherever you go, characters step out of their book, spring from their computer screen, figurines grow and animate themselves, and plenty others follow them through various means.

Their objective? You. They all have some sort of grudge against you, that they believe deserves your death as a consequence, and they are hell-bent on making it happen.

So a whole lot of bad news, then. Now for the good ones.

First, this is going to be very normal in this setting, in about two days. So you have that long to prepare before you are targeted, like many others. No one will look at you strangely for this curse, though they will *certainly* try to avoid you and your lethal following.

Second, this doesn't happen all of the time, or instantly, *or forever*. You could perhaps expect a new fictional character coming after you every two weeks, and they will all disappear after a year. Beware however, that they *will* work together if given the opportunity.

Third, their power is restrained to the same level as their peers, and they have no particular way to track you down or make your death stick. Be warned that new appearances will be aware that you are nearby, however.

Finally, for the duration of their time here, they are all living, thinking beings. This means that you *could* make peace with them, should you get the chance to talk, kill them permanently, or even turn them against each other.

Just don't go thinking that you can simply avoid them forever, Jumper. With the number they will eventually reach, and their supernatural capabilities, they are guaranteed to find you with some time to spare.

❖ Crossovers Suck (+600)

Please note that the opinions thus stated are not ascribed to by- *AHEM*.

The point is, Jumper, that for the first time a story appears, it should be fresh, pure, *original*.

And so, in the idea of staying original, you are thus banned from accessing anything from your previous Jumps for your time here. Perks, Items, powers, they will all have to go for the duration of this Jump.

You may of course keep access to what you take here, as well as your Warehouse, although it might be rather bare now.

Fear not, I will keep them all safe for you in the meantime.

❖ Mine! Mine! Mine! (+600 / +1000 With [Nope])

My oh my, Jumper.

You have become the target of obsession of the Blue-Haired Devil, also known as Meme. What this means, is that you get her as a Companion for Free!... Should you survive her. For you see, Meme is deeply in love with you and she *wants* you, Jumper, … Mainly in her stomach.

She can duplicate herself, fly, locate you anywhere, and tempt you through drop-dead levels of sexiness, among other things. And she wants you *bad*.

She can't be reasoned with, and should she get her mouth on you, nothing you have will stop her from literally eating you whole, and nothing will allow you to survive that act.
So *run* Jumper, run far and fast. You can't hide from her, but you can sure as hell escape if you keep trying. Or tie her up and leave her somewhere, it *might* slow her down for a time.

Obviously, attempting to kill her is utterly useless. She'll be back after you within minutes, if not seconds.

When the story ends, either though Xu dying or finding his peace, she will remain and regain her sanity, becoming someone you would be blessed to have in your life, if you so desire.

Regardless, I wish you good luck and godspeed until then.



Endings

And so the curtain falls on yet another play. Regardless of which path you will now take, all of your Drawbacks have come to an end.

Stay

You wish to stay here, in this world, Jumper? Very well. Enjoy your life in your new home. You earned this, one way or the other.

I'll keep watching~

Move On

Onwards to the next world! Keep with you all that you own, and do not forget to kiss your loved ones goodbye, Jumper. Time will be frozen for them, but you won't see them again for a while. Be assured that I will keep everything nice and clean for you.

Now then, …

Off you go! Come back sometime soon, dear Jumper.

Go Back

Done with everything, are we? Reaching the end of a long dream? Or perhaps the fear of what may come next if finally getting to you, Jumper?

Regardless, that is your choice. Let me show you the way back to your original world. It has been a fun ride. I hope you will keep enjoying your gifts, and your life.

A rather sad, but understandable decision. Thank you for coming by, and goodbye forever, dear Jumper.

Notes

- Sauce
- [The Watcher]'s Entertainment's ending is entirely up to you in its meaning (but mostly, they want a friend.).
- Yes, the [Memetic Meme] Drawback exists because of how many times I've had to watch that video, more than for the meme itself.

Versions Log

- ## Version 0.1

Made a Jump.

- ## Version 0.2

Added some drawbacks and items
Remade the story to exclude a Jump-chan, but keep a ROB around
Changed the text color to make it livelier and indicate emotions
Rephrased a few things
Added a lot of pictures

- ## Version 0.3

Finished the origins perks / items lines
Finished the drawbacks
Probably finished the companion section
Finished the general items line

- ## Version 1.0

Jumpable, I guess