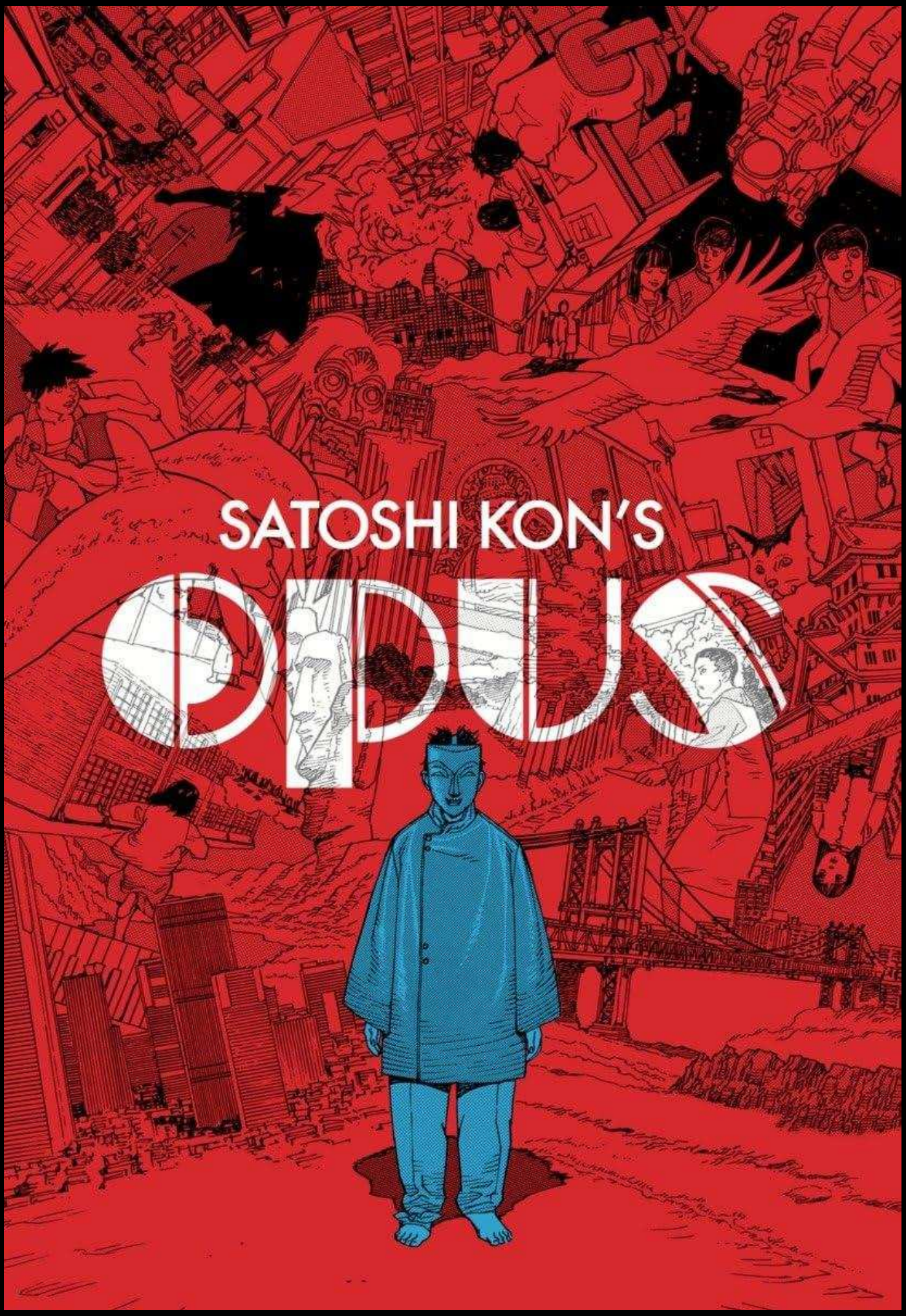

SATOSHI KON'S
PAPRIKA

Miura Satoko is a psychic.

From a young age, she has been able to read the minds of others, but this did her little when a serial killer set their sights on her, and a police officer with similar powers died protecting her.

That was years ago. The killer's own psychic powers have grown to unimaginable heights. They are now the Masque, a cult leader with the ability to brainwash their followers. As if by fate, the police officer was reincarnated as a boy named Lin.

In the final climactic battle with the Masque, Lin had no choice but to sacrifice himself to deal a finishing blow. Killing them both once and for all and bringing this long nightmare to an end….

That was the ending that Chikara Nagai, the mangaka behind the hit psychic battle seinen Resonance, had in mind. He was up late in his office putting the final touches on the last page of the climactic battle with the Masque, until the unthinkable happened.

Lin, the fictional character, crawled through the manga into the real world to steal the final page, hoping to avoid his tragic fate. Delirious from lack of sleep, Nagai chases after Lin, becoming embroiled in the world of his own manga.

His presence will inevitably throw the plot of Resonance off-track as he is forced to confront the absurd cruelty he had unknowingly put his creations through.

Somewhere in this whole mess is where you come in. You receive 1000 **C**HOICE **P**OINTS to help you craft your own story. You will be here for one full year. Try to reach the ending in that time.

MEDIUM

Choose one. Decide your age and gender freely. You may receive 100**CP** to bar you from your Medium perks, including freebies.

[REALITY] - FREE / +100**CP**

You are a native of Japan. Specifically, you live in the same reality and city as Chikara Nagai. You have some level of direct connection with him, whether as a personal friend, and assistant, and editor, etc.

{FICTION} - FREE / +100**CP**

You are a native to the world of Resonance. The fact that you even have a face indicates you are a recurring character in the lives of Satoko and Lin, whether as an ally or antagonist.

ROLE

Choose one. Any role may be taken as a Drop-In.

CREATOR - FREE

Someone defined by their creations. Whether you are an artist, inventor, etc. you were never made to take center stage.

PROTAGONIST - FREE

The center of destiny. You'll face countless hardships, but know that as long as you persevere, a brighter future is within reach.

ΔNTAGONIST - FREE

You are a vile, despicable human being, and yet power always seems to fall into your lap. If only your enemies would just stay dead.

META PERKS

For unknown reasons, the wall separating the world of Resonance from the "real" world is more like a window. While in this jump, you will be able to force yourself through the pages of any physical copy of Resonance to pass through that window.

It is also possible to do the opposite by finding a path "outside" reality, or by having someone already on the other side make a hole to pull you through.

You can even time travel in a way by entering from older chapters than the one you came from. Any changes you make to the story will be reflected in all physical copies of it in "reality".

Should the series be unable to continue, the world of Resonance and all those who come from it will vanish into nothing. Whether that be due to the death of a major character, the death of the author, the plot becoming distorted beyond recovery, the cancellation of the magazine hosting it, or simply the audience losing interest.

Whenever a piece of the story steps outside the author's influence (namely the parts of the story that are actively being worked on) the author will find themselves suffering a kind of block. This will make it impossible for them to replicate this missing piece in any way.

For example, when Lin escaped into the backgrounds of Resonance, or Satoko was wandering the "real" world. Despite knowing the two of them better than they knew themselves, Nagai was incapable of drawing either of them, despite having done so thousands of times.

BEHIND THE 4TH WALL - FREE/400CP TO KEEP
While in this jump, you will be able to enter the fictional world of Resonance by forcing your way through the pages of the manga.

By paying for this, in future Jumps you will be able to travel "down" one level of reality into any serialized fictional world of your creation (and back). You can even bring items and characters into reality, who retain their full powers and personalities. Just be mindful that you don't disrupt the plot too much. The clause about the series needing to maintain a base level of popularity and coherency still stands.

BEYOND THE 4TH WALL - FREE/400CP TO KEEP
While in this jump, it will be possible to find pathways "outside" the world of Resonance and into the "real" world.

If purchased, then you will be able to find gaps in reality that allow you to move "up" one level (and back), into a reality where your experiences in the lower levels exist as a work of fiction. While it is possible to alter reality in this way, to do so is risky. In this context, you are considered a "native" of the world below. If that world vanishes due to your interference, you're going out with it.

WALL AFTER WALL - FREE POST-SPARK, REQUIRES BEHIND THE 4TH WALL & BEYOND THE 4TH WALL
Once you finally attain your spark, you will tap into the true nature of the boundary between fiction and reality. You may travel as many levels "up" or "down" as you please, no longer bound by whether you had a hand in a fictional story's creation . Only you can see whether these layers have a definite endpoint, or if it's an endless chain of stories within stories within stories in both directions.

MATTER OF PERSPECTIVE - FREE/200CP TO KEEP

When you discover that your entire reality is a work of fiction, you quickly start to notice all the places your creators cut corners. You won't notice anything amiss in locations that would be important to you or the "main characters". It's when you seek out places you'd never have any reason to go, that things start getting weird.

Faceless people that speak in "blah"s, cardboard facades in place of buildings, etc. In essence, you are able to enter the "backgrounds" of your world, and all the weirdness that implies. As scale tends to get wonky, you could go to one of these places, and from the perspective of those in the "foreground" you would appear giant.

Once you travel far enough into the background, you'll find yourself at the "end" of reality. If you have BEYOND THE 4TH WALL, this is the most reliable method to breach into the "real" world.

Tampering with the past can cause literal cracks to form in reality. Fragmenting the fabric of reality usually isn't a good thing, but who knows. Maybe you'll find a way to use this to your advantage.

[REALITY] PERKS

No discounts. Exclusive to those of the appropriate Medium.

[HUMAN PHOTOCOPIER] - FREE

You have a special talent where anything you have previously drawn; you can perfectly replicate as many times as needed. Perfect if you need to draw the same characters dozens of times every week.

[BACKGROUND DETAILS] - 100CP

Wherever you go, you'll find a variety of useful items and structures that just seem to blend into the background for everyone else. From a sturdy lead pipe to a scooter with the keys in the ignition. You have a sixth sense for whenever these "background details" are close by.

[SECOND DRAFT] - 150CP

Whenever you perfectly recreate one of your past artworks, it isn't just a duplicate, it is the exact same piece on a metaphysical level. If that artwork was alive, their memories and "soul" (for lack of a better word) would transfer over, essentially resurrecting them.

[DRAWN TO LIFE] - 300CP

Your emotions allow you to bring your drawings to life and manifest in reality. If your emotions aren't strong enough, this won't achieve anything, but with enough attachment (whether all at once or over a prolonged period) can cause this to activate without you realizing it. There's no promise your creations will be pleased to meet their maker. You can toggle this on a per-jump basis, but there's no way to completely eliminate the risk of this triggering subconsciously.

{FICTION} PERKS

No discounts. Exclusive to those of the appropriate Medium.

{RESONANCE} - FREE

The one power all espers share. You can communicate telepathically and read surface-level thoughts of people around you. Just because you know someone is guilty doesn't mean people will believe you.

{PERCEPTION} - 100CP, ONE PURCHASE ONLY

You possess some form of extrasensory perception in addition to your telepathy. Perhaps you gain psychic flashes of past or present crimes, or prophetic dreams, or some kind of psychometry, or you can just double down on your telepathic abilities.

{INFLUENCE} - 150CP, ONE PURCHASE ONLY

You possess a psychic power that directly affects other people or the physical world. This could be telekinesis, illusions, technopathy, phasing, or anything else on that general scale. This can't be anything that would better qualify for {IMMORTALITY}.

{IMMORTALITY} - 300CP, ONE PURCHASE ONLY

You possess a potent ability that allows you to extend your existence beyond your physical form or after death. Perhaps you can break down people's individuality to form a hive mind, or reincarnate after your own death, or live on as a spirit possessing electronics, etc. If your immortality involves some kind of "rebirth" you can choose to "reshuffle" {PERCEPTION} and {INFLUENCE}, replacing your old powers with new ones to go with your new body.

CREATOR PERKS

100 CP Perks free and others 50% off to the appropriate Role.

INDUSTRY VETERAN - 100CP

You have the artistic and writing skills to become a household name. Your stories touch the hearts of readers and remain relevant for years when your contemporaries fade into obscurity in months. All this attention comes with appropriately high expectations.

EARTHLY MUSE - 100CP

Something about you inspires people artistically. Those with creative tendencies find themselves overflowing with motivation when they use you as inspiration, whether that be your personality, appearance, beliefs, or just the general vibe you give off.

WAGE SLAVE - 200CP

You have an odd talent for delaying the consequences of your actions. Not only does this help with dodging debtors or deadlines, but even more physical issues. If you neglect your health for years, you usually won't collapse until after you've escaped your pursuers and won't realize you've been shot until you finally stop to rest.

WORRIES OF A GOD - 200CP

As long as there was no intentional malice, people often come to sympathize with your perspective, even when you really, really don't deserve it. Dent someone's car? Accidents happen. Threaten a child? You were just stressed. Responsible for literally every bad thing that happened in someone's life? You had no way of knowing at the time.

COMEDY OF ERRORS - 400CP

Like Nagai, your dumb luck allows you to bumble your way through dangerous situations. Bullets miss you because you tripped over rubble, traps are sprung too early because you got distracted on the way there. Even your powers will randomly "malfunction" in ways that end up saving you from an otherwise hopeless situation.

TOO MANY DIMENSIONS - 400CP

Any attempts to forcibly infiltrate or control your mind or emotions are subverted in often unexpected ways. Maybe attempted mind control causes everyone around you to be flooded with a torrent of your memories. Maybe attempted possession results in them astral projecting into your shadow. Just to give two possible examples.

OUTSIDER - 600CP

You are an outsider. Not just to this world, but to reality itself. As such, the state of reality doesn't seem to affect you personally. When reality is warped, you don't warp with it. When reality is damaged, you are perfectly fine. When reality is erased, you'll find yourself in an endless white expanse that inexplicably has breathable air.

PROTAGONIST PERKS

100 CP Perks free and others 50% off to the appropriate Role.

REALISM - 100CP

As long as you make an attempt to conceal your powers, people usually give you the benefit of the doubt. Your coworkers will write off you replying to their thoughts as you being “a little off” or using telekinesis to rig a horse race as you being “lucky”.

PET CHARACTER - 100CP

When meeting any being who considers themself your “creator” in some fashion, they are often unusually empathetic and protective towards you. This only applies to face-to-face meetings. You won’t receive preferential treatment from a distant or omnipresent god.

CHARACTER BUILDING - 200CP

What doesn’t kill you makes you stronger. Traumatic experiences only serve to bolster your willpower. You may not wish to relive the memories, but your mind will come out of the experience stronger than ever. Trauma will never change your personality for the worst and will even make you slightly more resistant to mental attacks.

OUTSIDE THE LINES - 200CP

Like Lin, you have an intuitive ability to navigate abstract, illogical, or otherwise impossible spaces. Whether that be “outside” reality or within some kind of collective unconscious. You can quickly figure out their rules and how to use them to your advantage. This alone won’t provide you the means to actually access these spaces.

OVER THE EDGE - 400CP

You find the consequences of your actions often don't kick in until you pass a clear point of no return. If you cheat at gambling, you won't be caught until you start to piss off powerful people. Even if you do something as stupid as going back in time to kill your father, you somehow won't cause a paradox until the instant you succeed.

DO NOT STEAL - 400CP

As long as you consider someone your enemy, and they don't know where you are, it becomes fundamentally impossible for them to depict or reproduce your likeness in any way. If you happen to be in possession of your enemy's artistic creation, they won't be able to reproduce that either, even if they know how to do so by heart.

MAIN CHARACTER - 600CP

As long as you are sufficiently heroic, or your enemy is sufficiently evil, fate will bend over backwards to give you a fighting chance against them. Not to say it will be easy by any means. You will never die under anticlimactic circumstances. Even if you do die, you'll be able to reincarnate once per Jump in order to continue the fight.

ANTAGONIST PERKS

100 CP Perks free and others 50% off to the appropriate Role.

MASQUERADE - 100CP

You are a master of disguise. In truth, your ability to alter your appearance is just average, but your true talent is in your ability to look completely natural wherever you are. This also helps you in covering your tracks after whatever wrongdoing you get up to.

CIRCUMSTANTIAL INNOCENCE - 100CP

As you'd imagine, "I read his mind" doesn't hold up well in a court of law. Those who uncover your secrets through supernatural means are hesitant to share them. Instead they'll often seek you out without telling anyone, in search of more mundane evidence.

PRIVATE MEETING - 200CP

Old habits die hard. You have an almost absurd skill with kidnapping. Whether it's separating a little girl from her parents or escorting a fully grown police chief to your office without anyone noticing. Your ability to bring people from point A to point B against their will without leaving any traces only seems to get better with time.

FUMBLED THE BALL - 200CP

Your enemies tend to become bizarrely careless whenever they hold some significant advantage over you. They'll taunt you by revealing valuable intel, or insist on investigating you on their own, or just drop their McGuffin somewhere easily accessible. The naturally cautious can overcome this, but most heroes don't fit that bill.

MASK MAKER - 400CP

You've discovered the method to recreate The Masque's masks. These gradually erode the wearer's individuality. Those who lose themselves to the masks can act as a kind of psychic relay for you, directly strengthening any psychic powers you might possess, and potentially allowing you to develop new powers.

DIABOLUS EX MACHINA - 400CP

This is the inverse of a Deus ex Machina. Fate will twist such that you always show up at the worst possible moment for your enemies. Whether that be discovering them right before they escape your base, or somehow following them through time. You always seem to show up at the most vital moments of your enemy's plans.

MAIN VILLAIN - 600CP

As long as you are sufficiently selfish or evil, causality will bend over backwards to make power fall into your lap. Your personal power grows at absurd rates, and you rapidly climb through any hierarchy. You will never die under anticlimactic circumstances, but the more someone suffers at your hands, the less this perk affects them.

COMPANIONS

Companions cannot take Drawbacks that affect the entire world.

NEW CHARACTERS - 50CP PER, MAX 200CP

You may import a companion or create one wholesale with 600CP to spend as they please. They may gain more CP from Drawbacks. Each purchase after the first doubles the number of companions you receive from this option, up to a maximum of 8.

FAN FAVORITES - 50CP PER, MAX 200CP

With each purchase, you receive a slot that may be used to recruit a native of this world as a companion, with their consent. This can be given to anyone who appears in the story of OPUS, whether that be Lin, Chikara Nagai, or even Satoshi Kon himself.

SELF-INSERT - FREE, OPTIONAL, ONE PURCHASE

This individual claims to have been drawn by you. They don't look anything like you, but in terms of personality, they're a perfect representation of how you see yourself, flaws and all. They lack any supernatural powers, but it never hurts to have a second opinion.

Then again, pretty much every criticism that comes out of their mouth is born straight from your own insecurities and frustrations. Collabing with them on creative projects may not be the best thing for the mental health of either of you.

GENERAL ITEMS

No discounts. This section mainly exists if you have 50**CP** left over at the end of your build and can't decide what to spend it on.

GUN - 50**CP**

A mundane pistol with a full clip. Spent ammo is replenished daily. These are illegal for civilians in Japan, for what that's worth.

SMOKES - 50**CP**

A lighter that never runs out of fuel, and a pack of cigarettes that refills itself daily. Provides an ashtray for every property you own.

PICNIC **B**ASKET - 50**CP**

A basket is filled to the brim with sandwiches that taste as if you made them yourself. The sandwiches replenish every week.

RESONATING **P**AGES - 50**CP** / 400**CP**

You receive a retelling of your events of every past Jump in manga form. You receive a new manga for every Jump you complete. For an additional 350**CP**, you also receive a manga for your current Jump.

You receive a new issue every month. Each issue depicts the major events that would occur in your future. How far ahead can vary. Sometimes there will be a timeskip that lets you see months or years ahead, other times a single battle will last several issues and fall behind the present. One week ahead can be considered the norm.

The content of each issue even updates in real time in response to whatever actions you take to change the future you see.

CREATOR ITEMS

100 CP Item free and others 50% off to the appropriate Role.

LUCKY PEN - 100CP

You receive a pen in a design of your choice. It never runs out of ink and is the perfect focus for any art-based supernatural abilities. If lost or destroyed, it will find its way back into your possession in a matter of hours. As if it is bound to you by fate.

BACKDROP - 300CP

In every Jump, you will find this "city". The buildings are flat facades, and barely reach your own height. It is populated by strange, nondescript humanoids. That said, this place is the perfect place to hide. Unless you directly bring this place to someone's attention, nobody will ever find their way here. For anyone else, this place just fades into the background, because that's literally what it is.

YEAR OF THE DRAGON - 600CP

You are in possession of a simple drawing of a Chinese dragon. In times of need, you can summon this dragon into reality. The dragon will perform one simple task for you, such as letting you ride on its back, or clearing a path through a horde of enemies. After this task is complete, they will vanish. The drawing won't reappear on the paper until one month after the last time you summoned it.

PROTAGONIST ITEMS

100 CP Item free and others 50% off to the appropriate Role.

HANDKERCHIEF - 100CP

What seems like a simple gesture can have far-reaching effects. By giving this handkerchief to someone, they will retain possession of it. Without fail, seeing this will remind them of your interaction, even if they were in a compromised mental state at the time.

TWO GOOD BOYS - 300CP

A pair of twin dogs with opposite fur patterns. They are psychically linked with each other. They can telepathically communicate with each other over any distance. If someone is using supernatural abilities to disguise themselves, you can usually see right through it by watching how these dogs react to them. They are intelligent enough to understand human speech, even if they can't speak it.

THE FINAL PAGE - 600CP

This page appears to have been ripped from fate itself. Whoever holds this roll of paper is rendered immune to the whims of fate. No higher power can toy with your destiny. There's no guarantee things will be any better without the influence of fate, but at least it'll be the result of your own choices. The paper loses all power if destroyed and won't be restored until the next jump.

ANTAGONIST ITEMS

100 CP Item free and others 50% off to the appropriate Role.

MUNDANE MASKS - 100CP

You receive a seemingly infinite supply of mundane disguises. They can't change your basic build, but other than that you can imitate a wide range of appearances and occupations. You also receive an intimidating cloak and mask; in case you feel like starting a cult.

MENTAL MASKS - 300CP

Either a thick virtual reality headset or a large wooden mask. These don't have any direct link to The Masque but have the same effects as his own masks. When worn, you will feel the boundaries between yourself and the universe break down. In addition to generally being an eye-opening experience, it can potentially give you glimpses into foundational secrets of the nature of your current reality.

MANIACAL MASKS - 600CP

You receive your own cult that will follow you between worlds. You may choose whether the followers are literally brainwashed to serve you, or just figuratively brainwashed. In every world, you will have dubious legal immunity. As long as there is no definitive proof of your followers committing crimes or being recruited against their will, the police will be unable to directly investigate you.

SCENARIO

Dissatisfied by the ending given to him, Lin breached the 4th wall to confront Chikara Nagai, the mangaka behind Resonance.

When Chikara Nagai's own adventure ended on an unsatisfying cliffhanger, he did the same thing. He breached the wall himself to confront Satoshi Kon, the mangaka behind OPUS.

Whether due to the interference of their own characters or the cancellation of the magazine, neither got the chance to finish their stories. Your job is to fix that.

You must ensure that both authors succeed in concluding and releasing their stories in a fashion that is satisfying to their readers and to them as individuals. This is easier said than done.

The realization that one's creations are living beings can make one hesitant to throw them into the same hardships. This can result in an ending that feels anticlimactic or tonally dissonant.

The endings must come from their own minds and be penned by their own hands (though assistants are still allowed). You can't just write it yourself and pass it off as their works.

REWARD

Should you succeed, you receive two copies each of the complete collections of both series. One "static" and one "dynamic" copy.

The static copy is the complete "canon" story. You won't have to worry about the characters in these coming alive. In fact, these copies are completely immune to any forces that would allow one to enter, animate, or modify their content.

The dynamic copies retain their full 4th-wall breaking properties going forward. Meaning you can freely enter these worlds or take characters out of it without a care. This essentially makes every character within (including Nagai and Kon) companions.

Perhaps due to the static copies acting as an anchor, you won't have to worry about the worlds within the dynamic copies collapsing due to alterations to the plot, even paradoxical ones. In the event the plot veers in a direction you aren't pleased with, you can "roll back" any deviations, or completely revert the story to the original status quo.

Even if you duplicate the dynamic copies in future worlds, only the original copy you have retains these properties.

DRAWBACKS

No Drawback cap.

A STORY NEEDS CONFLICT - +100CP

You'll constantly be surrounded by misfortune and cruelty, though not necessarily directed at you. The news constantly broadcasts one tragedy after another, as the criminals become more sadistic, the politicians more corrupt, and people more ignorant every day.

BURNING AT BOTH ENDS - +100CP

You just don't know how to take care of yourself. You can barely go an hour without a smoke, and even a few minutes of running will leave you on the verge of collapse. At least you don't need much strength to use psychic powers, or a gun, or a pen.

BRATTY GOD - +100CP

I see that people skills were never your strong suit. You have a talent for sticking your own foot in your mouth at every opportunity. In general, you come across as insensitive and whiny to others. People can come to see your good side, but you won't make it easy.

EVERYBODY'S A CRITIC - +100CP

Nothing is ever enough for some people. No matter the time or place, people can't help but nitpick everything you do. "Your shot was a centimeter off", "your strategy was uninspired", "the dragon you summoned has a lazy eye", etc. This never fails to annoy you.

HELPLESS - +200CP / +0CP WITH {PERCEPTION}
You were born completely blind. You can still use your other senses, but they will never fully compensate. If taken with {PERCEPTION}, you receive no points. In return, your power from that perk is greatly enhanced. For instance, the power of prophetic dreams might evolve so you can glimpse into the future just by concentrating.

BORN VILLAIN - +200CP
Where would the heroes be without a villain to get in their way? You are possessed by an insatiable desire to kill. You get a sick thrill from the fear and suffering. You'll need to brutally kill someone at least once a month, before your impulses eat away at your psyche.

BACKGROUND CHARACTER - +200CP
You are one of the unlucky majority that god couldn't be bothered to fully draw. You are a nondescript sketch of a human, who can only speak in a series of "blah"s. Anyone living in the "foreground" won't know what to make of you. This becomes an altform post-jump.

CLIFFHANGER - +200CP
At the peak of excitement during this Jump, you and any allies will be stripped of all powers and teleported to somewhere high in the sky. You will remain in freefall until the end of this Jump, which will last a month minimum. You will not suffer from hunger, thirst, etc.

UNWANTED TRUTH - +200CP
At some point, it will be revealed to you that your Chain is merely the musings of some nerd playing make believe to themselves. Even after this Jump, you'll need to wrestle with the question of whether your existence is some indulgent crossover fanfic, or if that was just the forces behind your Chain playing a cruel trick on you.

UNMASKED - +300CP
How unlucky. The Masque not only knows about you, he's somehow already brainwashed you. He has inserted himself into all your most vulnerable memories. He is your best friend, he is your family, he is your only master, he is you, and you will do anything for him.

"NOBLE" SACRIFICE - +300CP
It seems Satoshi Kon himself is determined to see you dead. You must fight against the full force of narrative causality to decide your own fate. Should you fail, you are destined to sacrifice yourself to bring both Resonance and Opus to a satisfying conclusion.

B*H*MN RH*PS*DY - +300CP**
Seems that whatever is going on with Resonance isn't an isolated incident. The 4th wall is being breached in countless fictional IPs all over the world. This will make the whole world a much more chaotic place, and if handled poorly, an apocalypse is inevitable.

PAGE TEARING - +300CP
This reality is even more fragile than expected. The more you make use of your powers from other worlds, the more strain it places on the fabric of this reality. This applies even in the "real world" outside of Resonance, or the "actual real world" beyond that one.

ENDING

Decide your next chapter.

GO HOME
Conclude your Chain and return to your original world.

STAY HERE
Conclude your Chain and spend your days in this world.

MOVE ON
Continue your Chain and move on to a new Jump.

NOTES

Jump by Gene

Regarding COMEDY OF ERRORS:
The final line is a reference to the scene where Nagai is surrounded by the Masque's cultists. His drawing of a dragon-shaped neon dragon came to life on its own to carry him to safety. He didn't draw that with the intention of coming to life, he didn't even know he had that power. One could assume that the drawing itself took the initiative to come to life at that specific moment, but I personally prefer to think his powers were activated purely by accident. That's the kind of "malfunctions" you can expect with this perk.