

Neptunia Jump Doc House Revisions

Here's the jump doc:

<https://drive.google.com/file/d/1Nm9B65u95o61lyvX-aqmWzrkKhglpjyM/view>

The perk choices... are not all nicely made. Let's make them better!

- Will of Steel (Free): You have been provided with an immunity to mental alterations, preventing them from interfering with your agency. This should make things a tad easier for you.

- Elemental Magic and Support Magic are considered Free to all. These new perks will be added:

1. Elemental Magic Specialization (200, Discount Lowee): Your focus on the elements has improved their potency and efficiency over the usual, by around 50%. You start out being able to attack directly with the elements. You'll also learn more quickly in this field, and it's easier to modify its spells.

2. Support Magic Specialization (200, Discount Lowee): Your focus on support magic has improved their potency and efficiency over the usual, by around 50%. You start out being able to heal and to affect small groups with your buffs and debuffs. You'll also learn more quickly in this field, and it's easier to modify its spells.

- These are discounted for CPUs: Realm of the Goddess, Sharicite Manipulation, Funny Face Components, Fanaticism

- These are free for CPUs: No Attacking While I'm Transforming

- These are discounted for Lastation: Disc Developer

- Fanaticism is discounted for Arfoire. This does not stack with the CPU discount.

There's not a lot of drawbacks there, though. Let's add more choices! We'll also impose a drawback limit of 1000 CP.

- Misfortune (+100): Things don't seem to go your way outside of combat. I wonder why...

- Barren Cache (+200): You find it more difficult to secure resources, whether it's from mining efforts, or from trade, or from some other method...

- Muddled Mind (+300): Oh dear, your will is weak. Your mind is vulnerable to brainwashing, and it's difficult to fight it. This overrides Will of Steel.

- Rei-sing a Storm (+300): How did you get their ire? Now the Seven Sages are after you, with the intent of sabotaging your life and your work. In the worst case scenario, they'll hunt you down directly.

- Living in Interesting Times (+300): Croire has taken a special interest in your life. As such, she'll take efforts to make it more... interesting, in the Chinese sense. And she's pretty good at trolling and causing chaos. What's fun for her is not fun for you.

- Hotheaded (+100): Unfortunately, your temper has been shortened, making you rather easy to provoke. Like Blanc, expect to flare up when your buttons are pressed a few times. Note that swearing is completely optional.

- Slacker (+200): "I just wanna nap..." Much like Neptune and Plutia, you've become lazy. You'd rather find ways to bypass or sidestep your work than face them head-on. Your productivity tends to be less than optimal, and you may end up being lectured quite often or such. Paperwork becomes one of your fears.

- Be My Little Sister, Please? (+100): Like Vert, you feel lonely, and in need of a younger sibling of your own, someone to dote on and be doted on. When you see someone who fits your criteria of a little sister or brother, you can't help but want to adopt them, maybe spoil them, too...

- Confidence? What Confidence? (+200): Goodness, it seems that your self-esteem has fallen off the cliff. Like Nepgear, self-doubt will be your companion, and you would need assurance from your friends quite often.

- Monster Magnet (+200): What is it about you that attracts hostile monsters towards you? You become a priority target in battle, and monsters spawn more often near you.

- Boss Magnet (+200, requires Monster Magnet): Now it's even worse. The tougher monsters, including bosses, want to have a go at you. You'll end up meeting Tough Enemies (e.g. Crazy Buffed Shampurus) and boss monsters more often than usual.

- Virus Magnet (+200): Enemy monsters near you have a much higher tendency than usual to enter a Virus Mode, restoring their health and making them stronger all-around, as well as more aggressive.

- Interesting History (+300): It seems that you find peace and order to be... boring. You want to spice things up, inject excitement into it! Like Croire, your tendency is to do just that, ranging from trolling to outright chaos and destruction. Try not to get caught, though.

- Smug Super (+300, requires HDD): Oh dear, it seems that the Shares have made you drunk with power. Like Rei, when you take on your HDD, you tend to lord it over your perceived

inferiors, flaunt your superiority over them, and try to exert dominion over your surroundings. This sense of boastful pride can sabotage your plans if you're not careful.

- Light and Darkness (+300): You now have a dark half, the Kurome to your Uzume. He or she is like you, but full of negativity, of hatred. They have the same memories as you, but only focuses on the negative side. Their plan? Destroy you and everything you love, and not only in the physical manner. While he or she can be redeemed, it's going to take a lot of work for that to happen.

- Darkness and Light (+300): You now have a light half, the Uzume to your Kurome. Unfortunately, you become full of negativity, your memories tainted by focusing on the bad parts. Your light half would try to find you and befriend you, with force if need be, but he or she starts out weaker than you, and it would be a lot of work to bring back the light into your mind and life.

- Game Industry Only (+400): Out-of-jump stuff won't work here. Only in-jump stuff will. (I will allow this to be taken.)