



Welcome to the world of Neptunia. There are many different worlds and dimensions that make up this reality, but this story is going to focus on just two of those dimensions. Gamindustri, ruled by the four Goddesses, and Zero Dimension, a post-apocalyptic wasteland devastated by four Dark CPUs that destroy all in their path. Normally these two dimensions would have nothing to do with each other, but because of the acts of a certain dimension hopping Nepper, Neptune and Nepgear are soon to be whisked from their home in Gamindustri all the way to Zero Dimension. There, they will meet that world's only human, and sole CPU, Uzume. This is the start of their adventure.

Meanwhile back in Gamindustri, the world has entered into the CPU Shift Period. Citizens are starting to look for new CPUs, and negative opinions are at an all time high. Every CPU is in a constant battle to combat rumours and maintain their shares. While this is happening, four young women are soon to discover a strange golden crystal each, that will grant them great power. Eager to test their strength, they will challenge the very gods that have protected them for so many years.

For reasons unknown, the moment they manage to defeat the CPUs history itself is rewritten to make it so that they, the newly named Gold Third, were always the rulers of Gamindustri. The CPUs are forgotten entirely by the world bar a few exceptions. But this new world isn't all sunshine and rainbows, and discontent between nations grows greater each day. At the same time, strange monsters have started to appear and are wreaking havoc on the helpless populations of each nation.

You will be starting in this world shortly before Neptune and Nepgear are whisked away, and before the Gold Third have had a chance to form and will be leaving a decade after you arrive. You have **1000CP** to spend on the document below.

Origin:

Choose your origin for this world. You can also freely choose your age and gender.

Civilian

This is a fantastical world with magic, monsters, goddesses and villains, but even with all of that, one should always keep in mind that 90% of the population are just normal everyday civilians. From tiny talking mice to large androids and everything in between, only a small portion of them will choose to be something different. The innumerable masses that empower the very gods are just ordinary people; simple shop keepers, gamemakers, and so on. You are similarly one of these people. A face in the faceless crowds.

Adventurer

Adventurers are those people who venture out into the dangerous wilds in order to find hidden treasures and quell the fierce beasts that appear suddenly around the world. To the people of Lowee, these people are called Hunters, owing to the fact that they predominantly hunt monsters. The life of an adventurer is one filled with excitement and danger, but at the same time also potential riches and mystery. Your travel opportunities are great. Your safety is less so.

Protagonist

This particular story is an interesting one with regards to the main characters. Usually, Neptunia will follow one or two characters through their journey, however in this story all four CPUs and their sisters have their chances to stand in the spotlight. The Protagonists are those like the CPUs and their friends who are at the heart of this story, trying to figure out what exactly is happening to Gamindustri and Zero Dimension. How exactly it is that your background is involved with the protagonist group is up to you.

Gold Third

At first glance, you could be forgiven for thinking that this little group of four were the villains of the second part of the story, with them crashing a tournament in an event that starts with them defeating the CPUs in combat and then ends with them as the rulers of a Gamindustri whose past was re-written. Truthfully, they were only involved in that first part and had nothing to do with the latter. They never expected to actually defeat the CPUs in that tournament. They certainly didn't intend for the world to go to hell afterwards. It was this group of four girls that found the Gold Crystals atop the Golden Summits and inherited the power within. You find yourself as a member of this group, either taking the place of an existing member or as an altogether separate fifth member.

Villain

There is always someone who wants to ruin the peace and prosperity of others to further their own ends. There are greedy villains who would throw the world into turmoil just for some money and hateful villains who would watch everything burn to the ground for some perceived slight in their past. In this story, that role falls on Kurome and Affimax, as well as various minor mercenary groups. While Kurome is a bit of a lone wolf, other groups are more open, and it is one of these groups that you are a part of. Though it is worth keeping in mind that not everyone who works for the villains is necessarily evil, or even on their team.



Species:

Choose which race you will be entering this jump as.

Maker

The main residents of Gamindustri are the makers. These are the ones who generate the shares that flow through Gamindustri, and the ones that fill up the various great nations. While not inherently weak, few makers could hope to match even a weakened CPU in power, though plenty are able to hunt monsters for a living. Most makers are human, or at least humanoid, though some residents can be of slightly different appearances. As such, your own form can be quite varied so long as it similarly remains vaguely humanoid. Highlights include elves, panda-girls, androids, and a roomba.



Monster

Where Makers are the main residents of Gamindustri, Zero Dimension is composed nearly entirely of monsters. Unlike Gamindustri however, not all those monsters are mindless destructive beasts. In a strange reversal, many of the little beasts such as the Dogoos and Baby Bugs are the innocent citizens of this world, desperately trying their best to survive amidst the more destructive monsters. Generally, these 'good' monsters are only the smaller, cuter species. You can choose one of these smaller monster species to be a member of. If you want you can have a humanoid body like Dogoo Man, though your head will still be that of a monster.



Tome

There are only two known Tomes in Neptunia, and only one of them is even native to Gamindustri. A Tome is an artificial construct that resembles a small, winged person sitting atop a levitating book, not unlike a fairy. Their purpose is generally to act as a historical record and advisor to the CPUs, though of the two known Tome, only Histoire actually fulfills her role as advisor. As a Tome, while you don't innately have great combat prowess, you are blessed with a perfect memory in order to record all of history. That said, while you may have a perfect memory it can take a while to find the correct memory among the centuries of knowledge you will accumulate when trying to recall something miscellaneous or long ago.



Console Patron Unit

CPUs, short for Console Patron Unit, are the rulers and goddesses of the nations of Gamindustri. Their existence is nearly ubiquitous across the numerous dimensions that make up this setting, even if how they come into existence might vary. In this case, CPUs are called into existence by Gamindustri itself, born fully formed from the Shares and faith of the population. Each CPU is a powerful deity towards whom the faithful will naturally gravitate. Generally, a CPU will either create or inherit a nation which they will preside over, helping defend it from monsters and guide its development. You can choose whether you are a CPU of a new nation, a different dimension, or the CPU-Candidate (i.e brother or sister) of one of the existing CPUs.



Location/Faction:

You may choose any of the below as both your starting location and starting faction. They do not have to be the same. If you choose the Zero Dimension as your faction, you may freely choose one of the other nations to get discounts for.

Planeptune

Located in the west of Gamindustri, among lush forests and hills, is the nation of Planeptune ruled over by the CPU Purple Heart. This nation is best known for its incredibly advanced technology. It has faced almost certain destruction several times in the past, but has been rebuilt with the guidance of Histoire, oracle of the nation. Neptune, Planeptune's CPU, has herself nearly led the nation to ruin several times due to her deficits in industry and trading, as well as general laziness, however with the help of Histoire now guides the land as a faithful and well-loved leader. She is helped by her sister, the CPU Candidate Nepgear. Decades before Neptune was born, this nation was ruled by the CPU Uranus, who was eventually replaced by [REDACTED] [REDACTED]



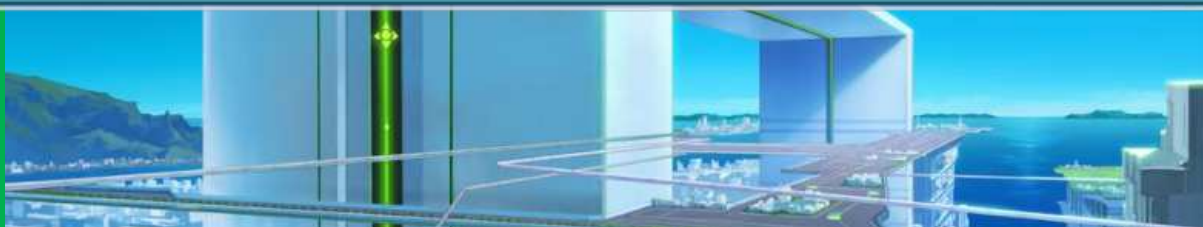
Lastation

Located in the east of Gamindustri, and serving as the centre of trade in the entire world, is the nation of Lastation. Despite being to the east, Lastation is surrounded by all three other nations. Led by the CPU Black Heart, otherwise known as Noire, this nation is definitely the most industrialised of the four nations and has a constant aura of smog above the cities. Owing to Noire's rivalry with Neptune, Lastation generally considers Planeptune to be its main rival. Despite this, the CPU Candidates of both nations get along very well.



Leanbox

Located in the southern end of Gamindustri, separated by the ocean from the rest of the nations, is the nation of Leanbox. Led by the CPU Green Heart, otherwise known as Vert, this nation is a land full of grassy fields and greenery. It used to be a nation with a great focus on its military, however under Vert's leadership this has shifted to a more 'moe' culture. Civilisation-wise it is closest in similarity to Lastation, given their small distance of separation. This is notably the only nation without a CPU Candidate.



Lowee

Located in the frozen north of Gamindustri is the magical land of Lowee. Led by the CPU White Heart, otherwise known as Blanc, this is in fact the oldest nation of the four. Because of its long history this nation has had the most known CPUs. It is also the only nation in which magic is the norm. The snowy landscape and magical cities that dominate this land make it seem like a place out of a fairy tale. Blanc rules this land alongside her two sisters, Rom and Ram.



Zero Dimension

Separate from Gamindustri is a multitude of different worlds and dimensions. The Zero Dimension is one such dimension, not altogether that far from Gamindustri. This is a run-down post-apocalyptic land, with no human life remaining, and plagued by mindless monsters. This is the nightmarish [redacted] of a [redacted] who wishes for the destruction of Gamindustri made manifest. It is here that Uzume, the only CPU of this land, leads a band of friendly monsters to fight against the titanic Dark CPUs that terrorise this world. If one travels to the edge of this world, one might even find the terrible truth that this world is but the '[redacted]' of the [redacted].



Perks:

Perks are discounted to half price for their origin/faction. Discounted 100CP perks are free.

General

HDD Form [Free] *(Requires Console Patron Unit)*

If you are familiar with Neptunia, or the magical girl genre in general, you are likely to be familiar with this. Each CPU is the goddess of their nation, and each CPU has a special HDD form that they can transform into which is powered by the faith of their followers. In this form all of their physical and magical abilities undergo a substantial boost in power. Their body will also undergo a change, which could be as notable as entirely changing size and shape or as minor as merely changing hair colour. Neptune for instance will grow from a teenager to a fully mature adult, while Vert will have her hair change from blonde to green. This also wouldn't be a proper magical girl transformation if it didn't also come with a free outfit and weapon! Said outfits generally take the form of armoured and high-tech skin-tight bodysuits, complete with hardlight wings. As a small aside, apparently this transformation can burn a modest number of calories. Enough that a certain purple haired CPU decided to use frequent transformations as a type of diet.

Protagonist Privilege [Free]

The people of Gamindustri can come in all shapes, sizes, and species, but even across those vast differences, each member somehow ends up being relatively attractive to others. It isn't surprising that the literal goddesses are pretty, but even the small villainous mice and bizarre robot ninjas are somehow attractive examples of their species. At this point, not being attractive in your own right would make you stand out more from the cast. It's basically a necessity for you to be 8/10 at minimum.

Personality Swap [100]

Lacking context of just what a CPU is or what a HDD form involves, one could be forgiven for thinking that a CPU is an entirely different person from their HDD form. This is true not only because of their change in body, but also change in personality. While it isn't true for every CPU, it cannot be denied that many of the goddesses will undergo a noticeable personality change when they transform. Neptune becomes more mature, Blanc becomes louder and more violent, and Uzume lets out her cutesy personality. In many ways this change is them letting out their true personality. This change is also one that you experience when you transform. Whether that personality change is you simply revealing your true inner thoughts or a complete change in attitude is up to you. If you aren't a CPU, this change can apply for a different transformation.

Civilian

Sweet Heart [100]

Pudding~! Pudding pudding pudding~! A certain purple haired goddess gets her energy from two things: Shares and pudding. The latter arguably more so than the former. Going even a few days without access to pudding leaves her lethargic and unwilling to work. As something of a confectionery chef, you would be more than suited for taking up the role of pudding provider should it be needed. Not limited to just puddings either, you would be well suited for preparing anything and everything sweet and sugary.

Proper Nurse [100]

Healing magic and healing items are good in a pinch, but nothing truly compares to the proper care and attention of a professionally trained nurse or doctor. Much like Compa, you are trained and skilled in the art of medicine, in a branch of your choice. You could be a general nurse, a doctor, a surgeon, or something else. Whatever you choose, you are a capable healer in your own right. If that means your healing magic is just that much better too? Well, that's a nice plus.

Special Speciality [200]

Each nation and each goddess have their own specialities with regards to gaming and technology. Neptune and Planeptune are good at creating stuff that is advanced but expensive. Noire and Lastation are great at mass production of medium quality goods. Lowee blurs the line between magic and technology. Vert and Leanbox build impressively powerful machines but are more prone to malfunctioning. You can choose to gain your very own specialisation in regard to technology. This is a certain niche that you will stand as the clear leader of among your competitors. You could choose the same specialisation as one of the existing goddesses, or something else entirely. If you wished, you could borrow the specialisation of a goddess that does not make an appearance in this particular story. For instance, Mahu of the PC Continent is a brilliant programmer. It's worth noting that no singular trait will let you beat all the other goddesses in the tech race.

Human? Monster? Both! [200]

Most monsters in this world take the form of various different creatures, from slimes to dragons and mechs. However, this is also a world that runs at least partially on the laws of comedy, and what is more comedic than the juxtaposition of unexpectedly finding a standard monster but with the body of a chiselled hunk or beautiful woman? Maybe the evil forces that made those monsters just have some interesting tastes. Whatever the case, you have the quite interesting ability to grant monsters bodies similar to those. Their heads will mostly remain unchanged, but their bodies will undergo changes to appear like that of very attractive humans. Try putting bags over their heads if it bothers you.

This Isn't Farewell [400]

A goodbye is not always forever. Even death can merely serve as a brief separation before you see them again. A soul that departs the world is not necessarily gone for good. Your very existence acts as a tether to those you love. As with Uzume and Umio, should someone you truly care about pass away, their connection with you will ensure that it won't be long before their soul is once again reborn into the world. They may not be the same person, or even the same species, but at least in some form they will return to you.

Arfoire Is Blasting Off Again~! [600]

Being a gag recurring villain may mean that you're never taken very seriously, and are often defeated in quite silly ways, but it does have one very notable advantage: You don't stay down for long. You don't get put down permanently, and even when trapped or arrested, it isn't long before you manage to get out. You will find in the future that while fighting your foes, things will generally work out in such a way that your defeat is not very permanent, if such a thing occurs in the first place. This is already quite good, but you have also been given the real Arfoire special: one free revive! Should you perish, plans will be put in motion to somehow resurrect you before the jump ends.



Adventurer

Un-transformative Transformation [100]

Transformations as a whole are rather rare. At least they are in Gamindustri. Mostly they are limited to just the CPUs, their enemies, and the odd magical girl adventurer. However, that shouldn't stop you from having your very own transformation sequence! Your body may not transform, but your outfit can! In a sparkly shower of pixels and light, you can quickly change your entire outfit! This is potentially useful in a fight, and very useful when getting up in the morning, but mostly this is for the aesthetic.

Wear It Right [100]

Gamindustri is a colour world, and that isn't just referring to the people. People's outfits are often just as outrageous as their personalities, and usually even more impractical. That doesn't prevent them from pulling it off though. Proper style doesn't care about pesky things like gravity or the laws of physics. No matter how you wear your outfit, you will find that they manage to stay neatly in that style or form, whatever you happen to be doing. That is, unless the rule of comedy supersedes the rule of cool, as it is wont to do.

Elite Mercenary [200]

Not everyone can be gifted from birth with the great strength of the CPU's or monsters. When raw strength isn't on the table, one is forced to train their skill instead. That is the route that the various hunters and mercenaries of Gamindustri have had to go down. Like K-Sha, you are a trained fighter of no small amount of skill, standing head and shoulder above most hunters. From guns to swordplay to hand-to-hand, you've been trained in all sorts of different styles to make sure you are always fit to fight no matter the situation.

Intel Officer [200]

Working for the Guild doesn't just involve hunting monsters or getting cats out of trees. While the adventurers and hunters work to fulfil the quests that get posted, someone still needs to gather all that information in the first place. That is where the intel officer comes in. The intel officers of the guild are all experts when it comes to gathering information. It is their job after all. As one such intel officer, or at least someone trained in their ways, you similarly are great at acquiring intelligence and news from all over the nation. You even have your own extensive network of informants who can periodically feed you back information on whatever topic you may need.

Error Virus Error [400]

Transformations can be rather annoying, especially when it is your enemies that are doing them. Luckily you have an odd little ability for just such occasions. Your attacks have been imbued with a special effect, that of a Virus. This is a status effect rather uniquely found in the world of Neptunia. It isn't something as mundane as the common cold or other illnesses. Those who are infected with this Virus are simply unable to transform. The effect isn't permanent, nor even particularly long lasting, but it's usually sufficient to last a battle, and that is without factoring in the chances of it being triggered numerous times. Any attack of yours has a relatively high chance of triggering this effect to take hold.

Into The Nepverse! [600]

While Histoire may be the one and only Artificial Oracle of Planeptune and Gamindustri as a whole, she is not a singularly unique being. Her counterpart, Croire, is the somewhat unwilling companion of a dimension hopping grown up Neptune. That dimension hopping ability of hers originates from Croire. At the expense of a moderate amount of energy, she can travel between different dimensions. This can be a targeted jump, or one made entirely at random. This ability is rather impressive, as it would normally take a stupendous amount of Share energy for someone like Histoire to do the same even with exact coordinates. This ability to easily travel the multiverse is one you share with Croire. No longer are your adventures confined to just one dimension.



Protagonist

Banter First, Fight Second [100]

Banter before battle is a tradition honoured time and again across history. This is especially true in Gamindustri, whether friends and foes alike will trade barbs and japes at each other even in the most dire of circumstances. It might be a bit of Neptunia weirdness bleeding through, but you will often find that your enemies will let you banter a bit before the start of a fight. They may stand there awkwardly, with a visible aura of 'get on with it', but even a wild beast might allow you to get a few jokes in before they actually initiate combat. Don't push it too much though. This patience will only extend so far.

Survivor Of The Apocalypse [100]

If Gamindustri is a world that is flourishing with life and civilisation, then Zero Dimension is a world that has gone through the apocalypse. It takes a certain amount of skill and knowledge to be able to survive when there are no freely available amenities or housing. As a part-time resident of Zero Dimension, you have been forced to pick up the necessary skills to survive in a ruined world. Scouring for resources, finding shelter, and hiding from monsters are all skills that you've become proficient in over the years.

Sharing Field Activate~! [200]

Uzume has several unique abilities, but perhaps the most obvious one is her ability to create the Sharing Field. This Sharing Field is a sub-dimension created using Shares. The allies within this field will gain various different buffs, most notable of which is that of a constantly refilling energy pool. While this field is active, one will never tire nor run out of mana or whatever other energy they might be using. This field also works to counter negative energy and the like. It would be a bit funny for an ability called the 'Sharing Field' to only be usable for one person, and so you will find that you share the ability to call forth this field with Uzume. Doing so consumes Shares, both to create the field and maintain it.

To Be A CPU [200]

To be a CPU is to rule a nation. But that responsibility doesn't just mean to feed its citizens and clean up miscellaneous monsters. To be a CPU is to inspire. To lead your people. To shine brighter, laugh louder, and love deeper. A CPU doesn't just elevate a nation, they elevate the people too. As a CPU, or someone fit to replace one, you are an exemplary leader, someone who just oozes charisma. People will instinctively look to you for leadership, and lead them you shall, like a shepherd to his lambs. You aren't the kind of leader to fumble the ball and bring a nation to ruin by your decisions. No, a nation with you in charge is likely to flourish brilliantly! While no-one is perfect, your leadership decisions are generally competent and well-reasoned.

The Goddess And Faithful [400]

A CPU truly cares for its nation. They aren't just in it for power or respect. Even when their whole nation is twisted against them, they still fight to save every life they can, fight so that their people can live safely and happily. And their people feel that love. Even with minds twisted and history re-written, your subjects can feel the love and care you have for them. And because of that love, those same twisted machinations will find their hold on your people's minds slipping. As long as they care for you in their heart, your friends and followers will always slip the reins of those seeking to affect their mind, body, or souls. The more they care for you, the faster this will happen.

Power of Daydreams [600]

The ability unique to Uzume; the subconscious ability for her to turn her daydreams into a reality. Unfortunately, it was this same power that Uzume struggled so much to control and caused her to request herself sealed away. As long as you have this power, you have the ability to quite literally realise your dreams. Unfortunately, this power is almost entirely subconscious in use. It was this power that allowed Uzume to gain shares from monsters, and it was also this power that let Uzume encounter good fortune time and time again, simply because she fantasized about how cool it would be. However, it was also this power that unwittingly led to her almost destroying her own city long in the past. If you can find a way to harness this for good, you will gain a potent ability.



Blah Blah Blah [100]

Exposition dumps and explanations are useful, but who has the time to listen to all of that? It's much better to just condense it down into as concise a sentence as possible, and you can't get much more concise than "blah blah blah" and "this and that and the other thing". By some miracle, magic or just authorial laziness, that is all you really need to say to get your long-form information across. If you want to spice things up a little bit, why not just show it all in a quick flashback! People are sure to appreciate this novel way of recalling an event! It's probably best not to think too hard about how exactly this works. Just think of it as a bit of Neptunia magic weirdness.

Flip The Switch [100]

War and combat have a way of changing you. Even the most iron-willed person can't remain unaffected through it all. But you can section it off. Push the worn edges out of sight. Like K-Sha, you will find that you can keep your combat personality separate from everyday personality. In your normal life, you can be as carefree and happy as anybody else. But once a weapon falls into your hands, then the ambiance and atmosphere of a battle-hardened veteran falls over your visage once more.

E-Sha's Resolve [200]

When talking to S-Sha, you may occasionally find her changing personalities without warning, accompanied by a change in eye colour too. This isn't any kind of mental disorder, but rather due to the fact that two different souls inhabit her body. While filming something, S-Sha had an accident and would have died if not for E-Sha performing a forbidden spell to pull her soul into her body. You too have knowledge of this esoteric spell, as well as having a body that would have no issue housing multiple souls indefinitely. This spell is typically used (as much as something forbidden can be typical) to save those dying or dead, though nothing states that this needs to be the case. When together both souls will have control of the body, though naturally the original owner will have priority of command.

Demon Lord's Curse [200]

Among the various issues the four nations experienced while under the rule of the Gold Third, Leanbox had one of the more notable ones. They had a Demon Lord running around who cursed over one million Leanbox soldiers and turned them all into Ran-Pigs. A Ran-Pig, by the way, is a small white pig-like creature and is about as threatening as something like that sounds. Like this Demon Lord, before he got put down at least by Vert, you too have the ability to curse other people and transform them into helpless little animals. You wouldn't be able to curse someone your equal or stronger in power, not unless you managed to defeat them, but you would be able to curse the average citizen without trouble.

True Memories [400]

History has been rewritten twice. The first time, Gamindustri was made to forget the existence of Uzume, the first CPU of Planepptune. The second time, the four current CPUs were forgotten. Both times there were those who remembered what everyone had forgotten. Some remembered over time, but there were those who never forgot in the first place. You are one of these unique individuals whose memories cannot be altered by outside change, who would remember the world as it was meant to be even if the timeline itself was rewritten. Getting other people to remember is a whole other issue, but at least you will know how things are meant to be.

Power Of One [600]

Characters have a way of popping up again between stories, and this is true even for the villains. In this case, while Rei Ryghts herself does not make an appearance, the power that she had was obtained by Croire. In the ordinary order of events this would then be given to Kurome to help facilitate the destruction of Gamindustri for Croire's entertainment. Now, for some reason, she has instead decided to give it to you. Perhaps an overpowered antagonist was too cliché to her. Either way, you have inherited the incredible power of this CPU from another dimension. Even without any Shares of your own, you'd be stronger than the average CPU. This power is particularly effective at interfering with Dimensions as a whole, whether that be moving them, damaging them, or even outright destroying them.



Villain

Handsome Voice [100]

There are more ways to be attractive than just strictly in appearance. There are five senses after all, and sight is only one of them. Usually, the second thing you will notice about someone after their appearance is their voice. Happily, that is an aspect in which you stand out too, and with good cause. Your voice is simply incredibly pleasant to listen to. Whether that be due to being a smooth baritone, light soft tenor, or something else is up to you, but whatever the case, just chatting with you is a pleasure to the ears. Maybe try becoming a singer?

Gooman's DYNAMIC Vision! [100]

Much like the wonderfully muscular and handsome Gooman, your dynamic vision and calculation abilities are unrivalled! Within only a few short seconds, you could quickly and easily count up to a million different individuals within your sight, not repeating a single one and not making a single mistake! Sadly, this doesn't do much for general intellect. A musclehead will remain a musclehead after all. The usefulness of such an ability speaks for itself! Especially when engaging in complex rituals that need very exacting numbers of sacrifices and the like.

Nin-Nin [200]

You would have thought that being a giant humanoid robot would make one stand out from the crowd. Certainly not the kind of thing that could sneak into the most secure facilities across all of Gamindustri, as well as the very homes of the nation's leaders. But then, there are some people that are so forgettable, so invisible, that nothing they do seems to draw other people's eyes. Steamax was one such person, and so too are you. You excel at stealth and covert action. That, combined with the basic ninjutsu techniques you know, make you a fantastic ninja.

Whirlpool Of Despair [200]

Negative Energy is inherently hateful and corruptive. It digs its claws into people and brings out their worst aspects. But sometimes mindless negativity is not what is needed. Sometimes you need a more curated touch. Sometimes desire can be as corrupting as despair. In fact, a true master manipulator doesn't have to use any Negative Energy at all to make others dance to their tune. Stemming in part from an in depth understanding of psychology, you are an expert at manipulating other people, and slowly but steadily corrupting them to your point of view. Negative Energy would certainly accelerate the speed at which you could do this, but even without it you could turn even the most well-intentioned adventurer into your unwitting lapdog with sufficient time.

The Power Of Negativity [400]

The power of Negative Energy, a power not altogether that different from the Deity of Sin. If Shares are the hopes, prayers, and dreams of the world, then Negative energy is the concentration of every negative emotion instead. The polar opposite of Share energy, any time they intersect, they clash and cancel each other out. Take care with taking this power, for channelling the raw power of hate, fear, anger, and every other negative emotion is not something that leaves one unchanged, and certainly not for the better. If one can get past this, however, they will find that Negative Energy is versatile and potent in its own way. Not only does it bring out the worst in other people, but it can even potentially brainwash and corrupt them if done right. Additional abilities aside, as the counter and opposite to Shares, it too can be used to empower oneself. It is also far easier to accrue than Shares, for obvious reasons.

Power Of Delusion [600]

The daydreaming power of Uzume corrupted into something dark by Negative Energy. When corrupted by the power of Negative Energy, this power became the dark power of Delusion. In this form, the power is far easier to consciously control, though for far darker purposes. With the power of Delusion, one can create monsters from their darkest nightmares or trap others in delusional fantasies. It was by using the power of Delusion that Kurome was able to rewrite the history of Gamindustri time and again. Taken to its ultimate expression, this power gave birth to both the Heart and Zero dimensions, where Kurome controlled everything as a pseudo-God.





Planeptune

Break Your Fall [100]

It's time for a true Neptunia tradition! If falling from a great height, try to land on something soft. Even a Goddess is likely to hurt their butt if they land on the hard dirt. Luckily when you end up in situations where you are falling from a massive height, those same situations are also ones where there is something soft at the bottom for you to land on, such as a mattress or a twin-tailed tsundere... It's mostly the latter. Miraculously in that latter situation the two of you are usually only mildly sore after the fact. That said, a girl can only get landed on so many times before she starts taking it personally.

Prickly Barbs [100]

Sticks and stones may break their bones, but words can cut deep and throw people off kilter. Insulting people isn't kind, but it's hard to feel bad about it when the person you are insulting is working towards destroying the world. It's possible you've been spending a bit too much time around Neptune, because you've gotten very good at saying mean little barbs that have a way of getting under people's skin and driving them crazy. Seeing them get all worked up can be very cathartic. It's also, as mentioned, a good way of throwing your enemies off balance and making them lose their calm. And an angry enemy is an enemy more likely to make mistakes.

Artificial Being [200]

On the outside you may seem like any other resident of Gamindustri, but actually your origins are rather less mundane. You are an artificial being. Or at the very least you have the physiology of one, much like Histoire. Overall, this doesn't particularly affect you much one way or the other. But it does give you one distinct advantage over others. You can overclock yourself to exert greater power or thinking ability for brief periods before overheating. More importantly, should you be rendered comatose or something similar, you have a handy little instruction manual with the information necessary to give you a quick patch update and sort that right out. I guess you could say that you take the term 'patched up' a little literally.

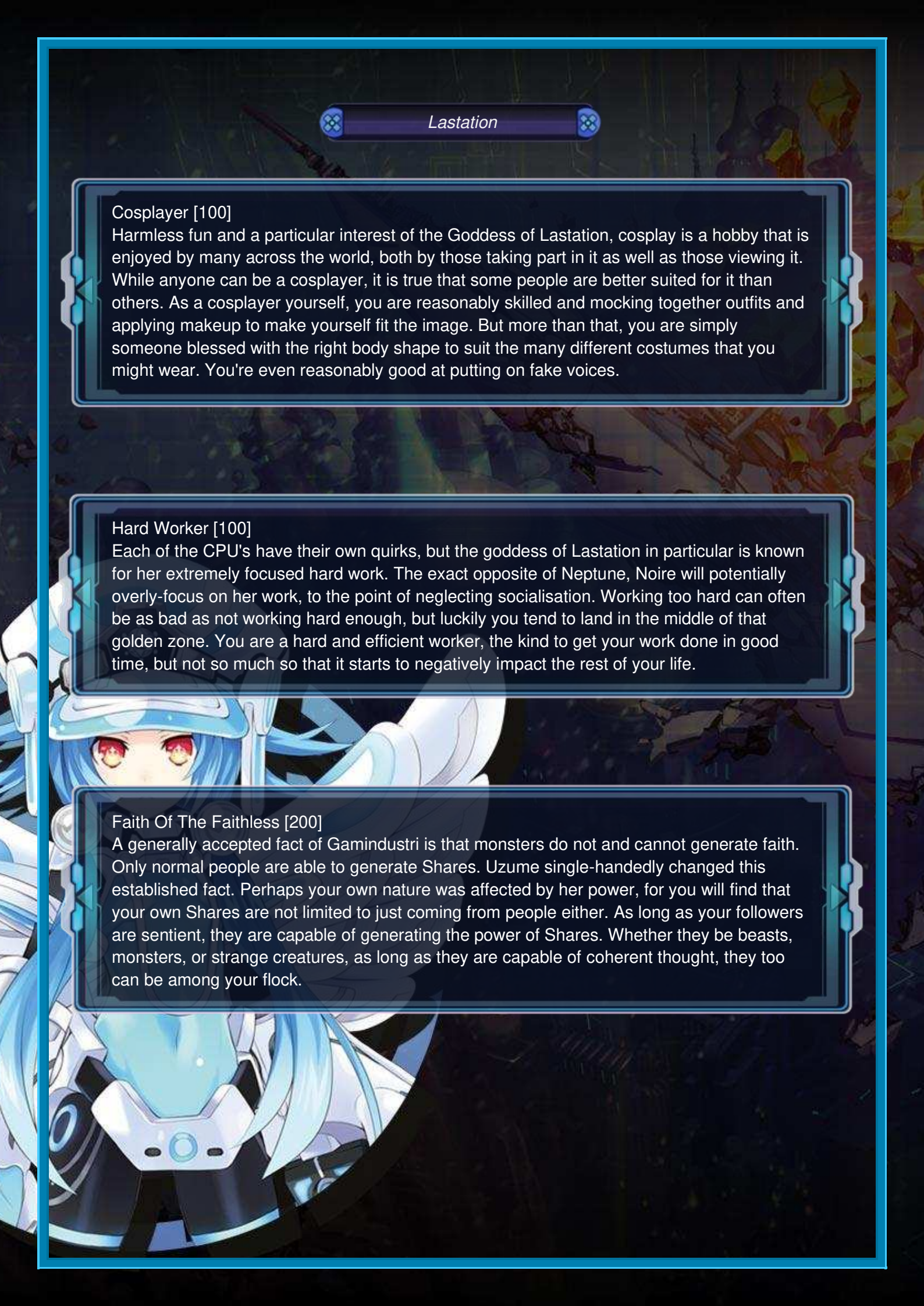
This Is Your Conscious Speaking [400]

Uzume and Kurome are two sides of the same coin. It would be easy to dismiss them as the good and evil versions of the CPU known as Uzume, but the truth is rarely so clear cut. Uzume was born from the remnant 'dregs' of the original Uzume's conscience; the last embers of hope and joy in a heart polluted by Negative Energy. While this was not an act done on purpose, there is nothing that says it could not be replicated. You are capable of splitting off an aspect of your personality or mind and shaping them into a new person. Appearance wise they will look nearly identical to you, bar a slight colour pallet change. Their personality, on the other hand, will be entirely dependent on what aspect of your consciousness you used to form them. These splits will still maintain a connection to you; thus any growth they experience in power will feedback to you. However, they are also independent entities, so may work counter to your own desires at times.

Land Of Purple Progress [600]

Planeptune is known as the nation of purple progress and that is because in terms of science and technology they are a good few decades ahead of any other nation. The games consoles and technologies produced in this nation are the most advanced of all of Gamindustri, without sacrificing longevity or durability. While their technologies are admittedly the most expensive of the nations, you more than get what you pay for. Perhaps you have studied here in the past, or maybe you have inherited the talent of Nepgear when it comes to technology, but you are a true standout in the field of science and technology. Planeptune may be years ahead of the other nations, but you are ahead of Planeptune by a good decade yourself.





Lastation

Cosplayer [100]

Harmless fun and a particular interest of the Goddess of Lastation, cosplay is a hobby that is enjoyed by many across the world, both by those taking part in it as well as those viewing it. While anyone can be a cosplayer, it is true that some people are better suited for it than others. As a cosplayer yourself, you are reasonably skilled and mocking together outfits and applying makeup to make yourself fit the image. But more than that, you are simply someone blessed with the right body shape to suit the many different costumes that you might wear. You're even reasonably good at putting on fake voices.

Hard Worker [100]

Each of the CPU's have their own quirks, but the goddess of Lastation in particular is known for her extremely focused hard work. The exact opposite of Neptune, Noire will potentially overly-focus on her work, to the point of neglecting socialisation. Working too hard can often be as bad as not working hard enough, but luckily you tend to land in the middle of that golden zone. You are a hard and efficient worker, the kind to get your work done in good time, but not so much so that it starts to negatively impact the rest of your life.

Faith Of The Faithless [200]

A generally accepted fact of Gamindustri is that monsters do not and cannot generate faith. Only normal people are able to generate Shares. Uzume single-handedly changed this established fact. Perhaps your own nature was affected by her power, for you will find that your own Shares are not limited to just coming from people either. As long as your followers are sentient, they are capable of generating the power of Shares. Whether they be beasts, monsters, or strange creatures, as long as they are capable of coherent thought, they too can be among your flock.

Entering The Friendzone! [400]

Many people think that the greatest trait of the current CPUs is their great technological prowess that stands at the forefront of every nation. That is incorrect. In fact, their greatest strength is their odd ability to befriend basically anyone they meet. Even many of their intended enemies and villains of the week will find themselves begrudgingly going along with their shenanigans or converting to their side. Like the CPUs and their sisters, you are incredibly talented at making friends with anything and everything. Even those who find you aggravating will at the same time find you strangely endearing.

Divine Slayer [600]

Famously there are very few mortal methods that can actually kill a CPU. Gehaburn is an example of one of the only known divinity slaying weapons in this world. That weapon has been lost to time in most timelines, and destroyed in others, but that won't stop the enemies of the CPUs. K-Sha's old mercenary company in particular has put in a great amount of research into this area, some of which has reached fruition. Whether you found that research or took part in it, you have become an expert at creating those weapons. Not mundane weapons, but weapons designed to kill the divine. Mechs that can hold back the goddesses, chemicals that can neutralise faith energy, and, at the pinnacle, poisons that could kill a goddess in mere minutes just from letting it touch their skin. Use this knowledge wisely.



Older Sister [100]

While attractiveness is near ubiquitous here, other 'attributes' are less so. Even among main goddesses, there are those whose endowments lie on opposite extremes of the spectrum. Interestingly the various characters in this world are spread surprisingly evenly across that scale, from cup sizes of AA all the way to I. If you want, you can nudge yourself a step up that same scale, bringing yourself closer to the likes of Vert and Peashy than Blanc. Where you start on that scale is unknown, but every additional purchase of this makes you just that little bit more attractive and, more importantly, just that little bit more well-endowed. This naturally includes scaling up their perkiness, feel, and just generally making them all around better. Only the first purchase is discounted.

Resident Of Game-Industry [100]

The CPUs and Gamindustri itself all revolve around a single thing at the heart of everything: Games and game consoles. The entire industry of this world is in some way geared towards furthering the progress of gaming. As such most of the general population are, by the standards of other worlds, pretty hardcore gamers. Vert in particular is known to game for multiple days at a time, going several nights without sleep to do so. In such a world, it would be stranger if you didn't know how to game. By the standards of this world, you are a pretty average gamer. Not record scoring but better than the casuals. In a world that is less game obsessed, you are pretty high up there. Certainly tournament level.

Earning That R18 Rating [200]

Neptunia is many things, but one thing it is not is shy about having the cast show a bit of skin. In fact, one could even say that fanservice is an important staple of this world! Shared baths, slime attacks, lewd magazines, you'll find all kinds of 'stimulating' things occurring in this story. In fact, it seems like the world is going out of its way to make a point to you with these things, because you will find them happening to those around you with startling frequency. Clothes will end up torn provocatively in fights, monsters will attack in awkward locations, people will suggest having beach episodes, your enemies might decide that seduction is the way to go, and so on. It's time to earn that R18 rating!

Divine Power Sponge [400]

Part of the problem with dealing with Kurome is the fact that her real body has a unique kind of constitution. She is a literal power sponge. Where other CPUs have to actively seek out followers in order to gain their faith and shares, Uzume's body subconsciously attracts and absorbs Share or Negative energy at all times. What can happen once can happen twice, and you are the second person to have this type of physique. Whatever type of supernatural energy you use will be passively attracted towards you. As long as there is ambient power in the world, you will never have to worry about running out of it. Along the same lines, the speed at which you recover your energy is similarly frighteningly greater than other people.

Shaped Like A Waifu [600]

CPUs are beings that are born from the Share energy of the world. They are not born like normal creatures but rather appear fully formed. So it was with Uzume, so it was with Uranus, and so it was with the current four CPUs. With such a simple principle, it shouldn't be too hard to replicate that feat, no? Kurome certainly had little trouble creating clones of those she had memories of. Like her, you too can create fully autonomous clones of other people. How accurate they are will depend on just how well you know the copied target, but all it takes is some Shares, or Negative Energy, and out comes a pawn! They wouldn't be True CPUs, not without a lot of Shares and far more care in their creation, but they aren't a half bad copy either. Pump enough power into 'em and you might even get a titan sized one!





Lowee

Magical Mage Of Magic [100]

Lowee may be the nation of magic, but it doesn't hold the sole claim to it. The magic of Gamindustri is relatively freeform and simple. It largely takes the form of elementalism, though more advanced and scholarly mages can accomplish rather more esoteric effects. Even a simple mage can conjure flames, shake the earth, and heal the wounded. You are an accomplished mage in your own right. Put a staff or wand in your hand and you'd be blasting out spells like the best of them! Who needs a sword when you've got phenomenal cosmic power?

Writing Hobbyist [100]

As the oldest of the four nations, Lowee is noticeably different in vibes and culture than the other three. Not only does it have a greater focus on magic over technology, but it also does a lot with literature. Blanc spends much of her time writing stories on her bed. Unfortunately a good story doesn't guarantee a corresponding audience, but it doesn't hurt either. Those valued writing skills are ones that you are lucky to already have. Motivation and ideas may be up to you to get, but when it comes time to put pen to paper, what comes out will be of a good standard.

Innate Toughness [200]

To be an adventurer and to be a warrior is to be a fighter. There are a plethora of monsters that inhabit this world, and there are those that need to rise up to fight them. But normal humans are squishy. A single hit from a monster could potentially put down a bog-standard human. Naturally an adventurer has to be of a different level. While you are still a far cry from being able to be called indestructible, you are nonetheless very durable in body and mind. Getting hit by a gun or sword, while painful, is no longer debilitating. Receiving a fireball to the face wouldn't send you straight to the hospital or morgue, though is not something I'd advise you to let happen. At the very least you won't be out on your first mistake.

Miracle Of Faith [400]

Shares are formed by the wishes and prayers of the people. It is by no means a mundane or conventional energy. Shares are ethereal, beyond the mortal plane. At their heart, Shares are miracles. What better to use to create a miracle than the power of miracles itself? Most people use Shares crudely, a bludgeon of pure power to achieve their aims by force, but if the circumstances are right, and you have the right state of mind, you will find that you can use Shares to do so much more. These are not world-changing miracles, not without using a ridiculous amount of power, but even a small miracle is a miracle nonetheless. You could do things like cut the negative energy of a person while the blade passes through their physical body without harm or revive the good half of a recently slain foe.

A Fusion Most Foul [600]

Given that the good guys get power ups by the faith of others, it is quite fitting then that the bad guys seem to frequently power up in this story by subsuming others instead. Whether it was Arfoire or Kurome, both were able to reach greater heights of power by fusing themselves with other dark creatures to form something even stronger than either. Like them, you are able to fuse together with other beings as long as they don't resist. This isn't a permanent fusion either, and you have the option to unfuse at any time that you wish. You also aren't limited to only one fusion and can combine with multiple beings at the same time. You can decide whose personality dominates during the fusion.



Items:

You may choose to discount any two items of each price tier to half price. 100CP items are free upon discount. In addition, items from previous jumps can optionally be imported into any fitting options below.

Comfort Box [Free]

Invented nearly five centuries ago by the S.Snake Corporation, cardboard boxes would not see widespread use across all of Gamindustri until over three centuries later, when mass production became viable and the CPU of the time realised the use of such an easily created and easily disposed of material. While intended for use as a shipping and transport material, its lightweight and soft structure make it surprisingly relaxing to sit in. This is one such cardboard box, made specially by K-Sha. It is large enough for a human to sit inside. It also has two small eye holes cut out. Use it how you like.

Character Weapon Selection [Free]

A proper protagonist needs a proper weapon. What kind of protagonist would you be if you had something like one of the million mass-produced identical holy swords of Leanbox? You need something unique! Even the CPU Candidates have similar but distinct weapons from their sisters. You can choose your own unique protagonist weapon now! This could be a startling wide array of things. Uzume for instance uses a megaphone, Rom and Ram use wands, Nepgear uses a gun-sword, and so on. The options are endless. Whatever the weapon is, it'll be a good one; top quality, fresh off the line, and in tip-top condition.



Busty Blondes Weekly [100]

Ah. I see you are a Jumper of culture too. This is quite the valuable merchandise. The kind of things that people all over Gamindustri would be falling over themselves to acquire, albeit discreetly. It is a full range selection of 'artistic' comics and magazines featuring quite shapely women, largely wearing swimsuits and the like. In fact, many of these women seem to be the CPUs. Oh my, there are even some figurines that come along with this, with special material for their chests to make them feel like the real thing! I imagine if you showed Affimax some of this collection, the two of you would become fast friends! They also make for a good distraction tool if you want to flee from a fight.

Survival Supplies [100]

Skills can only get you so far in the apocalypse. A goddess might be able to survive, albeit uncomfortably, without food or shelter but regular mortals can't. Any survivors in these kinds of circumstances are quickly going to accrue their own set of survival amenities, scrounged or made. This is your own set of survival supplies. It's got all the necessary basics; tent, sleeping bag, tins of food and water, flint, some basic medical supplies, and a compass. You won't be living the highlife with this stuff, but you will be surviving.

Game Store [100]

The so-called Console Wars of Gamindustri are far more literal than someone unfamiliar with this land might expect. With games playing such a large role in society, the number of game stores is unsurprisingly proportionally greater. There are retro-game stores, games cafes, stores that sell nation-specific consoles and games, and so on. You have acquired ownership of one such games store. At base this store will be of moderate size and will come stocked with a wide variety of games and hardware from all four nations. If you want this store can instead be more specialised, such as the previously mentioned games cafe or arcade. You can choose where to place this store in future jumps.

Bathhouse [100]

The bathhouse. A classic location to visit for any trip to Gamindustri. Frequent one of these places often enough and you are likely to see at least one of the CPUs or their friends. It is a great place for both relaxing as well as socialisation. This large structure houses several impressively large, heated pools, separated into both uni-sex and shared partitions. The various filters built into the foundation use magic to ensure the water remains both at the perfect temperature and also wonderfully clean. If you opened this to the public, you could probably earn a modest profit.



Dr Nepper! [100]

The power of placebos can have a surprisingly strong effect on one's body. That's how it works for Adult Neptune's Nep Bull VII at least. She tells them it has healing properties and their mind and body does the rest! Truthfully hers is just energy drinks and water. However smaller Neptune took this idea and made it a reality. Introducing Dr Nepper! A special drink that genuinely does have potent healing effects! A single glass of this would heal small cuts and bruises or cure stomach aches. Chug an entire barrel like Uzume did and, assuming you don't suffer issues from chugging an entire barrel of liquid, you'll be able to heal up from some pretty serious wounds in no time! By the way, as a coincidence, this is supplied by the barrel full.

Holy Sword User #983,068 [100]

When history was rewritten in Leanbox, one of the things that changed was that the way to join the military was to pull out the holy sword. To date there have been 983,066...er, 983,068 people who have managed this. It's a pretty average sword, honestly, but what it does do is serve as a proof of identity as a soldier of Leanbox. It also comes with 100 credits for free, to buy a nice meal or something. Of course, after this jump, this can instead manifest as some other proof of identity for whatever calls itself a military where you are.

Amazoo.Nep [200]

An interesting website that feels like it's almost going against some kind of trademark with its branding. Oh well, that's far less important than its function. It's a shop! A shop that sells shop things! You know, food, materials, weapons, etc. The usual. But wait, there's more! For you see, this particular shop teleports these materials directly to you, wherever you are, even if you happen to be in an entirely different dimension! Sadly you will get charged automatically, so don't think being a dimension away will get you any free stuff! But so long as you have access to a computer, you will never be too far away from a shop. Useful, right?

Indestructible Shield! [200]

Well not quite truly indestructible. Certainly very sturdy however. It also isn't what you'd typically think of when one thinks of 'shield'. This is in fact a cape, much like the one worn by Affimojas! While the design and colour of said cape is up to you, it is nonetheless very definitely a cape. Albeit a cape so durable and sturdy that it could take the full force of multiple goddesses attacking it quite a while to break. At the very least wearing this will protect you from all but the most ridiculously powerful backstabs. With a bit of manoeuvring, you could also use it quite comfortably to block attacks coming from other directions too. Just keep in mind that, as said, it isn't ACTUALLY indestructible. Even this material has its limits.

Share Crystal [200]

The CPUs are powered by Shares. Sharicite crystals are a rare form of Shares that can only be made artificially in this world, a solidified condensation of Share Energy in crystal form. Previously the CPUs only managed to make four such crystals when working together. For some reason, many such crystals litter the land of Zero Dimension. Each of these can be used as what is essentially a battery for CPUs, providing them with a good amount of Shares. This would allow a CPU with no followers to temporarily fight at near full strength, or further boost the strength of a CPU to new heights. You have obtained a dozen or so of these crystals, enough for sparing use to last you many low level fights or a couple all out fights. Outside of CPU use, these could serve as very good power sources.



Guild Building [200]

Every nation has their own guild buildings. It is here that the adventurers and hunters across Gamindustri come in order to accept commissions or turn in requests to get the rewards. You will find one of these guild buildings following you from world to world now, as a known factor. Locals will come here to post their personal requests and, should you complete them, you will get the corresponding cash reward. The more difficult the job, the better the reward. There always seems to be at least one job available in these halls.

Route Building [200]

Gamindustri is large, and people need to get places quickly. Introducing the Routes: roads of light powered by the shares of a CPU. As long as the people have faith, whoever it be in, these roads will function. And these aren't just fancy light shows. No, these roads are special. They massively decrease the travel time for journeys via strange dimensional trickery. Places that may have previously been unreachable without days or even weeks of trekking suddenly become accessible to the general public with only a short walk. The way to make these roads couldn't be more simple, if a bit expensive! A special magitech machine takes in credits (or other legitimate forms of money) and spits out Routes. Quick, easy, and a pain on the wallet. If only there was a Basilicom to foot the bill...

Disc Dev [200]

The Disc Dev facility is a pretty useful facility that every nation makes sure to build and fund. This is the place where the so-called 'idea chips' are put onto a blank disc in order to create a piece of equipment known as a Game. In effect, when equipped these pieces of equipment give you a certain stat boost or beneficial boost such as increased mana regeneration and the like. Given the unique nature of Idea Chips, this facility also comes with the ability to research and create new idea chips if you can provide the data for it from fighting monsters or researching weird materials. Only one Disc can be used by a single person at any one time.

Scouting Hall [200]

Similar but distinct from the guild hall is the scouting hall. Where the Guild Hall is a place for adventurers to take quests for slaying monsters, the scouting hall is instead a place for you to send out scouts. Another name for this might be the Intel Hall. Scouts will get sent out to find and report on any special monsters, rumours of treasures, and areas of interest that exist across the continent. Even if a scout doesn't return with any news, they'll almost always return with some basic materials or money instead. Once this hall is established, it won't be long before you have a relatively good understanding of the wilderness of whatever world you are in, not to mention an inflow of raw materials.

Hidden Vault [200]

Gamindustri is nothing if not a world that accepts cliches, and this situation is no exception to that. An ancient evil sealed away for the good of all? Naturally that means the key to the seal was broken into four pieces, scattered across the world, and hidden away within special facilities. Why they did this for someone who was sealed willingly, with the intention of being released later? Who knows? Whatever the case, you now own your very own secure vault, a facility buried deep underground where important or dangerous objects can be locked away, safe from any thievery... provided no random dimension hopper appears inside of it and starts messing things up. But what are the chances of something like that happening, right? Be warned, this vault is no unassailable fortress. Its strength lies in its hidden anonymity.



VR Dimension [200]

Formed by the overlapping of a higher plane of existence with the world, this tiny spatial anomaly exists outside of space and time. Known as the VR Dimension, it takes the form of a small house and accompanying surroundings. What makes this plane truly special is the fact that the Goddesses from various dimensions are actually able to visit this place whenever they wish. While you are in this VR Dimension, the goddesses will be able to visit you, even if you are in a whole different world. They can't stay for too long, only really enough for a chat or a game or two, but nothing stops them from popping in frequently except the energy cost. If you wish, post jump this could be a way you keep in contact with them on your adventures. Additionally, other divine or similar beings in future jumps may be able to connect to this plane should you so choose. You personally can enter this dimension with a single thought.

Tower Of Gold [400]

Money. It makes the world go round. How are you able to acquire your various figurines, magazines, and limited edition collectables if you don't have a steady income of money? The desire for money can drive one to all sorts of madness. You will be starting this jump with an incredible amount of wealth for yourself. Your bank account is in the nine digit numbers now. While it's not quite enough money to outright buy a flying warship, it would be enough that you could get one on loan. Two of them if you get a 2-for-1 special. The currency of choice for Gamindustri is Credits, though you will find that the money you receive from this is whatever is most appropriate for the world that you are in.

Terminator Terminal [400]

Unlike many of the monsters that inhabit this world, the mechanical robots that started attacking Leanbox in the wake of history being rewritten did not appear out of nowhere. Created with Lastation quality specifications, using the parts from Leanbox, these robots can match up to any adventurer! This large factory is the birthplace of these robots, where the mechas are churned out to sow chaos across Gamindustri. You'd need to supply the raw materials required to construct these, which can get a bit expensive, but so long as you have that, you could quietly create your own private army. They may not be a match for a CPU, but they are handy in a fight.

Anti-CPU Weapon [400]

It's been mentioned before about the mercenary group that have developed weapons specifically to combat the CPUs. This is the end result of that. A potent airborne Virus, created over many years, made for the express purpose of taking down a CPU. This weapon is incredibly deadly, and should a CPU be exposed to it, they may not last more than an hour if they don't get a cure. Luckily you have both the virus AND the cure. Wouldn't want to accidentally hurt one of your friends, would you? Post jump this Virus retains its singularly fatal effects on anything Divine.

Strange Console [400]

A strange, battered old video game console with an odd orange swirl on its front. This little device, despite looking and actually acting like a game console, is actually a copy of the key to the seal that Uzume's real body is trapped within. As such it is capable of sending you to and from the Zero Dimension for as long as you are in this jump. But its true value is not in this. As said, this is a copy of a key to a seal capable of holding a powerful goddess. That means that the seal this one corresponds to is currently empty. Provided you can subdue them, you would be able to seal something as strong as a true deity within this small console. As long as this seal is not disturbed, the occupant within would never be able to escape of their own means.



Blogspot [400] *[Discounted for Civilian]*

You are the proud(?) owner of a very successful blog! One with a great many followers. Millions in fact. All of them hanging on to your every word, ready to share across the internet whatever news you want to feed them, for your blog is a very well reputed source of information! Someone like Affimojas was able to leverage a blog like this into a bludgeon of misinformation as well as a source of income. Using this blog, you could quickly and easily spread whatever information you think necessary. If that information is true, great! If you want to spread fake news? You've got plenty of brainless followers ready to dog pile anyone who raises an objection.

DLC Weapons [400] *[Discounted for Adventurer]*

Even for the gods, their strength in combat is affected in no small amount by the quality of the weapon in their hands. And it is in keeping with tradition that if you pay a little extra for the DLC bundle, you get some pretty overpowered weapons to use! In many ways these are much like the Starter Weapons you might have already chosen. They can come in a variety of forms, all geared towards combat. Unlike the more basic weaponry however, these weapons are significantly higher quality. If you were to put numbers to it, they would have stats at least double that of a top quality weapon. Furthermore, they can also come in some very strange shapes despite this. Imagine 5 foot long ice-lollies that can through steel like a sword through paper. Best not to question how something cylindrical can have such a sharp edge.

Hyper Crystal [400] *[Discounted for Protagonist]*

This crystal is the combination of the Share Crystals of the CPUs fused with the Golden Crystals of the Gold Third. Within this crystal is the prayers and wishes of an entire world! This fusion of two different sources of Shares acts as the ultimate amplifier for CPUs. A CPU that uses this Hyper Crystal will permanently unlock their NEXT form, a second transformation in which they are at their absolute pinnacle of potential as a CPU. Maintaining this form is far more of a drain on Share energy, but is more than worth it as the CPU becomes stronger in every way, as well as gaining new moves to fight their foes. You have received a single Hyper Crystal for use at your discretion.



Golden Summit [400] *[Discounted for Gold Third]*

When the faith in the CPUs waned, and the strength of the goddesses faded, Gamindustri triggered its self defence mechanism and called forth the four Golden Towers. Each of these colossal towers reach far past the clouds, made of a strange material that resists most damage and so tall that they are nearly impossible to climb. Inside the tower are hundreds of powerful monsters that wander the starry paths that make up the space inside. And at the very top of these towers, at their summits, are the Gold Crystals which automatically absorb faith energy and funnel it straight to its chosen warrior, granting them a power greater than even a CPU. You can choose whether this tower starts off linked to you, and similarly where in the world it is located in this jump and future jumps. Interestingly these towers emit a unique signal through dimensional space, which makes finding the dimension containing them quite easy for those who know what to look for.

Birth From Obsession [400] *[Discounted for Villain]*

Uzume's inherent ability of daydreams and delusions have already been talked about previously. The Heart Dimension is a world formed from these powers. Zero Dimension is ultimately just the 'front door' of the Heart Dimension. For the Heart Dimension is a realm where daydreams can manifest in reality, and Zero Dimension is merely the twisted daydreams of a corrupted Uzume. In here Vert gained sisters, Blanc had a figure to rival Vert, Noire became a popular voice actor, and more. Later, when Kurome was defeated and the dimension stabilised, Million Arthur proved that it retained this characteristic, even with Uzume no longer in it. While you don't have a whole dimension of your own, you do have a sizable pocket dimension that has these same characteristics. This is a small realm where what you daydream becomes reality, at least while confined within this space. If taken with Kingdom Of God, these can be combined to create a dimension akin to that of the Heart Dimension.

Kingdom Of God [600]

What is a shepherd without their flock? What is a Goddess without her nation? The CPU's aren't helpless without their nations, but they are undeniably far weaker without their followers and the shares that they generate. Their nation is the place that they have developed over many years, dedicated countless hours to see flourish and grow. It would be a real blow for that all to come to naught when you left this world. You are the leader of a sprawling nation in no way lesser than the current four nations. More importantly, this nation and the inhabitants inside will follow you when you leave this jump. Whether this follows you in a separate dimension akin to the Zero Dimension or inserts itself physically into the world is up to you.

Flying Battleship [600]

A good villainous organisation requires a suitably badass secret base, and what could be better than a giant flying battleship? Measuring several hundred meters from stem to stern, large enough to house thousands of residents, this incredible feat of engineering is equipped with state of the art energy shields and an array of cannons to fend off any would-be foes or hordes of monsters. It would be able to weather the storm of attacks from an entire army of beasts for quite some time. This ship is also quite fast too, able to traverse a continent in record time. Buying this by itself would cost several billion credits on the lower end, but luckily you don't need to take out a loan just to get it like Affimojas. A shame though, apparently they were being sold for a bargain if you buy two at the same time.

Inheritance Of Britain [600]

Hailing from the far away and mysterious land of Great Britain, Million Arthur is but one of many Arthurs, each a candidate for Kingship. This Crown and Round are two of the special devices given to an Arthur. First an 'Element' is created from the scanned information of a person's strengths and personality. This element is then put within the Crown to create a clone of that person called a Knight. These clones aren't perfect and there are variations from the original based on the data scanned. These knights can be kept in card form to save on space. They are in-effect summons. The Round, a shield like armband, can be loaded with these cards in order to harness the power of those knights for attacks or healing. You have received said Crown and Round, as well as the means to create the Elements needed to use them. These devices are locked to you, so only you may use them.



Nep Notes [600]

The Neptune that appeared from another dimension isn't a goddess. She doesn't have any special powers of her own. What she does have, is the Nep Note! This inconspicuous purple book hides within a truly potent and terrifying power. While it is perfectly capable of functioning as a normal notebook, its real power is the ability to seal any kind of being within its pages, as long as they can be caught or suppressed first. But it doesn't end there, because once a creature is sealed within these pages, the owner of the notebook becomes able to use their powers for themselves. The only real issue with this notebook is that if those trapped within are sufficiently powerful, they can potentially break out if allowed to regain their power. It is using this Nep Notebook that Neptune is able to use the power of Croire to hop between dimensions.



Companions

Travel Companions [Variable]

Just as Adult Neptune has Croire to (unwillingly) accompany her trip through dimensions, you may also be entering into this world with some companions. For a small price, you can choose to import these companions into this jump, giving them 600CP to spend on perks and items of their own. You can import up to eight companions into this jump. This will initially cost 50CP for one companion, but with each further 50CP spent you can double the number of companions imported, up to eight companions for 200CP.

Lily Bond [100]

In the decade you have to spend in this world, it would be strange if in this time you didn't form connections with at least one or two people. Friendship is a strange and powerful force. By taking this, you will find yourself quickly forming a strong bond with one of the canon characters of this setting. In Neptunia terms, your Lily Ranking would shoot up at record speed. At the end of the jump, should they wish, this person will be able to leave with you as a companion. Lily Ranks are not limited to only two people either, and so this option can be taken multiple times to potentially companion numerous people.

Legally Distinct Animal Companion [50]

What kind of protagonist can you be if you don't have your very own animal/beast companion?! Even the villains have a little animal mascot! A mousecot one might call him. Not one to be left out, when you appeared in this world, you found yourself accompanied by some kind of small animal or monster, one capable of human speech. Whether you latched on to them or they latched on to you, the pair of you have fast formed a strong bond. They aren't the greatest in a fight, serving more as a source of companionship than a comrade in arms. They also may or may not be the reincarnation of a long-lost companion or friend. The details are a bit unclear.



Dimensional Mirror [100]

Parallel worlds and parallel selves are a well-known idea in fiction, but in Neptunia it is a well-known event. It's truly not an exaggeration to say that if something big is going down in Gamindustri, there is a good chance that a chronally or dimensionally displaced version of one of the characters is running around too. You have met and made friends with a world hopping parallel version of someone from the cast. They look incredibly similar in appearance to their alternative, though come from a potentially completely different kind of world. Maybe they come from a dimension akin to that of the fantasy game Four Goddesses Online? Whatever the case, they seem to be not just on board with the idea of travelling between worlds but outright eager!



Oracle Of Jumper [100]

The job of Oracles such as Histoire and Croire is to record history and knowledge. They are artificial creations made for this express purpose. Now another has joined their ranks, a third Oracle. This oracle's purpose is not to record the history of Gamindustri or some other world, but of your journey. Their personality is up to you, ranging anywhere from as quiet and caring as Histoire to as rebellious and punk as Croire. Similarly, their appearance can be whatever you wish, barring the fact that they are small and floating on some kind of book or scroll. They will act as a friend, guide, and record for your journey through the multiverse.

Nar-Sis-sus [100]

Parallel worlds and parallel timelines also inevitably mean parallel people too. The CPU's have them, the villains have them, and so too do you have one. Like with Neptune and her twin, your own twin may not have the great powers bestowed upon you, but they do have a killer body. Very much the older-sister type, their body just oozes womanly R18+ game vibes. In personality they are not too dissimilar to you. In fact, the pair of you would get on like a house of fire, with possibly just as much collateral damage from your shenanigans too. Originating from Gamindustri or a variant thereof, unlike you, they are generally of a more carefree and sunny disposition.



Is That A Reference? [100]

Gamindustri has a quite diverse and interesting population. It is a nexus point for references and callbacks to different games, stories, and characters. These references take the form of people that embody the media or character they are based on. Female versions of male main characters seem to be surprisingly common. Somehow you have met and become acquainted with one such person. Who they are, and what they represent, is up to you. Personality wise they are at least somewhat in line with what you'd expect from the original media.

Kuro-Me And Kuro-You [100]

Everyone has a darker side. Everyone has a lighter side. No-one is truly 100% one or the other. It's all shades of grey. Yin and Yang, Kurome and Uzume. Even the likes of Arfoire have a nicer aspect, buried as it is. It is through the quirk of faith and the magic of Gamindustri that one of these sides of one of the characters has manifested as their own distinct person. They were born around the same time that you appeared in this world, not far away from you. Lacking most of their memories, they have latched onto you as the first face their face saw. Visually they are incredibly similar to their original body, perhaps with a small colour pallet change. Similarly personality wise they are not that far removed from the original, but with a light or dark trend based on which half they are. It is worth noting that a dark half doesn't necessarily equal an evil half. The dark half of Neptune, for instance, would likely just be a lazy good-for-nothing glutton... More so than the original at least... Maybe...



Mercenary Group [100]

There are more than a few fringe groups across Gamindustri that have grown discontent with the general peace and quiet that the world has settled into. When history was rewritten, all manner of organisations and mercenary groups popped out of the woodwork, excited to finally get some action. This happens to be one of those groups. A mercenary corps much like the one that created K-Sha, this is a large company of surprisingly young and cute girls who all also happen to be experienced and skilled fighters. You were the founder of this collective, or that is what the members tell you at least. They will join you as followers. Give them the occasional bit of excitement and they'll be happy.

Drawbacks

Collab Craziness [+000]

Over the years in their dimensional hopping adventures the Neptunia crew have visited all manner of different worlds and universes: Worlds where anthropomorphised battleships war with each other, worlds where ninjas battle in outfit-tearing conflicts, and worlds where a small elite crew is all that stands between apocalyptic forces and all that is beautiful in the world. By choosing this option, you can make some or even all of these events canon. Every once in a while you will find yourself flung by a dimensional anomaly into a new but oddly familiar world.

Komi-San Can't Communicate [+100]

Ah yes, the one thing scarier than monsters, demons, or eldritch gods: socialising. Much like E-Sha, you are incredibly shy around other people, to the point where you can only really answer yes or no questions. Any lengthier conversations would have to be done by text or mail. While it doesn't exactly make communication impossible, it does make it far more awkward, and certainly much more slow. You can still hang around with other people... a few feet away. Just don't expect to be having any rousing conversations with anyone out loud.

Hidden Half [+100]

Many people have a mask. A facade they put on for other people. They pretend to like things they don't like, pretend to be people they aren't. The same is true for you. Just like Uzume would occasionally slip and show her incredibly sappy embarrassing side, you also have a rather embarrassing side of your personality that you try to keep hidden. Doubly unfortunately, just like Uzume this mask will occasionally slip and let other people see behind the act. It's not world ending, but it is the kind of thing your friends aren't soon to let you forget. The kind of embarrassment that makes you want to curl up under a cover and pretend the rest of the world doesn't exist.

Work-phobic [+100]

Jumper, it's been 2 months. You still haven't done that paperwork that was due over a month ago! You also haven't arranged a meeting with that person you were meant to a week ago! Stop being such a slacker! It is Planeptune's curse that its CPUs always seem to end up being the kind of goddess that slacks off in their work something fierce. This is unfortunately a trait you too have inherited. Procrastination and slacking is the name of the game with you. Getting you to complete even the simplest tasks can be an exercise in frustration. You are more likely to be found eating pudding or playing games than doing any of your work.

Rise To The Bait [+100]

Everyone has something that gets under their skin. Only a saint could go through life while never getting angry at anything. You are no saint. Most people have a button that can be pushed to rile them up. You have so many buttons it might as well be called a keyboard. To put it another way, you are incredibly easy to rile up. Even the most simple of taunting is sure to get under your skin quickly. Should someone find one of your actual triggers? The question becomes less of if peace is an option and more about how many pieces will be left.

Money Grubber [+200]

Money can be exchanged for goods and services. It makes the world go round. Whether a person is good or evil is (often) unrelated to just how much they want money. While Affimojas was willing to embroil the world in war to get more money, even the likes of B-Sha were obsessed with it to the point of charging the people she saved from muggings a thousand credits. You must have caught the greedy bug from them, because you have similarly been infected with a fierce desire to hoard money and wealth. Maybe you've got some dragon blood somewhere in your ancestry?

Yandere Stalker [+200]

Would you look at that Jumper, you have something of an admirer! You don't have to look far before you can spot them when out in public. Or in a building. Or staring at you through a bathroom window. Ok, admittedly they may be a bit obsessed with you. Dangerously so, in fact. They want to be the sole focus of your life. Friends, family, who needs those when you could have them?! And if those friends and family keep poking their nose in between you and them...? Well, there are ways to make people disappear. This stalker isn't completely crazy mind you. They can get along with other people so long as they don't KEEP getting in their way.

Traumatic Past [+200]

An incident long in the past has left you with some scars. Psychological scars. Some monsters must have done something quite awful to you or those around you, which has left you traumatised. The after-effects of that encounter echoes all the way to the present. Now you are deathly afraid of monsters in general. Just hearing the word sends a shiver down your spine. It doesn't matter if you have the strength to squish them like a bug, seeing a monster in the flesh is likely to send you fleeing with your tail tucked between your legs. It would take a feat of herculean will to overcome this fear temporarily, and an equally significant event for you to get over it more permanently.

Disembodied Voice [+200]

Much like E-Sha, you will find that for the duration of this jump you are sharing your body with someone else. Or to put it more specifically, you are sharing their body. You are ultimately but a voice in the head of someone else. While you can occasionally take control, the person you are sharing bodies with is definitely the dominant personality of the two of you. They will be the one in the proverbial driver seat for most of your stay here. You can choose if you are sharing bodies with an existing companion or if you are doing so with one of the characters of this world, but either way there is no easy way to circumvent or change this state of affairs.

Locked Memories [+300]

At this it might as well be a Neptunia classic: Amnesia. It happened for Neptune, happened for Uzume, and even happened to Maho in future stories. It makes sense too. After all, amnesia is a great way to get some much needed exposition in! You will be waking up in this world without most of your memories. You'll know your name, your nature, and a few random bits of information. Those memories aren't lost to you forever, though. As long as you keep exploring your past, you are going to start stumbling onto little triggers that will reveal some snippets of the past that you have lost.

Monster Maker [+300]

The power of delusions is a malevolent power with Negative Energy at its core. Delusion doesn't just give birth to nightmares, it also creates monsters. Those infected by the power of delusion like C-Sha will passively generate monsters every once in a while, the frequency of this increasing with the amount of negative feelings they have. You have also been afflicted with this curse. It can be suppressed for a time but not forever. Additionally, the more it is suppressed, the more monsters and the stronger the monsters that will appear when it inevitably breaks out. This also isn't something you can just ignore. C-Sha refused to ask for help for so long that by the time things came to a head she had created so many monsters that they nearly overran all of an unprepared Lowee.

Return Of Arsnore [+300]

Somehow, Arbore has returned. As has Warechu. And Steamax. And Kurome. Well, not specifically them, but you get the idea. Neptunia has many staples, and one of those happens to be the fact that certain villains just never seem to stay down for too long. You'd have thought killing someone would put them down for good, but nope. Couple months or years later and there they are again. Normally you could expect to have a happy and/or peaceful time for the rest of your stay once you have beaten the big bad, but sadly that doesn't seem like it's going to be possible now. In some form or another, you can expect one of your enemies to reappear eventually, no matter what you've done to get rid of them.

A Darker Path [+400]

The events of this story were set in motion when Adult Neptune managed to accidentally find her way into the place housing Uzume's seal. After a brief conversation, she nearly managed to bring the seal back to Kurome and thus unwittingly release her. It was by luck that this didn't happen, and instead it was dropped on the ground for Neptune to find. That stroke of luck didn't occur now. Instead, Kurome managed to obtain the old console and has everything she needs to return at full power. You have entered into this timeline early enough that you can warn the CPUs what is coming, but too late to stop her from breaking the seal. The difficulty has been turned up quite a few notches now. On the brightside, this Kurome doesn't have the power to fuse the two dimensions, and Uzume is technically still around in Zero Dimension with Umio. There is still a path forward to reach the light at the end of the tunnel. It just won't be easy to reach, nor will the damage be nearly as contained.



The End

A decade has passed. Your planned time in this world is coming to an end. Now it is time for you to decide what you want to do going forward.



Continue

– Carry on to the next jump. The journey isn't over.

New Game+

- End your chain and stay here.

Quit To Title

– End your chain and return to your home world.



Jump by Lone Valkyrie. Hope you enjoyed!

Notes:

For the purposes of Collab Crazyiness, a list of known Neptunia crossovers includes but is not limited to:

- Honkai Impact
- Azur Lane
- Fairy Fencer
- Senran Kagura
- Atelier

And more.

