Out of Context: Vocaloid Entity Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Vocaloid Entities within its continuity.

By taking this Supplement you have chosen to be a Vocaloid Entity and you will enter into that continuity as a Drop-In awakening in an unoccupied room with a TV screen and as unceremoniously spat out onto the floor unharmed(In setting where there isn't a TV you get splat out of a pond, puddle or mirror of some kind). You are visibly similar to a Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

Congratulations on becoming a Vocaloid Entity. What this means is that you are effectively an entertainment persona that has come to life as a real being. Typically this makes you human like but also not human completely since you both are and aren't digital now. Think Hatsune Miku, Kasane Teto or any other Vocaloid as all are made for entertainment in some manner.

Entertainment Vocaloid

You are a vocaloid that is focused on the quality and ability to entertain those around you making you a highly skilled individual in practically all arts and entertainment you can create and perform.

Wandering Vocaloid

You are a vocaloid that is focused on the wandering and exploration of the world around you, gathering new experiences as you go meeting new and interesting people and finding interesting places and things.

Living Vocaloid

You are a vocaloid that is focused on the experiences of life and anything you can find joy in from simply wandering around to playing games, improving yourself or even simply being entertainment.

Perks:

Vocaloid Entity Physiology - (Free)
This perk is both a perk that affects all of your forms and an alt form on its own. As an Alt form it will effectively be a human version of yourself that is fairly fit to be noticeably strong and healthy, is rather androgynous regardless of your gender though comfortably leans towards your gender slightly, enough that most will know if your male or female but could easily convince your the other gender. You're also naturally colorful with your hair, eyes and nails having a matching color scheme that is evocative of you with your hair naturally flowing into a preferred/iconic style for yourself. The perks benefits for you are that you're always at least at the average level of fitness for professional gymnastics, you have natural flexibility and natural coordination at peak human levels. Surprisingly, compared to normal humans being 50% more durable than you should be, You have the endurance to perform high-intensity singing and dancing for 4 hours comfortably without sweating. Your voice can't be harmed from overuse allowing you to sing flawlessly as long as you have energy. You have pitch perfect singing capabilities and peak human talent for singing and dancing with all other forms of arts being highly talented in them. You have a reduced amount of needs needing only half as much air, food, drink and sleep than a normal human. You passively have an aura that cleans you and prevents harm from food and drink you take as long as it's not directly harmful though harmful effects are reduced(sugar can't hurt your teeth, Alcohol would have 50% reduced effectiveness once it gets past a tipsy levels, but still be harmful when drank excessively, Poison would still be harmful but 50% reduced effectiveness). You are also able to eat and drink 3 times as much as you should be able to without showing side effects. Lastly your natural healing is 3 times faster than before and healing in any way will heal without scarring unless you allow it to scar.

Vocaloid Voice - (Free)
Aside from gaining an immense talent for singing your voice can at will now have a slight synthetic voice that is iconic for vocaloids allowing you to sing like Miku at will. Additionally you have an eidetic memory for music allowing you to flawlessly memorise all parts of any song you hear once and sing the lyrics flawlessly now. Lastly you now get a slight joy from singing allowing you to enjoy the grueling number of shows you could do every year and never lose steam. Singing is also less stressful allowing you to effortlessly sing for 30 seconds with a single breath as loud as you can. You also become fluent in English, Korean, and Japanese, for reading, writing and talking in the languages.

Stage Confidence - (Free)
You simply have an absurd amount of self assurance and confidence now. You're as comfortable on stage performing in any capacity as you would be simply hanging out with friends. It would take absurd situations and conditions to shake your confidence and comfort now. You'd have no issue doing highly embarrassing things on stage but if someone is blackmailing you to do something you're at worst only slightly shaken and still able to act normally on stage.

Presentable Flair - (Free)
You have a natural presence and showmanship now allowing you to intuitively understand your crowds and act accordingly to bring the most joy possible allowing you to consciously or subconsciously adjust your shows to be the best of the best performances for each crowd. You are intuitively able to bring flair to any aspect of your life so if you want to make a show of eating a sandwich they can do so to a high quality.

Vocaloid Entity Origin - (Free) (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were spat out of a TV screen.

Dynamic Entry - (Free) (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Sheer Vocal Range (-100 CP)
Your voice is practically anything you decide now, allowing you to do flawless vocal impressions, sing in those impressions, copy any sound you ever heard and if you want even produce complex songs just via your mouth. Sing like Miku or Spongebob, make an M1 Garand ping sound effect when boarding or make it sound like you're in a crowded room when answering a call. Any sound is possible but keep in mind this doesn't allow you to be any louder than you can physically do yourself. Lastly, you're able to memorise and flawlessly recit quotes, scripts and even what people say to you now with no issue.

Gender Switcheroo (-100 CP)
You can now at will change your gender between, male, female and anything in between as long as is physically possible for your species in some capacity. This doesn't change your aesthetics much but does change you to how you would look as those genders so you'd still be you. This also gives you perfect fertility control to prevent any unwanted accidents and immunity to STDs. Lastly just by having this perk you can choose your gender for any jump for now own at no cost and any perks, powers, abilities or items that are gender specific can now work for you regardless of your current gender(Unless you don't have the physicality to use them, so witchblade is fine as a guy but a fleshlight wouldn't work as a girl for the most part).

Vocaloid Playlist (-100 CP)
You now have a mental playlist that contains all created Vocaloid music and variations with it being updated as new vocaloid or similar are made or new songs come out. This updates every jump you go to as well as if you listen to any other songs though only ones you have personally listened to. At will you can mentally play any of these songs in your head or out loud as well as let select people or everyone listen up to the volume of concerts. Interestingly you can now listen to music and have a conversation as if your full attention is on either when you're focused on both. As long as a sound is loud enough to have been heard by you in a quiet room you can discern it with ease. Lastly any music you listen to you intuitively know the instruments used, the lyrics and various bits of information about the song, such as the musicians involved, when it

was officially released and interesting tidbits about the songs enough to be knowledgeable but not obsessive with your details of any song you know.

Perform All Day Long(-200 CP)
Vocaloid due to being digital entities typically don't get exhausted. It has any issue with performing all day long and now so do you. You have a number of benefits and the first and most important is that you have effectively infinite stamina allowing you to keep a show going for weeks if you wanted. Second you no longer need to sleep, eat, drink or go to the toilet but can if you want and as much as you want, so eat and drink like a locust swarm, sleep for days if you want, or piss a river if you're freaky enough. Interestingly this also makes it so that you have practically no refractory period, never run out of fluids or get tired properly now. Third, you can maintain physical activity indefinitely as long as it doesn't cripple you in some way so you can push yourself to your physical limits and keep yourself at that level of activity but not go past it. That means as long as it doesn't exceed your capabilities you can keep going from your first moment to days layer without a loss in capabilities, in fact because you're still able to grow that level of constant activity would even see you grow faster in capabilities. Lastly environmental factors only only affect you by 10% what it should for a normal person meaning temperature differences would need to be 10 times higher or lower to affect you like it would a normal person, less or more air would see the same changes and anything else from the environment would only harm to 1/10th what it should.

Performance Show (-400 CP)
You now have a very interesting ability, the power to produce special effects such as holograms, back up dancers/singers, generate music and props and many more effects that can enhance the performance of a show. While you aren't able to produce massive amounts of holograms and special effects you can do things like generate 10 back up dancers/singers to enhance your show. Display various effects like showing of scenes and detailed illusions/holograms for various effects even to the extent of altering the looks of the environment, not changing the layout but making it look and sound different yet with the same layout. Produce holographic monsters, sound effects, small mundane objects that are hand held and other effects. Your holograms can be used in other capacities such as affecting the world like people but will only be as powerful as peak human capabilities(At least with this perk on its own). Effects that you use to affect the world will be effectively mundane effects but a holographic fire will affect targets like fire. Lastly You can switch places with any hologram that you have out but holograms can only be within 50 meters radius of you.

Digital Existence (-600 CP)
You are a digital existence and this has provided you with a number of benefits. First of all you no longer have any direct needs in any way. Second, your body is not only 2 times stronger, more durable and faster than before it has twice the overall potential. Your mind is enhanced not necessarily enhancing your intellect but enhancing you mental processing, perception and reaction speeds 50 fold as well as enhancing your patience proportionally. Third, due to being a digital entity it's incredibly difficult to harm you permanently allowing you to survive and even function surprisingly well even if you're missing 90% of your body but you also regenerate from

damage at a noticeable rate recovering 1% of missing body mass every 3 seconds. Fourth You have a number of minor computer like benefits such as an internal clock that is flawlessly accurate down to the millisecond, an internal memory that provides a flawless mental archive with instant recall, a mental calculator that can process high end mathematics almost instantly, a natural firewall that prevents your mind and soul from any unwanted tampering passively(Not immunity just 99% resistance) and intuitive learning and adaptation systems that allow the rapid learning and development of knowledge and skills 20 times your normal speed. Lastly as a digital entity you are capable of entering and traveling digital and electronic mediums allowing you to enter computers, tv screens, phone wires, radio signals, wifi or any other form of electronics and travel thru them to any connected electronics allowing you to effectively fast travel as you move as fast as an light when traveling via electronics even able to use any to see and hear your surroundings like the screens as windows, speakers are ears and so on. While you can show up on screens and such with this and can explore any presented medium on any electronics with this you can't directly interact with them but you could affect the electronics in real life such as changing what's displayed on a tv/computer or shutting down electronics your currently it, even punch an AI. If the electronic you're in is destroyed or you are somehow kicked out you will be unharmed and safely ejected near the electronic you were in.

Performance Show Booster: Hiding in Your Wifi

Your power to enter electronics is massively enhanced allowing you to sense within 20 meters of you and can teleport to be within any electronics within your range entering them instantly. You can also teleport out of electronics to anywhere within the same range. You no longer have any issue with AI's as you can freely usurp them upon entering with only the absurdly powerful AI's even being able to put up a short lived fight before being destroyed. Your reign over electronics is absurd now, allowing you an intuitive understanding of how any electronic you enter worlds and how to build more as well as being able to passively repair and manipulate them just by being in them. At will you can even enterany form of media displayed on any electronic to experience it like it's a real world as yourself or one of the characters, even intuitively knowing any lines and how to act as said character allowing you to experience any fiction and even change how they are. Hell any fiction you enter you can record to make your own series based on if you were in the world the media describes with it being edited and composed like a similar show. Hell you can choose at will if the media you entered is in real time in which case your adventures will be displayed/presented on the electronic you are in, or you can choose to experience the world at a rate of 1 hour in the real world to 1 year in the media. While you can't bring anything out with you, you can bring things and people with you into them and choose if they enter as themselves or as a character and even if you want to leave them in the media upon leaving, though default is always to take them out as leaving them is effectively a death sentence. While you are in a media with someone neither of you can die for real with any that die being ejected safely, unless you intentionally kill them or disable that default on them consciously. Interestingly while you can't take anything out of any media you enter you can train and improve your skills and abilities just like you could in the normal world, If you had chakra from a naruto jump then you'd be able to train it in the Naruto TV show but if you didn't get chakra from another source you'd not be able to train it. It should be noted that any media you enter are effectively full worlds and reset upon entering.

Entertainment Vocaloid Perk Tree:

Choreographed Action (-100 CP) (Free for Entertainment Vocaloid)
You are a prodigy at choreography having an intuitive capability to learn and adapt to various routines allowing you to observe someone's actions and near perfectly mimic it after 1-3 attempts depending on the complexity. You have high self control over your own body, able to flawlessly position yourself within 1 millimeter of a target effortlessly. Your body now has high-end contortionist levels of flexibility in all ways allowing you to practically fold over yourself. Your sense of balance is high enough to walk on a tightrope without even focusing while in the middle of a windy day just below tornado levels of wind. Once you learn any form of choreography you never forget it. Learning the dance for a song or the katas of a martial art is incredibly easy for you now.

Stage Awareness (-200 CP) (Discounted for Entertainment Vocaloid)
Your special awareness is supernatural, giving you an intuitive awareness of a 5 meters radius around you at all times. You subconsciously understand the relative positioning of anything within your range allowing you to walk without your other senses early slowing down and due to this sense intuitively know any danger within that range. Your sense of personal positioning is strong enough that you could catch something thrown at you from almost any angle as long as it's something you can react to.

Back Up Dancers (-400 CP) (Discounted for Entertainment Vocaloid)
You can at will generate supporting dangers and actors that look appropriate to your own aesthetics. While you can only generate 5 at a time each will be peak human in ability have **Vocaloid Entity Physiology** and 20% of your overall powers and abilities. While you can only create them within 10 meters around you, they can leave your presence to do any task you desire. They are flawlessly loyal and obedient and will obey any order without hesitation and have a mental connection to you allowing you to mentally communicate with the back-up dancers from anywhere. Unlike the hologram, copies from **Performance Show,** these ones are flesh and blood people for the most part but aren't really alive and if killed vanish harmlessly after 5 seconds. The generated beings from this perk can look like anything you desire(as long as it's not too different from 1 of your forms) but without selecting they will have random preferred forms. It should be noted that since they can have any form they could be male or female or any other gender possible for any form you can take.

Performance Show Boost: Multi-Miku
At will you can switch your back up dancers to exact copies of yourself that will have 100% of your full power and have a deeper connection to you allowing you to have a hivemind of up to 5 bodies at any time. Anything your clone bodies learn or improve benefits all other bodies but negatives only affect the affected body.

Digital Inspiration (-600 CP) (Discounted for Entertainment Vocaloid)
You have a very interesting ability now since at will you can generate costumes and equipment of characters from media on your person or in your possession. You can only generate one costume at a time but doing so takes the place of any clothing/ you are wearing yet retains any of their benefits. If you dispel them then you will retain the clothing you were wearing before using this perk. Costumes made by this perk gives you a number of benefits enhancing you by providing you the powers and abilities of the characters you are cosplaying as though the strength is dependent on your own personal strength with the max strength added to your own power being no more than 100% of your own capabilities. For example if had a power level of 100 and wanted to cosplay as Ichigo from Bleach and his overall strength was 2000, then your power level would only go from 100 to 200 but you'd have all of Ichigo's powers, skill and abilities. On the other hand if you were to cosplay as L from Deathnote and his power level was say 10 then your overall power level would be 110 but would have his intellect and skill. The powers and skills only remain while you are cosplaying the character but training a character's skills will see your own rapidly growing to match the characters as long as it's possible for you to train them. You can also choose to summon iconic equipment from characters instead of full cosplay and can mix and match as you please.

Digital Existence Booster: Digital Events
This power gives you the ability to at will summon a recreation of an event from a fiction to affect the world around you though its potency is dependent on your own max strength so even if you summon a nuke it would only be as powerful as yourself. As long as the event is something from a fiction that has some form of direct impact in some capacity it can be summoned and doing so will summon a copy of the relevant characters for said eventwith events changing in relation to your intent and target so having Madara do his 1 man vs army thing would see his actions reacting to the combat rather than a 1 to 1 creation. Even things like using the angel's breath card from Hunter X Hunter would see you summon a copy of Gon to use the card on a target for example. There are no limits to the amount you can summon and use but you can only use 1 event at a time with any specific event only being usable once every hour at most.

Stage Awareness Booster: Teto-Territory
You now have a sort of domain around you at all times being 20 meters in radius around you, boosting your spatial sense to that scale as well as providing targeted boost and curses to any friendlies and enemies at your discretion. Enemies within your range will find that their attacks being reduced in effectiveness 20% and taking 20% more damage while friendlies will find the opposite having 20% boosted defences and 20% stronger attacks. The allies will find themselves gaining a minor plot armor while enemies will find their luck decreasing making them easier to deal with. Any domain type effects you have in any capacity will be boosted 50% in potency. Lastly enemy domains and similar abilities will be destabilized and unable to work against the user unless they are many times stronger than the user, needing to be at least 3 times stronger than you.

Wandering Vocaloid Perk Tree:

Vocaloid Positioning System (-100 CP) (Free for Wandering Vocaloid)
When you're simply wandering it's really easy to lose your way and now you don't have to worry about it that much. You have an innate sense of direction, knowing your north, south, east and west, your lefts from rights and can intuitively learn any given directions making it an active effort to get lost now. Not only that but you have a mental map which you can summon at will that allows you to see up to a 100 meter radius around you as a mini-map and can be used to set waypoint to anyplace within the map or that you have been before with the directions being intuitive to you once you set a waypoint though to can see an arrow pointed to where your waypoint is if you please.

Points of Interest (-200 CP) (Discounted for Wandering Vocaloid)
This perk gives you an intuitive ability that allows you to notice things you looking for as if the target has a glowing highlight to your vision, preventing you from missing what you're looking for when it's within your vision, even allowing you to see perfectly invisible enemies as long as your cautious, though it would only be a highlight of them to your vision. More than that, with any map or map-like power you have points of interest that will be on the map which you can look at and gain some information about those points. The points of interest will be things that you find at least somewhat interesting, such as an interesting shop to look at, a good restaurant you'd like, a place to get a gift for someone or even something like a rare mystical plant or magic item. It won't give a lot of details but will give details enough to entice you such as [Restaurant: Japanese: Exceptional House Sale] or [Magic Weapon Shop: Uniquely Powerful Sword for Sale: Bargain Bin]. Lastly you can now inspect things and entities you're looking at to gain detailed information on them allowing you to learn a fair bit just by looking at something. The more powerful something is in relation to you the less you'd gain with the least you'd get is their name.

Digital Survivability (-400 CP) (Discounted for Wandering Vocaloid)
Congratulations you are incredibly good at surviving things you simply shouldn't. This doesn't make you any stronger or daughter overall but it does give you something surprising. Anything that could damage you will find its effects drastically reduced before it can harm you. Physical attacks will see their overall capabilities of affecting you reduced 80% while supernatural attacks will find their effectively reduced 50%. Digital on the other hand is only reduced 25%. Not only that as long as 2% of you body is isn't destroyed in some capacity you will survive practically any attack with the remains being drawn to each other and fusing together to rapidly regenerate you to how you where before that level of destruction if less that 20% of your body remains your regeneration is boosted 100 fold for as long as it's less than 20% and for 1 hour upon exceeding that limit. Your baseline regeneration is also boosted 2 fold now as well.

Performance Show Boost: Show Running Endurance
One of the biggest issues for running any active show is making sure you don't run out of energy and as a digital entity you most likely have far more stamina than any normal human could. But what about your other forms of energy you might have. While this won't give you

immense reserves or boost the growth rate of any energies you have it provides 2 benefits. First your regeneration rate for your energies is now consistently at 1% you max reserves per minute on top of any other recovery rates such as your natural regeneration for the energies. Second and more importantly the effective cost to use your energies is 20% of what it should be meaning it only takes 1/5th for the same abilities as before. Now when it comes to training and improving you'd think this reduction would slow your growth but it actually keeps your growth rates for any energies you have consistent proportional to the costs would be before the effects of this perk allowing you to get more intense training for the same level of reserves.

Digital Movement (-600 CP) (Discounted for Wandering Vocaloid)
While the perk **Digital Existence** gives you the ability to enter and move around from electronics this perk gives you a much stronger ability. First of all your ability to enter and move from electronics is the same as **Digital Existence** but the range is now within 50 meters and comes with a strong sense of the electronics around you. Regardless of the electronics you can enter you will have the full range of senses you'd normally have at bare minimum with some electronics improving them depending on their intent such as cameras improving your vision. You can hop from electronic to electronic within your range or connected in some way such as using the internet to travel from one side of the world to another. You can bring others with you with your travel speed being as fast as the electronics peak if the distance is outside of your range but instant if it's within your range. Next you can apply this movement to yourself when not in electronics allowing instant teleportation and orientation within your range with the mental capacity and reaction speed to use it dozens of times per second if you focus. You can even do something like partial teleportation which allows you to reorient your positioning and change your momentum from any range starting at zero movement to the max speed you could move from a grounded position and 5 seconds to build speed. This does mean you can do things like halt your movement instantly and suddenly be sprinting at a target from a different angle to scare them if you want. The teleportation looks a little electronically glitch but its pure aesthetics. Lastly electronics that you sense within range don't need to have power for you to enter as the simple act of being within an electronic will now power it, though only at bare minimum for use.

Digital Existence Booster: Digital Wandering
This perk gives you the ability to enter a special state called digital mode in which case you effectively vanish from the view of everyone around you but in reality you end up in a slightly bright blue tinted copy of the world which is an exact replica in every way in which you find everything is moving immensly slow unless you directly interact with something or someone. The time in this world is effectively 1 second in the real world is 24 hours in digital mode. While you can interact with anything in the world anything you move will leave a ghostly apparition of it and return to its original position after 5 minutes of you not interacting with them with the only real motions of anything in the world being dependent on movements in the real world. You can take thing from the digital space giving you a means to duplicate things but only what you can carry and it can only affect non-living things/non-sapient, so you could duplicate things like objects, food and drink but not a pet ro someone else(Though you could duplicate body parts as long as it's not attached to a living being.) The blue tint vanishes upon returning to the real world of any object you take with you as they become real instantly and retain all properties of the

original fully. You can’t bring anyone into this mode with you and nothing done in this mode can affect the real world.

Points of Interest Booster: Point A To Point B
This perk gives you the ability to set paths for yourself to reach any target location, place or person that you want to get to as long as they are within the same world as you. It gives you the exact paths and actions you need to take and guides you thru them but it only gets you to your target and keeps you safe to get their to the best of your abilities though it's up to you how you want to use your perk as you could consciously limit what you use to get to a target.This provides information needed to get to a target to secret passwords, pin codes or anything that can block a path but be opened via knowledge of skill without damaging it will be provided unless the door can only be opened via an object you can’t get or from the side your trying to get to. It's only effective from getting from point a to point b as long as you know of your target in some way. Finding someone you know the name off, an object you’ve seen at least once or somewhere that fits a desired description.

Living Vocaloid Perk Tree:

Joy of Experience (-100 CP) (Free for Living Vocaloid)
It’s very hard for you to be weighed down by your emotions and experiences since you can now enjoy pretty much anything as long as it's not something you’d personally dislike with you being naturally happy and able to work on pretty much anything with the same focus and dedication as you would on things you do for entertainment. Anything you participate in brings you a small amount of enjoyment and are very happy to experience new things as long as its not directly harmful, work would be enjoyable to you while torture is still torture though the experience would be slightly muted affecting you slightly less than it should.

Advanced Potential (-200 CP) (Discounted for Living Vocaloid)
You improve yourself much faster than you used to. Not only do you have 5 times the patience than you use too, you are also able to learn and improve 5 times faster than before allowing you to improve your skills rapidly. That's just by yourself, if you have the aid of any form of teacher or reaching instructions like a self help book then your learning rate increases 3 fold for what you're learning. You can rapidly reach the pinnacle of any skill now.

Dainty Power (-400 CP) (Discounted for Living Vocaloid)
Vocaloids typically look skinny yet exhibit unexpected strength from time to time and more often than not it's some form of comic relief. Not so for you as you're now 5 times stronger than you should be with durability scaling to match making you much stronger than anyone could expect. Interestingly this also allows you to enhance your personal inertia making it 5 times harder for others to move you against your will.

Performance Show Boost: Empowered Showmanship
You have an aura that allows you to manipulate the emotions and perception of those around you, while you can’t directly change what people are seeing with just this perk you can do things like make a show have a stronger positive or negative impact depending on preference, even targeting people individually so a show you perform is entertaining to most but unsettling to a specific person. You can greatly enhance the emotional impact of your actions though you can’t make a desired impact fatal with just this so you could scare someone to unconsciousness but not to death with this. You can also do things like greatly reduce the presence of yourself and your actions meaning that you have a powerful SEP field allowing you to sing loudly, naked while robbing a bank and at most you’d get a few unsettling looks rather than being confronted. Unless you directly affect someone or they have absurd mental strength everyone would ignore you doing a lot of things, though keep in mind if you do something that's deeply against someone's morals they may still confront you unless you actively try to hide your actions or blend in. If you have powers, skills or abilities that affect your showmanship, presence or aura then they are stronger with this. For instance if you had Conqueror's Haki from One piece and it was as strong as a newly awakened user, then with just this perk added on you’d be able to magnify the strength 100 fold.

Digital Supplies (-600 CP) (Discounted for Living Vocaloid)
As a digital entity you can come across a lot of fantastic items that are only usable within the media you encounter them in and as such are useless to you in the real world. Not anymore, for you are able to pull flawless copies of non-living objects from any media and can even save up to 10 instances from any media into a mental archive which will allow you to create them at will. Each object will function exactly as depicted within their media so that delicious looking steak will be just as good as the characters exclaim it to be, while the healing potion works just as well. The only real caveat is that all items can only be pulled out once every 30 minutes but there's no limit to the amount you can pull out. You need some source of digital media to be a target but anything from pictures, videos, shows, movies, comics, written stories and more are all available targets but only if it's stored in some digital means. This only works though for things that are consumable(food, drink, magic potions etc…), materials(titanite, vibranium, blood stone etc…) or not directly weapons. You can switch the archived items at any time.

Digital Existence Booster: Digital Armory
With this you are able to copy any weapon from any media allowing you to wield them as if you are their true master. While you can pull out any you are limited to only pulling out 1 at a time and can only have one weapon at a time. You are also limited to only having an instance of a weapon exist for 1 hour at a time but you can pull out another different weapon at any time. Once a weapon is put away or dispels after an hour then there's a 30 minute cooldown before you can re-summon the same weapon again. Weapons will always be at the peak condition when summoned with weapons that need ammo having an infinite amount of all ammo it's depicted ever using or designed for them. Lastly you gain a mental archive which you can store 10 weapons which you can summon at will and any weapon store in this mental archives cooldown will be reduced to 5 minutes instead of the 30 you'd normally need. Weapons will always be at their strongest state and be usable by you so no worrying about being worthy as you create a copy of Mjolnir to wield. You'll also find that while weapons will be in their peak state their max strength will unfortunately be reduced to 500% your max personal strength so don't expect to wield a Zanpackto of their strongest state until you are personally at least strong enough to wield it yourself. Lastly, regardless of the weapon you summon you can't be harmed by them allowing them to pass through you as if you're not there and allowing you to do things like shoot through your stomach to kill the person behind you. You can switch the archived weapons at any time.

Advanced Potential Booster: Prestige Talent
In fiction a lot of characters have skills and abilities that are blatantly superhuman and now you can train your skills to those levels allowing you to become so masterful of a skill you'd make masters look like novices just in terms of skill alone. It takes time and effort to reach such levels but as long as your skills are below peak mastery levels by human standard you grow in skill 5 times faster than before. Once you reach the peak mastery for a skill it will still grow and improve as you train with you eventually having such levels of mastery you could do things like outperform Hawkeye in a shooting competition effortlessly with a weaker bow and less arrows. Additionally once a skill starts growing past human limits they seem to start developing a metaphysical weight to them allowing your skills to become truly superhuman like their own

superpowers such as your Archery eventually gaining the ability to generate arrows as you desire though it would take multiple decades of dedicated training for most skills to reach such levels of blatantly supernatural abilities.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.
You also gain +300 CP for this section only

Vocaloid Outfit - (Free)
You now have a Vocaloid style outfit which will be a perfect fit and be comfortably and ironically matched to who you are. It's surprisingly durable, regenerates and self cleans every 24 hours and passively cleans you just by existing at a similar rate.

TV - (Free)
A simple 50 inch TV set which seemingly doesn't need to be set up and has connection to all local TV channels and services including paid services like Netflix. Despite not being plugged in it always has power and comes with a TV remote.

Personal Vocaloid Posters - (Free)
You gain a series of posters which are all you in various situations and promotional material which match your personality and aesthetics with you seemingly having appropriate outfits in them all.

Vocaloid Microphone and Headset - (Free)
A set of handheld microphone and a comfortable headset with built in microphone which can be used to project your voice either independently or for any shows you perform in. The headset can be plugged into any electronics that you have to use like a normal headset and it comes with both a wireless plug and wired plug for your preference and comfort.

Vocaloid Wardrobe - (-100 CP)
You can have a wardrobe that's more of a walk-in closet which contains several copies of every outfit ever worn by any and all vocaloids you know of which can all change size at will to match the wearers with the wardrobe providing male and female versions of every outfit. Each vocaloid gets a different section of the walk-in closet that is labeled and matches their primary aesthetics and even built in murals of each one. If you encounter more vocaloids or similar entertainment entities in some manner they get added to the closet with their own section and mural.

Vocaloid Music Collection - (-100 CP)
You're now the owner of a very special music room.You now have an impressive collection of vocaloid music all of which are archived and organised by the vocaloids including any and all singles, albums and covers including AI-covers created of any music. There will be different versions of each such as CD's, Vinyls and digital copies of each all organised and stored safely. There is also a computer in the room which is clearly labeled and can be used to turn any other form of music into a cover of any and all vocaloids you have a collection of. All music in this collection will be in the highest quality possible and updates as they go as more music is released or as you find more Vocaloid or similar entertainment entities to add to the collection.

Brain Implosion Energy - (-100 CP)
You now have an infinite supply of an energy drink called Brain Implosion energy which comes in a storage pantry which has refrigeration and standard shelving for the drinks. Interestingly aside from the original flavor which seems to be almost flavorless yet shockingly pleasant and refreshing, it comes in practically any flavor of energy drink you encounter from now on only needing to see a can of any energy drink for you to gain a Brain Implosion Energy version added to your infinite supply. You initially only have the flavors, Original, Grape, Cherry, Durian, Peach, Pear, Apple and Banana. It's more than just a tasty drink though. Each can is packed with nutrients and various supplements enough that a single can is equal to 10% of a person's daily nutritional needs as well as has a minor revitalising effect on those that drink it providing a minor recovery effect equivalent to 1 hour of rest and relaxation per can and boost your energy levels for a short while with no side effects. You could live off the drinks since they provide you with your needs. You can summon any flavor of can at will and share them with anyone you want. Trash will vanish after 5 minutes of being discarded. Drinking these cans provides no negative effects on those that drink them and can be used safely as mixers with other drinks and alcohol.

Collection of Fruits - (-100 CP)
You have a pantry that is filled with an infinite supply of various fruits that you encounter. Each shelf will be labeled with the right name and details for every fruit stored including labeling origin world. Every fruit will be the best quality of each type you have at the best possible condition. While you will only start with Grapes(Red and Green), Cherry, Durian, Peach, Pear, Apple and Banana, any time you encounter a new type of fruit or different variety of a fruit you have it automatically gets added to the pantry, expanding as needed. All fruits will be highly nutritious and provide any needed vitamins, minerals and carbohydrates you may need and eating these will also never fully fill you up, enough to be comfortably full but also able to eat more comfortably. Fruit from this collection also provides you with a minor cleaning and healing effect, equivalent to a quick shower, brushing your teeth and 30 minutes of your natural healing. You can summon any fruit from this collection at will. As long as it's classed as fruit it can be added to this supply even supernatural fruits.

Vocaloid Merchandise - (-100 CP)
You now have a room that is a massive organised and infinitely supplying collection of merchandise from all vocaloids you know of with it expanding as new merch is dropped and new vocaloids are added. This supply will have all merch that has ever been created even if it was limited edition or one of a kind as long as it was officially made, made by fans(So things like fan products are included) and will also provide equivalents of unique merch for all vocaloids as long as 1 has the something the others don’t(such as the limited edition figurines).

Vocaloids Naughty Merchandise - (-100 CP)
You now have a room that is a massive organised and infinitely supplying collection of merchandise from all vocaloids you know of with it expanding as new merch is dropped and new vocaloids are added. Unlike the one above this collection is vocaloid versions of everything

even remotely NSFW in a porngraphic sense and is more likely than not merch unavailable to the public. It will have any official NSFW merch separated from Fan made and made by the room but will add new as new types of merch are made or new types of NSFW products are invented or designed. Each vocaloid will have a personalized version of every type of every NSFW product from the Miku lingerie, to Teto fleshlight, Gumi aphrodisiac gummy sweets, nude Luka pasta and so much more, even things like sex robots. This updates as more types and merch is made, as you find out about more vocaloids and as you go to new jumps.

Dressing Room - (-200 CP)
A Special dressing room that is filled with what you'd expect from a dressing room, having a dressing mirror, make-up, fridge with food and drinks, TV with computers and media for the local world, comfortable couch, closet of clothing and costumes, dressing divider, comfortable bed, shag carpeting, ensuite bathroom and much more. The rooms main properties though are that simply being in there is relaxing and healing where you steadily destress at a rate of 1% per minute and heal 5 times faster while in it. Time in the room and your aging is also slowed while the door is closed at a rate of 5 minutes in the room is only 1 minute out of it. Additionally the door to this room can be summoned anywhere and has an SEP field that prevents others from questioning why it's there to the point it would take someone of extreme attention and will to even notice your dressing room door in the middle of your jail cell even as they're looking for you. When you're performing you can easily use this room instead of any rest areas you're provided for any relevant staff who will know where to find you for your part in the show.

Video Studio - (-200 CP)
You now have a high quality production studio that seems to have perpetually available staffe for any and all forms of production for any and all types of videos with the capabilities to change the studio up for dramatically different looks for different scenes within 20 minutes. It can easily provide props, make up and special effects for any scene comparable to high end movie productions focused on quality rather than speed and do so fast enough that only 12 hours after finishing the final scene of a 2 hour movie would it be finished for release. The works for any type of video, want to make a live action movie, sure, want animated movies, go ahead, even make some porn if you want. The staff can follow your direction and even design relevant scripts and video designs for practically anything with any designs, scripts and effects following your vision flawlessly as you design/explain to your staff. It doesn't cost you anything but just having the studio would bring in the local equivalent of 1 million dollars a year even without you producing anything and selling it which your staff can do for you.

Miku Mobile Phone - (-200 CP)
You now have a very Miku-like mobile phone which provides you with unlimited data, calls and texts regardless of the world you are in, though in worlds without phones the messages and calls won't work with the internet being just a copy of previous internets you encountered from other worlds. The phone is fast and can work anywhere from anything. It's intuitive, comes with a high powered camera and provides you with an intuitive grasp and ability to use any form of social media just by having it. That's not all the phone does, it has a special app called [Miku Mart] which is effectively Amazon all though it can be used to order anything that is possible to

buy in the world you are currently in with it being shipped to you in an appropriate box within 5 minutes of any order you place. As long as it's available to buy you can use the app to get it instantly, even getting things that you normally couldn't buy online such as food from a closed cafe. As long as it could have been bought at some point it can be with this app. Anything bought will be in peak condition when it arrives and in the best form available, such as food being fresh and just cooked, while beer being nice and cold, equipment fully cleaned and organised. Additionally this app gives a cost stipend for any purchase being the equivalent of $300 before any excess charge comes from your own money. This stipend is for each purchase so you can $300 worth of stuff multiple times a day without it costing you anything. All packaging for anything bought will be delivered free and always the packaging will have vocaloid designs on them. The packaging also vanishes 10 minutes after the products are removed from them. The phone can be summoned at will if it's ever lost or stolen.

Performing Stage - (-300 CP)
This is a special stage which you can summon at will to put on performance or even just have holograms recreate any performance at will allowing you to create a show at will or simply watch any show you desire. Interestingly this includes shows like stand up and pantomimes. Basically any form of show you go out to actively see including cinema. If you act in a show with this stage then it will boost your performance providing you with relevant acting instinct and script knowledge as you need it, comebacks if you're a comedian or pretty much anything relevant to a show. Interestingly the stage can also be used defensively and along with any sound based powers and abilities such as bardic magic tripling the potency of any defence and sound based effects you have while the stage is active. It also has a very interesting ability to use the holograms it can produce like a hard light soldier with each being as tough and powerful as 10% of your overall power or trained elite soldier(whichever is stronger) though the stage can only produce up to 50 at a time and only within 250 meters of the stage. Thankfully the holograms weapons don't need ammo but are only as tough as trained soldiers or 10% of your own toughness(whichever is stronger).

Teto Transport - (-300 CP)
You now have a sizable RV that has various Vocaloids covering all of it aside from the drivers cabin preventing others from looking in though you can look out the windows from the inside completely unobstructed. While the RV is on the upper side of RV Sizes on the outside its inside is easily 3 times larger than that with lots of room and comfort with comfortable beds enough for 6 people to sleep comfortably, a nice comfortable bathroom suite, kitchen with an ever full pantry and fridge that changes its contents based on what you want it need for food and drink. It has a nice entertainment suite, couches, pillows and cupboards that have various supplies. Its bedrooms have cupboards and closets with any clothing for the user. The RV is perfectly comfortable and reduces reflections on those within the cabin from the motions of the vehicle to poison ben 1/10th what they would be normally. It has an aura that prevents any form of sickness so motion issues won't affect anyone within it. The vehicle keeps itself clean, has an infinite supply of fuel, doesn't need its sanitation tanks empties as it does so magically and repairs itself completely even from complete destruction within 24 hours. It can also safely drive in any condition and can be summoned at will to your location though it would take a few

minutes for it to arrive but no more than 5 minutes. The RV comes with a driver that has no other function other than driving the bus and is happy to do so, never moving from the seat unless you ask them to in case you want to drive instead. The driver is happy to do anything for you and will be comfortable with your preferred looks and gender. If they are killed they seem to just appear again perfectly fine. They have no needs or wants other than driving and are happy just waiting for you. They are technically part of the RV rather than a person. If you want to go somewhere with the bus they can drive you there the conventional way or you can ask them to go fast in some way and anywhere you want to go they will get you there in 1 hour exactly as long as it's somewhere they could get to anywhere in the world somehow.

Vocaloid Weaponry Collection - (-300 CP)
You now have an armory which for every vocaloid you find out about adds 2 new weapons that are thematically matching to them, one melee and one range for each with the type of ranged and melee weapon differing based on the personalities of each vocaloid. All weapons will be incredibly tough and have an infinite supply of ammo with discarded mags, clips and shells vanishing after 5 minutes. If a weapon runs out of ammo you'd always have what you need to reload just by reaching for it somehow such as simply taking more ammo from your pocket. The ammo for the range weapons are also thematically matching with the gun smoke matching the aesthetics of the vocaloids and ammo type matching as well in both looks and typing such as a dragon vocaloid possibly having a shotgun with dragon's breath ammo.

Drawbacks:

Not Drop In (+100 CP)
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow has become a Vocaloid Entity.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Colorful Form (+100 CP)
You now perpetually have bright colorful hair and eyes which attract attention with matching finger and toe nails. Enough that attracts attention and lets people know who you are. The color defaults to Blue like Miku but can choose any as long as it's eye-catching.

Vocaloid Voice (+100 CP)
Your voice now sounds perpetually like a vocaloids slightly computerised voice. It's a nice musical voice yet practically everyone will notice the slight out of flow speech patterns you now have. Though this does make singing easier for you for some reason.

Vocaloid Outfit Issue (+100 CP)
For some reason regardless of what you try to wear you now find all clothing of any kind being turned into a vocaloid version of itself yet slightly skimpy showing off a fair amount of skin. At least until you take them off.

Roaming Vocaloid Gangs(+200 CP)
Now there is a minor problem that seems to plague the world around you. Occasionally gangs of Vocaloids harass people and typically cause bother. Not necessarily dangerous and hurting others but harassing, surrounding and occasionally stealing from people, though they will rarely beat people up it sometimes happens. These gangs always seem to have at least one of the mainstream Vocaloids leading them and if they see you, they will harass you, and maybe attack if you piss them off. Hell you could even befriend them or convince them to leave you alone but other gangs will show up. Expect to encounter 1 gang at least once a week. The more dangerous the world you go to the more dangerous the gangs though and jumpy appropriate thematically, so in Harry potter they may act like the roaming gang of grannies from Monty Python, while the Monster Girl Quest world would see them as full on rapists. That's the reason there is a 200 CP drawback and not 100.

I Can’t See the End of the Horizon… HATSUNE MIKU!!!(+200 CP)
Occasionally Hatsune Miku will show up when you're alone, having problems or when it would be a problem for you. Most of the time she’ll show up, annoy you, tell a joke or startle you, but sometimes she actively causes you problems or harm. Never actually doing severe damage, or making any problem unsolvable but will be a problem. She shows up at least once every 3 days but can show up more often if you invite her and can do so by calling for her when you're on your own out loud. Occasionally she won’t show up for 4-7 days and when she does she will probably cause you some kind of harm and embarrassment usually publicly such as showing up

an punching you in the dick, scaring the crap out of you in front of others, showing up when you need help and deliberately stylin on you or putting out a bean bag gun and shooting you for seemingly no reason. If you can convince her to leave you alone she'll stop causing you trouble and move onto mostly harmless pranks, you can also convince her to join you as a companion if you convince her to be a friend.

Enemy Power User (+200 CP)(Can be taken 3 times)
Normally you would be the only one that is a Vocaloid Entity within this continuity, however with this drawback for each time you take this perk another Vocaloid Entity will appear.
This can be taken one of each type of origin who are each going to at the very least be a hassle against you from being a rival in entertainment to outright trying to kill you. It depends on how you treat them.

Limited to First Origin (+300 CP) (Exclusive to Entertainment Vocaloid)
"***You are somehow something that can only use the Entertainment Vocaloid Perk Tree***".
Because of this you are no longer able to take perks from the **Wandering Vocaloid** Perk tree or the **Living Vocaloid**.

Limited to Second Origin (+300 CP) (Exclusive to Wandering Vocaloid)
"***You are somehow something that can only use the Wandering Vocaloid Perk Tree***".
Because of this you are no longer able to take perks from the **Entertainment Vocaloid** Perk tree or the **Living Vocaloid**.

Limited to First Origin (+300 CP) (Exclusive to Living Vocaloid)
"***You are somehow something that can only use the Living Vocaloid Perk Tree***".
Because of this you are no longer able to take perks from the **Entertainment Vocaloid** Perk tree or the **Wandering Vocaloid**.

Generic Drawbacks:

Wanted (+100 CP)
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated (+100 CP)
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble (+100 CP)
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget (+100 CP)
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days (+100 CP)
At least 10 random thugs will randomly show up every day and target you.

Silent World (+100 CP)
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker (+100 CP)
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions (+100 CP)
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings (+100 CP)
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood (+100 CP)
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo (+100 CP)
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up (+100 CP)
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout (+100 CP)
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded (+100 CP)
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor (+100 CP)
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook (+100 CP)
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred (+100 CP)
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind (+100 CP)
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable (+100 CP)
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare (+100 CP)
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients (+100 CP)
Small issues will constantly occur causing minor discomforts for you.

Extended Stay (+100 CP)
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension (+200 CP)
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb (+200 CP)
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive (+200 CP)
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People (+200 CP)
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People (+200 CP)
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World (+200 CP)
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions (+200 CP)
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded (+200 CP)
You have lost your eyesight and will not regain it this jump.

Pet Food (+200 CP)
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity (+200 CP)
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill (+200 CP)
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia (+200 CP)
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia (+200 CP)
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia (+300 CP)
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times (+300 CP)
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies (+300 CP)
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child (+300 CP)
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale (+300 CP)/(+600 CP)
For **(+300 CP)** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **(+600 CP)** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education (+400 CP)
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek (+400 CP)
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys (+400 CP)
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems (+400 CP)
All companions, followers, and pets are barred from this jump.

Mortal (+400 CP)
All of your perks are all disabled for the duration of this jump.

Boss Rush (+600 CP)
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Notes

If there's any spelling mistakes or grammar issues assume I'm an Idiot(I couldn't be bothered to fix them)

While **Vocaloid Entity Physiology** and **Colorful Form** give you both colorful hair **Colorful Form** gives you an aura that draws attention to your bright colors slightly but otherwise is effectively free points for those that don't mind or care about the attention.

If you were smart enough to check the Notes here's another +200 CP to spend as you want.

You can import any number of companions for free(Provided you don't take certain drawbacks) and they each get +800 CP to spend how they want, but don't get the bonus CP from the notes or item section.

Roaming Vocaloid Gangs and **I Can't See the End of the Horizon… HATSUNE MIKU!!!** Both cause vocaloid entities to exist in the world to some degree though it's only the ones in the gang and Hatsune Miku each with an SEP field that prevent people other than you and your companions from noticing fully what they are.

Roaming Vocaloid Gangs will initially harass you when they first encounter you but their interactions with you will change based on how you react to them and could become friends with some effort, maybe even convince them to stop being a gang and join you on your chain if you want. Or if you're a dick escalate things till you are at war with them, just keep in mind killing them would see them back next time as if nothing happened.

I Can't See the End of the Horizon… HATSUNE MIKU!!! Will always see het show up causing you some kind of grief even if you befriend her but if you do befriend her the grief would go from potentially hazardous and insulting to the kind of grief you both would laugh about after 5 minutes. Regardless this drawback does provide a minor protection to prevent long term and permanent harm she may cause you. If you convince her she will join you on your chain as a companion and regardless of what jump she joins you on she will gain the full CP that you do but drawbacks will still be separate from you.