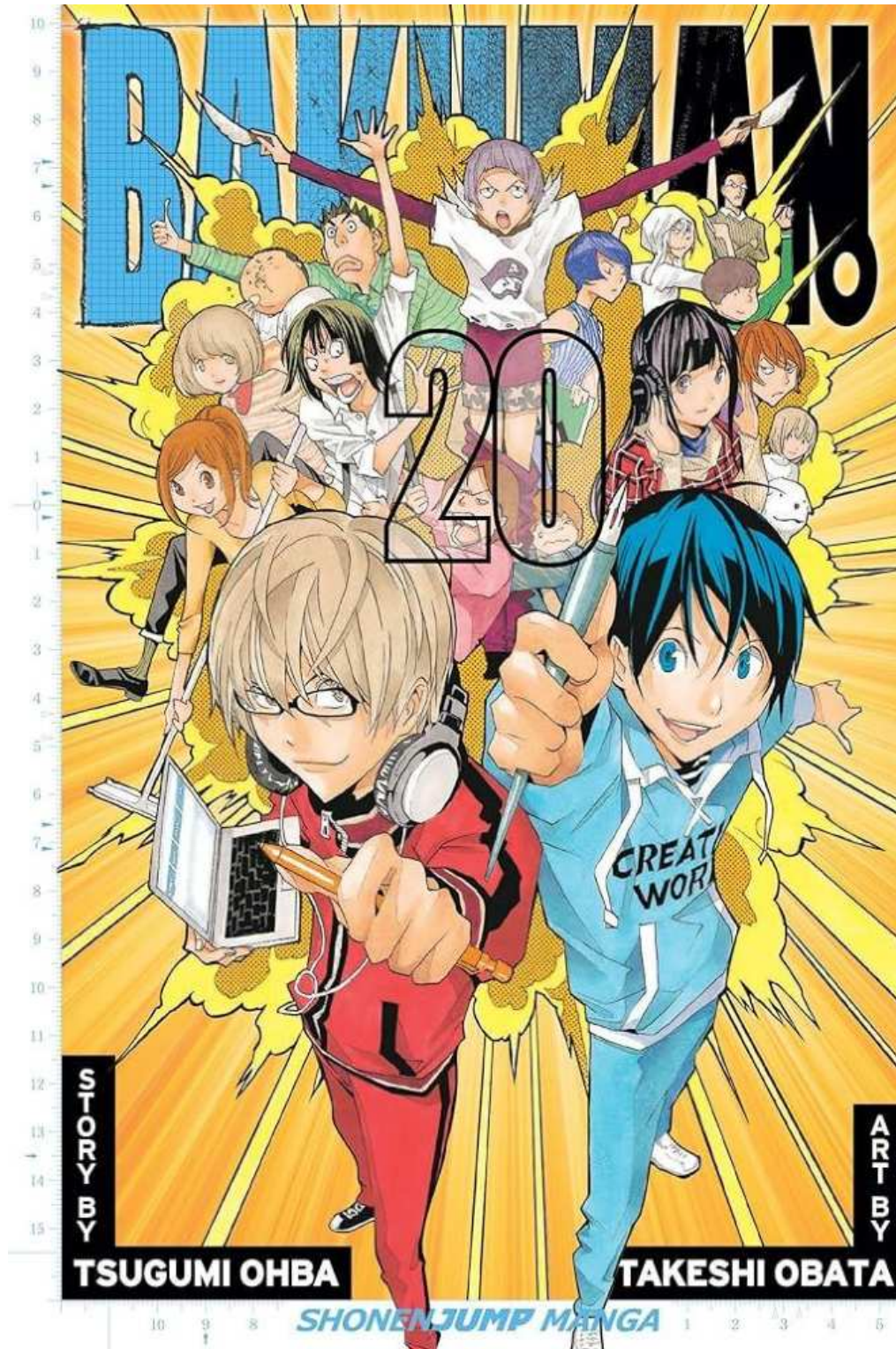


Bakuman Jump

Version 1.0.0



Welcome to a world much like your own. In fact it seems practically indistinguishable. There's some manga that exist in it which don't in yours, and really that's about it. And given Weekly Shonen Jump still only has the same number of manga there's probably a few that don't in it that do in yours.

But really that's what is important. After all you'll be entering the world of the manga Bakuman, a manga about mangakas making manga. You will be arriving on the same day that Takagi Akito asks Mashiro Moritaka to make manga with him. If you do nothing the two will tell Azuki Miho about their plans, and she will reveal her dream to be a voice actor, and Mashiro will propose in a way that leads to an agreement not to meet again until he and Takagi have made an anime and Azuki has been cast as its heroine.

They're in middle school.

The series will follow Takagi and Mashiro as they work for Shonen Jump and struggle to fulfill their dream so that Mashiro can marry Azuki. If you still do nothing during all of this time the final chapter is 10 years after the start when Mashiro and Azuki finally kiss their dreams fulfilled and all that is left is to set the date of the marriage. Whether this is exactly 10 years, or 10 years and 1 month is hard to tell, but you'll be staying here for the full length of the manga, and if you want you can extend your stay a few months or even a year to be able to attend the marriage if you haven't derailed it.

Still this is a world where the focus is on the trials and tribulations of being a mangaka gambling on your ability to make a success with your art and hoping to win big and be able to make a living on it alone for the rest of your life. Its story follows young mangaka working for Shonen Jump, and while Mashiro and Takagi are always the focus it does show some of the lives of their colleagues, friends, and rivals. Perhaps you will join this list, as another aspiring mangaka? Maybe you'd prefer to involve yourself in the editorial side, and join the editors of Shonen Jump? Perhaps you'd rather be involved in another manga magazine published by Shueisha or otherwise? Maybe you'll try and compete with Azuki as a voice actress, or get roles as a voice actor? Or maybe you'll just find a life in the Japan of the late 2000s and simply enjoy a decade there while taking an excuse to meet the authors who created some of the worlds you've visited? Whatever your choice you could use these:

+1000 Manga Points

Good luck and good (Shonen) jumping.

Location:

Mashiro and Takagi are from the Saitama prefecture so that might be a good place to start, but it's far from necessary. You can in fact choose any non-secure place (i.e. you can't start in a bank vault, on a military base, or generally somewhere you'd be arrested for being while leaving people very confused you got there, casual trespassing is fine) on Honshu, that is the 'main' island of Japan where Kyoto and Tokyo are located. Shueisha is headquartered in Tokyo so you might want to live nearby or at least in the Greater Tokyo Area, but you could choose somewhere else.

Age and Gender:

Unless you drop-in, your age and gender are both yours to choose. If you drop-in you will retain your age and gender from the end of the last jump. The main characters are in their last year of Middle School, that is 9th grade, but you don't have to match them. Niizuma is a year older and their main rival, and even he is extremely young for his role in the manga industry. If you're old enough it can be hard to break in, though, so maybe the prime of life or near the end of high school would be easiest?

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 MP perk and first copy of the 100 MP item for your origin which are Free instead.

Drop-In: You have no origin in this world. You simply appear, whole cloth, with neither memories nor connections. You will have just enough to prove you legally exist, and a train car with enough on it to get you a passage to Tokyo. Alternatively you can choose to take this origin and not drop-in and simply be someone with no connection to the manga industry.

Artist: You want to draw manga. Whether you've admitted it to yourself and others or not. And you've got a talent for drawing. You might not be at the level of a published mangaka yet, but you definitely have the ability to get there with some practice, and getting something put up for a prize for amateurs wouldn't be too far beyond you at this point.

Writer: You want to write manga. You might not be able to draw beyond stick figures, but you've got a talent for writing stories. How good will vary, but even if you're not at a professional level you can reach it with some work, and there's a high likelihood that you're pretty smart as well.

Voice Actor: You want to star in anime as a voice actor. You've got the makings of talent, and you definitely have a voice that – with training – could take you far, but just like with making manga it takes hard work and luck to pursue such a career.

Genius: You almost seem to have been born to create manga. You might not be on the level of Niizuma Eiji with his overwhelming talent, and you might not have Hiramaru's ability to having never read manga before decide one day to create one with no technical skill in the art and have it be a hit, but you might. At minimum you've got the talent to learn how to write and draw manga at a professional level if you put the effort in, and you tend towards being a bit more *abnormal* in your behavior.

Editor: You're not a mangaka at all. You're an editor. You have been employed by Shonen Jump, or another smaller manga magazine (as they're all smaller than Shonen Jump) as an editor. You have the skills and talents to at least make it through the job interviewing process so you can probably do the job, but if you don't pick up additional skills maybe it'd be best to be willing to take advice from your seniors.

Perks:

Perks associated with an origin are 50% if you have that origin. Each origin gains a free Talent (at the base level), but there are no discounts on general perks.

Talent (Special): You've got talent at something. Whether it's being a manga editor, a manga writer, a manga artist, or even a voice actress, you've got enough raw talent that if you put in the hard work you could potentially go pro. It'll be a lot of work and effort, and something of a gamble, but just in case you didn't have any raw talent for it here it is. You'll not be quite the equal of Mashiro or Takagi – in your selected field that is – with just this, but you'll have enough talent that making it into Jump isn't just a hopeless dream, if you put in the effort and work.

You get this level of talent for free in the field that matches your background. Geniuses get both writing and art for free. Drop-Ins get Karate or Judo for free. Other fields cost 100 MP each. You can even choose a field unrelated to manga or voice acting, though it will cost you double and still needs to be in the entertainment industry or arts; sports are fine, but consider combat sports (like karate) as the absolute outside limit. It should also be the same general scope; like how a manga artist is more narrow than drawing as a whole, or voice acting is more narrow than acting as a whole. A talent in a physical field will improve your overall physique as necessary (at the lowest level this is probably only in potential but at the highest level it would be giving you the body of an Olympic athlete).

For 200 MP your talent and skills will be increased. You'll be good enough, as is, to be part of Team Fukuda, and roughly equal in general talent. This puts you at about the skill and ability needed to make a debut in Jump, and keep a series serialized long enough to be considered successful, though without other skills and qualities you'll be likely to lag behind Mashiro and Takagi and getting an anime will require you to put in work and effort and might still be hard (Aoko didn't get one), but somewhat closer than with the base level. In general you'll be better at applying any perk you purchase here to your Talent with this level, though the main increase is additional pre-installed skills and general level of ability. This also applies to all Talents you purchase.

If you really want to skip the effort for 600 MP (instead of the 200 above) you have talent at the level of Eiji, and can have a similar amount of experience as he does at the beginning of the series; while he's young, he's been working on his drawing his entire life. Eiji was good enough to be able to make getting published look easy, and managed to do two series at once in Jump, and to make a credible claim that he would write the

greatest manga of all time. With this level of ability, you could be the cornerstone of Shonen Jump, and potentially the greatest mangaka alive. This also applies to all Talents you purchase.

A Passion (50 MP): Choose a passion of yours. Maybe it's making manga, maybe it's motorcycles, maybe you love dogs. You'll find your artistic creations about this subject are easier to make and higher quality.

Don't worry about if you're jaded or just don't have an appropriate passion you want to choose for this, this can give you a new one of your choice if you want it to. You'll even be able to toggle this passion on/off at the start of future jumps, at least the part of it from this perk.

You may purchase this perk multiple times choosing a new passion each time.

Industry Insider (50 MP; Free Editor): You have a working knowledge of how the manga industry works. You might not know all of the details, but you know how major publishers choose their comics, the relationships between editors and mangaka, the steps of making a manga, and so forth. This doesn't necessarily give you the skills to perform them, but you have either researched the industry quite well or worked inside of it.

Cult Appeal (100 MP): Choose a genre. You're particularly good at writing and creating stories, or otherwise creating works of art or entertainment in that genre. The more niche the genre the better you seem to be able to appeal to its readers and fans. You still might not be able to match a genius when it comes to overall popularity but in your genre of choice you could be king.

You may purchase this perk multiple times choosing a new genre each time.

Professional Assistant (100 MP): You excel in the role of head assistant. You are quick and capable at inking and toning, and taken with a Talent as a manga artist (or another form of visual artist) are really good at drawing backgrounds, especially changing the angle and perspective when basing them off of existing images. This doesn't help with drawing characters at all, though, but your backgrounds can really stand out.

In addition (whether you have a Talent or not), you know how to manage other assistants, apportion tasks, manage deadlines, and keep a group of assistants on the same page while working under a mangaka. Naturally, this translates to some extent towards managing other small groups.

The Most Amazing Sort of Mangaka (100 MP): Is one who can make the most ordinary things seem interesting. Things like cleaning a room, having a discussion about manga, having breakfast, or taking a potato chip and eating it. Whether it's a slice of life, or even as part of a high stakes mental battle between detective and criminal, you're strangely good at bringing out interest and excitement with everyday things.

Varying Styles (100 MP): An artist's drawings can practically feel like finger prints at times, something that is identifiably theirs because of the style of the artist. Which can be good for giving a manga a distinct identity, but different drawing styles suit different genres of manga better or worse, and changing the style can change the tone of a scene.

You are highly adept at changing your style. Whether it's suiting it to a specific genre, or just making it not stand out as your style, you find it relatively easy, and are more successful at trying different styles than your natural or main one. This isn't limited to drawing manga either, but applies to any form of artistic work or expression.

Character Creator (150 MP): Art and stories can carry a manga far, but often they seem to live or die on their characters and their abilities to grip readers and stand out. You possess a talent for creating effective characters, even outside of manga. Whether you're drawing them, writing them, or ad libbing lines for a tv show to flesh out a role you just have a knack for making characters people with impact or at least which people enjoy. If your writing or art sucks you still might not succeed in shonen jump, but a manga can go far on the strength of a few good characters.

Inking Outlines (150 MP): You're skilled at finding ways to cut the time of artistic endeavors without harming the final work. Whether it's drawing a manga without storyboarding it first, or inking rough outlines directly, you seem to be good at using methods that take less time without it negatively impacting your final work. Even when you can't find such a method you seem to do the non-mental portions with superior speed than most artists in your medium, though this won't actually improve your physical speed so don't expect to be running super fast even if this is for a gymnastics performance.

Style Synthesis (150 MP): Different genres of manga lend themselves to different styles and have different elements. Often this is for good reason; a simplistic fantasy adventure and a dark sci-fi story can be extremely different, but it's not impossible to bring them together. You are very good at recognizing when elements of another genre or style could be successfully incorporated into a work to make it better, or even to create a work that becomes hard to define as any given genre because of its synthesis of elements from multiple ones. Whether it's figuring out what elements of comedy writing can be used to

create serious humor in a dark sci-fi work, how to incorporate battle manga elements into a comedy while still keeping it a comedy, making a cult hit dark character that works as a battle manga protagonist, or something else, you're really good at blending multiple styles or genres in your artistic endeavors and creations, or creating ones that seem to transcend easy genre classification and rise above to be something more and new.

Wanting More (150 MP): Any serialized entertainment needs to do one thing: make the audience want to continue it. Whether it's a need to know what happens on the next page, or an eager giddiness to see the next chapter when it's released, you need them coming back for more. You're good at constructing a work of art so as to make the audience want to see what happens next with it. This won't necessarily make it a good piece of work, and quality will still matter, but you know how to use mysteries, pacing, cliffhangers, and more to create a feeling of need to see what happens next in the reader. This works best when creating works with direct serialized continuations, and doesn't help you bring a story to a true close, but you're pretty good at making sure that there's always tension as you connect different story arcs and it will still help you recognize when you're putting in too many attempts to force the reader to continue and risk it backfiring.

Collaboration (200 MP): Not every artist can create all parts of a work alone. Some mangaka are excellent writers, but incapable of the art necessary to bring their works to life, an artist might be able to understand manga stories but still unable to write one in a compelling way especially on a weekly schedule. And almost every mangaka works with their editor as well.

You are very good at working with others on artistic pursuits. You find it easy to fall into a similar wavelength as those you work with, helping you to be on the same page as they are as to artistic vision, or when you think they're on the wrong track understand why they are on it at least. It's easier for your partners to get on your wavelength in this way as well. In addition, when you collaborate with someone else artistically you seem to bring out the best in each other's work, and as long as one of you isn't simply significantly worse than you are at their part in the process you will make something better than either of you could make alone, even if you had twice as much time to work on it.

Finally, even when it isn't about working on art, you're just a good team player, able to work smoothly with others, and while you're not guaranteed to never get into fights with them, you do tend to do so less and find it somewhat easier to stop these fights from crossing to the point of being irreconcilable.

Emotional Response (200 MP): The ability to evoke an emotional response is a major metric of judging how good a piece of art, or entertainment, is. And you're particularly good at doing so. Whether it's humor, drama, serious humor, or something else you excel at making pieces of art with the purpose of hitting an emotional chord and evoking feelings in those consuming your work. This gives you works an ability to punch emotionally above the weight of their general writing and art, but remember there's more to being entertaining or good than just hitting the emotions, and how well you can hit them is still correlated with your overall abilities. If you can't draw better than stick figures it's still going to be hard to evoke an emotion with just your drawings, and the best emotional payoffs require build-up and time between them and if the rest of your story sucks a few emotional highs won't necessarily save you.

Stand-Alone That Does Not Stand Alone (200 MP): A stand-alone that does not stand alone is a single chapter story that recontextualizes what came before it, while setting up new stories in the future. And you are a master at the technique, and the underlying principles behind it. That is to say that you excel at turning things into retroactive foreshadowing, and making it seem like you planned a major developments all along. This makes you excel at tying in new ideas and changes to the story in a way that it doesn't feel like a retcon even if you were not actively planning it beforehand. You also excel at writing a story in such a way as to give you the freedom to change things in the future, and including small elements which are not enough to become unsatisfying if not picked up on and used in the story, but can still be used as a Chekov's gun later on.

This perk also makes you excel at planning stories long term and foreshadowing things that you actually plan at the time. You're great at planning out multi-chapter arcs, and other long term stories.

Technique Acquisition (200 MP/500 MP): A good creator is always learning, and always picking up new techniques. And you are a good artist. Once you have the basic skills to produce a type of art down – you know how to draw, how to write a story, or program a video game – you learn new techniques in that field with great rapidity. This won't help you invent new ones, but you could observe an older artist drawing backgrounds and quickly pick up on their techniques which allow them to draw them from any angle and perspective, or how another artist inks their final works directly from outlines without doing elaborate sketches first, and you could pick up on how to do similarly in days; you might not be as good at backgrounds as someone who has worked on them extensively for more than a decade, but you'd be a lot closer than most people off of just a few pointers and a short period of practice.

This applies to any form of artistic creation or work of entertainment, not just drawing. For 500 MP you'll find that this applies to any form of study with techniques in fields you have mastered the fundamentals; if you knew the basics of karate you'd be able to quickly pick up specific techniques shown to you by your seniors.

It Lit a Fire Inside of Me (300 MP/600 MP): Through competing with other artists you grow as an artist. As long as there's someone better than you to chase after, or good enough that they might cast you from the pinnacle, you seem to be able to improve yourself. This won't make it easy to dethrone a genius, or become better than the likes of Oda, Toriyama, or Tezuka, but as long as you pursue the goal you won't hit a true wall. This works best when you have someone to directly compare yourself to, such as a rival in your field, but even if you're merely comparing yourself to historic greats you'll still see yourself improving. This still definitely isn't easy, but regardless of the field of art you'll not find yourself reaching your peak until you truly are the best in your field.

For 600 MP this applies to all fields of human endeavor. It won't guarantee you can break true limits of humanity – you won't be outrunning cars just because you're determined to – but with training, effort, and rivals to compare to, you could eventually break any world record known to man, or excel in any field in which humans compete.

Chasing Dreams (800 MP): To succeed as a mangaka you need three things: Conceit, hard work, and luck. This won't help you with the first, but if you provide the 2nd, it'll provide the last. When you earnestly pursue a dream, your hard work, sacrifices, and effort put into it seem to translate into luck, coincidences, and a sort of narrative weight to bring you to the completion of it. The more whole heartedly you devote yourself to it, are willing to give up to pursue it, and harder you work the more this works, but if you were Mashiro's equal in dedication and ability – that is a rather talented artist who was dedicated enough to have no life outside of his devotion to his dream for a decade, no hobbies, no friends outside of those drawn in as part of work, and devoting his entire being to his goal – you could get similarly unlikely results. After all, he was never a genius like Niizuma, always the calculating type who was at a disadvantage with an artistic style that didn't lend itself to mainstream success, and yet not only did he manage to rise – at least for a year – to be the flagship manga of Japan's flagship manga magazine, he managed to end it on his terms at its height, still get the anime of his dreams, and have the girl who he loved become the voice actress not because he requested it, but in a way that undeniably showed she was the best fit and deserved the role. None of these were likely gambles even for a genius.

The luck you gain depends upon the effort and dedication you put in. The luck you get isn't based on the quality of your results, but the hard work. If you whip up a masterpiece manga literally in your sleep it won't give you much, but if you spent 10 years dedicating every possible moment to working on your manga even if it was terrible you'd be finding things pushing you hard towards your goals and dreams. Of course, the amount of luck you need will depend upon the quality of your work. If you can make masterpieces manga in your sleep you'd not need luck to be #1 in Jump and get an anime, all you'd need is the luck that your beloved could grow to match you. It's wholly possible that if your goals are too far beyond your means. If you can barely draw and your stories are terrible, it might take more than this narrative weight and push to make you reach #1 in Jump, though it'll probably be providing you with opportunities to improve along the way. Still with this you can, through hard work and effort, make your own luck.

And to be clear, despite the examples, this applies to goals and work that have nothing to do with art or entertainment.

Drop-In Perks

We Should be Chatting (200 MP): You're something of an extrovert, or if you aren't you can play at it easily enough. You seem to have an easy time talking to people, whether it's holding a conversation even if it's not about much, or starting one and getting other people talking. And when you start talking it seems to create a light and friendly atmosphere which can put people at ease, and makes it easier to draw other people out of their shells and get them to talk and relax with you. There's just something soothing about talking with you. When you're surrounded by a bunch of introverted artists it might be a useful ability to have.

My Dream is For You Two to Succeed (400 MP): And when you want people to succeed you're great at seeing it through. While this won't give you some special insight into how to bring out their full power or cultivate their talents, you are really good at being the support someone needs. You're empathic enough to pick up on when something is bothering someone, even if they deny it to themselves, and make excellent emotional support for those you care about, able to be the stoic pillar they lean on or to help them talk through their problems, and you have an excellent eye for when either is needed. This also gives you a good sense for other more common and 'lesser' needs; you have a good eye for when someone is working themselves too hard, or when bringing someone a treat of a meal would be just the thing they need even if they don't know it yet. You're good in general at anticipating the needs, and even desires, of others.

Sane and Normal (600 MP): It's easy to get swept up in a dream, even someone else's. Mashiro and Takagi's dream pulls in a lot of people, but within those pulled into their orbits only a few can keep their heads when it comes to something like continuing to work in the hospital after overworking yourself into a life threatening condition and malnutrition. But not everyone is that swept up, and you're one of the sort who can retain your sanity even in the face of such a dream. You're resistant to the charisma of others. You can still be convinced of things, and you aren't immune to recognizing when resistance is futile and they'll do what they want regardless, but you're not easy to sweep away with sheer force of character, persistence, or even the feeling that everyone else is doing something. You are also capable of maintaining your grasp on what is normal even in extreme situations. When everyone else is filled with a man's dream straight out of a shonen manga, you'll remember what normal human behavior is supposed to be. It won't require you to follow it, but you won't be losing your grasp of normalcy easily.

Artist Perks

Pessimist (200 MP): It's sadly true that humans are prone to falling into the trap of allowing what they want to have happen blind themselves to other possibilities. You're great at avoiding this trap. You are good at realistically looking at the downsides and dangers of a course of action, and taking a proper and honest assessment of your own strengths and capabilities, and the odds around you. You won't believe your manga is good just because you've put too much of your hopes and dreams onto it for you to accept that it's not.

We've Got Great Rivals (400 MP): You find it easy to develop friendships with those who work in your field or who you work alongside. Not only do you find it easy to get along with your colleagues, these bonds develop quickly and can develop into strong, tight bonds; the kinds of friendships which sees people sticking by you and even going out on a limb to help you. You can form these bonds even without much in the way of a social life; you don't need to be going out and hanging with them weekly or even monthly, but simply working in the same sphere and interacting as colleagues albeit this does require you to be friendly towards them as well. This works even, perhaps especially, with those you're directly competing against as, so long as you return the feeling, they seem to grow quickly to like you and value you as a rival who is also a friend.

I'll Do It Even if It Kills Me (600 MP): You possess drive. When you set your mind on a goal you can pursue it with an almost inhuman intensity. You could dedicate almost every waking hour of your life for 10 years to manga, and still go another 10 if you had a reason that'd make you want to do so. This doesn't mean your goals can't change, you can still decide that something isn't worth the cost, just that you have a high tolerance for hardship and can endure hardship and tribulations on your path, and not find yourself quitting and giving up on your dreams just because it'd be easier.

And you really do have a high tolerance for hardship. You could draw in the freezing snow, or keep working until your body literally collapsed from overwork and malnutrition. You can still be smart enough not to do this, but this sort of hardship seems to get to you less psychologically than others and you deal well with discomfort and denying yourself gratification in exchange for longer term goals. Of course working yourself to death is probably not going to be easy for you as you have rather abnormal endurance. Even when you're not pressing yourself to exhaustion, working 18 hours a day still leaves you time to get sufficient sleep, eat (admittedly not cook), and perform basic hygiene, and working 72 hours (or more) straight without sleep and only minimal

meals while still being able to perform with worthwhile quality is definitely on the table for you; just try and eat occasionally and not do that too often.

Writer Perks

Top in Your Class (200 MP): You've got the sort of smarts to get into a top university if you apply yourself to it. While this doesn't instantly make you book smart, you are good at studying, good at memorizing, and good at academic pursuits. You could take the top spot in exams for your school and make it look easy, and have the sort of academic aptitude to get a scholarship for a top name university purely on academic merit by applying yourself, though if you started trying to write manga full time your grades would probably still slip.

Creativity (400 MP): Ideas, ideas, ideas. You're positively brimming and overflowing with ideas. Not all of them will be good ones, but you'll never be at a loss for ideas for a new story or piece of work to create. It's just a matter of figuring out which ones are good, and whether you've got any talent for a specific genre. Still you've got a great wellspring of inspiration, and while this is best for artistic ideas, you'll find that you're still rather creative in other fields.

Sits in the Back (600 MP): You couple a surprising skill in observation with a natural aptitude for reasoning. Not only are you good at picking up things that you observe, you're good at recognizing what's important, and your mind jumps from information to the answer fairly easily. This makes you very good at reading people, getting into their heads, and figuring out how they think. You could understand everyone in your class after 2 months just by sitting in the back and watching them, figuring out their personality and natures without ever directly interacting with them. You could pick up details about individuals by reading manga they worked on, decipher the meaning of pen names, guess where two mangaka would go on a date based on locations that showed up in their writing, and are good at figuring out puzzles and mysteries. You might not be Sherlock Holmes, but you could make a good detective, and an even better writer for one, though be careful when writing puzzles and mysteries as most readers aren't as smart as you are.

Voice Actor Perks

Hottest Girl in School (200 MP): You could easily take that title. At least if you're a girl. Whether you're a guy or a girl, you've got great looks. Whatever type of build or look you're going for your body will be one that pulls it off magnificently.

Long Distance Relationships (400 MP): Are hard. But you seem to be able to pull them off. Somehow you are able to maintain emotional bonds, whether friendship or romantic, at a distance and with minimal actual interaction. You still need to form them in the first place, though you do seem to be lucky with love at first sight encounters with those who are romantically compatible with you, but once they're formed they don't degrade easily due to something simple like a total lack of interactions beyond the occasional e-mail for the better part of a decade.

Beyond this as long as you stay faithful to your partner, they'll stay faithful to you. Even knowing that they may not see you again for years. That you're far enough away and have few enough ways to check on them that they could almost certainly get away with an affair they won't cheat on you; they might dump you for someone else if your relationship is weak enough, but even that's not too likely.

Finally this seems to reduce your, and your partner's, need for physical intimacy when the other is away from you.

Not Calculating Just Being a Girl (600 MP): How a girl presents herself is judged. A lot. If you're too smart you're not cute and you definitely can't act like a boy. You've got to be graceful and well-mannered. Just being a girl can be really hard, especially when it comes to being an ideal one. And to do it without it seeming like you're actively calculating and working for the image is even harder.

You, though, can pull off being an ideal girl with ease. You find it easy to figure out what social expectations of you are, and like a natural social chameleon you are able to easily blend into them. One could say it's very easy for you to act the part demanded of you by society, but it's not even acting, you can allow yourself to naturally flow into the role expected of you. You don't have to if you don't want to, and even if you don't you have a very good natural understanding of the social dynamics around you, and how to fit them.

You also have a good sense for when going against social expectations will be better for your social position than going along with it. Idols aren't supposed to have boyfriends, and doubly so they're not supposed to admit to it. But sometimes maybe it'd be better to tell the truth and explain your side, and when that's the case you'll understand it.

Genius Perks

Eccentricities of Creation (200 MP): Squatting on chairs, with feathers stuck in your clothes, and screeching out sound effects and bird calls is definitely an odd way to act. But you'd find that it'd make you more creative. You see, your bizarre behavior seems to boost your creativity. The more outright weird it is the greater the effect, though for best results you need to stick with it and really live the behavior, not just put it on when trying to write; you can probably act normal for a TV interview but a bizarre lifestyle is better than a bizarre tic you have only when you need it.

Demanding Genius (400 MP): "I prefer writing this manga so serialize it instead of the one you decided to." "If I hold the #1 position in Jump, you'll let me cancel 1 series I hate." A genius can make demands that are unusual and even strictly speaking unfair, and people will go along with it. And people are strangely willing to concede to your (sometimes unreasonable) demands and not hold them against you. If you marched in to the editor-in-chief demanding that your stable 'just good enough to not be at risk of being cancelled' manga be cancelled so that you could instead do a better manga, you could get away with just having to make a manga that would do better than it, and not one that could do better than one of the top manga in the magazine. You can still push things too far, especially if you're not actually as good as you think you are, but you'll find that how far you can push demanding behavior is still a good deal further than other people could and not hold such behavior against you as much as they might.

This also makes people more willing to put up with your strange and odd behavior, whether that's blaring metal music while you work, acting generally like a goof, or hitting on your editor; people will still notice, and it's not impossible to push it too far especially with that last one, but they'll be a fair bit more tolerant than normal. You could probably make it clear you're heads over heels in love with your editor and intend to win their heart and it'd be fine as long as you didn't start dressing highly provocatively and making public scenes which interfered with your ability to work with them as your editor.

Ideas are Flowing Out... (600 MP): Or maybe it's another art-form. Select a specific artform, and we do mean specific – even manga is too broad though something like sci-fi manga or shonen manga is fine – and you will find yourself assaulted by ideas for it. You can ignore these ideas if you want, but if you let them out, if you let them flow through you and give them expression you will be able to create works of art in the genre which are amazing. They won't be perfectly polished gems with just this, the drawings might be bad by Jump standards, the story might be subpar, but somehow things will come together to be good enough to be highly successful. These ideas can be hard to

substantially change, though, as it's very much inspiration outside of your control; being a better artist will help the quality, being a better writer will help quality, but while you can generally make changes to make it more gripping or entertaining, things like working magic spells into it, pushing a message, or even setting a genre risk ruining the flow state that produces this or the balance that brings things together at least without further skills and abilities. Consider it a bit of a black box, it's the right combination to succeed but this doesn't come with the understanding of the art to know why it succeeds or recognize how to make things better. At least, unlike Hiramaru, you don't have to be depressed to get your ideas flowing.

At the start of each jump you may change the art-form this perk functions for.

Editor Perks

Compliments First (200 MP): Constructive criticism is an art. It can be easy to discourage when noting what's wrong, or have someone take offense. But you're an artist when it comes to criticism, able to deftly sidestep the landmines that can occur and to point out why and how something is wrong in a way that encourages them to listen and make improvements instead of getting mad or disheartened. You're also good with flattery in general.

Manipulation Motivation Tactics (400 MP): An editor's job is to make sure they get the next chapter from the mangaka on time, which means you have to make sure the mangaka actually does their work. And sometimes people just don't want to do their job. So you've mastered the art of encouraging them to do so. Whether it's bribing them with the chance to meet girls, tricking people into debt, or arranging to have their rivals team up to show just how much they're allowing themselves to fall behind, you're a master at providing proper motivation to make sure that promising mangaka (or other minions) don't quit. You have an excellent eye for what will work, how to use it to motivate someone, and have enough guile and subtlety to manipulate things so that it's not immediately obvious you're manipulating things (though your ~~victim~~ friend will probably catch on eventually). Try not to get your ~~victim~~ mangaka addicted to hostess clubs, though. Just to be clear this can work on anything you need to motivate people into doing, not just manga. You're just good at getting people to do what you want them to.

Cultivating Talent (600 MP): An editor's job requires them to make sure the next chapter is made on time, but a good editor makes certain that the magazine has the best manga possible by cultivating new talented mangaka and ensuring that they become the best mangaka they can be. You might not be an editor, but you are good at guiding someone to improve and hone their skills. You find it easy to assess the skills and capabilities of others in a field, identify what problems they need to work on to improve in the field, provide them with the instruction they need to get better, and even recognize when they will not improve except by experience and what sort of experience they need. You don't even have to be competent in the field yourself, but it does help to know what competency in the field is and recognize the difference between good and poor results in it. You'd need to recognize a good story compared to a bad one to help someone write better stories, however you'd not have to be able to pinpoint why a good one is good and a bad one bad even if doing so would make this work better. Also this doesn't apply to yourself; this won't help you spot your own flaws or improve upon them.

Items:

The first copy of each 100 MP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 MP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Weekly Shonen Jump (Free/50 MP): You will receive each issue of Shonen Jump published during your time here when it is published.

If you pay 50 MP you will receive every issue of Shonen Jump from its founding to the present, and will continue to receive each issue of Shonen Jump, or its nearest equivalent, published in future worlds. You may choose another manga magazine to receive in this way. Or choose a separate one with each additional purchase of this item.

Black Coffee (50 MP): These are cans of room temp, black coffee like you might get out of a vending machine. Wherever you are you always seem to have another when you need it for personal consumption. Start sharing and you might find it doesn't quite resupply fast enough.

Collected Works (50 MP): This is a full set of tankoban collections of every manga originating in the manga Bakuman. In the case of ones being published during this jump you'll receive them as they are published, and the full series that would be published after you leave once you leave. While this doesn't include the real manga referenced, it does include all the manga written as part of its story such as Crow, Reversi, PMP, and even one-shots which would normally not be collected in tankobans and even includes Superhero Legend, and Eiji's unpublished manga. This will also include any manga you have a hand in causing to be published during your time here.

In addition to the full graphic novels, you also will get a full collection of derivative works based off of them including anime, dramas (tv or voice both), and even toys and other merch.

Cup Ramen (50 MP): This is a lifetime supply of cup ramen. Wherever you are you always seem to have another when you need it for personal consumption, hot and ready to eat. It's not the best diet but it's food at least.

Peaceful Pet (50 MP): This is a very well behaved pet – by default a dog – the kind that you could walk through a major city without a leash and while you might get in trouble for that the pet itself would not wander away and wouldn't be the one causing trouble, and could keep in a one room apartment which you also used as studio to draw manga and it'd not end up being a nuisance. It's quite attached to you and really does love you, and is a very good judge of character; not in a supernatural sense but just how some animals seem to be.

Energy Drink (100 MP): This is a 6 pack of energy drinks. You're not really supposed to drink more than 2 or 3 a day or more than 1 in 4 to 6 hours, and they taste nasty, but they are really good as energy drinks, helping to give you that zip and pep you might need and the heavy flood of caffeine. Besides being far more effective than energy drinks should be, while they have the normal warnings that some energy drinks come with you don't seem to suffer caffeine poisoning, or the increased risk of heart attack that drinking too many energy drinks can cause; you don't even seem to build up a tolerance to the caffeine. You could probably down all 6 at once and while it might not be as effective a use as drinking 1 every 2 hours you're working, you'd only get the benefits and not any long term damage to your health. They do still have a crash, but even by the standards of a well-made high end energy drink which don't have much of one, they're better; you'd probably have to come down from 3 or more at once to notice a real 'crash.' These energy drinks restock daily.

Heir(ess) (600 MP): You seem to be the child of the head of a major company or business. They won't be related to the field you're pursuing, sorry about that, but they will be willing to loan you truly excessive amounts of funds from time to time. You could probably get enough money from them to rent a multi-story office building, pay 20 people to ghost write manga for you, and another 200 to read over it and review it if you wanted to do something like that. Or just to never need to work a day in your life, though they might disapprove of such a lack of ambition.

Post-jump, or if you drop-in, this is merely a payment of 10,000,000 ¥ a month. But at least you'll actually have full control of those funds.

Drop-In Items

Cleaning Supplies (100 MP): This is a small, resupplying stockpile of common cleaning supplies. It's not some full industrial grade stuff, but it's enough to keep a living space clean – mops, brooms, dusters, and basic disinfectants and glass cleaners and so forth.

Meals (200 MP): This is a pre-cooked meal like you might purchase from a convenience store – maybe it's some rice balls, cheap sushi, or even fried chicken. It's enough to feed 3 people, maybe 4 or 5 depending upon how hungry people are, and you get a new one every day that fits your tastes and preferences. You don't even have to go out and get it, as it just sort of appears somewhere for you to access wherever you are.

Vacation (400 MP): Kaya might be jealous about this one. These are reservations for some inn or other vacation spot. Comes with bus tickets to get you there, and even some premade meals or trips to tourist spots (like Tokyo Disney Land). It'll be a place you can enjoy, and even includes stuff to bring a friend or two. And unlike Kaya who only gets 2 vacations in 5 years of marriage you'll get these once a year.

Friends in Real Estate (600 MP): Maybe you've got a parent involved in real estate, or maybe it's your benefactor who is meddling in things. Either way someone seems to be setting up favorable deals for you. You'll find that wherever you choose to live, apparently these connections can get you somewhere you can rent for free as long as you clean up after yourself and leave it in comparable condition to if you hadn't been there. These won't necessarily be the best prime spots, or some big mansion, but you could get an apartment with 1 or 2 bedrooms for free even in the Tokyo area. And if you decide to move you'll find a similar rented home waiting for you as long as you didn't leave the last one in ruins or something. The utilities are paid as well. They're not necessarily the best houses, but it'd take some place too small to have anywhere that'd be for sale or rent at all not to be able to find some free housing you could use.

Artist Items

Drawing Supplies (100 MP): This is a full set of pens such as a mangaka would use, along with the sort of compass, other tools they use while drawing – white out, blotters – and even paper of a quality needed to write on. It's just the basic material supplies of a mangaka, including special effects templates, though it doesn't include reference materials and you'll have to make any guides for inking for your assistants yourself.

Assistants (200 MP): This is a group of three followers. They're some loyal assistants, and by default they'll do backgrounds, add special effects, and do inking and tones, and generally help out with your drawing like a mangaka's assistants do. However if you're practicing another form of art you'll find they'll be happy to provide what assistance they can there. They're pretty skilled, at least as far as assistants go, fast, efficient, and while you wouldn't want to make them draw the whole manga they can definitely be trusted to do an assistant's job. In other forms of art they'll never be as good as you, so if you're completely inept so are they, but generally no matter how good you are will only be excellent assistants.

Chatroom of Truth (400 MP): This is a group of fifty dedicated manga fans who have been screened to have some pretty good ideas about manga, including some serialized mangaka and editors with years of experience, so while not all of their opinions will be good and trying to include all of their suggestions will probably lose focus at least this will avoid the worst of Sturgeon's law. Usually around half of them are online at a single time. They're eager and willing to help you out in making your manga, but they might start losing interest if it stops being about making a good manga and something like a personal vendetta fought via art. They also might start leaving if you start mistreating them, so maybe don't scream at them and order them out for disagreeing with you. They won't betray you just because you don't use their idea at least, and will be discreet as long as you don't actively antagonize them so be nice. Other people who learn about you using this probably won't like it, and do be careful that too many chefs can spoil the broth. Maybe you should actively weed it down to only 4 or 5 people whose opinions you trust the most?

In future jumps you may choose some other form of media/art than manga for the chatroom to be dedicated around. Also you'll be able to access it even without there being an internet or equivalent. Weird.

Key to a Studio (600 MP): This is a 3 bedroom apartment which has had the walls knocked out making a single large room. Though it can come filled with bookcases and other storage which can cut back the available space quite a bit, but gives you a place to store wall to wall collections of manga (not included), old notebooks and storyboards, or even love letters. The studio comes with utilities and rent (and taxes, fees, etc) already paid for, and somehow does seem to still have utilities even when the infrastructure for them doesn't exist. It's a comfortable, and good place to make your manga.

And it's especially that last. This is a good place to make your manga. Or maybe it'd be better to say great. And it's not limited to manga. You'll find that artistic endeavours go better when you work on them in this studio. Inspiration comes to you more easily, work seems to be less tiring, you seem to do your work faster, and your skills seem sharper and better. It's like it's the perfect atmosphere for you to work to create art in. And it even affects your collaborators and assistants the same way; anyone who is working with you to create art will find that they are better artists when working in this studio. This can even apply to those whose artistic work you edit, or manage/produce/etc as long as you have some level of creative input/control even if it's only at the upper level and not directly involved in the 'artistic process.'

Writer Items

Headphones (100 MP): This is a pretty good pair of headphones. They're good for noise cancelling, as well as listening to music. Strangely even if they're not plugged into an audio device to play music from they can play any OST perk or item you have gained directly from a Jump document, as well as the OST for the Bakuman anime OST, and the OSTs of the Death Note, Super Hero Legend, Saint Visual Girls Academy, Crow, +Natural, Otter 11, Road Racer Giri, Impromptu, and Reversi animes. Post-Jump it'll also have the Zombie Gun anime, and any anime which get made during your time here due to your involvement. It always seems to know which song you'd like to hear the most and start at the right spot; even making its own mixes and playlists to suit your tastes.

Fan Letters (200 MP): These are regular deliveries of letters from your fans. These are ones that something – probably your benefactor – think would be among the best for you to see, and can even include comments gathered from around the internet, messages that your fans would wish for you to receive but are too shy or busy to actually write out, or just from discussions among fans put into letter format. They're not necessarily curated to keep from including criticisms – warranted or otherwise – but they are from actual fans of the work and not just from trolls, or people who heard it was popular and jumped on the bandwagon to immediately begin complaining about it not being tailored to them. Don't expect much useful in the form of suggestions or constructive criticism, but they should be pretty good for encouragement and morale showing you how your works are enjoyed by fans.

Research Materials (400 MP): Sometimes when you're working on a series you need to immerse yourself in the genre, or otherwise do some research on the topic. These are materials just for that. From books full of pictures of locations (or even people) to help you work on your drawings and backgrounds, to boxes of the best shonen battle manga from the birth of the genre, or even crates full of mystery novels or gag books, you'll find that this is a semi-regular shipment of materials you might could use to research to improve your current artistic projects. It won't include anything overly rare, supernatural, or illegal – you won't be finding unpublished manuscripts or top secret military designs – but if you were writing a hard sci-fi story you could get textbooks and academic papers on astrophysics so it's not limited to media and pictures. While it can be really useful (or just entertaining) to read older, successes in a genre to understand what works and why, try not to plagiarize.

Key to a Studio (600 MP): This is a 3 bedroom apartment which has had the walls knocked out making a single large room. Though it can come filled with bookcases and other storage which can cut back the available space quite a bit, but gives you a place to store wall to wall collections of manga (not included), old notebooks and storyboards, or even love letters. The studio comes with utilities and rent (and taxes, fees, etc) already paid for, and somehow does seem to still have utilities even when the infrastructure for them doesn't exist. It's a comfortable, and good place to make your manga.

And it's especially that last. This is a good place to make your manga. Or maybe it'd be better to say great. And it's not limited to manga. You'll find that artistic endeavours go better when you work on them in this studio. Inspiration comes to you more easily, work seems to be less tiring, you seem to do your work faster, and your skills seem sharper and better. It's like it's the perfect atmosphere for you to work to create art in. And it even affects your collaborators and assistants the same way; anyone who is working with you to create art will find that they are better artists when working in this studio. This can even apply to those whose artistic work you edit, or manage/produce/etc as long as you have some level of creative input/control even if it's only at the upper level and not directly involved in the 'artistic process.'

Voice Actor Items

Outfits (100 MP): This is a dresser full of cute outfits. These aren't anything too formal or specialized, but casual or date outfits. Still they fit you well, and whoever is stocking this dresser has immaculate taste. In addition you'll find it has a cosplay outfit for characters you portray or create in anime, manga, or live action shows/movies (this can also include western cartoons and comics), as long as they are professionally published and distributed. That is to say you can't just scribble out a manga to manifest a costume, but if you got it published as a one-shot you'd get an outfit. These outfits will be strictly mundane, and not made of combat grade materials or anything, but they'll be a good cosplay at least.

Cellphone (200 MP): This is a rather ordinary cellphone. Oh the battery lasts several times longer than it should, and recharges when it's not in use. And the phone has storage an order of magnitude more than would be expected. And it'll get service if any cell phone, or similar communication device, would get service. But it's otherwise just an ordinary cell phone.

Family Wealth (400 MP): You seem to come from a wealthy family. Or else your benefactor is providing you a nice little stipend. Either way you'll find that you are provided with all the money needed to cover your basic living expenses – you won't be buying designer clothes and luxury cars with this – and a little extra for spending money. It's not a great deal, but it's enough to buy some little treats here or there.

Family Home (600 MP): This is a multi-story family home. While not a palace, or a particularly lavish mansion, it definitely falls into the category of an upper class home and could be a small mansion. It's a spacious, comfortable home, in a good location. You own it 100%, taxes and utilities already paid for. It even seems to clean itself up and maintain and repair itself over time. It'll insert in future settings as a house that fits the local setting and has a good location, and even if there isn't the infrastructure for proper running water or electricity in these settings it will have them, and while the outside will look right you can choose whether the inside remodels or keeps modern comforts like electrical lights; though might want to try avoiding those near windows in the middle ages.

Genius Items

Necklace (100 MP): This is an expensive piece of jewelry like you might get from Tiffany's or another big name jewelry company. It's the kind of thing that you might give to a woman you're trying to seduce with your wealth, or when you're asking them to marry you. You'll get a new one each year if you give it away or sell it.

Fancy Car (200 MP): It could be a Porsche, Ferrari, or maybe some other high end brand, but this is a fancy car. And yours will refuel, maintain, and repair itself over time when not in use. Any taxes and fees associated with it will even be paid for, but this doesn't extend to tickets you get for criminal use of it; you have to pay those yourself. Still this is the sort of car that combines being high quality and well made with being an obvious status symbol.

Fancy Condo (400 MP): This is a fancy condo in a good location. It's not as large as the family home, but it's still large for a condo, and will still maintain and repair itself over time while coming with all expenses paid for. You have to clean it yourself, though, or pay someone to do it for you. It will always insert into a similar high end location, and even if there isn't the infrastructure for proper running water or electricity in these settings it will have them. You may choose to have this condo instead simply be living space in an add-on to your warehouse.

A Hit (600 MP): This is a hit manga. It will pretty much make itself, though you'll get various stages so you can turn in incomplete work to editors, but if you just let it do its thing, and your editor doesn't actively give you terrible advice, it'll be good enough to remain steadily in publication in Shonen Jump or a similar magazine for years, maybe even get an anime, and while it could eventually get cancelled, you'll get the stuff for another hit series soon after. Don't let Hiramaru know you have this, he'd be unbelievably jealous.

Post-jump it will no longer be limited to manga, but could be books, or even the storyboards for a hit tv show. For those larger pieces of work that require an ensemble to create – like anime, cartoons, and tv shows – this will only be the writing. Whatever it is, it's enough to be a success, even if it will never be the top in its field.

Editor Items

Business Cards (100 MP): This is a pack of business cards printed just for you. They resupply as you hand them out, and will automatically update to your proper position and job. You can even control, as you hand them out, whether they have your personal number, just your work number, or even just the number of your company.

Questionnaires (200 MP): Shonen Jump uses questionnaires in every issue to determine the popularity of manga, based on what readers who fill in the questionnaires state as their top 3 favorite manga in an issue. Now if you're an editor for Jump, or a mangaka working for them, you'll get access to these results anyway, and if you're not this won't be too useful to you.

That's why you'll get questionnaires from other manga magazines as well. You'll even get ones from people who read and purchase multiple manga magazines where they rate their favorite in multiple magazines against each other. This'll give you a good idea how different stories are actually doing against each other. It takes a bit of time to specify what you want to see – say people who read both Shonen Jump and Jump 3 or SquareEnix – so you'll need to wait till the next month or so to get such results.

During the jump you'll be limited to comparative popularity of manga or anime. But post-jump you'll be able to pick any form of art or entertainment media. You'll have to stick to one sort of thing at once – say fiction literature or TV ratings – but you'll be able to get how many people actually are subscribing to Netflix for what things on it and not just how much something is being watched by people who have time and too little they really want to watch.

Aspiring Artists (400 MP): It's hard to be an editor without someone to edit. Thankfully these individuals will help with that. This is a regular supply of aspiring mangaka, or aspiring voice actors if you'd prefer, who seem to have gotten your contact information and will bring their work to you to try and get themselves published or produced. While they're not necessarily top class geniuses, they are guaranteed to at least be a promising talent that could, with the proper support, succeed in the field, and some will be better than this minimum. While actually managing and producing them you'll find less new talent come to you, and if you have enough people you're working with eventually this flow will stop, but if they quit, or fail, they'll be replaced. And technically you don't have to help them, you could just steal their ideas though keeping them from proving you did would be on you, or you could just talk to them and workshop as a fellow aspiring artist.

In future jumps this won't be limited to mangaka or voice actors. It'll take a few months to change if you decide to change it, but will attract aspiring individuals in any artistic or entertainment field you seek to produce, manage, edit, or work in. Like if you wanted to attract aspiring actors, game designers, or even a football team.

Publishing Company (600 MP): Shueisha, the company that publishes Shonen Jump and is probably the single most famous manga publishing company... Is not what you'll be getting. Oh, this is a manga publishing company, and one that is already established with a positive reputation. It will, however, be somewhat smaller, even in the sphere of manga, than any of the Big 3 of Shueisha, Kodansha, and Shogakukan, and it will be specialized into the field of manga. Still it might be the fourth largest manga publishing company, and it's all yours. Or if you'd prefer not to run a company you can simply be the editor-in-chief. Alternatively you can use this to get the editor-in-chief position for any manga magazine even one published by the Big 3; if you want to replace Hisashi Sasaki as Shonen Jump's editor-in-chief you could.

Post-jump you can keep it as a manga publishing company, or have it adapt to be another form of entertainment production and publishing company suitable to the setting. As with here it will be specialized in one type – such as being a film studio and not something like Warner Bros or Disney – and will not be the largest in the industry but somewhere around 4th or 5th so it'd not be comparable to Marvel or DC in comic books and even still behind Image but comparable to Dark Horse and probably beating out IDW. You can also continue to choose a lower level role such as being an upper level editor or even editor-in-chief at a larger publisher or production company.

Companions:

Discounted companions are 50 MP not free.

Companion Import (50+ MP): For 50 MP you can import or create 1 companion with 600 MP; they gain a background as normal. For 100 MP you can import or create 3 companions with 600 MP. For 200 MP you can import or create up to 8 companions with 600 MP. If you want more than 8 companions you can pay an additional 50 MP per companion to give them 600 MP (and ability to get an origin). You may pay 150 MP to import 4 companions if needed.

If you desire to give a companion more MP you may transfer MP to a companion at a 1 to 1 ratio. Each companion is given MP this way separately.

Canon Companion (50+ MP): For every 50 MP you pay you may recruit 1 canon character. If you recruit a character who is in a committed relationship, you may take their significant other along for free if you want.

Nakai-San (Free): Takuro Nakai is an aspiring mangaka who has mostly abandoned his dreams and settled into the life of a professional assistant. He's actually quite good at the job, but he comes with personality issues, especially around women, and something of poor hygiene. Still if you want him you can have him, and we will even arrange things so he either says yes or has no choice in the matter.

Hidemitsu Ishizawa (Free): Normally you'd only be offered up one companion in a jump for free based on them being a problematic individual to have around, but Ishizawa was so egregious it was decided to offer up Nakai instead. While his hygiene and weight doesn't get as bad as Nakai's, he's a lot younger so he might still get there, and his personality issues are way worse. He's an aspiring ecchi mangaka, though his skills aren't up to Nakai's either, and without help he'll never get further than doing a 4koma series in the back of a minor monthly magazine, before failing at that and becoming a shut-in who spends his days pining over his lost 'glory,' eating junk food, and hatesurfing the internet. Still, if you want him despite his total lack of redeeming qualities, you can have him, and we will even arrange things so he either says yes or has no choice in the matter.

Editor (50 MP): This is a skilled manga editor, who is quite capable of bringing out the best in those he (or she) has been put in charge of. They're experienced and know what they're doing, and seem to get you fairly well. They have a Talent in manga editing at the 200 MP level, as well as the entire Editor perk tree. They'll also be more likely than usual

to be assigned to you as your editor should you get published by the company they're working for.

Now We Can Always Be Together (100 MP; discount VA or Drop-In): Can you say marriage? Well you don't have to marry them, though they'll probably be sad if you don't. This is someone who seems to be a perfect match for you romantically. You both seem to be on the same wavelength in so many ways, almost like you can read each others' minds though it's really just how well you click. They have an origin of your choice, the free talent of their origin, 600 MP to spend on perks (and get discounts as normal for their origin), and you and they have the benefits of the Long Distance Relationships perk in regards to each other.

Partner (100 MP; discount Artist or Writer): This is a partner to work alongside you. They're the Takagi to your Mashiro (or vice versa). Either way they're a collaborator that you find particularly easy to work with. If you're an Artist they have the Writer background, if you're a Writer they have the Artist background, if you're a Drop-In they have the Drop-In background, if you're a Voice Actor they have the Voice Actor background, and if you're a Genius or Editor they have your choice of Artist or Writer background. They have all the perks from their background, the Collaboration perk, and the Talent from their background at a level equal to that in which you purchased your own Talent (so if you paid for the 200 or 600 MP levels they'll have that as well). As noted earlier you'll find them particularly easy and fruitful to work with on artistic projects, even more so than the Collaboration perk alone would reflect, plus they get along with you well.

Up and Comer (100 MP; discount Editor): This is an up and coming genius, who has massive raw talent as a mangaka, and, if you're an editor, you've lucked out in being who they came to with their story. They might be quirky and weird at times, but they have the Genius origin, and the 600 MP version of Talent (in both writing and drawing manga). They also gain 400 MP that can only be spent on Genius perks, or General perks other than Collaboration, the upgraded versions of Technique Acquisition or Lit a Fire Under Me, and Chasing Dreams. Still they are an absolutely brilliant mangaka and you barely have to work as their editor if you don't want to. They also like you, seeing you as someone to respect and a dear friend even if you persistently manipulate them and lead them into debt traps to ensure they can't quit writing. If you're not an editor they'll just see you as their best friend and something of a mentor.

Drawbacks:

Need more than 1000 MP, you may take drawbacks for additional MP. All drawbacks fade at the end of the jump.

A Dream (Varies): For +100 MP you must become a mangaka published in Shonen Jump, and be able to maintain a multi-years long serialization. You don't need to get an anime, or reach the top of jump, or even make multiple series, but you need to at least reach the status of a one-hit wonder and be able to have published a manga which can be called a success in Shonen Jump. Also you have to make this manga yourself; collaborating is ok, but hiring a production company like Nanamine or using the A Hit item won't do it. Alternatively you must get a starring role as a voice actor either as the lead hero or heroine of a show, or become editor to a series which could be called a cornerstone or flagship of Shonen Jump or comparable to one as a series in another magazine; think something that could compete with Crow, Bleach, Naruto, and One Piece. This level is worth 0 MP if you have Talent in a related field at the 600 MP level, Ideas Are Flowing Out for it as a mangaka, or purchased an Up and Comer if you're just going for editing a series; it's less than no challenge.

For +200 MP you must become a mangaka who could be called one of the cornerstones or flagships of Shonen Jump, creating a manga that can consistently compete for the top 3 rankings in Shonen Jump and get an anime made. Alternatively you must be recognized as one of the top voice actors, and hold that position for at least a year; you don't have to be number 1 or even number 2, but you have to be someone who any list of 'best' or 'hottest' voice actors currently working would feel biased and incomplete if they left you out. A third option is as an editor you must not only create 1, but at least 3 series which could be considered major players in Shonen Jump. They don't have to each be as enduring or impactful as Bleach, Naruto, and One Piece, but they should be able to compete with them for positions in the top 3 manga in Shonen Jump. This level is only worth 100 MP if you have a Talent in a related field at the 600 MP level or purchased an Up and Comer if you're just going for editing a series; you should be able to manage this fairly easily.

For +300 MP you must become someone who could be considered the greatest mangaka of your generation. It doesn't have to be an undisputed position, but you must be a serious contender for the greatest mangaka not just of a year, but of at least a decade or more. Alternatively you must become considered the greatest voice actor or editor of your generation. This is worth only 200 MP if you have a Talent in a related field at the

600 MP level; while it won't be easy, you should be able to succeed at this with hard work and dedication.

For +300 MP, you must become known as the greatest mangaka, voice actor, or editor of all time. We'll accept if you're sharing the title with Osamu Tezuka, since his influence on manga is so great that it's impossible to judge against him since any mangaka is by necessity standing on his shoulders, and other similar cases, and it doesn't have to be completely undisputed, but you have to be on the short list that people would think of when talking about the best in your field of all time. This is worth +300 MP even with the 600 MP level of Talent, since being that good is just what's expected to be in the running.

You may only take this drawback once. If you fail to succeed you will fail the jump. You can reduce the reward for anything but the greatest of all time title by 100 MP to make this merely something you will feel driven to and be overly emotionally invested in becoming to the point where it feels like you will fail your chain if you fail.

Abstinence (+100 MP): Perhaps a long distance relationship would be best for you. You are incapable of intimate contact with other human beings for your decade here. If you like someone romantically you won't be able to talk to them in person, except for maybe a few word every few years, and the closest you will get to intimate physical contact with another human being is to hold their hand and even that only maybe two or three times during the decade. Kissing someone, or doing something more like making out, is just completely off the table for you for this decade. You can still have a relationship. It just will have to be non-physical, chaste, and through text.

Cultist (+100 MP): You can't do mainstream. As a shonen mangaka this would mean that your style just doesn't fit shonen battle manga, though if you try to change to shojo or seinen you'll find you're bad at the most mainstream type of titles in that demographic. As a voice actor you'd just not be good at, well probably the sort of hero(ine)s in shonen battle manga. As an editor you're probably bad at your job when it comes to whatever the most popular type of manga in whatever magazine you're editing. If you're not in the manga industry you'll find that whatever your job you just fail at the most popular and mainstream part of it. Even if you're working at a convenience store, somehow you'll fail miserably when trying to work at a big chain like 7/11 and have to find some more niche and 'cult' status convenience store. You can still make it big, and maybe even appeal to a mainstream audience in a non-mainstream way but it'll take some out of the box thinking.

Healthy Sleep Schedule (+100 MP): You find it extremely difficult to function on less than a full 8 hours of sleep a night, or to stay up more than 16 hours straight. It's not impossible, but you will not find it easy to do so and you won't be at your best when doing so. In fact your capabilities will decline at an exponential rate the further from your schedule you get.

I Wish I'd been Born a Pampered Panda in a Zoo (+100 MP): You don't want to have to work. You want to live an easy and pampered existence. As such your work ethic is rather poor, and you deal poorly with stress.

Manga is a Form of Self-Expression (+100 MP): You have artistic vision, and you hate the idea of compromising it for the sake of popular success. You'll see yourself as an artist and want to make a living as one. But the idea of making something to appeal to the audience will remain foreign to you and something that fills you with distaste and disgust.

Nose in Other People's Business (+100 MP): Like Fukuda you can't stop yourself from getting involved and helping people around you. You won't be going on daily patrols looking for people to help (at least not due to this), and it might even make you friends, but it'll regularly eat at your time and see you taking professional risks – like boycotting Jump or just putting off work when you have an impending deadline to help someone else with their problems.

Absolutely Disgusting (+200 MP): You seem to take after Ishizawa or Nakai in how you treat people who you are potentially attracted to. More the former than the latter. In short you treat them as objects for your own self-gratification, and quickly out yourself as terribly perverted and caring for them only so far as you believe you can get some. Offered the chance at a job helping an attractive mangaka draw an ecchi manga, you'd blow it by harrassing them and going on about how they'll need to pose for you nude at length. You might could deal with a plain or ugly individual, but even then the fact that you don't seem to consider the entire gender(s) you're attracted to to really be people and not just a source of your personal gratification has a way of creeping through. And if you do anything creative you can expect this perversion to slip into your works; any manga you draw is going to be ecchi at least and if you write it you can expect some majorly misogynistic (or misandrist) themes to creep in. And if you're not attracted to anyone, you are now.

Health Issues (+200 MP): Your health is problematic for you. You'll find yourself getting sick more easily, and being at risk of hospitalization. This is prone to come up if you overwork (by normal human standards) or just when they'd hurt your goals most. Not inherently fatal if you rest, relax, and take care of them, but if you try to press on you're doing so at the risk of your own life.

Narcissist (+200 MP): Like Nanamine you don't seem to have much empathy for others, and seem to lack both the ability and desire to really understand them and feel for them. You might clinically be a narcissist and you almost certainly have some sort of antisocial personality which will give you issues in interpersonal relationships of all sorts. Making things worse, you have a desire to be heralded by people as a success and a star in some field, one which is ultimately decided by popularity and where being able to understand your audience is important.

Tainted Success (+200 MP): You will find that you can never achieve success easily. In fact your successful works will always be something that you cannot enjoy making and which feels particularly hard for you to work on. Similar to how Tanto was a success, but one which Takagi found particularly exhausting and difficult to work on, and Mashiro and Takagi both hated, only you'll find yourself in a similar situation with anything you do that could be called a success. This won't necessarily stop you from being successful, but you'll hate whatever makes you successful and hate the process of making it.

Too Stubborn (+200 MP): You are too stubborn and hard headed. You have trouble recognizing when you're in the wrong, and even more trouble apologizing, and tend to put your foot down and draw a line in the sand when you shouldn't. It's extremely hard for other people to change your mind. You're too stubborn with all the problems that come with it and they will cause you problems in your time here.

Extreme Fans (+300 MP): You have a tendency to get crazy obsessed fans. If you're not famous you'll just pick up stalkers, but if you're famous well even if you're not a voice actress you can expect to get the kind of fans who will call in death threats to you and your significant other when they learn you have one, that put extreme effort into committing crimes inspired by your creations, or the sort of fans who turn a vast fortune towards competing with you through obsession, deceit, and treachery. Expect your fans (or stalkers) to cause you some serious trouble regularly, and if you do something to upset them you might get major internet harassment campaigns, whole loads of death threats and some of them might actually act on them.

Slob (+300 MP): You resemble Nakai after he returned home from his home town to work for Nanamine. That is to say you're dangerously obese, are too unathletic to run a mile, are generally extremely slovenly in all aspects, and produce the sort of body odor that seems to make a visible miasma and require most people to wear masks to stand your presence. With a lot of effort you might get this somewhat under control, but it'll be a major effort to make yourself merely obese, unathletic, merely sloven as opposed to extremely so, and to only have noticeably bad body odor, and it will require a consistent effort to keep it at those levels. You might still make some friends, but it'll be an uphill battle, your weight will make moving around an effort, and your stamina will never be more than shit.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Art/Artform/Artistic Effort/Works of Entertainment all get thrown around pretty interchangeably. Assume any perk that works for art applies to any creative endeavor meant for entertainment or aesthetic purposes. This can even include gourmet (or less than gourmet) meals, or sports.

Talent overlaps with a lot of other perks. If you have the 200 MP level of talent for writing and drawing you can almost certainly do competent character designs without Character Creator, and even at the base level of Talent you can definitely learn to do so. Character Creator however will generally make you better at it with the base level of Talent than the 200 MP level of Talent is, make it come more naturally to you helping you learn, raise whatever skill cap you have in the field, and not to mention it applies to all artforms. This is the general way with Talent comparing to any artistic perk in the jump. Free level of talent in drawing and you can learn to draw faster, 200 MP level of Talent and you know how to draw fast enough to be publishing a weekly manga, Inking Outlines even with the base level of talent would see you able to possibly juggle drawing for 2 manga simultaneously.

The base level of Talent is meant to make you not as good as Mashiro/Takagi **without other perks from the jump**. While I won't say 'just buy their perkline' (being the main characters they are the inspiration for a lot of the general perks) but they're not out of your reach, and along with other perks is meant to represent their level of talent and ability it's just that they have a lot of other perks too, and even with the basic level you should be capable of similar success with 1000 MP in perks and similar levels of determination and hardwork. The 200 level on its own still puts you as 2nd string compared to them at the end of the series, but with that plus Passion Fukuma was able to consistently get 3rd and compete with them; with other perks you should be able to be better. Basic intent at this level is that it should guarantee you're not gambling, and you can make it in the manga business without having to think further about your build. It's not necessarily going to make you a better or worse mangaka than 200 MP in other discounted/general perks, but is sort of the generalist option, and without existing skills or training boosters is probably better for the first few years of the jump (but less use post-jump since it only applies to your talent and not all art forms). The 600 MP version of Talent is intended as a one stop auto 'win' for the jump; you might not be absolutely better than another 600 MP build, Mashiro and Takagi eventually beat Niizuma, but it wasn't until then that Niizuma was given a challenge to rise to and improve his skills

against; and is sort of like saying someone who managed to beat One Piece in the polls off and on for a year is better than Oda. Intent is that if all you care about is being the best you can be in your talent(s) the 600 MP version is better than 600 MP of other perks (or probably 800 MP given I knocked the cost down after writing this note), barring interactions with existing abilities, or the ability to master your art with lifetimes of experience, but it only applies to your talent(s) and not other art forms or anything outside of it.

Talent in voice acting guarantees you can at least learn to sing. The basic or 200 MP level won't be making you a pop star on its own, but Miho could learn to sing, and it's a thing voice actors are expected to do often enough that the 200 MP level means you have at least a passable singing voice. At the 600 MP level you probably could easily go pro singing though you'll not be anywhere near as good as if you had purchased some type of singing as a Talent at the 600 MP level.

Several perks are actually a bit meta. Varying Styles, for example, isn't based on any character in the manga, but Takeshi Obata's art in the manga itself. Similarly Evoking Emotions is based more on Bakuman's ability to do so as a story than any particular character within it.

Starving Artist is somewhat based on Mashiro and Takagi. They get better due to their rivalry with Niizuma Eiji, and in trying to become better than him they become better than themselves as well. But the reverse is true at the end as well.

To be very clear Chasing Dreams translates hard work into luck/narrative favor. It won't make the impossible possible, and don't expect to conquer the world as a normal dude with it. But if you think about it Mashiro's dream coming true in every aspect perfectly – ending his manga while on top the way he wanted to, still getting an anime without any complications despite ending the manga before the anime started, having Azuki not only become a top level voice actress reaching the peak of her career while still lacking a defining heroine role at the same time so that his anime could be her defining role, and events conspiring to ensure that she had to publicly prove she was the right pick for the role and then succeed at that, all while beating Eiji for the #1 spot in both Jump and tankobon sales at the same time – was extremely unlikely no matter how good or how hard he worked. While some of it was things he could control for, most of it was stuff that luck was thoroughly involved in, and it all coming true at once was extremely unlikely. It will help you get these narrative ends where your hard work and effort are rewarded.

Sane and Normal is based on Kaya, and on Mashiro's mom. While Kaya gave up on protesting Mashiro's desire to work in the hospital, they're the only two who weren't swept away by it all, and while Kaya lived in the world of manga the entire time she remained the normal person who pointed out normal person stuff when everyone else was being hard headed and stubborn for the sake of melodrama. And it should help you retain normal person sensibilities as a superhuman that's had more experiences than any human ever. I'm not going to specify how far it goes, I'll leave it to you and your fanwank.

While Sits in the Back is named after Takagi's reasoning for his observations, it's actually based on Takagi, Iwase, and even Niizuma's deductive and inductive reasoning.

Demanding Genius is based somewhat on Eiji, but it's also just somewhat of an exaggeration, and based on his early characterization that then proved mostly unfounded because Eiji is actually a really nice guy. It also took on elements of other characters.

Ideas are Flowing Out... is more Hinamaru than Niizuma. By which I mean it's Hinamaru. You'll not be top in Jump/your field with just it, but you'll be able to reliably produce something that'd be a success (reliably top 10 in Shonen Jump for 200+ issues is a success in the manga field) even if what makes it work is something of a blackbox to you, and the elements on their own aren't guaranteed to be quality.

Key to a Studio is obviously based on the studio that Mashiro received from his uncle, but its effects are definitely exaggerated, and it's not actually necessary to replicate his or Takagi's skill set or results. It could help you catch up to them, but they don't actually have its special benefit and should be replicable with perks and mundane (non-MP purchased) items alone.

If you're afraid of monogamy being imposed on you by Now We Can Always Be Together and their Long Distance Relationships perk remember they're an ideal love interest for you; it might stop you from running around behind their back, but it won't stop them from being cool with an open relationship if that's what you really want. It is a build-a-waifu option.

Nakai and Ishizawa being free options is not meant to dictate how you do companions. Consult your benefactor on if you can recruit willing companions for free, if paying for a companion is necessary to recruit them even if they're willing, if paying for a companion arranges things so that you have a leg up in recruiting them or are already their friend, or if paying for a companion ensures that they (or a copy of them) join you whether they want to or not.

In case it's asked if you can import a companion into one of the special OC companions:
Ask your Benefactor.

Changelog:

Version 1.0.0: Released.