



Stellar Friends Jump

Made by Aleph_Aeon

-Introduction-

When Yota Okubi was just a small boy, he was just a recluse kid with no friends who wanted to be a hero just like the one from the shows he watched, until the day a strange girl named Octo invaded his room by destroying the wall while searching for El Dorado. After the confusion, they naturally became great friends due to sharing similar hobbies, such as roleplaying as heroes, watching movies or even just playing catch.

Years later, even with both of them already in high school, they kept following Octo's dream of trying to find something exciting and supernatural, until that day.

That day was like every other day. They'd come back without any results in their attempt to catch a ghost, and then reflect on their day at a family restaurant while Yota grumbles about Octo's antics.

At least, that's how it was supposed to be.
Octo died while exploring an abandoned hotel with Yota, as the ceiling collapsed on top of her and crushed her head.

Unable to accept the death of his best friend, Yota became a recluse once again and even stole her remains to do all kinds of rituals in an attempt to bring her back to life.

Of course, nothing worked and, on a night of despair, a visitor in the form of a shooting star from the void of space appeared before the young boy's eyes.

The starfish-like alien granted his wish, bringing Octo back from the dead, though things went horribly wrong as 24 other stars arrived on Earth and granted other twenty three people's wishes. As just a single wish can be granted per planet, Yota and Octo must crush all others' wishes and dreams in order to keep their own dream alive.

You'll arrive in Tokyo at the exact moment as the star destroys Yota's apartment's ceiling and partially grants his wish of bringing Octo back to life, albeit in an incomplete state. Regardless of who exactly you'll be, it's almost sure you'll be forced to join the battle royale to decide which wish and dream will persist.

You'll stay ten years in this world.

Good Luck.

+ 1000 CP





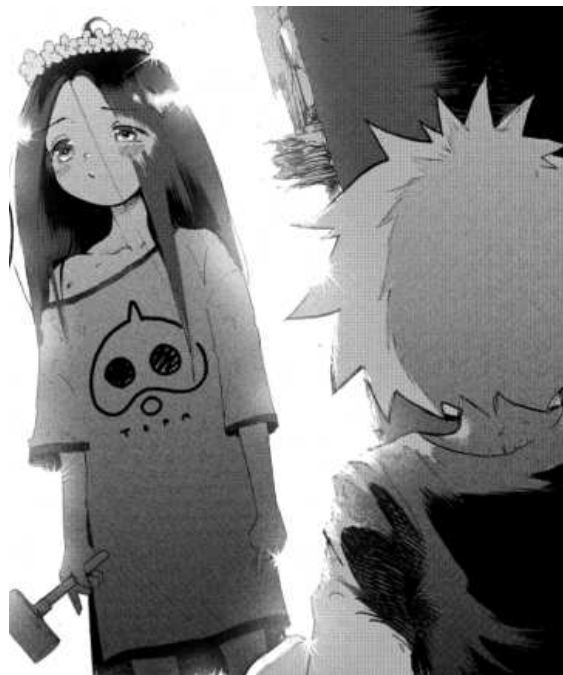
-Origins-

Your gender is the same from your last jump and your age is 12+1d8.

Alternatively, for 50 CP you can choose both yourself.

Any origin can be taken as Drop In.

- 1. Stellar Weirdo (Free):** At the first glance, you're just a civilian that seems to be more prepared than most others for the upcoming Battle Royale between those that have made a wish to the stars. Since your childhood, you've always been a particularly eccentric and wild individual that considered the lives of normal people too boring. You're unrelated to their problems or maybe not? After all, it might change considering your choices below and you might be far more involved in it than everyone thinks.

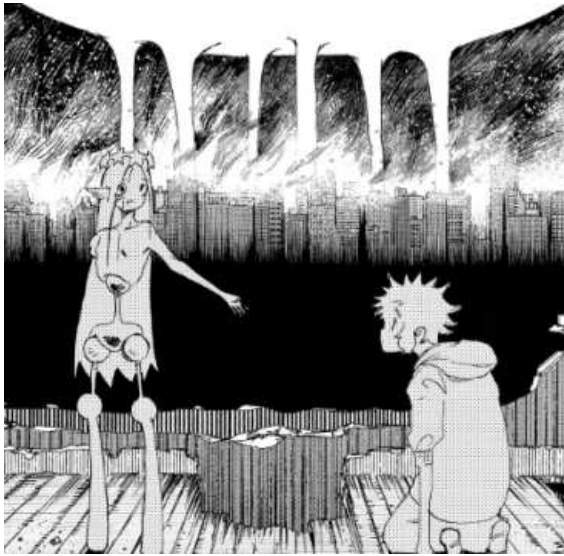




2. **Stargazer (Free):** You desperately clung to your wish and begged the heavens for it to come true. Fortunately, all your love, passion, and obsession for it were rewarded as an alien star granted your wish as it stood out among the infinite number of wishes on this planetary system. Unfortunately, you weren't the only one. Since the beginning of time, no two of such Shooting Stars have shared the same hunting grounds before, resulting in no wish being fully granted as just a single wish can be fulfilled this way per world. That makes conflict inevitable for anyone who's gotten their wish granted, so a bloody Battle Royale will start as soon as you arrive in this world to decide who will be the last Stargazer standing who will fully fulfill their dream. Furthermore, there are two main types of Stargazers you can find around depending on their wishes, so it'll be up to decide which one is you, as this origin is divided into two different "sub-origins". Regardless of your choice, it'll be better explained later what your incomplete wish granted you.



Selfish Stargazer: The most common type of Stargazer. Maybe you wished for power, fame, to be a princess, or even for the destruction of the entire world, but, even if your wish wasn't actually selfish in nature, it still directly affected and altered you and only you. As a result, the little Shooting Star that granted your wish fused with you, getting attached to some part of your body, like your head, hand, finger, eye, or even tail depending on how you were altered by it. Lastly, while you don't automatically have any allies in the upcoming Battle Royale, at least you have supernatural powers due to your wish.



Altruistic Stargazer: Just like Yota and Ichigo, you didn't wish something to benefit you, but you wished to bring someone back to life, someone you missed so heavily that it attracted a Shooting Star.

As a result, this someone (or better saying, an ideal version of them based on how you remembered them instead of the same individual) was brought back to life but in an altered/twisted way and fused with the little Shooting Star.

Of course, as you're a Jumper, it's improbable you actually needed to bring someone back to life, so you'll need to choose one of your followers or Companions to take this place.

Lastly, while you have no innate supernatural powers to help you as you haven't wished for anything that could be used as a weapon, you have a powerful ally with you.





3. **Shooting Star (400 CP):** It turns out you're not human at all. You're actually part of the cluster of Shooting Stars that came from the edge of the universe. Your species is characterized by their love of granting the powerful wishes of intelligent enough lifeforms around the universe, however life is on the brink of extinction everywhere, so the cluster was (supposedly) lucky to find a planet like Earth filled with sapient life (and one particularly intelligent insect).

While your physiology and wish-granting powers will be better explained later, you need to know you're different from all the other 24 Shooting Stars that arrived on Earth. Unlike them, you have retained your intelligence and ego, as well as being able to have other interests and desires so you won't be unable to care about anything other than granting wishes.

Lastly, as an ageless Shooting Star, your actual age is irrelevant, as you could very well be as old as Earth itself or be just a few minutes old.

-Perks-

Each perk is discounted by 50% to their respective Origins.
Discounted 100 CP perks are free.

General Perks:



Wished Upon a Star (Free and Exclusive for Stargazers): You had a powerful wish granted by a Shooting Star, but, as it was interfered by the other 24 Stargazers' wishes, the star wasn't able to grant it properly. Fortunately, you're now able to harness the power that the Shooting Star has granted you in the form of your incomplete and imperfect wish. However, the exact nature of said power varies according to the nature of your wish.

If you're a **Selfish Stargazer**, your incomplete wish altered you directly, granting you at least one supernatural ability based on whatever you wished and your intention with it. It's up to you to decide what was your wish and which ability you gained, but it can be pretty much anything. Unfortunately, such a power is imperfect, as it comes with a clear disadvantage, be it a flaw, a cost/requirement to use it, or even an obvious downside to having them.

For example, if you wished to become the strongest martial artist in the world, you could gain the ability to see the weak points of everyone to the point you could take advantage of this to stop someone's heart with just a single touch, but, in exchange, you would lose the vision of one of your eyes. Alternatively, if you wished to crush every human being or to get crushed by a monster, you would become a giant monster the size of a house that is visibly inhuman and will be a large, obvious target for every other Stargazer.



In general, the more severe said disadvantage is, the more powerful your ability will become, like said strongest martial artist's weak point detection will be weaker than someone whose power is based around self-destruction of their own body that could explode an entire city block by sacrificing a whole arm.

Furthermore, your power will also grow stronger with each Stargazer defeated, not only gaining more raw power but also evolving and acquiring new usages, like how the Bomb Girl eventually developed the ability to turn her loved ones into bombs in addition to her original ability of self-destruction.

Alternatively, if you're an **Altruistic Stargazer**, your incomplete wish instead created a clone of one of your followers or Companions, with them being essentially an ideal version of them based on how you remembered them instead of a perfect copy. This "stellar clone" has all the memories of the original (with perhaps a different personality and behavior if you don't know them well enough), but they'll lack all of their superhuman abilities and won't have a soul at all.

Due to their incomplete state, the clone's body will be twisted in some inhuman way, like Octo's doll-like body with hard legs and Carrot's semi-fluid body, with their altered body parts being considerably stronger than they normally should be (like how Octo's hard legs were strong enough to hold the force of a grenade). Hence they can be used as weapons.

Despite their physical power, this isn't the main weapon available for them, as you two can utilize some special moves when together by wielding the power of your memories. Since the clone's body is formed from your incomplete wish, their form is in an unstable state, so, if you focus on some strong memory you have of them that is somewhat based in reality, their body will readily change in response to them. In other words, impactful memories will cause their body to transform into exaggerated replications of them that can be used in combat.



For example, Yota was able to use the memory of when he first met Octo to transform her arm into a giant hammer while Ichigo used her memory of how Carrot was good at digging holes to transform the cat's arms into drills.

Ichigo was even able to use her memory of how Carrot was good at hiding in shadows to give him the ability to travel through shadows to give you a better idea of how exaggerated these memory attacks can be.

The power of each memory attack is directly proportional to how strong the emotions related to the memory are, but they can also purposely be weakened if you need to adjust their firepower for some reason.

However, while these special moves are like amazing trump cards, there are two drawbacks to using them. First, the clone temporarily won't be able to move after using it and, second, you can't use the same memory twice. Fortunately, your memories will reset at the beginning of each future jump. Furthermore, you also can't use memories you made together with the clone, only the memories you made with the original person they're a copy of.

Lastly, regardless of which type of Stargazer you are, protecting your own Shooting Star is the most important thing in this Battle Royale. If your Shooting Star gets destroyed, your wish perishes with it and you'll lose access to your powers.

Post-Jump, this limitation will be removed, with your powers returning to normal or the clone gaining the ability to resurrect after a month of their death.

For a World Without Pain (300 CP): All Stargazers will notice a particularly weird thing the following day after the Shooting Stars arrive on Earth. The streets won't be a mess due to the destruction caused by them in the first day of the Battle Royale vanishing and everyone other than them will be acting like nothing happened.

While the destruction and chaos caused by them won't be mysteriously repaired from the second day onwards, normal people will keep not paying any attention to Stargazers and ignoring their weird appearances as long as they don't do anything strange, as if their very memories and thoughts were being manipulated. Only people with some superhuman trait will notice when something's out of the ordinary.

This effect is actually caused by the wish of a group of people that wished for a world without pain and ended up becoming a single fused being. Even if you aren't actually a Stargazer, you'll be able to benefit from this effect for free for as long as that Stargazer stays active, but you can pay 300 CP if you want to keep it after its defeat and even in future jumps, preventing normal people from noticing you and your allies as long as you don't do anything weird in front of them. Keep in mind that normal people who are aware of you or your allies' supernatural abilities will be immune to this effect. You can turn this perk on or off at will.



A Light So Radiant That It's Blinding (400 CP): There are an infinite number of wishes on this planet. Many of them filled with powerful desires, sticky and clingy obsessions, and even scorchingly hot love but, even considering this, your wish was still far greater in scale than anyone else's, to the point a Shooting Star could get so excited about it that it would describe your wish as something heavier than a black hole. While this doesn't necessarily make you more powerful if you're a Stargazer, your wish being so powerful is a sign of how powerful your heart is, that is, your source of desires and emotions.

Essentially, for all intents and purposes, all of your desires, emotions and wishes will count as being at least an order of magnitude more powerful than they should normally be as long as it would benefit you in some way. For example, when it comes to fueling a Red Lantern Ring, your anger and hatred would be far more effective and potent at fueling it than the anger of any other Red Lantern.

As a last benefit, this perk also works as a Capstone Booster, with your powerful heart and wish enhancing the power of every 600 CP perk you have purchased in this jump.

Selfish Stargazer Perks:

Natural Strength (100 CP): Either you spent most of your life training or cheated by wishing for it, you've attained peak human physical condition, regardless if you look like a massive muscle-man, a frail old man, a small child or a thin girl for example. Furthermore, you won't need more training to keep your physical condition and it'll never degrade due to your aging, allowing you to remain in your prime health and condition even in old age. Even if your strength is all natural, expect for a few Stargazers to think it's the result of you wishing for a superpower or something similar.

Your Own Best Enemy is Yourself (100 CP): You're going to crush every other Stargazer's dream in order to fulfill yours, even if the price is destroying yourself in the process. Fortunately, you're far more resistant when it comes to self-harm, either because you're purposely hurting yourself for some reason or because some ability/item you wield causes/requires damage to your body. Furthermore, if you want to, you're basically immune to pain as long as you're the one inflicting it on yourself.

Lucky, Lucky You (200 CP): You could say you're already lucky as you've been chosen by a Shooting Star to have your wish granted, but actually you seem to be noticeably luckier than most Stargazers. Luck tends to be on your side most of the time, as long as it's not related to combat at all, to the point a coin toss will benefit you four out of five times and gambling can actually be considered a mildly risky investment.

As a bonus, once per jump, this luck will actually help you in battle, potentially saving you from what would be a finishing blow. Maybe your enemy will take pity on you and end up missing the attack, but keep in mind that this isn't a 1-up bonus, so it's not guaranteed this will actually save your life or help you win whatever battle you're in. It'll just make it far more probable that you'll escape a finishing blow, but you can still screw everything if you play your cards wrong.

Monster in Human's Clothing (200 CP): While the monstrous Stargazers are some of the most powerful of them, the mere fact that they can't hide among humankind turned them into prime targets of everyone. Fortunately, you managed to find a way to counter this downside, that is, by assuming a humanoid disguise. For every monstrous Alt-form you have, you gain the ability to condense that form into a humanoid form with a few inhuman features like scales, claws or horns for example. Of course, any traits or ability granted by your monstrous physiology will also be suppressed but, at least, you won't be forced to stay as a large target all the time. Otherwise, if you don't have a monster form, you'll be able to assume a different disguise. You'll be able to assume the appearance of a monster by greatly exaggerating any inhuman feature you might have. However, this monstrous disguise is merely cosmetic and doesn't grant you any special ability other than it being useful for intimidation.

The Burning Girl (400 CP): You're beyond what one would call a pretty tough guy/girl. You have a durability worth of myths, to the point it might be a side effect of your wish as it clearly surpasses human limits. You can live with large burning wounds all over your body without suffering any mobility reduction or infection, hold your breath for several minutes, live normally even after losing a part of your skull and of your brain, easily resist even absurd amounts of pain, survive being shot in the head with no sequelae, and even continue to move and maybe even fight despite fatal injuries that would kill even someone as durable as you. Even if most of your body is burned off, you'll keep being a menace. You'll continue being just as proportionally durable even in other Alt-Forms.

Consumer of Hearts (400 CP): What remains after someone's dream is crushed? What remains is **Resentment** and, in a world where desires can have power, it also holds power, albeit a risky one. Normally, only your Shooting Star would absorb the remnants of the losers' wishes, but it seems like your greater connection with it granted you the ability to also manifest and absorb the **Resentment**, in the form of a shadowy smoke/liquid, of any Stargazer you defeat.

Once you absorb a person's **Resentment**, you'll be capable of using a perfect imitation of their Stargazer abilities by allowing it to temporarily overwrite a part of your ego. While you don't need to worry about ripping your own ego apart and destroying your spirit, you'll temporarily gain this person's personality and will essentially act like them while using their abilities. You can only use the powers of a single person at any given time (as using more than one would probably break your mind as you might lose the notion of who you are) and using them causes significant physical and mental strain, but familiarity with someone's **Resentment** will reduce this strain over time.

Post-jump, you'll still retain the ability to absorb your foes' **Resentment** in order to copy their magical/spiritual/mental abilities, even if they aren't Stargazers, but just defeating them won't be enough. In order to manifest and absorb the **Resentment** of a non-Stargazer, you'll need to break their spirit and/or dreams in a significant way, to the point that they might have lost their hopes even if just temporarily.

Lastly, you won't suffer from overflow no matter how much **Resentment** you absorb.



Demon Lord of the Stars (600 CP - Requires Wished Upon a Star): By sacrificing their life and their wish, a Selfish Stargazer can evolve to a whole new degree, ascending into a sort of apex monster that embodies the maximum manifestation of their power. Either as a result of your greater connection with your star/wish or due to your extradimensional nature, you're capable of temporarily achieving this ascended state without having to sacrifice everything you have.

By entering this ascended state, you'll transform into a monster (or an even more monstrous form if you're already a monster) whose appearance is based on the nature of your wish. In addition to you gaining physical attributes proportional to your monstrous form, your Stargazer ability will also evolve, becoming far more powerful and gaining new usages. For example, an ability that allows you to transform your body parts into bombs will evolve to also allow you to generate extremely hot flames and release explosions without having to sacrifice your body.

You can stay transformed for a few hours, but, when you return to normal, all of your previous injuries will have been healed, including lost limbs. Even if you're killed in this ascended state, you'll be automatically transformed back into your default form but you'll be left unconscious and defenseless for a time.

However, after this state ends, you'll be left in a cooldown of an entire week before being able to transform again, but, at least, this power won't kill you by consuming your body completely. Furthermore, post-jump, you'll also be able to create new ascended states based on different powers you have in addition to the one related to your Stargazer power.

Altruistic Stargazer Perks:

Model Student (100 CP): Even if you're gonna spend your life chasing supernatural things, then you at least have to graduate high school. Fortunately, you're great when it comes to playing the role of the model student. While this also involves having a greater ease in getting at least good grades in the most varied subjects, what truly makes you to be seen as such a model student is the fact that you're basically born to be a teacher's pet, as your teachers tend to have a good first opinion of you as well as usually liking you more than they normally should.

Alliances With No Secrets (100 CP): Your allies seem to get pretty comfortable when they're with you. Maybe you're a good listener or have the aura of someone trustable, but, regardless of the exact reason, your allies tend to get a loose tongue while around you and end up telling you things you weren't supposed to hear, even if you're their ally. The more they trust you, the more things they'll tend to tell you. To give you an idea of how effective this perk can be, a friendly alliance with a random Stargazer you barely know will be enough for them to tell you how their abilities work and which was their wish, something they definitely shouldn't be telling to an soon-to-be enemy like you.

Kill the Weakness Inside of You (200 CP): In this Battle Royale, there's no room for any hesitation as you must ruthlessly crush your opponents' dreams if you want to realize yours. You can't let this naive and weak side of you get in your way, so you must kill it in order to do what is required. In order to do it, you can, at will, nullify any vulnerable part of your mind and personality, blocking or just weakening negative personality traits and sense of morality, making you able to turn off your emotions and letting you maintain your calm in any situation. When this effect is activated, your mind becomes more durable against mental strain or damage. This won't necessarily turn you into an emotionless version of yourself, unless you explicitly want it to happen.

Where's That Boy? (200 CP): You're a Stargazer, but it's undeniable that you're still just a regular human with no special abilities of your own. While your partner has superhuman physical condition and can utilize memory attacks when together with you, it's not always you'll have their protection. Fortunately, you're highly skilled when it comes to staying out of sight, causing distractions, and stealth in general. Sure, you're no master at stealth, but as long as your enemies' attention is focused on someone near you, you can literally sneak from in front of their eyes to behind them without being noticed until you decide to reveal yourself.

Stellar Mind (400 CP): You might not be great at picking up the gist of things at first, but this doesn't mean you'll give up. Your mind has a legendary capacity when it comes to processing information, as you're able to understand massive amounts of information by writing it down and even making doodles to visualize things better. This way, you can even process and truly understand eldritch knowledge that could make other people literally insane. This also greatly helps you to summarize information that you need to explain to other people in an easy-to-understand way. Furthermore, you also have an excellent ability to quickly understand the situation you're in, like understanding the mechanics of a supernatural phenomena or discovering how your enemies' abilities work. You could be an excellent detective if you wanted to after this Battle Royale.

Immovable Determination (400 CP): It doesn't matter how many people's dreams you have to shatter. It doesn't matter what you have to do, or who you have to trample over. No matter how much pain or suffering you need to go through, your determination will remain unshakable. Your willpower is basically like a mountain: gigantic, unbreakable and immovable, with no amount of suffering and pain being able to break your spirit. Furthermore, you're effectively immune to pain by sheer force of will, as you can keep fighting even if your whole body is breaking apart in a terribly painful way. Lastly, your willpower is strong enough to protect your ego and self-image from being altered against your will by external or internal factors, even if you absorb an absurd amount of **Resentment**.



True Stellar Friends (600 CP - Exclusive to Altruistic Stargazer): You and your partner in this Battle Royale are more than just friends, you're Stellar Friends and such stellar friendship greatly enhances the power of your memories.

This gives you more refined control over your memory attacks. While the raw power of your memory attacks, you're now also able to use memories from after the clone's creation instead of being limited to the memories you made together with the original individual. This also allows you to use the impactful memories of using specific memory attacks as a sort of loophole to reuse the same attacks (remembering the rule that each memory can only be used to fuel an attack once).

Furthermore, your greater control over your memories also allows you to fuse two or more memories in a single attack. The result of this is a memory attack considerably more powerful than the sum of its parts, like how Ichigo merged two memories in order for Carrot to shoot an extremely hot lightning bolt that could obliterate an entire house. However, the strain caused by such special memory attacks is increased, as fusing just two memories in an attack is enough to leave the clone immobile for five minutes. Adding even more memories in the mix will proportionally increase the attack's destructive power and amount of time the clone will remain paralysed.

Lastly, your bond with the clone will also open an interesting opportunity. The clone will have the possibility of eventually developing their own soul and become more of an independent being if you want to.

Shooting Star Perks:

Being of the Infinite (Free and Exclusive for Shooting Stars): You're one of the cute little Shooting Stars, nomadic reality warping beings in the form of hand-sized, starfish-like aliens who travel across the universe in the hopes of finding intelligent life in order to grant their wishes. Physically speaking, you're considerably fragile to the point a 16-year-old boy could crush you with his hand, however, you make up for this with other special abilities.

First and foremost, you're unaging and require no sustenance at all, as well as being able to survive extreme temperatures, allowing you to easily survive the void of space despite your fragile body. You can also freely fly at high speeds while inside a planet's atmosphere and at FTL speeds while traveling in space.

In order to find potential Stargazers, you have the ability to sense people's desires in a range of an entire planetary system. While this sense is precise enough to detect their general position as well as the intensity and strength of their desires, you won't be capable of sensing which exactly are said desires, so they'll need to explicitly tell you what their desires are.

Furthermore, what really makes your species really special is your power to grant wishes by rewriting the reality of the planet you're in. This power is compared to drawing on a blank canvas, where you can draw whatever you want, defying all laws of physics, as long as it's to fulfill someone's wish. But keep in mind you're not powerful enough to grant extreme or vaguely defined wishes, like saving or destroying the world.

However, despite how mysteriously amazing your power is, it has several limitations.

Firstly, each Shooting Star can only grant a single wish in their entire lifespan despite their immortality, but, as you're special, you can grant a wish to a person of your choice per jump or decade, whichever comes sooner.

Second, you can only grant wishes to people whose desires's origin are completely natural, being what the person truly wanted, without any kind of mental manipulation or control acting over them to create said desires. Furthermore, if someone gives up a wish in the middle of it being granted, you'll be forced to stop.

Third, Shooting Stars aren't omnipotent gods, so they can't alter things beyond a planetary range and they can't create souls. After all, a soul is the source of desires and wishes, hence it's impossible for them to create one.

Fourth, as only one person can have their wish painted on the empty canvas that is this world, if you grant a wish for someone on Earth, it'll also interfere with the other 24 Stargazers' wishes, so think well who you'll choose.

Lastly, as you're paying a special price, you won't be forced to fuse with whoever you granted a wish and, post-Jump, your wishes won't interfere with the power of any other wish-granting beings/artifacts. It's up to you to decide if your granted wishes are erased if you die or not.

Stellar Vigor (100 CP): Imagine how tragic it would be if you found the perfect person to fulfill their wish, but ended up accidentally killing them because you couldn't control your landing speed due to excitement and fatigue? Fortunately, this is something you don't need to worry about. No matter how much fatigue or other feelings you experience, your control over your own abilities and strength won't be negatively affected, as it'll be as if you were always perfectly rested and calm.

Alternative Solutions (200 CP): Despite their amazing power, the Shooting Stars have to lead with considerable limitations, even more considering they can only grant a single wish in their whole lifespan. Fortunately, you became considerably talented when it comes to finding workarounds and loopholes on any of your abilities' restrictions, limitations, rules, and conditions required for them to work. The main example of how this works is the fact that you could grant multiple "wishes", as long as they're considered aspects of a broader original wish. It's like a motif where multiple wishes can coexist in harmony with each other because they're part of a greater one.

Brainwashing Function (200 CP): Actually, there is a loophole about your wish-granting ability. Of course, you still can't create desires with your power but what if someone initially wanted something but changed their mind before you could grant said wish? It's precisely for times like these that you have a brainwashing function. By morphing your arm into a deformed claw and using it to temporarily fuse with a defenseless person, you're able to force them to ask for a specific wish even against their own will as long as they had such a wish at some point. This can also be used to force them to do other things other than just asking for a wish, but just if they also wanted to do these other things at some point of their lives. For example, if someone who wanted to destroy the world gave up their wish, you normally would be unable to continue granting such wish, but, with this ability, you'll be able to force them to still maintain their wish even against their will.

A Star in the World of the Dead (400 CP): The power of the Shooting Stars make them capable of travelling to and from that "movie theater of the dead" and the real world at free will and you're no exception to this, but you take this ability to the next level. You're able to physically travel to and from any afterlife in the local multiverse you're aware of with just a few minutes of concentration, as long as said afterlives aren't explicitly protected against dimensional travelers like you. Unfortunately, you can only teleport yourself so you can't bring anyone, dead or alive, together with you. Furthermore, while you aren't able to grant wishes to the dead as a Shooting Star's powers are reliant on the life energy of living beings, you're actually able to more reliably resurrect the dead as you pull their souls from whatever afterlife they are. However, be careful that the overseers of some afterlives do not take kindly to having their souls taken.

The Art of Manipulating Hearts (400 CP): It's nice to grant truly genuine wishes that people naturally came to have, but sometimes these wishes aren't exactly what you want to grant. As I mentioned previously, you can't create desires that are valid to wishes but you became a specialist in shaping them.

After a countless time analysing and quantifying dreams and desires, you became an expert manipulator, specialized in manipulating and twisting other people's desires in order for them to better fit your own desires. It's easy to manipulate a girl who gets pleasure from destroying things in order for her to start dreaming of eradicating as much life as possible with a few well-placed arguments, but, if you manage to talk with someone a very emotionally vulnerable moment, you could twist an innocent dream about the world being supernatural to it become a world-wide catastrophe that will consume the entire planet. Only those that have no desires at all (or at least the ones that manage to hide all of their desires from you) would be completely unaffected by your words.

As a bonus, like many other stars, you also have the ability to detect other people's emotions, such as anxiety or confusion, as long as they aren't actively using some supernatural ability to hide them.



Complete Wishing Star (600 CP - Requires Being of the Infinite): In truth, just a single Shooting Star found Earth, not an entire cluster of 24, and it wanted to grant the wish of just a single person, Octo herself. However, the star couldn't control its landing speed and ended up killing Octo instead by crashing into her.

As a Shooting Star's powers are reliant on the life energy of living beings, they can't grant wishes to the dead, but Octo had a brilliant idea to indirectly fulfill her wish to make the world more supernatural. She split portions of the star's body and 24 little Shooting Stars were spontaneously born from them.

Originally, I thought you were the 25th spawn of the main star, but it turns out you're actually a complete Shooting Star yourself, with all the benefits it comes with.

First of all, while you can still transform into a hand-sized starfish-like form, your true appearance is that of a tall, vaguely humanoid being with a star-shaped head whose physical condition is peak human. Your wish-granting power is also superior to that of those imperfect spawns, as you're now powerful enough to even grant extreme or vaguely defined wishes, like saving or destroying the world, but it'll be up to you to decide how such wishes will be interpreted and granted.

Furthermore, like the main Shooting Star, you're able to spawn defective versions of you in the form of little Shooting Stars by splitting tiny parts of your body. Each one of your spawns will be able to grant a single wish and they'll act mostly independently but you'll be able to give them a single direction of which nature of wishes they should grant. Additionally, your spawns won't have memories, an ego, or your full power as a Shooting Star, thus they won't be able to grant wishes properly and their wishes will interfere with each other.

You're able to spawn up to 24 little stars without any noticeable loss of strength, but you can spawn more of them by sacrificing proportional portions of your energy and power. You can also assimilate stars in order to recover the power you spent on them, but, the longer a star remains separate and independent from you, the harder it will be for you to assimilate them.

Stellar Weirdo Perks:

Mysterious Beauty (100 CP): It looks like you have got a mysterious aura and a wild charm that people tend to love. You also have great looks, having a clearly 10/10 attractive appearance with the assets of your preference, to the point of being considered beautiful, handsome, cute, and/or even lewd to almost everyone or just by those of your preferred gender(s). Expect to eventually have a lot of secret admirers just like Octo-chan. Did you know that wild, weird, antisocial girl could have her own fan club simply thanks to her looks and charm if she wanted?



Stellar Artist (100 CP): While naive kids might have dreams of becoming some CGI hero, you have a better, more solid goal for the future: becoming a manga artist. Of course, the industry is no-good, but you have a great potential, as you have the amazing drawing skills of Ichinohe, allowing you to effectively replicate their unique artistic style and draw masterpieces on par with theirs.

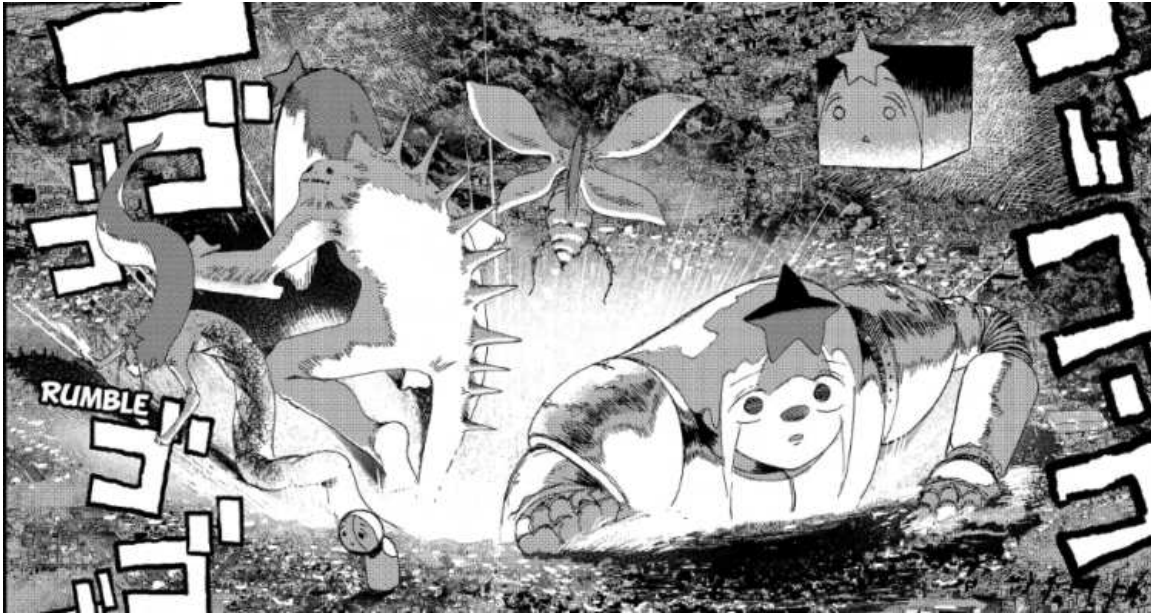
Fan of the Supernatural (200 CP): How can a person search for the supernatural if they don't know what they're going after? Fortunately, you don't need to worry about it. You have a wealth of knowledge about a wide variety of supernatural stuff, to the point one could call you a specialist. However, in a mundane world like this one, your knowledge is actually related to only legends, myths and fictional works like movies. At least, this could help you notice some tropes associated with the Stargazers. Post-jump, this wealth of knowledge will be updated, meaning that in worlds where the supernatural actually exists, your knowledge will be updated to include actual true information.

Expert Urban Explorer (200 CP): A seemingly abandoned building might be a far less hostile environment than the wilderness in most cases, but actually exploring one in a safe way still requires some skills that an expert like you have. In addition to having a good endurance to walk for hours without getting tired, you have excellent skills at navigating human-made buildings and identifying where cameras might be, as well as having an uncanny degree of night vision for a regular human. Furthermore, you have a third sense that allows you to detect when a structure like a wall or a ceiling is damaged and will break down soon. This is really useful if you're exploring an abandoned building and want to avoid being crushed by a ceiling that collapsed on top of you.

Break All Logic Apart (400 CP): Sushi can be broken down into three parts, but you can't break apart something like a wish into its components, because it isn't a physical object. Yet, Octo managed to do it, ignoring all logic. Maybe you're as crazy as her as you're able to replicate such a feat. Basically, while this perk doesn't grant you any other supernatural ability, you can break conceptual or non-material things that you're in your possession apart into their components. This can be used in a lot of different ways if you're creative enough, but it's a bit hard to explain its precise capabilities and limits.

Do you have access to some esoteric energy pool? You can convert this energy into its base components, like splitting Chakra into raw physical and spiritual energies. Have the right to receive a single wish from an Eternal Dragon? You can split this wish into smaller ones as long as they follow the same goal. Are you the rightful owner of a corporation or ruler of a nation? You can divide said corporation/nations into multiple ones still under your command. Have you made some supernatural contract that forces you to do something? You can share your responsibilities involving said contract with other willing people. Can you grant abilities (if you consider said ability a "thing") to people? You can then grant only parts of said abilities to them instead of the whole package.

Ritualistic Potluck Method (400 CP): Modifying rituals isn't like modifying a recipe of a dish. You can't simply replace incense with aromatic candles in a ritual to bring back the dead and expect it to work. It's not the lottery where you can try to mix a bunch of different things and one of them would end up working. However, this is what happens with most people, but you aren't most people. In another case of ignoring logic due to your sheer craziness, you're able to actually modify rituals and spells by replacing their ingredients, requirements and/or steps by others that have more or less the same properties or are conceptually similar. A ritual that must happen under the moonlight will also work during solar eclipses or when exposed to another "moon" that isn't Earth's Moon, a purifying spell that requires black tourmaline might use a large amount of coarse salt instead as both are said to absorb negative energy, and a ritual to give birth to a "Green Baby" might use just raw negative spiritual energy instead of the souls of several sinners. Fortunately, you have an innate sense of when something isn't a valid substitute before you actually try to use them, so you don't need to worry about some ritual suffering a massive failure and blowing up in your face or just wasting all other resources used on it.



The Super Supernatural God (1000 CP - Requires A Light So Radiant That It's Blinding): You had a special dream since your childhood, as you wanted for the world to have all the stuff that those boring normies wouldn't understand. Something more than just the supernatural, the Super Supernatural! In a few words, you shared the same wish as Octo and you, my friend, wished this with the same intensity as she did. With this wish and a powerful heart like yours, this meant you fit all the requirements one would need to become the successor of Octo's wish after her death, but, unfortunately, the main Shooting Star only found you after it was split in many pieces so it couldn't grant your wish either.

However, the star didn't forget you. While you'll remain a completely normal human (ignoring the out-of-jump powers and items you might have of course) for now, once there is just a single Stargazer remaining, the main Shooting Star will finally be able to grant your and Octo's wish and bring the Super Supernatural to this world.

Regardless of whether Octo was resurrected or not, from that point onwards, you'll permanently acquire the power to rewrite the reality of the planet you're in by using the power of your wish as if you were a sort of supernatural deity and the world revolved around you.

Your reality-warping power, while arguably god-like, is limited in scope as it's focused on your wish to bring the supernatural to this world. You'll be capable of freely shaping the terrain and most inanimate matter to create almost any building or structure you can think of, like spikes, walls, domes, statues, houses, and even technological devices if you have memorized their schematics.

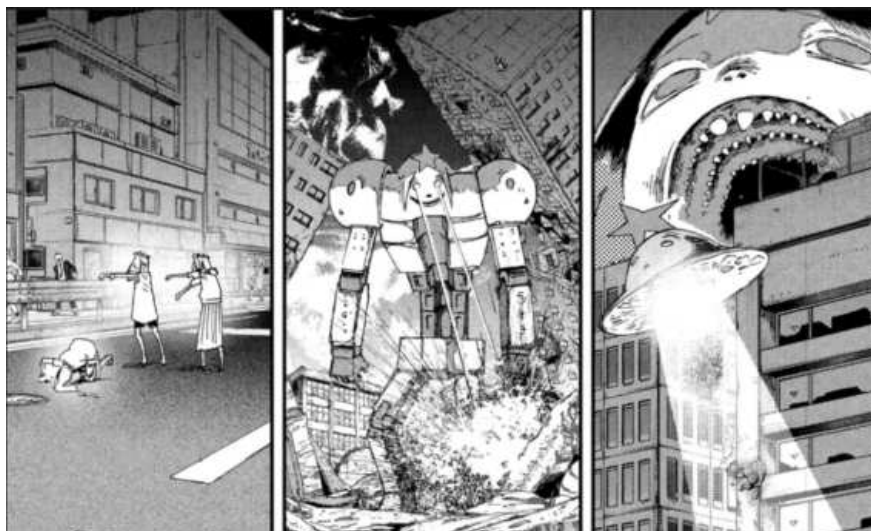
You can also create supernatural beings out of nothing under your total control that can range from cute puppets and floating cubes to giant robots capable of shooting eye beams and titanic tardigrades. You can basically create any kind of supernatural

being you can think of and even give them abilities related to their physiologies, like giving flight to a winged creature or regeneration to a slime-like being. This aspect of your power can also be used to create several giant hands and legs that are strong enough to crush entire houses with ease.

Additionally, you can also freely heal wounds of normal people, capable of healing simple scars to even growing back entire limbs with a single touch. Thanks to this, it's basically as if the concept of ordinary life and death no longer exists around you, because you can effortlessly bring people back to life as long as their souls are still connected to the physical world.

However, Shooting Stars aren't omnipotent gods and your power is derived from them, so it has its own limitations. First of all, you can't create souls, so all supernatural beings you create will be your puppets that only exist as long as you do. Second, even if the beings you create don't necessarily need to be twisted versions of you, like Octo's creations, all of them will have some star symbol on them. Third, the amount of power you can exert at any given moment is limited. For example, you can't create anything more powerful than a giant monster capable of engulfing entire buildings with its mouth and you can just build a small medieval town from the terrain at once. Fourth, healing/resurrecting non-mundane people will require more energy than doing the same to normal people to the point that it's impossible to resurrect someone who is as powerful as you. Fifth, your power can't control neither modify the bodies, minds or souls of living beings. You could try to create a zombie plague or some demon/ghost capable of possession, but this will be your limit of how much you can affect them beyond healing. Sixth and last, the range of your abilities is at most planetary, so you can create monsters even on the other side of the world.

Finally, as you're paying a special price for this, your power doesn't originate from the main Shooting Star, so it can't nullify your abilities and you won't lose them if it dies, but keep in mind that Octo will still share control over this world with you if she also receives her wish. I hope you'll be a benevolent god to this world unlike Octo.



-Items-

Each item is discounted by 50% for their respective Origins, with discounted 100 CP items being free. Every item is fiat-backed. You receive an extra +300 CP to spend on this section only.

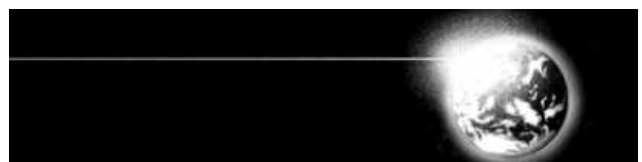
General Items:

Get Dressed, Jumper (50 CP): Do you have an exhibitionist fetish? Or are you some kind of closet pervert? Because I don't think you'll want to walk around completely naked, even if you have an inhuman appearance. Fortunately, I have the solution for this problem right here. By taking this item, you receive a large closet room, containing a bunch of different clothes tailor made, such as a mature business casual fit, hip-hop style, flashy clothes, street fashion-inspired outfits, and even a cute chimera costume. All of these clothes are able to repair and clean themselves, and, if lost or destroyed, they'll reappear in your Warehouse the next day.



20 Quadrillion Degrees Celsius Heat Ray (600 CP): After Octo's wish was realized and she gained the ability to manipulate all of reality on Earth in order to make the world supernatural, she created a special heat ray gun following the advice of the Shooting Star. That weapon was probably only possible due to the loose laws of physics and reality during that moment and its power was probably an exaggeration, but what if this weapon actually had its supposed power?

By taking this item, you receive a replica of Octo's heat ray weapon, which is completely independent from her wish and doesn't rely on loose laws of physics to properly work. This weapon is insanely powerful, even for the standards of the reality-warping Shooting Stars. The heat beams fired by this weapon have a temperature of 20 quadrillion degrees celsius, far hotter than even supernovas, and thus they can blast through basically anything it comes into contact with, including planets and stars. Keep in mind that the beams are so powerful that they'll probably keep flying for eternity without ever slowing down, so use them with caution. Furthermore, the weapon had some safety mechanisms installed by me and the Shooting Star. The first one prevents it from being fired against its owner, that is, you. The second one prevents it from firing at the planet the user is on, in case the beam would cause the planet's destruction. The third and last one adds a cooldown between each shot of it, as you'll only be able to fire this weapon once per week. After all, I can't let you have a weapon capable of spamming star-destroying rays, but, post-Spark, I'll remove the third safety mechanism. If lost or destroyed, you'll receive a new heat ray at the start of the next jump or after a decade, whichever comes sooner.



Stargazer Items:

Basic Allowance (100 CP): Again, the basics. As I don't want to see you having to lend money from a girl in her first year of middle school to buy something, then this item might help you. By taking this, you'll receive exactly 16,520 Yen (or equivalent amount of the most popular currency in future worlds) monthly. As a bonus, while you still have this money in your possession, you'll be able to summon it to your hand at will, so you won't need to worry about losing it while fighting your opponents.

Apartment (200 CP): You receive your own apartment, appearing somewhere in Tokyo (or in a city of your choice in future Jumps), equipped with everything a mundane house needs, with its basic resources being restocked daily, so you don't need to worry about needing to buy food or pay for electricity and water anymore. To make things better, it's also rent free and its air conditioner is working. As an extra benefit, the apartment and everything inside it are self-cleaning, so you won't need to waste time doing basic housework, unless you actually like doing it. Finally, if something like an alien star or a giant monster destroys your apartment's roof or walls, your apartment will be completely fixed the next day.

Stargazer's Cult (400 CP - Discounted only to Selfish Stargazer): There's a strange cult that worships some mountain god and almost sacrificed Octo and Yota because she angered it, but it looks like those cultists believe you're the embodiment of their god due to your supernatural abilities and decided to worship and serve you instead. The cult is formed by around a hundred people, each one of them being completely loyal to you, but they're only regular citizens when not worshipping, so most of them will have little to no fighting capacity. They count as your followers and will update themselves in each future world you visit to become average citizens appropriate to each respective setting.

Octo-Chan's Power Diary (400 CP - Discounted only to Altruistic Stargazer):

A fact that made the duo Yota and Octo especially powerful after their resurrection is the fact that their lives have been anything but normal. They've gone through the good and the bad and thus have collected a lot of memories that consist mostly of mischievous moments, like all the times Octo got in fights against most of the school's clubs. Yota kept their diary up to date by himself, without realizing it would help to make them unbeatable when it comes to memory battles.

You managed to get your hands on a copy of Octo and Yota's book of memories, relating all of their adventures and troubles they got into, but this one is special. If you're an **Altruistic Stargazer**, then you'll be able to use the memories recorded in this book to fuel the clone's attacks as if they were yours. Each memory used burns the page related to them, but they'll reappear overtime, at a rate of one per day.

You can also find other ways to use the memories stored in this book, but, even if you don't have a way to use these memories directly, this book will still contain details about each possible attack and trick that the most dangerous duo of Stargazers can use in this Battle Royale.

Abandoned Town (600 CP): By traveling to a station called Onboro and then following through a mountain trail, you can arrive in an abandoned town that is rumored to be cursed, but it's simply a place completely devoid of inhabitants. If you don't want any normal people to get caught in the crossfire of a battle between Stargazers, this would be the perfect arena. Of course, you could simply travel to this place if you want to fight there, but you acquire something better by purchasing this item. Every time you and your opponent agree for a duel without any outside interference (not counting summons and other beings integral to your abilities), you'll be able to teleport both of you to a pocket dimension taking the form of this very same abandoned town to serve as an arena, but with a key difference. This place will be strengthened in order to be durable enough to resist the fight, no matter how powerful you and your opponent are when going all out. Furthermore, the only way for someone to exit this pocket dimension is by defeating their adversary.

Shooting Star Items:

A Princess' Servants (100 CP): Shooting Stars aren't materialistic beings, as they don't have the desire to eat or get rich. Instead, they have a desire or instinct to fulfill wishes. So, taking this in consideration, it's only natural I offer you items that are related to some specific wishes. The first one, reminiscent of a woman who wished to be a princess, is a set of a dozen of animated cleaning tools with mouths, such as mops, brooms, sponges, and others. These cleaning tools have just a crude life and aren't sentient at all, with their main function being to move and clean things by themselves under your command. However, they can also be ordered to wander around until they find someone threatening and quickly return to alert you. If lost or destroyed, new ones will reappear in your Warehouse next day.

A Peacemaker's Brainwave Sensor (200 CP): Taken from a group that wished for a world without pain, this UFO-looking helmet with an antenna gives its wielder the ability to pinpoint the position of any living being with a brain or analogous organ within a range of a kilometer from them, as long as they aren't using any mean to hide their brainwaves. This helmet has some limited shapeshifting properties, as it'll grow/shrink and/or modify its form in order to fit the head of its wielder, so you'll be able to use it even if you have a giant star-shaped head for example. If lost or destroyed, new ones will reappear in your Warehouse next month.

A Bloody Superhero's Outfit (400 CP): Reminiscent of a boy's former dream of being a transforming superhero inspired by the TV show and games of the hero known as Chupacabro, you managed to acquire a superhero outfit with a design of your choice that grant its wielder Chupacabro's most characteristic power: his Chu-Powers, that is, his ability to control blood with his mind. There are many ways you could use this hemokinesis, but you can also use Chupacabro's special moves while using this suit, such as his Chupaca Blast that involves firing a large amount of pressurized blood that explodes at his targets and causes massive damage. Of course, Shooting Stars don't have blood but, as you're paying a special price, you're not limited to manipulating just your own because you can also control any blood that is outside living beings.

A Demon Lord's Bomb (600 CP): Materialized from the wish of a girl who wanted to blow up the entire planet, you receive a mummified, featureless corpse that has been turned into an extremely powerful bomb thanks to the power of said wish. You're able to detonate it at will regardless of distance or even rip specific parts of it to explode them separately. As it isn't conventionally explosive, you don't need to worry about something causing it to explode against your will. A single hair of it has the force of a grenade, but, if you decide to blow up the entire corpse, it'll have the destructive power of a nuclear bomb but without leaving any fallout behind. Essentially, this corpse is equivalent to the Bomb Girl at her zenith turning her entire body into a bomb. If used or somehow lost, you'll receive a new corpse after a year.

Stellar Weirdo Items:

Listening Devices (100 CP): You receive a set of covert listening devices consisting of a few dozen of discrete, miniature radio transmitters with microphones connected to a central device with a headphone. While these devices are mostly mundane, they require no batteries to work and have a range of a few hundreds of meters, with no loss of audio quality within this range. This item is perfect if you want to spy your friends to check if they're badmouthing you.

Macabre Collection (200 CP): You have some pretty peculiar tastes. You receive a complete fiat-backed collection of several books about ways to bring back the dead, like dark magic, miracles, resurrection, necromancy, biological reconstructions, among many others. However, there is a catch. All of these books are fake and the rituals written down in them will never work. Post-jump, this collection will be updated to add new books about false rituals from each world you visit. At least, this will help you discover if a legendary ritual is actually a lie because your collection has a book describing it.

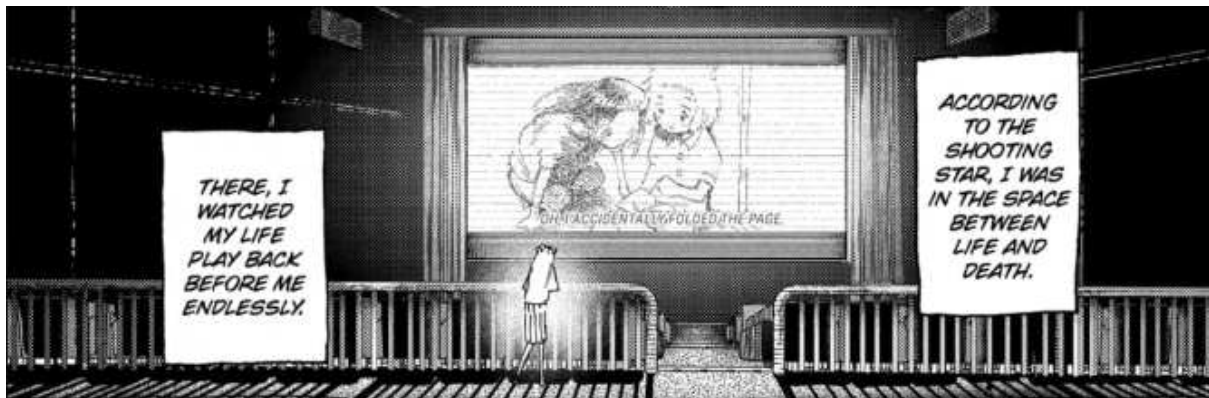
Super Supernatural Research Association (400 CP): One time, Octo hijacked an empty classroom to establish her own club focused on her search for supernatural things. Eventually, her club with only two members got recognized as official despite not having any of the responsibilities the other school clubs have.

By taking this item, you'll be the third member of the Super Supernatural Research Association, either you're their classmate or a member of the school's staff assigned to take care of Octo and Yota.

The main benefit of this item in-jump is to give you the background of a friend of the most dangerous duo in the Battle Royale, but it'll give you a few extra interesting benefits post-jump.

Firstly, in all future worlds you visit, you'll be the president or main responsible of a similar club that will exist in any school or similar education institution you're part of, which will have no responsibility other clubs would have and you'll be free to pick whatever you want as your club's main focus of activities.

Second, by a whim of fate, all students that are plot-relevants in that school will end up members of your club if you want to, even if they would already also be members of other clubs.



Movie Theater of the Dead (600 CP): Until a soul is completely separated from their body and before they're departed to a proper afterlife, they stay trapped in the space between life and death. Instead of this space being something like a foggy forest or another esoteric location, it curiously takes the form of a movie theater, probably due to it being molded by humanity's collective consciousness. In this space, they'll watch their lives play back before them endlessly but from a bird's eye view instead of their own viewpoint, with the only thing remaining for them to do being to reflect back on their nostalgic memories.

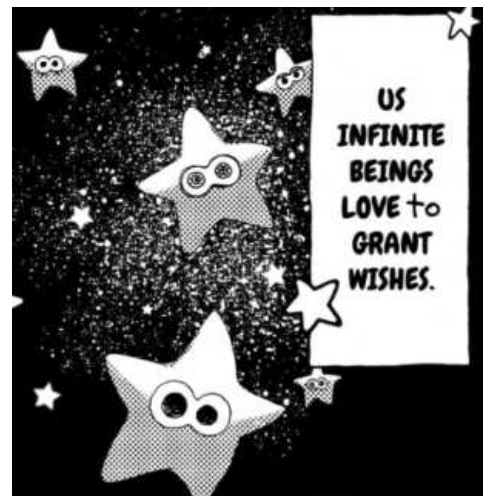
Usually, the only contact you would get with this space between life and death would be if you die here, but, somehow, you have come in possession of one of such movie theaters as a sort of pocket dimension existing in its own reality. You'll be able to travel to it in the same way as mentioned in the **A Star in the World of the Dead** perk and, if you have the means to absorb or collect souls, you'll be able to bring them to this space. While inside it, anyone can watch their memories as if they were movies, but you have control over what plays, so you can forcibly show the memories of any dead who is in the theater if you want to.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Little Mini Shooting Star (50 CP/Free for Stargazers): As you were walking around the chaotic streets on the night the stars arrived, you found a lost cute little Shooting Star that couldn't find anyone to grant a wish and decided to simply give up. While it won't grant any wish anymore, it decided to accompany you despite it being barely able to hold a conversation to the point you could treat it more like a keyring that makes sounds every now and then. You don't need to worry about hurting this star's feelings, after all, it got none. This little Shooting Star counts as your follower.



If you're a **Stargazer**, then this little Shooting Star is the one that granted your wish and is the source of your power. In this case, it'll be fused with you or with the stellar clone and you must protect it for the duration of this Jump to keep your status and power as a Stargazer. Unlike other Stargazers, you won't lose the memories related to your dream if this star is destroyed. Post-jump, it'll be removed from you or the clone and become an independent existence again.

-OC Companions-

None of the following Companions exist in this jump unless taken here.

The Cockroach Girl (100 CP): She was a regular girl with black and pink long hair in her earlier twenties who lived in poverty together with her brother until the day he passed away. She was struggling to survive, and her college “friends” made things even worse by putting a swarm of cockroaches into her house. In despair, she begged for the cockroaches to vanish and her wish was fulfilled by a little Shooting Star ... that fused her with the whole swarm.

While she kept most of her human appearance, aside from two antennas and the star in her head, she was initially disgusted by her new body and started to run in the streets until she found you and decided to accompany you as you helped her to accept her new condition.

As a result of her wish, she gained superhuman physical condition, being strong enough to be capable of breaking concrete with her bare fists, the ability to crawl on walls and, more importantly, an extremely potent healing factor that she shares with her star. Her regeneration is currently so powerful due to the accumulated life energy of the entire swarm, but it still has its limits as decapitation can still kill her and her star’s regeneration is easily overwhelmed by enough damage.

The Broken Man and the Angel (200 CP): To this cold and calculating former general of the JSDF, his wife was everything to him and the only reason why he kept smiling. But, after his scientist wife died in an accident that resulted in her soul getting struck in a deformed biological anomaly, he was unable to move on and tried everything to try to bring her back to life in the same way as Yota tried with Octo. He even isolated himself from his son as the boy was too similar to his mother. When he was losing his hopes, a little Shooting Star found him and granted his wish to bring back his beloved wife by reconstructing her body using that same deformed biological anomaly.

However, due to the wish being incomplete, her body became unstable and mutated, transforming her into a giant woman with pure white skin, red eyes and fleshy wings. Essentially, she ended up becoming an existence similar to other “stellar clones” like Octo and Carrot despite having her own soul, but, in addition to having access to regular memory attacks, she has a few special abilities of her own like laser beams, overwhelming strength and energy barriers. Despite being a powerhouse among all Stargazers, she’s a giant target and her husband is just a regular human, even considering he’s a genius strategist.

As you helped them to understand what exactly was the situation with the Shooting Stars, both accepted to become your Companions, with them taking a single Companion slot. Post-jump, the wife will be able to shift between her regular human form and her giant inhuman form.

The Control Demon (200 CP): Nothing is known about the childhood of this red-haired woman. One day, she appeared out of nowhere and became a famous politician, quickly ascending in the hierarchy of the Japanese government. Currently, she's Japan's Minister of Justice and has the goal of becoming Prime Minister in the future, all for the sake of making the world a better place ... at least in her eyes, as she's actually a sociopathic but highly skilled manipulator obsessed with control that believes herself to be better than everyone else while still wanting to find someone she can consider her equal.

Of course, someone with a twisted obsession and dream like this ended up attracting a little Shooting Star that gave her one of the two things she most wanted in life: the power to control others. As long as the power difference isn't too absurdly big, she's able to slave the wills of anyone who thinks of themselves as lesser than her, regardless if they're normal humans or Stargazers like her. Meanwhile, her physical appearance wasn't too altered, as her Shooting Star is now floating above her head as if it was a halo and her eyes became yellow with star marks.

Somehow, she encountered you and you were the first one who resisted her mind control, the first one who she thought of as someone equal to her. While she still is a sociopathic manipulator, she decided to accompany you in your Chain.

The Absolute Evil (200 CP): A boy who grew up being bullied and seeing the injustice of the world firsthand eventually became a violent man who attacked police officers, criminals and other authorities, using nothing else than his own fists and his absurd talent with martial arts. Of course, he became a sought criminal but he was determined to not allow it stop him from following his dream: become the absolute evil that treats everyone impartially and forces them to unite.

In another world, this man could have evolved while hunting heroes, but in a regular world like this one, he wouldn't have this luck. That is, until that night, when a Shooting Star found him and granted his wish. The man became a humanoid, faceless monster covered in biological armor, possessing physical attributes without equal in this world.

Initially, he planned to crush every other Stargazer, but his plans changed when he found you. Maybe you helped him to realize he actually always wanted to be a hero to solve the injustice of the world or maybe you showed him another path to become the absolute evil, but, regardless of the exact reason, he decided to follow you.

-Scenarios-

You can take as many scenarios as you want, as long as they aren't incompatible.



The Celestial King/Queen (Exclusive for Stargazers): On the night the stars first arrived, regardless if you were fleeing or spreading destruction, you saw a group of Stargazers listening to the speech of a mysterious figure and you stopped to hear it.

"We pray, we wish, we cling to and we beg to the Stars. In exchange, they grant us our wishes. In other words, we are Stargazers. Only one person can drill a hole through this planet and have their dream fulfilled. The last one standing is known as the Celestial King." These were the exact words spoken by that mysterious figure (~~who is actually the true Octo temporarily possessing the fake Octo but ignore it~~).

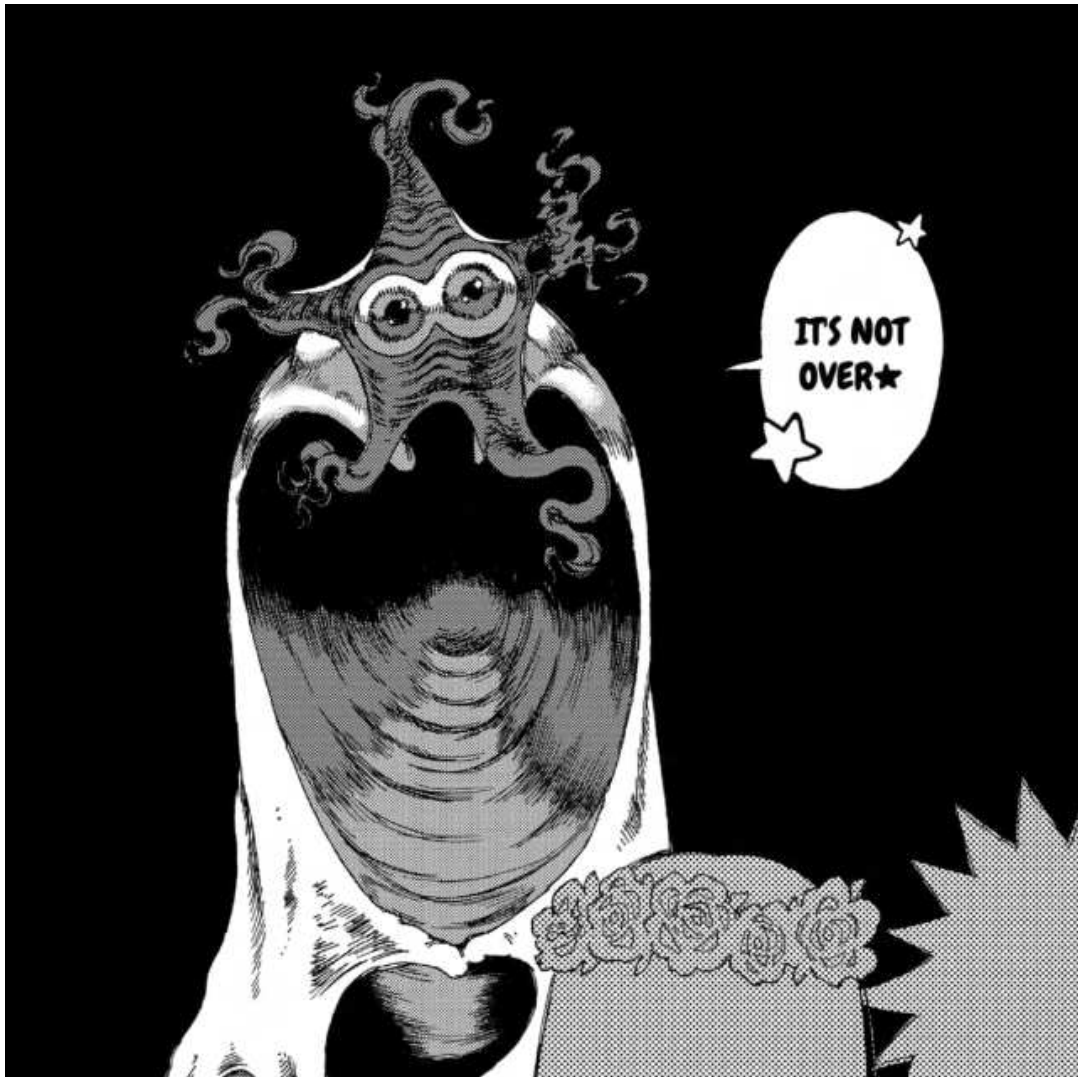
Your goal in this scenario is pretty simple. You must be one the last Stargazer remaining and win this Battle Royale. However, this won't be as simple as just waiting until the Bomb Girl and the duo Yota and Octo defeat almost all other competitors, as, while four or five Stargazers may be defeated without your intervention, the rest of them will hide after the first day or form alliances. This means you can't wait until someone does the hard work for you so you must take action to find most of the Stargazers and destroy their Shooting Stars.

Furthermore, as you winning means that Octo will remain dead and Yota will end up forgetting her, I'll give you a bonus objective. If you find a way to permanently resurrect Octo without using the power of the main Shooting Star, you'll receive an extra reward in addition to this scenario's main reward.

-Reward: As you defeat the last Stargazer and thus acquire the title of Celestial King/Queen, it's time for you to receive your rewards. Firstly, as you'll notice, you won't have your incomplete wish fully granted as that part of the mysterious figure's speech was a lie, however something strange happened to your Shooting Star after you defeated the last Stargazer. It started to overflow with the remnants of the losers' wishes and started to bleed a shadowy liquid.

Fortunately, instead of this liquid becoming an uncontrollable, immortal monster, it ended up condensing into a set of **Darkened Stars**, one for each Stargazer you defeated. Each one of these stars looks like a regular Shooting Star, but they're not alive, being made just of solidified **Resentment** and the remnants of those broken wishes. By wielding these stars, you'll be able to harness the power of those remnants, allowing you to use the abilities of the defeated Stargazers as if you had absorbed them using the **Consumer of Hearts** perk, but without the physical and mental strain or the personality alteration. You can wield only a single star at once and, after using its power for an hour, the star will become empty and will take an entire week to recharge and become usable again.

Furthermore, if you found a way to resurrect Octo (consequently causing Yota to remember her after seeing her again) and thus help the two lovers to get their happy ending, you acquire a special **Tome of True Necromancy**, describing the ritual that Yota tried to use, but, unlike the original, this one has been modified by me in order to actually work when done together with this tome. This ritual can effectively resurrect any person as long as their soul isn't stuck in some afterlife and you have access to their remains. Lastly, the girl will have become fascinated with you due to your status as a Jumper and will see you as an opportunity to explore the supernatural all around the Omniverse, so **Octo and Yota** will decide to follow you along your Chain, allowing you to take them as your Companions for free, with them taking a single Companion slot.



All The Lights In The Sky Are Stars
(Requires Expanded Battle Royale - Endjump Scenario)

You need to understand a fact about the main Shooting Star. That thing isn't a "friendly wish-granting alien", as, in truth, it's an insane monster whose dream is to grant a wish that is twisted, unhinged, shallow and, above all, insanely destructive. It saw an opportunity of using Octo's dream to destroy Earth through the Super Supernatural but it failed when she accidentally died.

It would only get another opportunity if Yota had won the Battle Royale, but something different happened this time. As soon as the Battle Royale ended (regardless if you have taken **The Celestial King/Queen** scenario or not), the Shooting Star discovered another possibility to fulfill its dream in the craziest way possible because...

... that thing noticed you and discovered your true nature as a Jumper.

The Shooting Star gave up on granting Octo's wish and attempted to hijack your connection with your Benefactor to usurp your status as a Jumper. Fortunately, it failed but not completely. It still managed to acquire limited access to the greater multiverse through you.

With this limited access, it managed to spread its lesser spawns to many more worlds beyond this one. These worlds are those of your previous jumps, more precisely, alternative versions of them where you never arrived and their stories followed their regular paths. It managed to spread around 48 lesser stars to each one of these worlds, with them granting incomplete wishes to some relevant individuals with powerful dreams and essentially turning them into new Stargazers.

The Shooting Star will then proceed to teleport them to this universe, with the lie that they need to destroy you in order to have their wish fully granted, something that they'll believe regardless of what you say to them (after all, it won't pick reasonable people that have boring dreams). These new Stargazers will have gained new abilities based on whatever wishes they had in the same way as the old ones, but, as many of them already had supernatural abilities before it, their new abilities will enhance them in an appropriate way.

Fortunately, the Shooting Star isn't powerful enough to bring them all at once, so it'll bring 48 Stargazers at a time and, once you beat all of them, bring another set of Stargazers until you defeat all of them. Eventually, no matter how much time passes, you must defeat every single Stargazer that thing created around the greater multiverse, but, before you're able to confront it, you'll discover something horrifying.

The Shooting Star grew and evolved by consuming the wishes of each Stargazer you defeated, ascending into an eldritch entity in the form of a planet-sized star that partially exists in the physical plane with its countless arms. In a last attempt to take over another world, it'll split more 48 lesser spawns to one last world and create a last set of Stargazers: your birthplace, your original world.

However, this last set of Stargazers is different from all others, because the ~~Shooting Star~~ is far more powerful now thus each one of its lesser spawns is as powerful as a complete Shooting Star. As a result, each Stargazer from your original world will receive a complete wish and thus will have reality-warping powers on par with the displayed by Octo when she became a "Super Supernatural God", but fitting their respective wishes and dreams

After defeating the last godlike Stargazers, you must destroy the ~~Shooting Star~~ once for all, but, at this point, its power will make it akin to an omnipotent god within its home universe (or at least a degree of magnitude more powerful than the strongest Stargazer you faced). This may be an extremely hard fight or literally impossible depending on whatever powers you might have, but this is the time to show us why your Benefactor chose you to be a Jumper.

Once you win this fight and finish this scenario, it's time for your rewards.

-Reward: As you finally destroy the Shooting Star and prevent its madness from consuming countless worlds all around the Omniverse, your first reward is the main reward of all of your Chain, you gain a **Spark**, receiving an extremely great power boost and the ability to travel to anywhere in the Omniverse, being able to go to any of your previous jumps.

As you managed to put an end to the Shooting Star, its wish-granting power was so massive at this point that it didn't die with it, instead condensing into a single star crystal. This crystal contains a single **True Wish**, which you can use. This wish can be pretty anything you want without strings attached and almost without limitations, that is, as long as it's not something completely absurd that goes far beyond the power of entities like your Benefactor and Oversparked Jumpers.

Furthermore, as countless dreams and wishes were destroyed in this world, all of their **Resentment** will accumulate itself in just one being, giving birth to a humanoid being made out of shadows, an existence that has no ego or emotions of its own. Such a dangerous being ... that is now absolutely loyal to you. This **Embodiment of Resentment** is able to possess other beings, forcing itself into them and resulting in their souls being destroyed if they don't have enough spiritual/mental strength to endure the accumulation of countless people's negative emotions, but it isn't its true value. This being is able to shapeshift into any of the countless Stargazers you defeated in this scenario and perfectly copy their abilities and skills. Lastly, as a being made purely of negative emotions, killing it is not only risky, but almost impossible as it'll be able to regenerate as long as the minimal piece of it remains intact.

This is the end of your Chain, but the start of a new adventure.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Jumper is the Best (+50 CP): Maybe you're a little kid too full of yourself or not, but, regardless of this, you have a way of speaking that is at least curious. You tend to speak about yourself in the third person in the same way as Ichigo does. While this doesn't cause you any problem directly, it might eventually get a bit annoying to the people around you.

Expanded Battle Royale (+100 CP): Apparently, Octo was especially brutal when she ripped parts from the main Shooting Star, as there are twice the original quantity of little Shooting Stars to grant wishes all around Japan. While this didn't weaken the main Shooting Star, this means there are twice as many Stargazers (totalizing 48 of them) to fight in this Battle Royale. Every one of these extra Stargazers will be as interesting and potentially as powerful as the original ones, meaning they'll all have unique wishes and abilities you haven't heard about. Things are going to get wilder now.

Horrible Choice of Words (+100 CP): You're the kind of person who would try to explain the reason Shooting Stars grant wishes by comparing it to the reason humans have sex. Every single time you try to explain something to someone, you'll initially use the worst possible words, comparisons and metaphors, probably causing misunderstandings and causing people to think you're perverted or confusing like a certain little star. It'll take a few attempts before you manage to explain anything in an easily understandable way. Fortunately, this doesn't happen when you're in the middle of a fight or some emergency.

Required Apologies (+100 CP): You've been causing a lot of problems recently to the point it seems like your Benefactor isn't happy with this situation. Fortunately, I have the solution for this. In the same way as Octo was forced to hand written apologies for each trouble she created, you also must write apologies and possible explanations for every problem you or your subordinates cause, from littering to exploding cities or planets. You don't need to actually hand them to anyone, but you'll still need to write them on paper within a month after each incident. This drawback is pretty simple to lead with, but trust me when I say this gets annoying very, very fast.



I've Never Seen Such a Direct Love Confession

Before (+100 CP): You may be a sadistic terrorist who has no problem with mass murder and destruction and may not be shy about discussing obscene topics, but there is one subject that is your weak point: romance. You have a tendency to get easily embarrassed and potentially flustered when it comes to discussing anything related to genuine romance. Even seeing your enemies confess their love to each other may be enough to stun you for a few moments.

The Demon Lord of All Bombs (+200 CP): Among all Stargazers, there is one who deserves the title of the most dangerous and unstable of all: the one known only as the Bomb Girl.

She was once a regular girl who grew up learning that the purpose of life was to accumulate knowledge and connections in order to gain as much renown and status as possible. She was forced by her father to keep studying every single day without wasting time on useless things like hobbies.

Her suppressed feelings combined with her father's teachings caused her to develop a twisted pleasure in seeing things getting destroyed to the point that her dream was to blow up the planet. As a Stargazer, she gained the power to turn any part of her own body (and eventually even her loved ones) into bombs and use this power to kill various other Stargazers until becoming obsessed with destroying the dream of Yota and Octo.

By taking this drawback, it's granted you'll meet the Bomb Girl a few minutes after arriving in this world and she'll quickly reach the conclusion that destroying you and/or your wish is something even better than blowing up the entire planet. To make things worse, the Bomb Girl will retain her memories and powers if her star is destroyed, so she'll be able to go after you even after the end of the Battle Royale. At the end of your stay here, if she's still alive, you'll have the chance of helping her self-destructive mentality, instability and probable psychopathy, letting you take the Bomb Girl as a Companion for free. She'll also have her body fully healed in this case.

Blinded By Anger (+200 CP): After Octo's death, her mother blamed Yota for her death despite the fact that it was Octo herself that wanted to explore that abandoned hotel. Of course, we can't blame a grieving mother for trying to find the one responsible for her daughter's death, but it's undeniable that her anger and grief blinded her. Like her, you're also prone to anger and your judgement will always get clouded when you're angry. I hope you have good ways to calm yourself to avoid making wrong decisions.

Secure, Contain and Eliminate (+200 CP): Under normal conditions, the police would only begin to slowly investigate the incidents related to the Stargazers on the second day, after the massacre caused by a certain old man and the series of explosions caused by the Bomb Girl, but treating them as just regular terrorist attacks. However, either as a result of the mind-altering effect hiding the supernatural or of the Stargazers being too powerful, the authorities wouldn't react in time before it was too late, but this drawback changes this.

By taking this drawback, the Japanese government (as well as other important governments around the world) will discover the existence of the Stargazers on the first day and will start their operations to capture and/or neutralize them if needed. While the Japanese army and other foreign nations might not be a significant problem for you even if you're a Stargazer, they'll still be an obstacle as they'll capture some Stargazers and even ally with some of them, making it harder if you need to defeat them.

However, if you've also taken **The Super Supernatural World** drawback, then the army will already have a special division specialized in capturing, recruiting and eliminating supernatural beings, meaning they're a far bigger threat than before.

Victory At All Costs (+200 CP): Since you were a child, you've always known that you're the type of person who fears nothing more than defeat when it comes to fights. Like a certain elderly man, when you're in a fight, regardless if it's a friendly sparring session, a competition or an actual life-or-death battle, you'd rather die than lose it, so you'll try to win whatever it takes or die trying. Fortunately, while one-sided victories will fill you with ecstasy, this doesn't automatically drive you to seek conflict.

Public Menace (+200 CP): Remember the time you got in a fight with the Baseball Club? Or with the Swimming Club? Or with the Soccer Club? Or with the Tea Club? Or with... you got the idea. You have a wild nature that causes you to get in constant fights and other similar conflicts with a wide variety of people who aren't your friends, even if it's not on purpose. Maybe you just have a tendency to say the worst possible things to the worst possible people, but no matter how you piss them off, the result will be the same. Of course, even if your wild nature drives you to seek conflict, you're still a civilized person with enough restraint so you won't start fights randomly with strangers or with actually important people.

This drawback has a horrible synergy with **Victory At All Costs**.

The Super Supernatural World (+300 CP): Octo and Yota's favorite hobby was to explore around in order to find something supernatural. They never actually found anything until the arrival of the main Shooting Star, but what if they didn't find anything because they simply didn't explore enough? By taking this drawback, supernatural things will exist all around the world, like zombies, aliens, ghosts, secret societies, demons, angels, underworld dwellers, psychic powers, and many others. In addition to the supernatural still being hidden from the general people, most of these supernatural beings won't be as powerful as the Stargazers, but there are at

least two currently inactive world-ending threats whose power is comparable to the main Shooting Star. This will make this world a far more interesting and dangerous place than before.



An Evil Side of You (+300 CP - Can't be taken by

Drop In): Typically, you'll already have a backstory and identity in any world you arrive in, as if an "NPC" had lived there until your arrival, but when you actually begin your stay there, you'll replace them. Normally, you would only inherit their memories, with nothing else of them remaining behind, but something went wrong when you arrived here.

It looks like you adapted well to your new body in this world, but it seems that there's still some impurities mixed inside of you, as the previous "NPC" that inhabited your body is still alive inside your soul and they want their body back whatever it takes.

Unfortunately, I won't be able to remove these impurities until the end of your stay here, so you'll need to keep fighting the original owner of your body inside your mind until there. Regardless of your mental defenses, this impurity will be as strong as your mind is, so keep in mind that it'll be easier for the impurity to take over the more you panic or stress over something or the more exhausted you are.

Furthermore, making peace or merging with the impurity is impossible, as it wants nothing else than recovering its body. If you completely lose control over your body to the impurity with no chance of recovery, it'll count as a death and, if you have no 1-up bonuses, it'll count as a Chain-Failure.

Mentality of a Demon Lord (+300 CP): "It's all about building it up a little each day. Do that, and you'll find happiness in your life someday." Screw that. For you, happiness comes from destroying something that took a long time to build. You get pleasure from destroying things or seeing them getting destroyed. The higher the value and the more effort was required to build it, the better its destruction will make you feel. Destroying something like Earth itself with its 4.5 billion years of history could even be classified as the ultimate pleasure for someone like you. Fortunately, this drawback doesn't automatically make you a hedonistic sociopath who only wants to destroy everything like a certain Bomb Girl, but considering how good destroying things feels for you, that line is very thin and easy to cross.

The Strongest, Craziest Jumper (+300 CP): It looks like Octo got a rival when it comes to being the craziest there is. Your main driving force is to not get bored and thus not die with regrets like those boring normies, whatever it takes. Initially, movies and simple games will be enough to ward off boredom, but eventually you'll need things more and more exciting. Maybe you'll follow Octo's path and begin to search for supernatural things, but, even in this case, your idea of excitement will also get

more twisted and overflowing with darkness over time the more bored you get. For example, Octo began to think that life needed more explosions and, after she spent several days stuck in the plane between life and death and grew bored to death, it ended up with her being willing to cause a world-wide catastrophe in order to make life fun and supernatural. I hope your allies and friends are able to entertain you enough and to balance the scales out so you won't end up becoming a monster like Octo almost became.

Weakling Jumper (+300 CP): In truth, Octo's craziest persona is nothing more than an act to hide her actual problems. Currently, she has no more interest in the Super Supernatural, only pretending to be weird and eccentric on purpose. As she ended up developing abandonment issues due to her father abandoning her family when she was just a child, Octo began to act crazy because she thinks this is the kind of Octo-chan that Yota, the boy she loves, likes most. In her head, Yota would forget her if she stopped being that kind of Octo and, unfortunately, you share this same mindset. Out of fear that people will abandon you, you'll be willing to kill your own ego and act fake all the time to please the people who are important to you and thus become their ideal version of you, in the exact same way as Octo did to Yota. I hope you don't end up losing yourself only for the sake of other people.

Actual Weakling (+400 CP): Something went wrong during your entrance into this universe, as if a greater power influenced you. Maybe another Shooting Star tried to prevent your arrival here, but, regardless of the exact reason, you've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

No Desire For Material Possessions (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Solitary Star in the Sky (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for just your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without any of your allies' support.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Stellar Friends, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

Demon Lord of the Stars: It seems like you truly fit the role of the Demon Lord that Octo planned. Your powerful heart and wish ended up causing your power to evolve once again in a specific direction. In a manner similar to how Bomb Girl's power evolved, the power you gained from your wish evolved to give you the ability to convert defenseless people into your servants, permanently or not. This might also enhance them in some specific forms. The exact way of how they're converted into your servants and enhanced varies depending on your wish's nature.

For example, an ability that can turn people into bombs can also brainwash them while they're affected by it or an ability that allows you to see people's weak points will also make you capable of brainwashing them by attacking said weak points instead of just killing them.

In the former case, your servants would also essentially be bombs that you can detonate at any time, while in the latter case, your servants could have their physical potential unlocked at the cost of their bodies being damaged.

You don't need to be in your ascended state in order to use this ability, but your servants will also receive a small power boost while you're transformed.

True Stellar Friends: The clone who is your ally born from your wish is a replica of one of your Companions or followers, but, due to the overflowing power of your wish, they evolved and gained a new way to use their unstable form.

The stellar clone gained the ability to shapeshift into a similarly twisted form of other people you know, allowing you also to use your memories with said people to fuel your memory attacks, but slightly weaker. Essentially, this means you won't be limited to memory attacks based on the memories you made with the original individual or with the clone. Taking the form of other people will also influence the current personality of the clone, causing them to temporarily assume their traits.

Complete Wishing Star: Normally, a Shooting Star's wish-granting power can only alter the form of the planet they're currently in, but, as a result of your own powerful heart overcharging your power, you gained a special ability to rewrite the whole universe at once in a specific way.

Once per jump or decade, whichever comes sooner, you're able to destroy the entire universe ... well, not exactly, as what you're destroying is the current present by erasing everything that happened since you first arrived. In a few words, you rewind time to the point of time you first arrived in the jump or the local multiverse you're currently in, while keeping all of your memories intact (as well as the memories of any number of other people of your choice).

As you're paying a special price, this power doesn't count as a wish, so you can use it without needing the help of someone else and you'll still be able to grant another wish after rewinding time (even if you had already granted a wish in the erased timeline).

Furthermore, your cosmic nature also makes you able to sense any alteration in time that affects you, as well as making you keep your memories even if someone else rewinds time or changes the past.

-Notes-

1. As the wish you gained through the **Wished Upon a Star** was technically granted by one of the little Shooting Stars, even if you're the last one standing in the Battle Royale, you would never get your complete wish as they're unable to grant proper wishes. This means you can have an ability derived from the wish of destroying Earth without having to worry about actually destroying the planet if you win the Battle Royale;
2. If any of your Companions are Stargazers, their wishes won't interfere with yours and with each other. This includes the canon and the OC Companions;
3. While the Bomb Girl definitely became stronger with each defeated Stargazer, Octo and Yota were already pretty powerful from the start. They just learned how to use their memory attacks better. This is why Selfish Stargazers get stronger by defeating Stargazers but Altruist Stargazers don't;
4. Considering what is the main Shooting Star's true personality, it's very probable that intelligent life is on the brink of extinction in this universe because of the Shooting Stars;
5. About the **Being of the Infinite** perk, even if you're just a little Shooting Star, you won't need to worry about your wishes being incomplete;
6. A Shooting Star's powers are reliant on the life energy of living beings, so you can't grant wishes to the dead if you're one of them;
7. In summary, the **Brainwashing Function** perk allows you to brainwash people into doing things they wanted to do at some point in the past, so the desires of people controlled by it are still valid to the **Being of the Infinite** perk;
8. Just to give you an idea, one of the highest temperatures ever recorded in the universe is approximately 5.5 trillion degrees Celsius (9.9 trillion degrees Fahrenheit). The beams fired by the **20 Quadrillion Degrees Celsius Heat Ray** are over 3,600 times hotter than this;
9. About **The Super Supernatural God** perk, your power keeps working normally even in worlds where the supernatural already exists;
10. And no, you can't create the **20 Quadrillion Degrees Celsius Heat Ray** with **The Super Supernatural God** perk. The original heat ray was made by main Shooting Star, not by Octo, and it didn't work properly;
11. If you killed the main Shooting Star before the end of the Battle Royale, then another mature Shooting Star will replace it for the purposes of the **All The Lights In The Sky Are Stars** scenario;
12. Keep in mind that the Shooting Stars can only grant wishes to living beings, even in the **All The Lights In The Sky Are Stars** scenario, so Madara as an Edo Tensei or Hagoromo as a disembodied soul aren't valid candidates to become new Stargazers;

13. Some examples of the new Stargazers that might appear if you have taken the **All The Lights In The Sky Are Stars** scenario are:

- **Attack on Titan:** Two of the greatest dreamers of this world are Eren and Zeke. Eren, with his almost obsessive desire for freedom, would receive a power that perfectly synergies with his Titan Shifter nature, freeing him from many of his limitations. This could allow to use both of his Attack and Warhammer Titans' abilities basically without time or stamina limits, as well as giving him the capacity to transform as many times as he wanted. On the other hand, Zeke, with his dream of preventing further conflict and suffering, would have his Beast Titan's scream enhanced by the power of his wish, allowing him to pacify and paralyze anyone that hears it regardless if they're Eldian or not, essentially forcing "peace";

- **Jungle Juice:** Both the Breeder and the Leader are good examples of individuals that have already well-defined plans to fulfill their wishes. The Breeder wants to turn the world into a savage environment where the law of the jungle reigns supreme by turning most of humankind into Insect Humans, so his wish would make him into a "living Jungle Juice", giving him the power to fuse normal humans into insects to create new Insect Humans. Meanwhile, the Leader wants to exact revenge against the creator of Jungle Juice by forcing the world governments to go after him, so the power granted by his wish would be a special form of brainwashing that affects normal people to think he's an important military figure, including the Japanese authorities. Eventually, his power will become powerful enough to actually allow him to command the army;

- **Danganronpa:** Ryota and Junko are good examples of people with wishes that are basically antithesis of each other (as they want to spread hope and despair respectively to the world), but whose Stargazer powers would almost be the same. Both of them would gain the ability to hypnotize people with their eyes, but Junko's eyes would spread the effects of the Despair Video while Ryota's eyes would have the effects of the Hope Video instead;

14. The OC Companions are based on Huijin Park (Jungle Juice), Gendo and Yui (Neon Genesis Evangelion), Makima (Chainsaw Man), and Garou (One Punch Man);

15. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;

16. **Drawbacks** are removed after the end of the jump.

-History-

V 1.0: Released