Sono Bisque Doll Koi Wo Suru/My Dress-Up Darling Jumpchain

1.1 - New and Improved Edition



WARNING: THIS DOCUMENT CONTAINS SPOILERS.

の着せ替え人形は恋をする
AKA: Generic Ikebukuro Cosplay Jumpchain
By EYouchen/MadaMada

Be yourself. Everybody else is already taken.
-Oscar Wilde

I want to dress up as characters from Anime, Movies, and Games! With cosplay, you can show your feelings fully! Also, isn't it the ultimate love?
-Marin Kitagawa

The word "pretty" to me has been associated with something special. If it's not from the bottom of my heart, I won't be able to utter it.
-Wakana Gojo

Story:

Welcome to Japan, Jumper! For the next ten years, you'll be in modern-day Tokyo. Things are going well here - there aren't any giant mecha, kaiju, magical girls, superhuman ninjas, or aliens from the planet Sadala around here. This is a completely mundane world, though it does have a thriving anime scene - that'll be relevant in a little bit. Did you think the point of Jumpchain was that you'd be entertaining your benefactor by flying around and having fantastic adventures? Well, yes, that's a big part of the fun, but not everything is about superheroes and earthshaking battles. So why are you here?

The answer is simple. The reason you've been sent here is…
To dress up as characters from said anime scene! And games, movies, and more. To engage in the glorious art of *cosplay*! With cosplay, you can express your passionate feelings about your favorite stories to the fullest!

The story of this jump is one of cosplay, after all. Wakana Gojo is a high schooler with an embarrassing secret. Or at least one he'd consider embarrassing. He truly loves traditional Japanese Hina dolls, and it's his life's dream to become a Kashirashi, otherwise known as a dollmaker as the heir to his grandfather's doll shop. He spends his days as a friendless loner because of fear due to a childhood incident where a friend rejected him for his love of dolls. He spends his time sewing, dreaming that one day, he'll be able to make dolls as well as his grandfather.

Enter Marin Kitagawa - Gojo's classmate - one of the prettiest and most popular girls in the school. She even works part-time as a model - she's extroverted, cheerful, and full of joy. To Wakana, she's practically an alien from another world. After the sewing machine at his home breaks, Wakana goes to the home ec room to continue sewing, where Marin stumbles on his hobby. To his great surprise, not only is Marin very impressed by his sewing skills, but she even asks him to help her out with cosplay! Will Wakana be able to handle suddenly having a social life? They both enter the world of cosplay and anime, all while their feelings towards each other change…

That's where you come in. You could meet and befriend them, go cosplay on your own, or just live a mundane life without ever meeting them or impacting their story at all. Just entertain the benefactor.

Either way, you'll have a decent source of income (enough to live on modestly but not much else), a tiny, single-room apartment to live in, and ID. You'll be enrolled in a local school - which one you're a student of depends on your age.

This is for you. +1000cp (cosplay points).

Location:

You're starting in the capital of Japan. Tokyo. The exact place you start will be determined by a roll. All of these locations are within the same district, so you could get from one to another pretty easily.

1. Gojo Dolls
   Located in the suburbs and the residence of the Gojo family, this store sells traditional Japanese Hina Dolls. It's a small business run by Kaoru Gojo, with the assistance of Wakana. The interior looks quite like a traditional Japanese home. The Gojo family is quite friendly. If you took the 200cp companion option, that person will be staying here. Somehow, he's nominally related to these guys. They'll get along quite well.



2. High School
   You are situated right in front of the unnamed high school that Wakana and Marin go to. It's a moderately sized Japanese high school. If you're between the ages of 15-18, you are a student here. If you are age 15, it happens that you're in the same class as the main characters.



3. Textile Shop
   This is a shop owned by an elderly gentleman named Usami. It will soon be frequented by Marin and Wakana when shopping for materials to make cosplay outfits. This shop offers a wide variety of clothes, and Usami is very friendly and supportive of his customers.



4. Love Hotel
   What do you think this is? This is a hotel where people come to do not-so-family-friendly things. They come here to make love. Marin and Gojo will later come here to use it as a studio and take pictures for one of Marin's cosplays.



5. The Beach
   This is a beach. It's a shore on the east coast of Japan, and a short walk away from the high school. There's sand and seagulls here. Maybe you could go swimming or come here with a friend. This place is beautiful and Marin and Gojo will come here after exams to relax at the start of summer vacation.



6. Free Choice -
   You can pick any of the above locations to start, or a location shown in-series that wasn't shown in-series.

Origins:

Who are you? For age, roll 10+1d6. You can also choose to be 15 for free. For gender, you may keep the same gender or change it at no cost. It's up to you whether you enter this world as yourself or as a pre-existing person with a life in this world.

Cosplayer: You are an aspiring cosplayer, raring to go and dress up as characters you know and love! Though you may not know how to *make* the costume yourself, you've got lots of optimism and you're sure you'll find someone to help you out.

Artist: On the other hand, perhaps you'd like to dedicate yourself to the arts. You are an aspiring artist of some sort - maybe you're a painter, a dollmaker, or a photographer - but your dream is to dedicate your heart and soul to putting *beauty* in the world. And what better way to do that than getting involved in the world of cosplay?

Perks

You can choose two perks of each cp price tier (100/200/400) to be discounted by 50% if they are associated with your origin. Discounted 100cp perks are free.

Cosplayer Perks

Stunning (100cp): Let's get this out of the way first. You're pretty! At the very least, you're a 10/10 on the ten scale, and that's to those whose type you're *not*. Beauty is ultimately in the eye of the beholder, after all. You might as well be a deity to those whose type you are. You could be a model. You make heads turn, for sure.



Be Yourself! (100cp): And live life to the fullest! Aside from being a well-adjusted person, you now have a certain foundation of confidence. You're more outgoing, cheerful, and all-around gregarious now, and any social anxieties or shyness you may have once had is gone Or you could be, at least. You have boundless proactivity to follow your dreams now, and love and accept yourself just the way you are. It'll be a rare day when you're sad. To some, you're a ray of sunshine in the world. You'll always appreciate the things you do - the passage of time will never dull the joy you feel.

Roleplay (100cp): You've dolled yourself up and put on your cosplay outfit. You look great, a spitting image of whoever you're cosplaying. But what good is that for photos, if you can't keep a straight face? Well, fear no more. You have rudimentary experience in acting and are talented at controlling your expression. You'll not have to worry about smiling uncontrollably with joy over your finished costume.

Resizing (100cp): People grow, but clothes don't. One day, you could wake up to find that your favorite jacket or shirt doesn't fit you anymore. Or the only clothes on hand are too big or too small for you. With this perk, all garments shall conform to fit your size. All sizes fit you.

Oversized clothes will shrink, and undersized ones will grow. It's just like those clothes in Back to the Future Part 2.

Modeling (200cp): You have a natural sense of style. You could make even the drabbest or gaudiest outfits look good through coordination. You've got a natural grace to you, a *je ne sais quoi* that makes you indescribably elegant. With the right looks and just a little practice, you could have your face all over fashion magazines! You'll always know what is fashionable where you'll go and find whatever clothes you need with ease. Truly, you're the epitome of *stylish,* or at least close to it.

Passionate Memory (200cp): Your passion is so deep that you have a near-encyclopedic memory for what you love. If there is something you ardently love with all your heart, you'll be able to recall everything and anything about it. Eidetic, photographic, perfect recall, *everything.* No gatekeeping "true fan" will be able to belittle your knowledge, and you could very well be the world's foremost authority in whatever takes your fancy.



Golden Locks (200cp): Isn't it weird how anime has all these characters with long, beautiful hair that never gets messy when they put on helmets or ridiculously ornate headgear? Your hair now has this quality too. It will no longer hinder you or get tangled in any way and is always clean, luxurious, and *resplendent.* But the real use of this perk is that no matter how much hair you have, it'll never impede what you wear. You could compress waist-length hair into a helmet or wig without it up, and when it comes off, your hair will look as beautiful as always.

Studio Fortune (200cp): Cosplaying is fun, but it's also quite an expensive hobby. Between making outfits, makeup, photoshoots, studios, and more, it can become a bottomless hole that

constantly empties your wallet, if you're not careful! No more shall you suffer this ignoble fate - with this perk, fate will conspire so that you often happen upon discounts and ways to save money when it comes to your hobbies. Maybe you've found a fellow cosplayer willing to split the costs with you, or there's a discount going on at your favorite store. This also applies to other hobbies, so no need to worry about how many Warhammer miniatures you'll be able to buy.

Master of Disguise (400cp): It's no surprise that you're competent at masquerading as others, given how much you dress up. You're *very* good at passing yourself off as other people. It's a small step from cosplaying as anime characters to cosplaying as real people, after all. You can mimic their mannerisms much more effectively given you've seen them, and it'd take a keen eye to distinguish between you and the genuine article. This is great for cosplay - some people may even think you're the actual character you're cosplaying!



Figure Maintenance (400cp): Marin sure likes to eat a lot. You might too. Unlike Marin, though, you have this perk to help you out. Your body will maintain its figure, no matter how much or what you eat. As long as you're eating enough, you will retain your fit and healthy appearance. No need to worry about malnutrition, either - your body will be supplied with the proper nutrients no matter what you eat - you can stay healthy even if you subsist entirely on ice cream and potato chips. If you eat *too* much, you won't get fat - but splurging will allow you to endure long periods without sustenance proportional to how much you ate. With this perk, you could eat a feast fit for 50 people and then go for weeks before eating again.

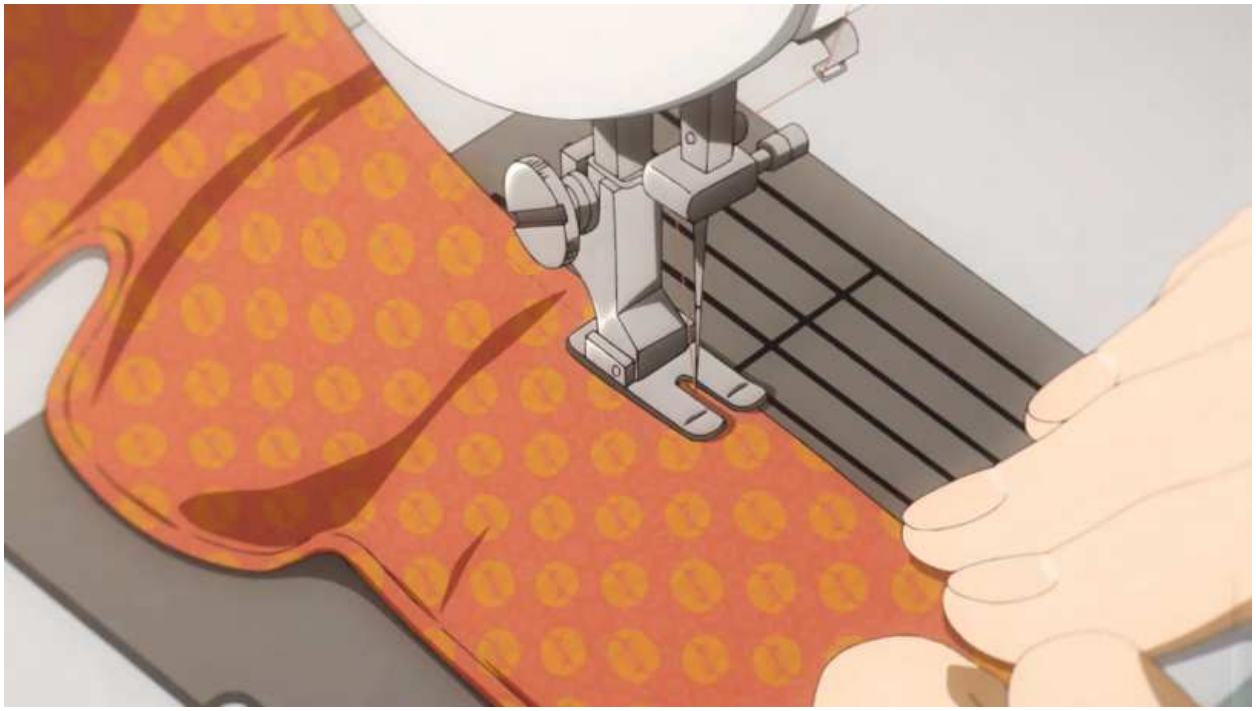
Action Fashionista (400cp): This world is a safer one, one where you don't have to worry about the horrors you might find in another. Though you can just relax and focus on cosplaying in this jump, you might still want to go to another world, where you can find adventure and

danger abound. And you'd like to face that in *style.* That's what this perk is for. Your clothes will never hinder your body movements, no matter what. Never again will you have to rip a fine dress to go toe-to-toe with that supervillain who crashed the ball you were attending.

Body Comfort (400cp): Dressing up can have its fair share of problems. There's always the battle between style and practicality. You'll have no back problems, and somehow, you will always be protected from the elements as long as you're wearing clothes - you will never again experience overheating due to too many layers or freezing because of skimpy clothes. Wardrobe malfunctions will never happen to you and nobody will ever try to take advantage of you when cosplaying or take a photo of you without your permission. The clothes you wear will always be comfortable, *period*.

Artist Perks

Needlework (100cp): Through much practice, you've become skilled in the extreme at sewing (both by hand and with a machine) and reasonably competent in all other textile arts. These are great skills to have - they're quite practical. With enough research and effort, you could even make your own clothes!



Lens (100cp): To capture the beauty of your works of art, you learned the art of photography. I mean, this perk is pretty self-explanatory. You know the basics - how to handle and care for a camera, photoshop, lighting, etc. You are about as good at photography as Shinju Inui would be.

Social Media Savvy (100cp): Many cosplayers make social media accounts to share their costumes with the world. This is an art that you're good at - you are competent at managing

social media accounts - all the little tricks you need to do to make a *very* successful account known to users far and wide.

Itadakimasu! (100cp): You're not quite at a professional level of skill, but you're fast approaching it, and you can certainly make a mean dish. You're quite skilled at preparing tasty and healthy meals in a neat, orderly, and quick fashion, but you're particularly good with traditional Japanese food. You're about as good at this as the members of the Gojo household would be, and could probably land a job as a cook at the average restaurant.



Haggler's Heaven (200cp): You're a very lucky person when it comes to getting things for cheap. Not only will you find sales and discounts far more often than the average person, but you're good at bargaining and haggling to get things for better prices.

Dexterity of the Digits (200cp): You have fingers that are exceptionally flexible and precise, and excellent fine control over them. Expect to be nothing short of amazing when it comes to tasks such as sewing or playing stringed instruments. Your fingers will never be injured in a way they can't recover from, and there are myriad ways you can put them to use.

Inspired Interpretation (200cp): Sometimes an outfit is drawn simply and it's hard to make a costume for want of details. You have an excellent imagination and are very good at visualizing a concept, so this is of no concern to you. You might even become an excellent illustrator producing many stunningly original works if you had some drawing skills.

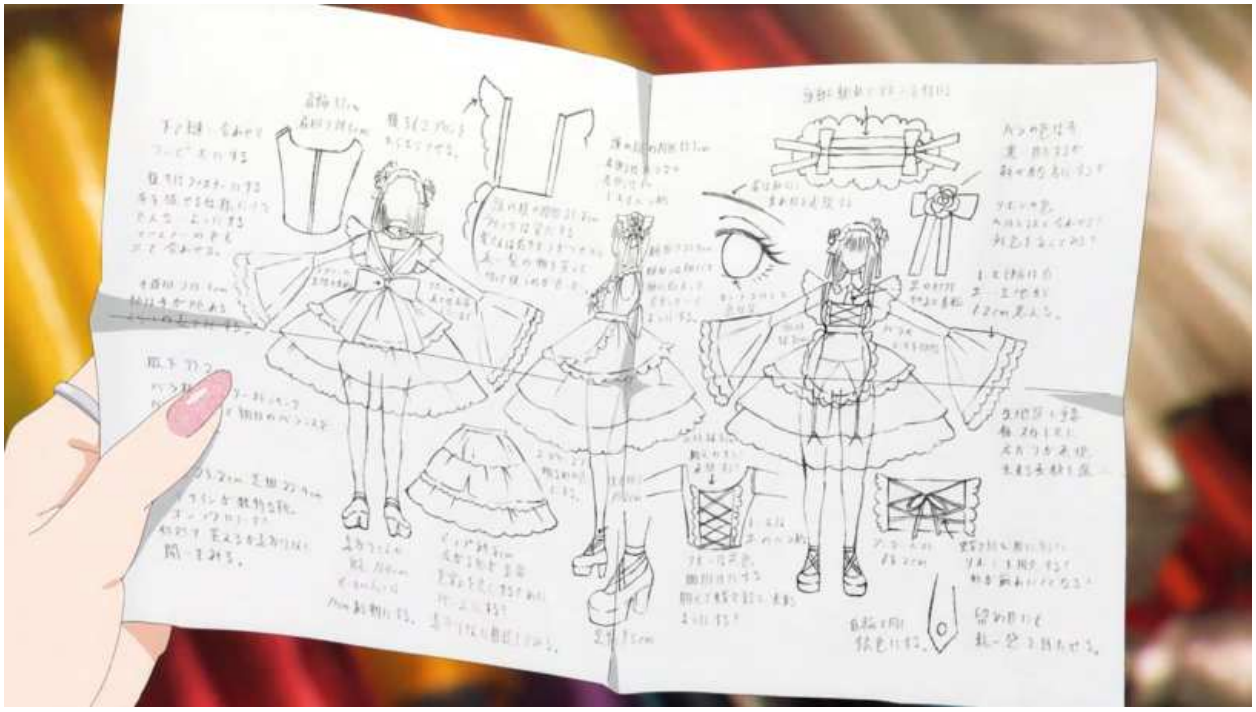
Shopkeeping Skill (200cp): Running a small business is hard, but you've got it down pat. You have the business skills to keep your small shop in the black and make a decent amount of

money - enough for a comfortable living. Money management, delegation, supply, and demand - you have a decent understanding of all of these and more.

Labor of Love (400cp): Gojo may be meek, bashful, and effacing. But underneath that is a heart of gold, one that will show itself as he grows out of his shell. When doing something for the sake of someone you care about, your skill and determination skyrocket. Needlework becomes more precise, your heart becomes resolute, and you will do your utmost to pull through for those who matter.

Golden Goose (400cp): For some niche businesses, it may be hard to attract customers. Through a combination of marketing skills and sheer luck, this won't happen to you. Mostly the former. You are great at advertising and spreading your art far and wide, and amazing money-making opportunities just seem to fall into your lap from time to time.

Splendid Sketches (400cp): You're a dab hand when it comes to designing things. You're great at drawing things out, having much practice, and are perceptive of even the smallest details you'll need to take into account. Your sketches are extremely thorough, leaving nothing undescribed. With these skills, you'd make a fine artist should you decide you want to be one.



Eternal Beauty (400cp): Your art may be beautiful and bring smiles to many. But eventually, it will disappear. People will forget about it, and it will be forever lost to the annals of time. Perhaps not. Anything you personally make will never rot, never decay, and never fade. By themselves, your works will last forever, to be seen and loved by those thousands of years in the future. May your creations bring smiles to faces for all of eternity.

General Perks

Soundtrack (freebie): It's another one of those music perks! You have a personal theme, which is light-hearted and in the style of a slice-of-life anime. Or you get a variation of your theme music if you already have one. But that's not the main reason for this perk - you get the entire soundtrack of the My Dress-Up Darling anime, which you can play at will and decide whether others can hear or not.



Study 101 (100cp): You are an all-around good student. You've got a natural aptitude for all of the subjects they'd teach in high school, you have good study skills, seem to learn a little faster than most, and you're just phenomenal at time management. It'd take only moderate effort to be one of the top students in your school, with plenty of free time on the side, and if you were to seriously invest time in studying you'd take the top ranking in grades.

Acceptance (100cp): You're just all-around likable and a good person to have as a friend. Of course, you might be one already. You find it easy to befriend people. You're naturally considerate and have an easy time reading people and sensing their feelings. People are more accepting of your quirks and hobbies, too. Now get out there and make some friends!

It's a Trap! (100cp): Some guys who cosplay as girls are just *gorgeous.* And if you're taking this perk, you're probably wanting to expand your cosplay horizons to characters with different genders than your own. You are *very* good at cross-dressing. So good that you could feasibly get a shredded, 8-foot, transhuman, giant of a man to look like Jessica Rabbit or vice versa.

Life Skills (100cp): Jumper or not, you still have to get by in normal life. Can't live in the lap of luxury all the time - that'd get dull. You have basic life skills, the kind needed by the average person at this time and age. You can drive, do laundry, clean, budget, and do a good job maintaining a household.

Keep These Hands Moving (200cp): Kaoru Gojo has been making Hina dolls for 48 years. He's very much mastered the art of dollmaking. But even with his expertise, he practices daily. He professes that if he misses even one day, he'll get rusty, and it'll take him three more to get the hang of it again. You have one up on him. Your skills will never degrade or go rusty from disuse.

"Ehh!??" (200cp): This perk is toggleable. You have a knack for making people fall for you, by accident. The way you act, in some way, gives rise to sparks - the sparks of a nascent crush. This will only work on people you might be interested in and will attract no creeps. Just don't go playing with people's hearts, because that's a mean thing to do. Doesn't work if you're acting like a jerk.



Hairdresser (200cp): Snip, clip, snip. You have a few years' worth of expertise as a barber, able to give good haircuts to anyone who asks for it. You'll always know how to keep your hair luxurious and beautiful. This is handy for cosplay, as well, because you'll easily be able to modify wigs to your specifications and even make your own.

Makeup Magic (200cp): You're just phenomenal when it comes to makeup. Your expertise can make almost anyone's face into something of true beauty. You're great at applying cosmetics to

both yourself and others, and though you don't know as much about it as you do for beauty products, you're pretty good at special effects makeup too.

Self-Mending (400cp): Accidents happen, and clothes might get damaged in them. A rip, spill, or even a sudden movement can ruin an otherwise perfect outfit. This perk makes it so all articles of clothing you own passively repair themselves if damaged. A small tear would be fixed within a day, while something that got torn in half or absolutely shredded would take an entire month to restore itself completely.

Full Plate Swimsuit (400cp): Clothes are meant to protect the body from the elements. When you wear some clothes, the protection they provide extends across your entire being. Wearing a chainmail bikini is now viable - your entire body and other clothes will adopt the durability of the strongest thing you're wearing.

Slice of Life (400cp): That's a genre defined as one where the main characters live normal, peaceful lives, and do normal, peaceful things. You may shift the genre of whatever jump you're into Slice of Life, with elements of comedy and romance thrown in. Trouble won't befall you unless you're looking for it, and nothing dangerous will come your way, and you'll live an idyllic, happy life.

Items

Cosplay is a hobby that requires a lot of props and equipment, from cameras to costumes. There's an opportunity to get some top-notch stuff here. You can also get other things that aren't necessarily cosplay-related but will come in handy. You may choose one item of each price tier (100/200/400cp) to be discounted by 50%.

A Home (free here/100cp/200cp/400cp): You have a free apartment to live in, and it'll be paid for by an anonymous benefactor (but let's be honest, you know who it is) as long as you stay in this world. It'd be poor courtesy to just leave you homeless in a slice-of-life jump, after all. If you move on, you lose the apartment unless you pay cp for it. For free, you get a tiny, one-room apartment with an even tinier bathroom, and must pay 100cp to keep it. It has free heating, AC, and electricity.

For 200cp, your apartment is a medium-sized one, though it's quite nice. It even comes with some utilities like furniture, a washer and dryer, a balcony, a phone, windows, a refrigerator, and a TV. It has multiple rooms to live in, plus a bathroom, kitchen, and living room, and is an all-around comfortable place. If you don't want an apartment, you get a house in the suburbs instead.

For 400cp, you've got the best place now. You have your own split-level penthouse suite right in the beating heart of Tokyo, with enough bedrooms to house eight people - all with king-size beds. You have state-of-the-art appliances, and all the mundane amenities you'll ever want. The latest gaming systems, a home theater, a small garden, a swimming pool, a library bustling with

books, and more. Gourmet meal kits will be dropped off at your door every day, and the packaging will magically disappear once you have no need for it anymore. You're living like royalty now, Jumper. Again, if you don't want an apartment, you can get a house instead. But this time, it's way nicer and bigger than before.



My Dress-Up Darling/My Dress-Up Jumper (100cp): The series itself, all signed by the author. Includes manga, anime, and other assorted merchandise. It comes in whatever medium you please - paper, digital, whatever - you can have every format you think of. Read/watch it if you haven't already, give it to people in this world, and do what you like with it. Post-jump, you get a copy of the manga, anime, and merchandise that depicts you and what you did in this world in the style of Shinichi Fukuda.

Wardrobe (100cp): You have a large wardrobe full of nice clothes! And shoes. These clothes are what you'd expect someone in modern Japan to wear. They're always stylish, practical, durable, comfortable, and of good quality, and you're guaranteed to look good in them. You also have a big walk-in closet to store them in, which can be a warehouse attachment or located in your home.

Hina Dolls (100cp): You have your very own set of Hina Dolls. They depict the likenesses of you and your companions. You also have a collection of normal dolls and dolls that are based on the people of this world.

Makeup (100cp): Another of those items that offer an unlimited supply of something! This time, it's cosmetics and makeup. You have it all. Lipstick, eyeliner, mascara, powder, primers,

foundation… You even have eyelid tape. This makeup will never harm your skin or body in any way. This purchase also comes with an unlimited supply of perfume.



Media Collection (100cp): Ever want to play *Saint ♡ Slippery's Academy for Girls - The Young Ladies of the Humiliation Club: Debauched Miracle Life 2* for yourself? Well, this is your chance! This is a huge collection of anime, video games, eroge, and more, rivaling the size of Marin's. You have the original media of every character that Marin cosplays, and more stuff that can be exclusively found in this world. Enjoy!

Sewing Basics and Fabric (100cp): You have a really nice sewing kit. Everything in it is top-notch and replenishes if used or lost. Additionally, you have a very high-quality machine that'll never break down or run out of power, and a supply of fabric - enough to make around four or five outfits - that replenishes weekly. You can specify whatever fabric/thread you need, and your kit will provide it.

How-To Book (100cp): This is a comprehensive book on cosplay for beginner and experienced cosplayers alike. It's so packed with information that even people who have cosplayed for years could learn a lot of new tricks, yet its instructions are deceptively cogent. It's very helpful and will update itself to have new pieces of information that you could always benefit from every jump.

Job (100cp): You have a part-time job! It's well-paying and the hours are flexible. Your co-workers and bosses are friendly, reasonable people who'd be fun to spend time with if you got to know them outside of work. The job will always be something you can do competently and would genuinely enjoy doing.

Cupholders (100cp): Boobs! Oppai! You have a whole bunch of stuff used to manipulate them, whether you want to make them stand out or downplay them. You get an unlimited supply of Sarashi, B-Holders, Nubra, and Oppai Neo-Sister. This stuff is all surprisingly durable, and won't break from any strain your body might put on it. Just try not to go overboard with it.

Hair Products (100cp): An unlimited supply of all hair products you'd ever want. In addition to shampoo and conditioner, you have all the dyes you'd ever want, all of which will never damage your hair. This also comes with a barber's kit, some razors, shaving cream, and an unlimited supply of wigs.

Smartphone (200cp): The go-to item of the digital age. This is a very good smartphone, with a few qualities that make it even better than other phones. It'll always have a signal, no matter where you go, never runs out of power or breaks, has unlimited data and storage, and comes in a really nice case.

Camera (200cp): A state-of-the-art DSLR camera. This one's so advanced that you don't have to change the lens for most effects or different lighting. It will never run out of power or break, has unlimited storage and memory, is wirelessly compatible with any device you have, and will instantly upload any photo to them. It will never run out of battery and comes with a case and a variety of lenses for exotic effects. The images it takes are always high-resolution. Much better than a smartphone's camera.



Hotel Room (200cp): Some cosplayers rent hotel rooms for longer events. They might want to store their costume, or it could be that they're just too exhausted to go home, or too far from it

for it to be feasible. Possibly all three. Now, for every cosplay event you go to, you will have a prepaid hotel room for you to stay in. It's a very nice room, if not a presidential suite.

Bento Box: (200cp): You have a set reusable of bento containers! These ones are special. It's filled with delicious food and anything you put in here won't spoil no matter how long it's been in there. Every time you put the lid on an empty container and take it off again, the box will have refilled with food. You can ask for any food to appear and the container will have it next time, but it's Japanese food by default.

Torsos (200cp): You have a large supply of mannequin torsos on which you can hang your clothes on. These torsos will keep any clothes placed on them in prime condition as if they were under the effects of *Eternal Beauty.*



A Shop (400cp): Congratulations, you're a business owner now! This is a small shop, selling whatever works of art you'd normally be able to produce. Maybe it's a tailor shop, a local restaurant, or a spa. It'll make a solid amount of profit on its own, but you should probably work here. This can be combined with *A Home,* but only if it's a house.

A Ride (400cp): You no longer need public transit! You have a car, instead. This is a nice one, too. Choose any car you could conceivably find on 2020's Earth. You have one of them. It's surprisingly durable and will self-repair like it's Christine if it does get damaged. It'll never run out of fuel, and driving it doesn't pollute the environment. The trunk seems to warp space so that it can hold around twice as much as a normal model would be able to, and the tires will never need changing.



Companions

This world is one with a story of companionship, after all. So, I'm hoping you'll make some friends here.

Import (free): Bring in your companions for free! Everybody gets 800cp to spend. Have a fun time!

Canon (free/100cp): Want to bring Marin or Gojo along? Cosplay with Sajuna or Shinju? Learn from Kaoru? Go ahead, but you'll have to convince them, and they need to understand exactly what you're offering them and agree - it is their choice entirely, and you may not influence them in any way. If you pay 100cp, fate will ensure that you will have several favorable meetings with them, hit it off, and you'll have a good chance of convincing them. If they still refuse, you get your cp back.

Blindfold Guy (200cp): Oh, it looks like there was a mixup with surnames and the wrong guy showed up. You'll stumble upon and befriend him quite soon. I wonder how he got here - seeing as he *clearly* doesn't belong here. This is a tall, handsome man in his late 20s. He has shocking white hair and is quite strange - he seems to have a fixation with covering his eyes and either dresses all in black or with expensive clothes. He also has a bit of a sweet tooth. Despite wearing a blindfold, he can somehow navigate the world without tripping or anything. In fact, he's quite graceful. You get the feeling that he knows more than he lets on and used to have a *very* dangerous job that's obsolete in this world. He claims to be some sort of teacher, though

the subject he usually teaches is unclear. Perhaps you've met him before. In that case, he'll recognize you.

Drawbacks

Need more cp? Look no further. Here's a list of complications to make your time here just a *little* more interesting, though you might suffer a little for it. Many of these drawbacks, if it involves an internal problem like a bad habit, can be overcome with enough effort and willpower on your part.

Three Years Later (+0cp): This moves the events of the series to occur 3 years later. Marin and Gojo are university students. Other than that, everything is normal.

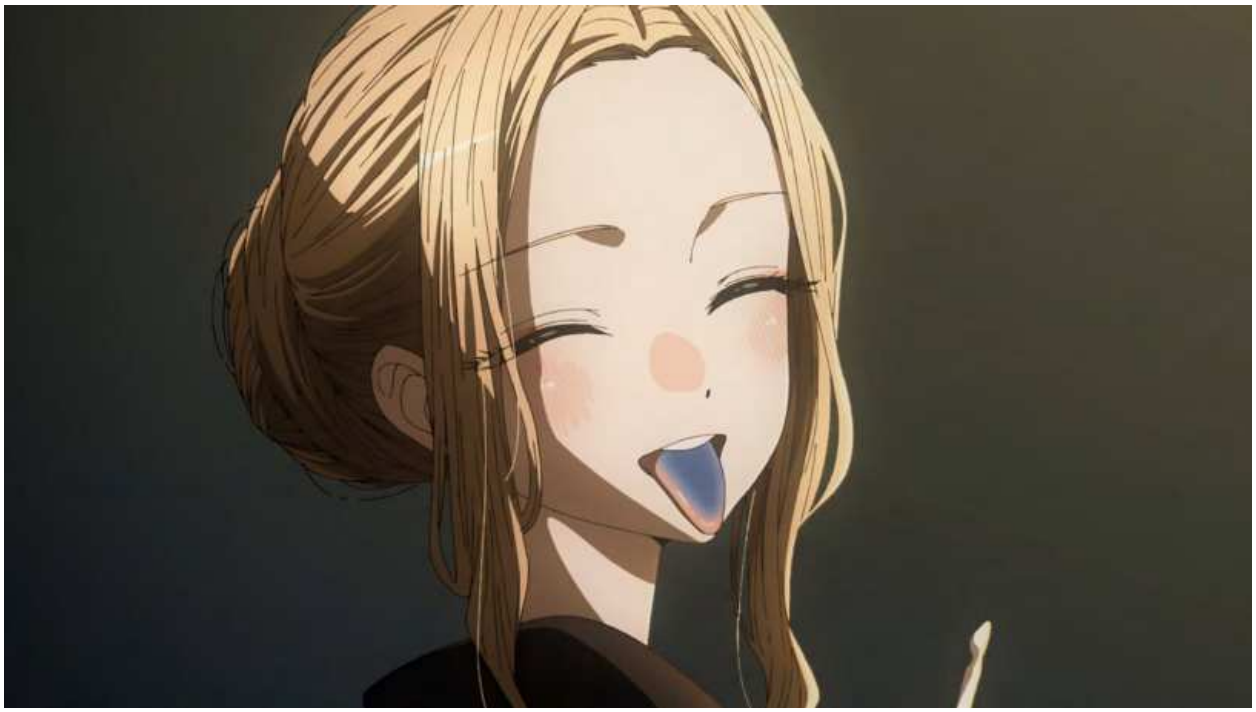
A Step Outside the Mundane (+0cp): This world has a different collection of Manga and Anime than the one you likely came from. There might not be Dragon Ball, One Piece, or Naruto here, but then again your native world likely doesn't have things like *Flower Princess Blaze, SuccIDK, Rei-Sama,* or *Saint ♡ Slippery's Academy for Girls - The Young Ladies of the Humiliation Club: Debauched Miracle Life 2.* At some point, you will be (briefly) sent to the universe of one of Marin's favorite manga/anime/games.



Jumpchain: The Series (+0cp): It looks like the tales of your travels have been published in this world. Your chain is widely known to the people of this world as a famous, globally acclaimed manga franchise with its own anime, light novels, video games, and more! People may recognize you, but assume you're a *very* good cosplayer - you and your companions are

considered fictional characters. You could even find people cosplaying as you! Expect most of the main characters of the show to know of you and probably be a fan of your story. If taken with *A Step Outside the Mundane,* whatever series you're entering will have a crossover with your franchise. Alternatively, you can choose to have it newly released upon your entry into the world.

Bleh (+100cp): You will ruin moments between yourself and other people. This won't annoy them or anything, and won't ruin all the moments, but from time to time you'll act in a silly way, startling and confusing the other person slightly, and making a bit of a fool of yourself.



"What a Dream… "(+100cp): You will occasionally have lewd dreams of someone you know and are attracted to. It could be a companion, or it could be someone entirely new. But they exist - they're not just some fictional character. Then again, the line between fiction and reality may or may not exist when it comes to your situation. If you had a perk that took away your need for sleep, it is nullified for the duration of the jump. After waking up, you will remember all of these dreams and you will be slightly embarrassed.

Shy (+100cp): You're a shy person. You trip over your words and get all worked up when someone new speaks to you. This can be overcome with enough effort and dedicated friends, but expect to suffer from mild social anxiety for a few months.

Crush (+100cp): You have a crush on somebody. You will pine for them. It's up to you what you do about this - whether you get over it or try to get together.

"I'm Not Scared!" (+200cp): You are a little more skittish than normal. You'd balk at entering a dark, abandoned building, even if you knew that it was completely safe. You're easy to startle,

and a horror movie would probably keep you shaking in terror for an entire night, unable to sleep.



Fainting Spell (+100cp): Somehow, you now get nervous around people of your preferred gender. You'll get flustered, your heart rate will speed up, and generally, you'll act a little embarrassed and shy. You might even faint if you come into unexpected contact.

Kosu Kosu no Mi (+100cp): Who lives in an island nation and can't even float? Marin. And now you, too. You can't swim. It's not that you run out of energy as soon as you're submerged (like the name of the drawback implies), it's just that you don't know how. Go take some classes or something.

Procrastinator (+100cp): Like the writer of this jump, who seriously needs to work on time management, you are a serial procrastinator. Not as bad as the writer (he absolutely sucks and by writing this, he's bashing himself), but closer to Marin. You procrastinate on important things until you realize you're running out of time and panic. This can be overcome with great effort, but it has to come from your own will. No perks will help you here.

Self-Image (+100cp): I'm not talking about body shame. You simply have a body unsuited to the sort of character you'd like to cosplay in height and proportions. For example, if you wanted to cosplay as a handsome guy, you'd be the epitome of femininity, with a prominent bust. If you wanted to play a magical girl, you'd be tall and muscular. This also disables any shapeshifting or other methods you'd use to transform your body to make cosplay easier. Additionally, you're very modest and the very act of disrobing, even if it's to change clothes, will embarrass and fluster you greatly.

How You Really Feel (+200cp): You give off the impression of being a bit of a doormat. People are more likely to exploit your supposed meekness for their own gain. This is nothing major - rather, they'll dump their responsibilities on you or be less considerate of your feelings. This doesn't apply to everyone, of course - kinder people are resistant to this effect, and it'll go away if you practice self-advocating enough times.

Broke (+200cp): You are incompetent when it comes to handling money. You often spend it on unnecessary things or even worse, misplace it. You won't go poor, but you'll have less disposable income to use than you'd like.

"I Eat Milk and Yogurt Every Day!" (+200cp): You're not the best chef. No matter what cooking skill you had before, you are only as good at preparing food as one Marin Kitagawa. That is to say, you know the basics of cooking, but most of the time, you'll just probably throw stuff in the pan and fry it before sprinkling seasoning over it and enjoying it.



Earn It! (+200cp): You must earn all the skill perks and items in this jump. You won't automatically get the skill - instead, you'll have to practice the skill until you get good at it. You'll need to get a job for money to buy the items.

Assumptions and Conclusions (+200cp): People are quick to jump to conclusions about your actions. It's not that they'll assume the worst, but they will think that you're up to something quite different than what you're actually doing and act accordingly. For example, your grandfather could assume you're buying stockings to wear yourself when you're actually using them to make an outfit for your friend.

An Elementary Schooler? (+200cp): You look much younger than a person of your age would be expected to. You could be mistaken for a small child as a high schooler, or a high schooler when in college. Some people will talk down to you as a result of your apparent age, and have fun getting people to believe you're an adult when you really are.

…yes, you are a Loli. Or a Shota.

Big Eater (+200cp): You have a fondness for food. Most people do, but you tend to overeat and put on weight quickly. You'll need some self-discipline and a serious exercise regimen and diet if you want to maintain your figure.

"My Friend is Actually Visiting from France…" (+200cp): For your time here, you will be busy more often than not. You will have responsibilities, and you are obligated to dedicate some serious work and effort to them. You can still focus on cosplay, it's just that you'll need to balance it with your other commitments. Consider this a crash course in time management.

Compromising Situation (+400cp): Early in your jump, you will accidentally commit a major faux pas against someone - something that could easily be misconstrued as a crime if they were so inclined to. Now, this person won't hold your mistake against you, but you'll have to do a favor for them. Not a small one, but not a big one, either. Once you do that favor, they'll let you off the hook.



Generic Power Loss Drawback (+400cp): You know this drawback. You are reduced to your body mod and lose all your stuff from outside this jump. It's not like you'll be needing them,

anyways. You won't be able to use your superpowers for the sake of cosplay. Not even the ones that I think would be really useful, like shapeshifting or Best Jeanist's quirk. This is a mundane world, with little danger to be found as long as you don't go somersaulting off the Tokyo Tower.

"I Hate Wa-Chan!": (+400cp): For some reason, people are particularly prejudiced when they learn about your precious passion. People are heavily inclined to look down on you and ostracize you for your interest. If your interests become known to somebody, they won't like or associate with you any longer. You'll continually have to hide them from your friends and family. However, not all is lost. Your companions, in-jump family (if you're not a drop-in) and people who share your interest are accepting of you. With effort, you could endear yourself with even those who don't.



Future

Your ten years in this world have come to an end. It's time to make that choice you always make…

"I'm Exhausted…:" Perhaps all this time you've spent here has reminded you of home, and you'd like to go back. You decide to go home. Your jumping days are over, but you keep everything you've gained throughout the chain. Your friends here will remember you fondly.

"See You Tomorrow, Gojo-Kun!:" Have the people here grown on you? They're a lovable bunch, aren't they? By choosing this, you shall stay on this Earth for the rest of your days, and live a happy life. You are no longer on the chain, and your affairs in your original world are cared for.

"Let's Go to the Beach!:" But this time, in another universe! You go on to the next jump, continuing your story. Remember your friends here, for they shall remember you. Maybe you'll meet again, someday. Maybe not. And embark on your next adventure.



Notes:

Jump Notes

Mada Mada Plus Ultra. EYouchen/MadaMada Jump 9.

As of the time I'm finishing this, the manga is on chapter 84 and the anime is on episode 12 - the end of season 1.

Barely on time (in my time zone) for the November Monthly Jump Challenge. I had to take *many* screenshots to imagine this jump.

Yes, the **Blindfold Guy** is Satoru Gojo from Jujutsu Kaisen. This jump is still a Slice of Life jump and curses will not appear here. Satoru will recognize you if you've been to a JJK jump. He has all of his powers and skills. By default, he'll live in the doll shop, get a job, and support Wakana getting together with Marin.

This jump initially had a section for scenarios, but for now, I'm not going to add it. There was a scenario to ship Marin and Gojo, one where you had to win a cosplay competition, another where you had to become a famous artist, and one where you go around with Satoru Gojo and hunt curses.

Jumpchain: The Series - You could reliably find cosplayers for yourself, your companions, and prominent people you met within your chain. Depending on the length of your chain, you could have A LOT of manga and stuff. To draw comparisons, a short chain would have your franchise be something relatively niche but still popular (like Worm or *My Dress-Up Darling* itself) while a long chain might be closer to Marvel or One Piece.

This was initially a perk, but four 600cp perks for each origin were unfeasible for the jump. There was a discussion about it on SB, and I decided not to include it.

- **I Want to be a Magical Girl (600cp):**
  There is a famous cosplayer in this world. As a child, she loved Magical Girls so much that her dream was to become one. Strong, sparkling, and cool. Shining with all the light of a star. But she realized that was fictional. She understood that her dream wouldn't come true, ever. When she learned of cosplay, she immediately bought a costume and tried it on. Even if she wasn't really a magical girl, she still wanted to make her dream come true.

  You take this one step further. If you cosplay as somebody, fictional or not, you begin to take on aspects of them. It'll start small. You'll pick up lesser amounts of their skills and gain some understanding of the person's mindset. But the more *authentic* your cosplay

is - the closer your outfit, appearance, and actions are to them - the closer *you* are to them. You'll become everything they are. You will gain their skills, memories, and powers in all their glory. Become the Magical Girl, and make *your* dream come true.

Lastly, you may bestow this perk to the person I mentioned. Them, and only them. Make their dream come true.

The title of the perk **Eternal Beauty** is a Naruto reference to Sasori. It's meant to say "anything you make will never decay." In the late stages of making this Jump, I came across the concept of Mono-no-Aware. I thought it was a cool concept, and I think there are elements of it in a lot of anime and Japanese works in general. I think Deidara's all about it, Siebold (the water-type Elite Four member from Pokemon X and Y) goes on a monologue about it right before you battle him, and Muzan's dying monologue and Rengoku's refusal of Akaza's offer of becoming a demon in Demon Slayer.

Gojo does not have the **Ehh!??** perk. Marin falling for him happened naturally. The perk is just to replicate those effects and was a suggestion.

There is nothing supernatural in this jump. Perks like *Action Fashionista* and *I Want to be a Magical Girl* are made up by yours truly. Even though *I Want to be a Magical Girl* got scrapped. I've put it in the notes section - it was meant to be discounted for the Cosplayer origin. I was initially too ambitious with this jump.

For imaging jumps, the anime is way better than the manga.

I will say that I've realized my way of sharing WIP docs is terrible. Starting from my 7th jump, Thor: Love and Thunder (this one's quite visually similar - I guess I've finally found my style of making jumps - I think I mentioned that in my 5th jump - the Troop) I've made copies of the WIP doc, which just showed my current progress and I kept on editing the *original,* while the copy was for the public. So that ended up with feedback about stuff that hadn't appeared in the copy, but had been implemented in the original. And because I worked mostly on the original, I didn't notice valuable feedback in the copy doc, which was the only document open to comments.

The jump notes section is usually where I like to put my signature and clarify things on the jump - things involving perks and items, the changelog, etc. The other notes section is where I like to express my thoughts that I experienced while making the jump. But they overlap a lot.

Changelog:

- Doc was first made on September 26th, 2022.
- 1.0 was first finished and published on November 30th, 2022.
- 1.1 - updated to New and Improved edition on December 26th, 2022. Changes include:
    - Reformatted the location images - I moved all the location images below Gojo Dolls to the left. It was driving me up the wall, and I'm glad it's fixed.

    - Wrote clarifications about discounts in the items section.
    - Deleted an unnecessary space around the **Bleh** drawback
    - One new drawback - **“My Friend is Actually Visiting from France”**
    - Shifted the Perks heading, and turned the changelog/location categories text into headings. This is only applicable for docs. Added a credits heading. Changed the font for the other notes heading.
    - Moved the picture of the apartment building
    - Grammar Tweaks

New and Improved Edition has fewer changes than Juju Edition. Juju Edition has banished Blindfold Guy and swapped out some text and images. New and Improved Edition - this one - was created to maintain as much of the original jump as possible while still making minor changes.

Location Categories:

- Not Earth: 3 - Peter Nimble and his Fantastic Eyes, Sophie Quire and the Last Storyguard, Thor: Love and Thunder
- Earth, Unspecified Location: 2 - Toaster Dude, the Giving Tree
- Earth, Global: 2 - DCeased, Arthur Christmas
- Earth, Specific Area: 3
    - Canada: 1 - The Troop
    - United Kingdom: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling

Credits:

- EYouchen/MadaMada - Jumpmaker
- Ovid, Nuthenry2, Walkir, and Plinthwrecker (Plinthwrecker is a name I made up for a member of the community. Plinthwrecker themself goes by another name, and probably doesn’t know that I’m referring to them as *Plinthwrecker.*) for their comments and feedback.

Other Notes:

Shibuya. Nagoya.

If you’ve read my jumps, you may have noticed that I have a bad habit of repeating things that I already wrote down. This is because it takes weeks to make a jump and I forget that I wrote something, so I repeat it.

I hope my jumps are at least of decent quality. One of the reasons they take a long time to make is that they require *research.* Before I make a jump, I usually read/watch the work of fiction in question two or three times. It’s not just the setting that’s important, but the presentation. The text and how the document looks.

Somebody asking about combining CYOA builds with the same character (pretty much Jumpchain) said that CYOAs were superior to Jumps because CYOAs were like professional competitions that required skill and experience while most Jumpdocs were bad because anyone could make them. They said most Jumpdocs were bad.Clearly, that person hasn't tried their hand at making a Jumpdoc. But there are well-made jumps and poorly made ones. But it's all relative - maybe it's just Jumpdocs I like and Jumpdocs I dislike. It's something you get better at with practice. Everyone has their own style and opinions on other people's styles. And at the end of the day, it's something someone said on the internet. It's not something worth getting offended over. Everyone's entitled to their own opinion, after all.

There's a balance between having too little text and too much, too. For something like a superpower, you need a good amount of text to cogently describe what it can and can't do. Especially for someone who's never seen the work of fiction your jump is alluding to.

I sincerely apologize if that person ever sees this, or if I have offended anyone.

I honestly think that Jumpchain is more suited to fantastic settings like Marvel or Naruto where there's adventure and powers galore than a story situated in a realistic setting, like My Dress-Up Darling.

I have finally made a jump for an anime. I'm proud of myself. For names, I have used the western order - Given Name, Surname. In Eastern order, it'd be "Gojo Wakana" or "Kitagawa Marin."

In the making of this jump, I learned that Stranger Things (the Netflix series) had a crossover with Seven Deadly Sins - Grand Cross (the Anime Gacha game.) I did not expect that.

That quote from Oscar Wilde is *super generic.* When I add a quote to a jump, I try to make it fit the story's theme, or I just use a phrase in the story. I'd say the most prevalent theme in Dress-Up Darling is how Gojo learns how to be himself and how Marin accepts him for it?

The following paragraph is addressing the person reading this document, not the Jumper. The author. Not necessarily Jump-Chan, but you, the person of Earth who has come across this document. If you actually are some sort of all-powerful interdimensional traveler, disregard it.

Make sure to take care of yourself. Have you ever looked at the Jumper Parable? Jumpchain is a fun hobby, but you should get out there and live your life sometime. There's more to the world than our little community. Go exercise, read a book, make a friend. Learn a new skill. Study. Jumpchain is a power fantasy, and it's fun. I'm not saying to quit. I'm saying that you should go out, and while you probably won't be as powerful as the Jumper, the hero of your dreams, but you should go make your dreams a reality. Make yourself a better person and make the world a better place. Even by a little.

One more thing:

MOE PANDA Scans

