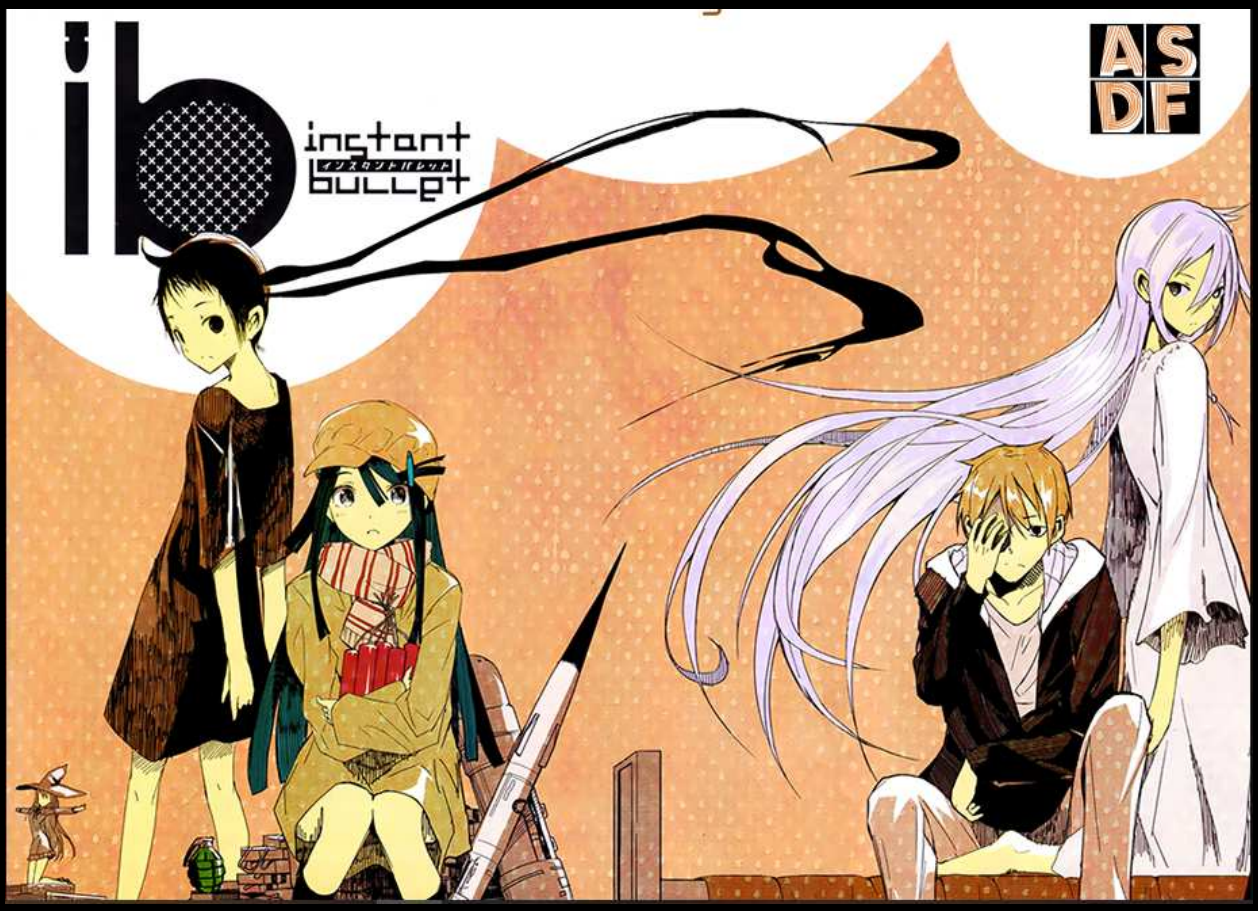
In an unnamed Japanese Town, Twenty people will gather. These individuals— through some series of unfortunate events —have the potential to awaken powers not of this world. Powers that are aimed against the world

These people, they are called

ib - Instant Bullet



By Aurum, Augum & Aes

+1000cp

You are free to choose your gender or Flip a coin for 100cp
As for Age, either choose between 13-25 years old or roll d12+12 for 100cp

Time and Location

The Date is December 25, 2007. The location is Sakae Nagahama Town, a new remote town in the Kanto Region with no notable specialty nor industry. And in less than a year, the World is going to end by the hands of one among Twenty Individuals with the potential capability to end the world in one way or another. You enter during that Gray-White Christmas Eve, just as the Tree in the middle of town suddenly fell down. Depending on what you choose, you might be able to catch a couple things that are definitely not normal but other than that? This is your story

Your oh so very short story

In other news, you are given a special consideration for this jump. Aside from starting at the aforementioned place and date, your time here will last up until before the World finally ends. You can discard this if you believe you have the means to survive or avert the end of the world but otherwise, there are options in the Drawbacks menu.

Organizations

Team Edge of the World

Technically this team has not even formed yet at this time you arrive. Be it due to a meeting with a certain witch or by your own fortune, you have the chance to join this ragtag group of teenagers. Barely a party with just three— soon to be four —people, you are among a rather volatile collection of teenagers who seem relatively uncaring of the world at large. With time, they will learn to become acquaintances— maybe even friends to some degree —but it would be a bumpy road. Welcome to the home for those who do not have one.

Police Defense Organization: Colorful

An organization formed for one goal: The Elimination of the other IB's. Either through Leader's recruitment or contact with the group's informant, you have joined their ranks as well. With this opportunity, you could even try and steer them into the path of true justice…or do the opposite. Whatever the case, you are one of the "Heroes" now.

Independent

Are you a Neutral Party, one who cannot take a side like a certain witch? Perhaps something like an outside faction that may or may not go against their goals for whatever reason? Or you are just someone who does not want to be a part of all that jazz, preferring to do your own thing. Regardless of what you choose, you are on your own which is a blessing and/or a curse depending on how you see it.

Perks

"I can finally take revenge on this world"

You can choose one Perk of every price tier to be discounted. 100cp Perks are free when discounted.

I'm an Outsider (Free, -600cp to Keep): *"I'm not a part of this story"*
This world operates under the machinations of Fate, things that happened and will happen are predetermined. But you are not among these things. As a Jumper, you are but an outsider, an exception to the many things that seem to govern this world. The future doesn't account for you, the past and present cannot search for you, and you are but an anomaly. Suddenly, your very presence means things aren't so certain anymore.

If you wish to keep this protection in future settings against similar threats, you need to pay an additional undiscounted 600cp.

Searching for Sunrise (Free, -100cp to Keep): *"First Sunrise of the Year!"*
Despite how shit this world may be, you cannot deny that there are moments where things are picturesque. Some may attribute it to coincidence, others would believe it to be part of the Natural course. You can kind of see them in all such perspectives. Emotions that bleed into a specific style, sights that make your heart aflutter. You can toggle to apply Aka Akasaka's aesthetics, from the expressive faces to the beautiful backdrops, into this world and appreciate its quirks and subtle touches.

You will still need to pay an undiscounted 100cp to carry this over to future settings.

Breathing at the Corner of the World (-100cp): *"It might seem cooler if I call myself a Lone Wolf"*
You can say Instant Bullets have no understanding of positive things like friendship or love, they avert their eyes and put up an apathetic front. It is as if they are on the other side of the planet, watching things unfold behind the safety of a glass screen.

Whether it be the demise of the world, of others or even of yourself, you can almost clinically separate yourself from the situation. You can actually sleep at night even with the news that a disaster is about to take thousands of lives. No weight on your conscience, no guilt, NOTHING.

But this is not perfect. There are still a handful of people who can still affect your cold exterior, the people who managed to get to know you, and who you really are underneath. You will no longer be a lone wolf when you start accepting others, and the price to pay for that is that what happens to them is not as easy to ignore.

This is My Persona (-100cp): *"That's my characterization of me"*
There is a disassociation between the person you are and the person you present. People show what they want to show and hide what they don't want to display, we all tend to characterize ourselves, you simply take one step further and use it as an effective disguise.

You are really good at putting up a second face of sorts. A delusional Hero wannabe that blundered her way into competency or maybe some hammy villain playing at destroying the world with all the edge you can muster. Each of these can be a good cover for the person you really are. This also means you can act as quirky as you could be without being labeled as some crazy git off the bat.

But if you think this will be enough to fool anyone then I will let you off with this one warning: Masks can slip and time spent with others will have them picking up your tells sooner than you realize.

I Found It, My Enemy (-100cp): *"The last chance I have left"*
There are times people lash out, have destructive impulses that target anything and everything without discrimination because they do not have a proper outlet to vent such things. These episodes result in others getting hurt because these people cannot find their "enemy". It would be a shame if you are put in a similar position. You have a knack of sorts, the ability to find opportunities to release your urges safely. Though others may see it as desperate, they've yet to realize the monster underneath waiting to come out.

Invisible Magic (-100cp): *"Every incident is treated like a personal event"*
Despite all these chaotic incidents incited by powers beyond human understanding, a lot of people surprisingly do not even suspect it to be the work of some magic. And now even your more fantastical abilities are under this kind of protection. It becomes sort of like a filter where only those who are truly involved are capable of comprehending what is happening.

A creature of yours destroyed a tree in the middle of Christmas Eve? It just fell down. A mass of plants cultivated by you wrap around a tower for some inexplicable reason? EM Waves.

This can only be pushed so far and people will take action even if they do not understand what is going on. Take the disappearance of EVERY bomb in the world for example. People are still not going to truly realize what caused it but that is mostly because they are too going crazy at the implications.

I Hate This World (-200cp): *"You shouldn't wave that kind of thing around!"*
Many such unfortunate dregs of society either barely survive as hollow nobodies or die alone and forgotten by the masses. Compared to that, you only grew up to be a hardened yankee the world has chewed down and spat out several times over. You are quite the fighter. Be it a few selection of weapons or just plain street brawling, you have the means to fight your way to survival. And most of all, you can TAKE a hit like a true champ & throwback. The only thing putting you down at this point is a permanent injury.

This Day, This Time, This Moment (-200cp): *"She committed it all to memory"*
Time is a complicated thing, it erodes so many things until they are naught but one with the void. Against a will like yours, it becomes an opportunity. Through the power of your sheer will, you can commit a moment into your memory permanently but it doesn't stop there. When you put that very moment into your being, it is like a past etched in stone so unchanging that even the far future would remember it. Simply put, you can put the effort in to remember something so hard that your future self will know of it no matter how "far" they are. If only they had the means to act on such "old" information.

Sixth Sense (-200cp): *"A buzzing feeling in my chest"*
Is it some charm? A form of foresight? Whatever it is, you have a sort of gut feeling when it comes to supernatural powers. When a power is being used, you have this weird feeling where it is within the range of a small town. It is not perfect as you would still need a map to pinpoint the location outside relying on a vague sense of direction but you will never be completely unaware of the supernatural ever again with it.

Walking the Path of a Dark Hero (-200cp): *"Drive Out Poison with Poison"*
The thing about the magic of the Instant Bullets is that they are inherently geared towards the eventual end of the world in some way or another with very few if any exceptions. Creations lean towards harmful things like lethal weapons or actual poisons. However, there is still a way to use this in heroic ways even if they are a little dark. Either through an understanding of your own lethality or just the dark powers in general, you have a way to exploit such abilities against those who wield similar powers. That and you have an easier predisposition to use them in this rather indirect "heroics". To be an anti-hero by killing the threats of the world would be an easy next step.

Afterschool Hide and Seek (-400cp): *"When I play, no one's ever found me"*
Sometimes a mask is not enough for the highly perceptive. People get to know you or hang out with you long enough to believe they think they know you. Little do they know how dark the hero, how twisted the witch, how corrupted a leader you truly are.

Deception is your bread and butter. You can mislead people, spout lies and twist the truth in every way under the same breath without anyone picking up on it. Even the people who thought they knew you better would find themselves chasing those red herrings they thought were of sentimental value to you when, in truth, you never shared such things with them to begin with.

And should you be like a ticking time bomb waiting till the last second to blow, you can hide yourself from the people most likely to stop you. If they really wanted to find you then they need the kind of information where they are 100% certain where you would be and not just something based on the small time they knew you.

The Unkind People, who Wish to be Kind (-400cp): *"If only wanting to be kind was enough to do it"*
There are all kinds of people in the world, most of all assholes. People who only know anger and violence amongst other things, spreading pain and negativity with whatever they do. And even when given some kind of chance to not be like that, they cannot truly be kind. But then there is you, someone who has gotten a taste of what it means to be kind and did not lose it. Unlike the many shitty people who do not seem to have a heart, you actually have a good moral compass and a set of standards to follow. You can also finally leave such things behind should you find it too much, though atoning for it & facing repercussions would be another matter entirely. But most importantly, you can teach others and give them the same chance to be as kind as you and leave their old lives behind after a period of accountability. Just make sure they actually want to be kind as there are some who choose evil regardless.

Beloved Quantum Mechanics (-400cp): *"Quick to think and quick on my feet"*
People will look into the kind of grades Geniuses tend to get, some see it as a mark of pride, others see a sign of obsession like they were built so incomprehensibly different. You? It wouldn't really matter that much once you leave them all in the dust. Because in YOUR case, you ARE obsessed to some level. This drive to become above the rest of the idiotic rabble is quite potent, allowing you to get perfect grade after perfect grade even in the most prestigious Prep School of the prefecture. And while I cannot say for sure if that will carry on in the higher levels to come, it does have uses outside the education system. Studying the abilities of others, testing the limits of your own abilities, observing people. You can learn a lot just by turning that obsession of yours towards other things, a learning booster of sorts. Just be prepared once they start pulling out the restraining order in case your studying ends up being a lot more conspicuous than expected.

People Who Know People (-400cp): *"You were the one who brought us together"*
All of these suffering people— the 1% who have yet to receive Happiness —are quite pitiful, aren't they? Even when presented with the opportunity to even grab on to that small hope, they are most likely to deny it as mere fantasy. You, meanwhile, are the hand held out to those kinds of people. It could be a sort of charm, an application of skill or just striking a cord in their heart but you have an uncanny ability to not just bring such volatile people together but also get them to eventually help each other out.

And you can be a part of that group you made if you let them, an inseparable part of the foundation of such close bonds even if they refuse to acknowledge it as friendship. Even if you choose not to be part of this motley crew you made, just being the one who helped bring them together is enough to be considered irreplaceable. In fact, you will be missed should you not be of this world so please be sure to give them a good farewell.

A Disposable Bomb is Brief Yet Powerful (-600cp): *"This is the final bomb"*
When one's time is limited and the end is approaching, there is a single opportunity to end things in a bang instead of a whisper. Through planning and preparation, you can set things up for the coming climax to be like no other. Whether it be the end of the world or the end, such things you can make into a grand event so long as you are capable of such whether it be by your own ability or by availability of resources. Something like your coming end? You can make things as heart-wrenching as possible to the point of your friends swearing absolute vengeance in their hearts. The end of others? If you know them enough, then you can arrange for them to die in a way you find most fitting. The end of the entire world? It would be short lived but beautiful. Keep in mind that this is a PLANNING skill and not everything ends up accordingly.

Can Evil Be Justice? (-600cp): *"I am your enemy"*
Sometimes, Good and Evil is a lot more complicated than that. Maybe Justice itself is fundamentally flawed to the point of becoming far worse than the greatest evil and maybe the Villains are what they are because of the circumstances they were born and raised in. Whether one can be redeemed to become something they truly wished to be or corrupted into something else, they are missing something. They need a catalyst for development, an ideal to clash against, someone to contrast them wholly & completely.

They need you. By declaring yourself as a role in relation with another, a connection is formed. This relationship becomes a bond that banishes loneliness and, through that bond, you can help them start their growth or their downfall into these kinds of extremes. The Villain to their Hero, the Justice to their Evil and vice versa. But it won't be enough to just establish a dynamic and be done with it, these roles will still need to be fulfilled one way or another.

I Have One Wish, I Want to be Happy (-600cp): *"Let's go home"*
Things change, they can never come back to the way they were before. And sometimes, you will never take back what you lost no matter how precious it is to you. What you need is a second chance to make things right and now you have a special luck of sorts geared towards exactly that kind of thing. Coincidences & Miracles alike conspire to give you this very chance so long as you have the ability to do something about it even by technicality. This is not perfect, the world can make the miraculous happen but it cannot do the impossible. If you need the impossible, then you might receive the next best thing. And it just might be enough. Welcome back.

This is My Hatred (-600cp): *"The one who's going to destroy the world is me"*
Your tiny world has gotten so much bigger, experiencing so many things, learning a lot about yourself in ways you would not realize. But if you think learning about such good things would dull your malice then you would be in for a surprise. When you learn about the good in the world, it doesn't kill off the fire of hatred in your heart. In fact, it just makes it stronger. Happiness just makes you hate the ones you have what you don't. The opposite is true as well, the evils you encounter only serve to harden your noble resolve.

You've become a balanced storm of emotions and, as a side effect, this has a bit of an influence on abilities fueled by these very emotions. New abilities will branch from their initial form, not so much ignoring their limitations as it was sidestepping them somewhat and developing potential without going against the design. And while an ability can only grow so much before reaching a plateau, the increased utility is a boon

Instant Bullets

"The bullets have been loaded, Bullets of Wishes, Bullets of Callings, 20 Bullets that will destroy the world. Instant Bullets, Disposable Bullets. Who will destroy the world?"

There is an absurd power of magic that has recently appeared out of nowhere. By one count, only Twenty of them exist in the World, with less than half of them having realized their power. You can choose only one of the options below and to either take the place or become a copy of a certain ib. However, taking an ib will mean you will have to take a "To Live" drawback at least once. The "Magic" you receive here will be tied to your negative emotions. For example, increasing your malice would allow them to grow beyond what is described while being truly happy disables them entirely.

Huckleberry (-200cp): *"The ib of Existence"*
Instantaneous Movement, the ability to cross any number of distances and past any kind of obstacle. Simply put, it is the ability to teleport to any point in space you can envision which makes traveling something of a thing you can do by instinct. However it is currently under a couple limitations. For one, the activation is not instant. You could use it as you are brought down the stairs but you would only end back up after falling with all the injuries taken on the way down. This makes using it in combat rather inefficient. For another, this is a personal magic that does not take any passengers. Don't expect to be able to do anything as complicated as rescuing others without so much as a single trace of your existence…How was this supposed to destroy the world again? Maybe the answer to that question will only be revealed if you really go down the road to madness.

Space Whale (-200cp): *"The ib of Motion*"*
You now have Telekinesis of a sort. By focusing on something, you can make them weightless before moving them around however you wish from lifting piles of junk to drop down on someone or even making yourself and others fly into the air. So far, the "range" of things you can affect does not seem to exceed that of a small car in terms of size and weight but that may change with investment and practice.

Done Deal* (-300cp): *"The ib of Contracts"*
If only there was a way to make sure everyone sticks to their word. When two parties come into agreement, you can impose an Absolute Binding on them. From borrowing a portion of someone's power to even staking your life on a loss condition involving an additional party. As a side effect of your ability's enforcement of said binding, you can manifest papers with which you can fend off outside parties from interfering.

However, there are limits to this kind of power. Like actual contracts, it is a matter of terms. If they are insufficient then your power will not even activate in the first place. And while the terms are normally affixed inevitabilities once the agreement is declared, anything involving a subject whose very identity is malleable enough to change mid contract then the ensuing would invalidate the registered identity and annul the entire thing. Good thing there are not that many in all of Creation that's like that.

Limitless Knowledge (-300cp): *"The ib of Information"*
The Akashic Records, All information from the beginning to the end of everything recorded into a single database you can now access with this ability. You can search and extract any info you wish from that database. However, it is a near useless power due to a single limitation: Such detailed information— even if it was limited to just the current world —is just too vast to properly comprehend. To search such a thing would take an inordinate amount of time.

Where a wallet was dropped, One week. What someone might be thinking at the moment, a month. Anything about a future in 100 years, not even a lifetime won't be enough for that. In many cases, such information would be useless by the time they are finally drawn out.

But that doesn't make it completely useless as certain information. It all comes down to actually knowing what you need to know and taking advantage of that. Seven years to learn about a certain group of people and you can use what you know— and especially what they themselves don't —for all kinds of advantages. And that is all depending on how smartly you can use this information.

Dead Fantasy* (-400cp): *"The ib of Sympathy"*
A trick of the light, a hallucination, a fantasy and many more descriptions others would give you. Little do they know you can be much, MUCH worse. First of all, you can move your consciousness outside your body and into an illusory one invisible to all but those you allow to see you. You're a ghost of sorts that can move around, effectively teleport and even clone yourself to a degree but you cannot physically interact with the world. You do not have any special senses outside this & your real body will still be vulnerable.

But this is not the real power you receive. No, what you DO get here is much more powerful: The Control of the Senses of others. You have what is essentially complete hypnosis by complete control in what others can see, hear, touch, taste and smell. You can also empathize with others to a degree, literally feeling what they are feeling to the point that they are just an open book to you.

And if you manage to achieve physical contact with them— be it your physical body or your main illusory one —then your control goes FAR deeper, like a hand reaching into their brain. With such a condition met, you have absolute control over those you touch. Puppet them around, drag repressed memories kicking & screaming into the surface and even flood pain into them until they pass out from the unbearable shock are among what you can do. In a touch, their autonomy might as well be a mere fantasy.

Creation of Seeds (-400cp): *"The ib of Life"*
In the country of India, there lived a lovable swindler. Of the many tricks he displayed, the one said to be synonymous with him was the creation of medicine in his very hands. And now it is something you have too to some extent. You have the ability to create plants that would otherwise not exist, life that cannot naturally form you can bloom.

Not only that but you can also have some form of control over what you create from guiding a seed to cultivate just right or making it move like a second limb to deliver the REAL weapon of this magic, Poison. Combined with your handling of the plants that carry them and you become capable of eventually destroying the world. But despite being named after Sai Baba's miraculous "Creation of Elixir", this is not as omnipotent as you would think.

Despite being able to cultivate impossible plants, you still need to reference them from plants that actually exist. The same holds true for the chemicals they carry, their effects requiring to have SOME scientific grounding. But with enough research, you can grow absolute monsters. Even creating plants on the level of Skull Azalea is not impossible with enough knowledge, time, preparation and Malice.

The **Beast (-400cp):** *"The ib of Creation"*
To bring form one's evil desires. This manifests into a "thing that only destroys". This shadowy creature seems to only follow orders in line with breaking things, as anything outside that or anything too complex will be outright ignored. And it only has senses roughly equal to that of a human being despite being animalistic. Aside from that, it also appears to be completely invisible to those who are not Instant Bullets themselves.

But what is most amazing about it is that ANYTHING devoured by it vanishes into thin air. Whether the devoured target goes to a different space or even a different dimension remains to be seen. The Beast also has the capability to somewhat grow in size in order to devour things with the speed and strength to match. Hell, you could actually start to merge with The Beast and become it yourself which would not only grant you the Beast's own abilities but make them grow big enough to devour the World. However, even THAT can only take so much punishment before it can die. If you take hits from every explosive in the world from the least to most powerful then even you at your best would be weakened enough to perish under the force of the final bomb.

As a side note, this actually has a bit of a secret: The Beast is not the only possible "creation"— being a reflection of your inner desires —but there can only be one at a time due to storage limitations.

Star Bomb (-600cp): *"The ib of Destruction"*
This is definitely the kind of power a Hero would not exactly pick because no matter how you slice it, this is the kind of thing a villain would have. You are given Dominion over anything that is a bomb in the world. From the atmosphere to however far they could possibly be buried, anything considered an explosive is within your grasp. You can teleport them to and from wherever you wish, move them around as much as you like and even detonate them on command. It is a kind of "Summoning Magic" with incredibly destructive capability. Pull bullets from the chamber before they are fired, drop a box of grenades in a pseudo carpet bombing, keep a warhead inert as not to set it off when you accidentally drop it on the floor. You can even swipe every bomb from under the noses of the entire world in a single night at most or detonate them all in their storage instantly. Truly the perfect weapon for someone trying to end the world.

Laplace (-600cp): *"The ib of Time"*
One of the powerful magics not only due to its raw power but also its versatility. With enough experience in using it, this could make you equal to the "Witch of Time" herself. This comes in three main facets, each with their own strengths and weaknesses:

The First is Foresight, the ability to see the Future. Any information about the future no matter how far can be called to you not only with 100% accuracy but also will be perfectly recorded into your memory. You can even share your visions with other people, though the limit so far seems to be about 4 People total before you feel completely spent. However, the reason your visions are flawless is that you actually seeing that specific future sets it in stone. Trying to change even the smallest of outcomes you saw would have you cramping and blacking out. Obviously, this is a detriment if you happen to see a future you do not like but this double edged sword has its uses. Seeing yourself unharmed in the near future allows you to basically be untouchable up until that future you saw and nothing your enemy can do will change it.

The Second is Control of Time, the ability to hold the Present. You have the ability to pause the world around you, allowing you to pull off the illusion of instant movement and traverse past obstacles. It is the kind of trump card that even the original wielder of this magic hid from allies just as much as from enemies. But you can only pause for so long as doing so for long enough periods of time will leave you quite exhausted.

The Third is Time Travel, the ability to go into the Past. So long as it counts as “your past” you can travel to any point up to your “Present” or the you before you traveled. However, you cannot change the past or the future should it be gleaned via your Vision. As a side effect of this, you can only use this ability around 4-5 times in total per Jump.

Heaven’s Door (-800cp): *“The ib of Heroes”*
People end in death, the living cannot do anything for the dead and so they prayed and dreamed for a world beyond death, for Heaven. This eventually manifested into the power now in your hands, the final magic of the twenty created in this world.

To put it simply, it turns the dead into souls. Just by existing, you can even make a world without such a concept like souls start having them. You are also blessed with the titular Gate of Heaven, a strange collection of circles that seems to be capable of surviving a hail of grenades without a scratch on yourself or it. Though the upper limits of this durability have yet to be determined if it CAN be destroyed.

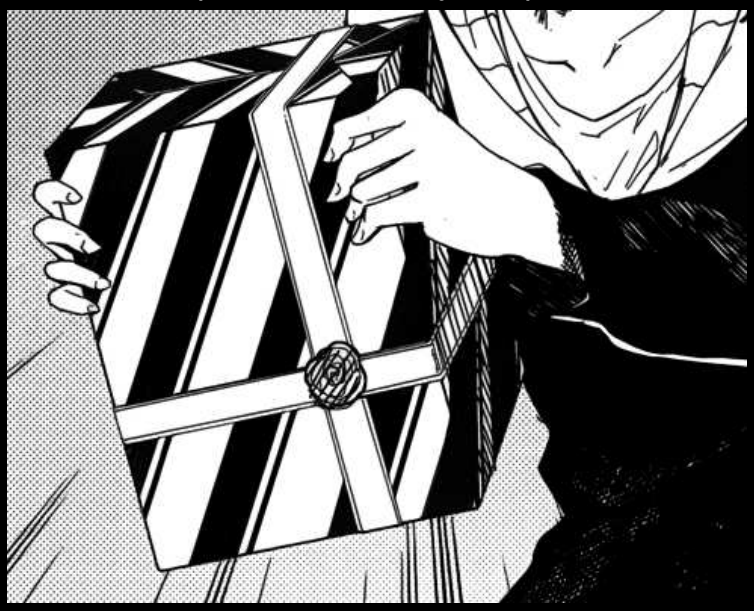
But there is a final aspect to this power, one that is a gamble to even try. You can open this door to “the world where the dead can live” ONLY ONCE per jump, this one opportunity can be the ultimate salvation for all of humanity, perhaps even more depending on where you might go. Unfortunately, such a powerful ability requires a hefty cost: It requires those you wish to save to “cast away their earthly bodies” in order to have the qualifications to enter this piece of paradise.

Custom (Variable): *“An as of yet to be discussed ib”*
Maybe you do not want any of the canon powers. If that is the case, then you can pick this option. You are among the ones who had yet to even appear in the original work, with a power just as fitting for an Instant Bullet like yourself. The price is a bit of a variable. The costs depend on whether or not your custom power is equal to any of the listed “magics” above, whether it be by power or versatility or some other factor.

You cannot make an ability that starts out exceeding what is shown by the other Instant Bullets but you can certainly give it the potential to grow up to that level if you experience enough negativity. Though you can only grow them for so long, their overall power plateaus at the level with which you can make the end of the world a certainty. Additionally, said power has to be based on an aspect of Fate not already taken by the existing Instant Bullets (Ex. The ib of Death).

Items

"That's all in the past! I have finally conquered Christmas!"



My Sweet Honey (-100cp): *"Merry Christmas to myself!"*
I-impossible! How did you end up with this "Miracle Item"?! Let me explain. This is an Erura Inflatable Doll, a phantom series due to the copyrights expiring and production halting almost immediately after. This is the kind of thing that would take an entire month of internet searching and many lonely Christmases of saving up to even GET one of these things. It is the mark of one who had truly conquered Christmas!

…Or not. In truth, it is a rather horrid looking "Naked Body" inflatable which MIGHT be the reason it went out of production to begin with. Though aside from being quick to fill out by just blowing it up with your mouth, its proportions are also surprisingly accurate to the human form which makes for a good distraction. Expect a replacement next holiday.

All of the Western-style Clothings (-100cp): *"A part of my whole Identity"*
A closet of costumes with which you can dress yourself up, though they tend to lean into the style of clothing normally found in western areas. Despite such a vast array of items, you can try them on yourself without worrying about the size as it perfectly fits you regardless. A set of Witch's Robes, a weird bunny hoodie, a cavalcade of accessories and so many clothing options that you might as well be making a fashion statement with whatever you choose.

If you buy this with the "My Sweet Honey" item, these can be used for the Doll as well to help sell the illusion of a realistic human silhouette if only for a moment.

Black Maria (-200cp) (Free with Creation of Seeds): *"Medicine for idiots"*
In a single purchase, you have a container of pills as well as a handful of seeds plus the steps to cultivate and harvest more. You get a monthly delivery of this miraculous drug.

By temporarily affecting the frontal lobe to calm the user down, it becomes surprisingly effective at giving the heartless a bit of a conscience. So effective, in fact, that it turns potential distributors into willing volunteers without even needing to pay them. Though anyone who already has the capacity to be kind would remain unaffected by this

As it is now, it is the drug that made this relatively new town slightly known. It is the poison that sent 86 into critical condition, killed 14— 7 minors among them —and ended with the brutal murder of the 5 juvenile culprits. Maybe you can find a way to turn this into harmless medicine eventually but right now? I suggest not sampling the goods.

As a product of the power, you get this for Free if you got the "Creation of Seeds" ability

World's End (-200cp) (Free with Huckleberry): *"Just like Tom Sawyer's Treehouse"*
You have anchors of a sort, either doodles or a personal symbol that represents you. You can place them in the corner of any passageway with alleyways being the ideal. If you or people you trust touch that anchor and turn the corner, they will serve as the doorway into an area that is undoubtedly beautiful

This place looks to be a living space on the surface of a moon orbiting a planet far away from earth. Despite the place being in the vacuum of space, you are safe from the supposed dangers be it the lack of atmosphere or even the cosmic radiation so no need for space suits to see the beautiful backdrop of stars. You can even go past the room sized meeting area to explore the surface, dig up moon rocks and so on without worry.

As for the actual amenities there, it is pretty sparse. There is a tree in the center with a small light attached to it, three small chairs, a sofa, and a small tv connected to a dvd player and a bookshelf that can aptly be described as "an otaku-ish collection". All of these would probably need to be regularly cleaned & maintained but the electronics are getting their power and reception from somewhere somehow. If you want more, you will have to get them yourself because something like this is a world of difference for the right people.

Due to being the second aspect of the power, you get this for free if you have the "Huckleberry" ability. A perfect place to share secrets with anyone no matter how evil a person they may be

Unknown-Z1 (-400cp) (Discounted with Star Bomb): *"And so it became a weapon that faded into history"*
Before the Outer Space Treaty came into effect in 1967, a certain federation launched a single military satellite armed with nuclear weaponry. Like many others, it was rendered practically unusable due to political complications and was left to orbit around the earth indefinitely. That is until YOU came along.

For one reason or another, you have come across what seems to be the means to control such a powerful weapon such as delivering payload to wherever in the world you wish or just have it remain as idle as it always was. The entire thing packs serious firepower with its arsenal, even just having it fall into the ocean near a seaside town is enough to wipe out all life in said town. And should it be lost to you, another will be orbiting just outside the atmosphere in the next Jump.

As yet another Bomb to use in your arsenal, you can purchase this item at a discount should you have the "Star Bomb" ability

Skull Azalea (-400cp) (Discounted with Creation of Seeds): *"You underestimate the Taro plant"*
Mix Titan Arum's ability to suck up nutrients from the ground, Wormwood's ability to spread pollen in the air, numerous vines, water and years of preparation for this one moment. What do you get? This "Thorny Tower" you are now the undisputed Ruler over

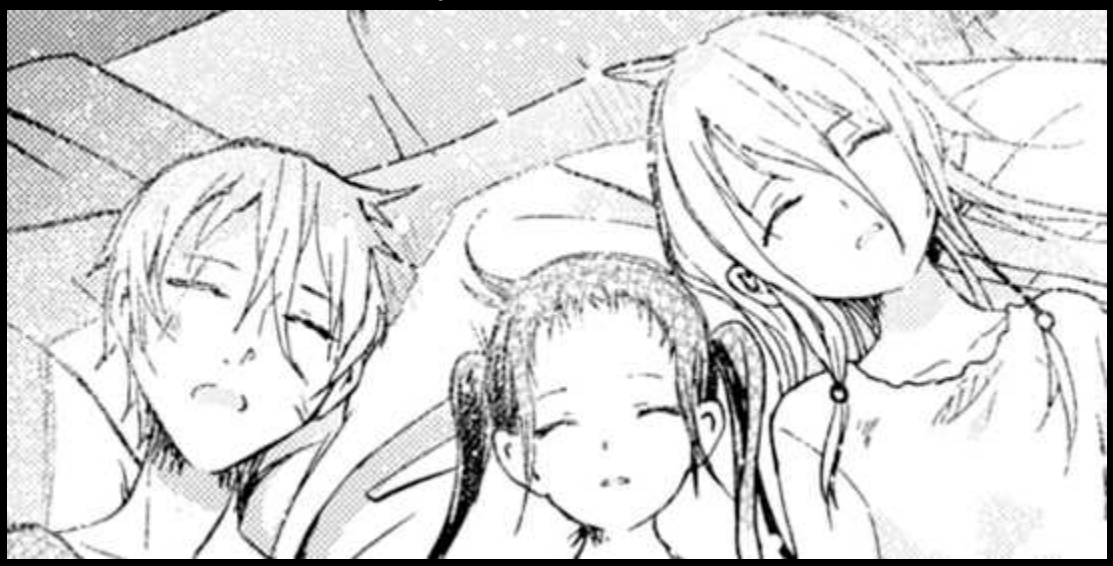
This mass of plants wrapped around a radio tower frame makes for quite the doomsday device. While the metal frame underneath the overgrowth is pretty sparse and barely enough for you to travel up and down flights of staircases and rows of railings, the plant itself is a beast under your command. You can command the vines to attack anyone near enough or inside the tower itself to dissuade any attempt of invading your realm

But the main draw of this massive creation is the aforementioned Azalea flower, a bud that will release an airborne and spreadable disease: An infertility plague. By restricting the production of the Follicular and Luteinizing hormones, this takes away the libido and reproductive ability of all of humanity. With the right resources, you can eventually make this spread other diseases from countering attempts of cloning to whatever potential there is to keep species propagating

Due to it being a creation of a certain power but also something that would need sufficient resources to even cultivate, you only get this at a discounted price if you possess the "Cultivation of Seeds" ability

Companions

"What you need is interaction"



Import/Create (-100cp each): *"The Hero, The Villain and the Disposable Us"*
For only 100cp, you can Import a Companion you already have or create an original one into this world. They will receive an allowance of 600cp for what they want to purchase, though they can take Drawbacks or receive more points from you if you want. You can purchase this option up to a total of 8 new allies to come with you.

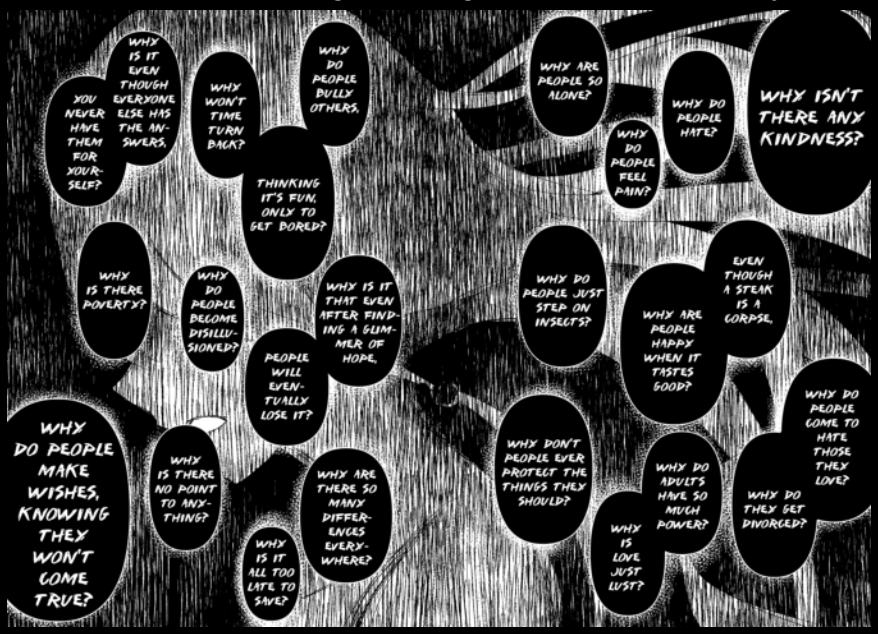
But if they wish to become an Instant Bullet then they can only choose the Custom option and follow the rules of that section. This is because other than you paying for the power yourself, there is only one way to get a companion with one of the powers that define this world

Canon (-Variable): *"The Boy and Girl Next Door"*
Pay here to have the chance to meet and potentially befriend any of the people in this world but unlike the first option, the prices here vary. If you want to get the named but otherwise unimportant characters then you can get them for just 100cp.

However, if you want the main focus of this Story— the Instant Bullets themselves —then you would need to pay the price equal to what you would normally buy their ability ON TOP of paying 100cp. Like before, they will receive a stipend of 600cp to spend on whatever they desire.

Drawbacks

"The world is brimming with tragedies unknown to anyone"



In the Near Future (+0cp) (Toggle): *"Someone among the Instant Bullets will destroy the world"*

Normally, you would be sent here to stay for around a year at most, leaving this world just as it is about to end. But if you want to have the complete decade spanning adventure normally offered in adventures like this then you can use this to toggle to not only choose when you want to enter this world but also to determine how long you want to stay in it. With the right choices, you can even avoid the plot entirely if you wish

For example, you can choose to start exactly ten years before the end of the world, not only allowing you to safely have the usual 10 year journey before moving on to the next world but also have the chance to avert some of the tragedies about to unfold in your time here. Alternatively, you can choose to just extend your time here and keep the initial start the same, which will mean going into uncharted territory as far as I know

I'm a Vegetarian (+100cp): *"I can't eat meat"*

Unlike those who got to choose this lifestyle, your revulsion to meat is deeply rooted in an old traumatic event. So even if you already are vegan/vegetarian when picking this option, simply seeing meat brings more than just understandable disgust. No, actually encountering meat is equivalent to having some repressed memories to forcibly surface. I would suggest at least learning to live such a lifestyle unless you want to brave your demons and face them head on. By the end of your time here, you will be rewarded with a daily delivery of McD's except for the patty…wait, isn't this just bread and ketchup?

Lonely Christmas (+100cp): *"This Christmas doesn't matter, nor does this Christmas"*
You do not have a good sense of your money management do you? Or are you just that desperate to not be alone anymore? You have a bit of a compulsion, one that would have you spending years going through channels of rumors and deals to secure all kinds of trinkets and oddities that are a rarity. And even if you win such items after a staggering chain of losses, you would open the package to find quite the disappointment. Yet this would not stop you from repeating the cycle, quite the opposite. By taking this drawback, you can choose to get either the "My Sweet Honey" or "All the Western-style Clothings" for Free or to forgo this drawback's points to get BOTH for Free. Though knowing who'd take this drawback, one option is extremely likely

Deformed (+200cp): *"All we need is one person to love"*
Now THIS is a face not even a mother would love. Your eyes are hollow and sunken out, your skin more akin to a mummified corpse, and the SCARS. To be completely honest, your face as a whole is better off behind a mask. And with a look like this, it won't be a surprise if you have a hard time speaking plainly much less communicating without ending up more anxious than you are lonely

Standalone Episode (+200cp): *"Let's meet again someday"*
Halfway into your stay in this world, you will begin to notice a few oddities. First of all, it feels like some minor things get dropped. Developments not coming to pass, personalities once nuanced simplify overtime, plots pettering off without warning. Then comes in the RUSH where you cannot even go for a day and things feel like they are reaching their final stages all to build up for something BIG. And when the climax is just about to be reached, it gets undercut by something far less satisfying. You will be quite disappointed, you will probably want something more. It is at that point when things are promised to begin that your time here will end. Nothing short of ending your chain entirely would even allow you the possibility to come back for a continuation

To Live (Variable) (Mandatory with Instant Bullet): *"The only thing we know is how to hurt others"*
The Instant Bullets are NOT stable people. Shaped by the circumstances of their pasts, they are sad and pitiful existences that do not have a good grasp on things like Empathy, Friendship or Love. And now you are among them, at least in that kind of mindset. You care very little about those kinds of things and even less about the livelihoods of others. And above else, you abide by something that influences your ideals and actions. You can choose any one— or more than one if you are particularly keen on fucking yourself over —of the options below for a corresponding price. If none of them are to your liking, you can go make a particularly warped & detrimental mindset based on the examples below, the severity of which determines your compensation.

For 200cp, To Live is a Fantasy. The trials and tribulations have dulled your emotions more than your own ability to disassociate with the World. You are everdistant, with something of a wall put between you and those who you care about. And while you can talk with the closest to you, it ends up being brief because you have felt content to live in this “Dream” to always be by their side like a Ghost. One who haunts trespassers

For 200cp, To Live is to Befriend. You are actually more of a laid back person, even friendly enough to have a good chat. You are quite harmless, passive and more likely to fight by keeping someone in place than attacking them outright. Compared to the rest of the crazies, your mentality is closer to that of a hermit or a retiree. You are the nicest man anyone would ever meet, so why is this a drawback? Well, your lack of friends and family has skewed your ability to gauge such precious things. Just having someone compliment your BOOKSHELF is enough to have you risk constant injury & even death for them should their life be on the line. Imagine if they actually befriend you…

For 200cp, To Live is to be Loved. You have been denied love, you only wanted just one person to say that they loved you. But you cannot find anyone like that, not a single one among the many people you may have known refusing to so much as give you a lie. This has marred you deep in your psyche, turned you into someone desperate for that one person who would love you. And the moment you have a taste of that praise, you will do whatever it takes to receive more of it, that sweet, comforting taste of love

For 300cp, To Live is Fake. A series of Traumatic events have created a gap between the you know and the you then, your memories with those you cherish the most crystal clear while everything else is but a repressed mess. This uncomfortable truth has made you scared enough to be effectively mute, unable to console your loved ones even when they desperately plead you to say something, anything. And all you can do at the moment is to watch on impotently as they suffer under your mourning

For 300cp, To Live is to be Kind. You have come to the conclusion that your life has done nothing but hurt others. Whether or not that is actually true, it has been ingrained into your heart as the truth. And in order to combat this, you are driven to find the “answer” to this predicament of yours. But all you have are half-baked vague answers, shots in the dark. Due to this festering Self-Hatred, you do not have a proper basis on how to properly help others. Your solutions are probably one big mistake, your acts of kindness might be the wrong thing to do. Most of all, you cannot let ANYONE die as a direct consequence of your actions. Because to do so is a pain most unbearable to you

For 400cp, To Live is to be Justice. It all started with your desire to know what is right and wrong, a desire that is nothing more than the desire to survive. But as time went on, you grew to distrust your own wishes out of fear. And without this self-belief, you are most likely gonna choose someone else's wish, Justice in a way. Even when it turns out that this "Justice" has done nothing but create meaningless sacrifices, you are going to stubbornly stick with that flawed vision lest the deaths you have caused directly or not will be in vain. You can only move forward even if it drives you insane

For 400cp, To Live is to Abandon. Should a nuclear satellite fall from the heavens, you are more likely to leave innocents to their fate than save them even if you potentially have the means to do so. Because they don't matter. The very few who DO are not exactly safe with you either, they are just not aware of it. It creeps up with your tendency to stalk and observe them, almost managing them and worming your way into their hearts. And should you be facing your end, you are more likely to set things up to be as despair-inducing as possible than actually reaching out for help. Because what better way to end the world than to have your most cherished ones destroy it for your sake?

For 400cp, To Live is to Destroy. Violence is the only way you could really find yourself able to communicate, to hate and be hated is the only kind of relationship you would ever hope to form. You're quite an unpleasant existence, a selfish snake who will believe what you want to believe. And even when presented with the opportunity to make friends with those who understand and even empathize with your pain, you are just going to end up acquaintances at best and betray them for your own selfish interests at worst. Because that is what you really are, an unkind person.

For 600cp, To Live is to be Evil. You lack the basic ability to sympathize with others and the most you would ever feel joy was in hurting other people. In other words, you are the furthest thing from justice as you could be, a villain. And a fickle one at that; Follow the classical old hero one day, dark hero the next, assist some group to commit atrocities or decide to end everything then and there. And if you think you can just be evil for free, think again. Because deep down, you really wanted to be a hero. This war in yourself when you do not even know what it means to be that which fights for the good in the world. Maybe you might end up as a necessary evil for the hero to kill.

Comatose (+300cp): *"The term for it is called Persistent Vegitative State"*
Anoxia, Carbon Monoxide poisoning or a very bad concussion. Whether it be any of those or something else entirely, you have fallen into a very long coma for the entirety of the jump. Unless you have some way to circumvent your own physical prison, you might as well be asleep. At least you will not have to worry about the bills because you will be sent on your way to the next jump once your time here is done

Everything in this World is my Enemy (+300cp): *"This kind of world is worthless"*
You are a little strange. People around you seem to encounter accidents of varying dangers. And whether or not they actually bear any ill will towards you, you will be deemed as "The Devil". This kind of reputation will hold regardless of what you do to cope with or even try to change it.

You will be ostracized under such unfair prejudice that you might as well shut yourself away in the corner of the world. That doesn't mean you will be alone, not totally, because you are never truly lonely if the unkind people just go pick fights with you. More of an annoyance than anything as many are more than likely to ignore you outright

Those already close to you can still stick by your side. Those who actually try to get to know you also have a similar chance of cutting through these preconceptions and staying by your side, even defending on your behalf. However, this comes at a cost of them encountering accidents of their own as if they're similarly cursed. But at the very least you will all be fighting against the world together, right?

Your Future is for You to Find Out (+400cp): *"Not telling!"*
Meta Knowledge, what is the point of being spoiled for all these kinds of things when the whole point of them is to excite you? In opting for this choice, you have decided to give up any and all such knowledge regarding not just this setting but also that of your journey. Even what might happen in this world is wiped so you don't expect it. In fact, you have everything but the memories provided by your background erased. Good Luck

This Magic is of a Black Variety (+400cp): *"An Instant Bullet is Malice itself"*
The thing about the magic of the Instant Bullets is that it is fueled by their darkest emotions. Jealousy, Loneliness, Despair and so on. The Destructive Drive that lies on the very heights of these negative feelings are what become the source of Magic.

And now that applies to your abilities even if they are from outside this world. In order to keep your powers functional, you are going to have at least as much of these feelings as the average Instant Bullet. But anything past the highest level possible would require more negative emotions that even the worst of the Instant Bullets have displayed. This means that either you lack access to such powers or have limited control over a nerfed version of them until you find a way to accumulate an equal amount of negativity

And should you EVER actually be happy enough that your own Malice is gone, when you are TRULY happy, then you might as well be as powerless as the you before you even started this journey

Where a Hundred Years of Winter Are (+400cp): *"Our 'Colorful' stage is complete"*
For some reason or another, Colorful has set their eyes on you. If you are not much of a danger then they would just try to monitor you for anything that could prove your danger to the world and if you DO prove yourself to be a big enough danger then they will mark you as priority number one on the kill list, right before the Witch of Time

HOWEVER, if you possess Heaven's Gate, their goal will shift from trying to kill you to trying to use you. And they will stop at NOTHING to accomplish that be it targeting those you care about, forcing you into a contract and/or manipulating you through a variety of avenues. Keep your ears on the ground if you have friends or family because even they are not safe from this

A Fantasy Cannot Speak (+400cp) (Requires Heaven's Door & To Live is Fake, Incompatible with The Beast): *"This was YOUR wish"*
You have DIED. But through a most fervent wish of yours coinciding with another, you have come back. You take the place of Toiro Ayakura, specifically during the point Kuro awakened his abilities. Your wish to live met his wish to see you again to create you. Your life, whether you know it or not, is tied to his magic.

That means you are functionally immortal as long as the ib of Creation keeps thinking about you. But this also means that you will be in danger as "The Beast" starts making its appearance, the limitations of Kuro's power forcing you out for the Beast to take your place. Through whatever means, you HAVE to make sure you still exist by the end of your jump else you will be cast into the void. This fate is not immediate and you do have a grace period after the Beast manifests before you disappear for good. But unless you make sure Kuro dismisses the Beast even temporarily, the clock will be ticking down.

Should you survive, you will be awarded with the ability to go "Half-Beast". This gives you the ability to have some of the Beast's own abilities except for its ability to grow and eat. You will not be able to grow big enough to swallow the earth nor can you eat things into oblivion but those superhuman capabilities are yours to play with. Not much compared to some of the high end feats of The Beast at the end but still powerful enough to effortlessly destroy a big christmas tree or slap an empty shipping container at deadly speeds, nimble enough to avoid a grenade straight at it, and even tough enough to tank an explosion that filled a warehouse and survive (whether or not you can do so unscathed remains to be seen).

Optionally, you can also bring along your siblings as Companions in a single slot for Free. You are not gonna leave them after everything that happened, are you?

God Does Not Play Dice (+600cp): *"As Einstein Once said"*
Determinism. The past has already happened, the future is set in stone and the idea of "Worlds and timelines with as many possibilities as there are choices" is nothing more than wishful thinking. Normally, a jumper such as yourself would be outside context enough to never truly be accounted for in the machinations of Fate. But somehow, your very existence has been written into the Akashic Records of this world. Proceed with caution because whatever you have done and will do is on a single track and cannot be changed. If your future is seen, it will come to pass no matter what you do, often with additional consequences for even TRYING to change it. If someone looks up your past, everything is on the table no matter how much you try to hide it. There is no such thing as salvation in this world, not even for you.

In 100 Years Lies a Devastated Earth (+600cp): *"Devoid of all human life"*
Good news, you do not have to deal with all the bullshit regarding superpowered unstable teens and the end of the world. Bad news, that's because the world already ended a century before you even arrived.

Welcome to the Future the Witch of Time saw, a barren earth bereft of all life as far as she could see in her vision. The only thing that can be found here are a multitude of dangers, though the exact details of which may vary. While there is a chance that this is not the case, it is a lot more likely that the place is devoid of life, making everything from the land to the air completely uninhabitable. And worst of all, whatever caused the end of the world was an Instant Bullet's Magic so it is unsure whether or not that very thing still exists as a threat. Once you survive at least 10 years here, you are allowed to leave

end

"And so the story of an ending world continues on"
You may choose among the following before you move on

- ☐ Go Home
- ☐ Stay Here
- ☐ Move On

Endnotes

References:

https://mangadex.org/chapter/205a6aa7-c5ab-4af3-94e3-05df4eae8061
https://www.reddit.com/r/respectthreads/comments/4w8yyi/respect_team_edge_of_the_world_ib_instant_bullet/

Instant Bullets, not all of them were properly explored

Due to the series being axed, a rushed ending was all but expected. That did not make things any less frustrating. A lot of the development on Team Edge's side has been left relatively complete if with a few unexplored options but COLORFUL? There's so much missing shit. The Members either do not have a name (Like Leader), do not have a designated Instant Bullet (like Suimu Nanatsuji), Do not have a name for their ability (Aiji Karigane and Iroha) OR ALL OF THE ABOVE (the last member of Colorful)

Not to mention there are a lot of things that have yet to be explored, things Aka Akasaka were not able to tell and will probably never come back to

I CAN'T JUST LEAVE IT ALL IN MY HEAD. KURO'S PAST, YUME'S FUTURE, SERA'S PATH TO BEING A HERO, MOROKI'S INSANITY, AND KOKAGE'S LOVE.
THE SUFFERING AND STORIES OF THE MEMBERS OF COLORFUL. THEIR TRUE ENEMY.
JUST WHAT ARE THE INSTANT BULLETS?

So I have decided to fill in for some of them, the rest will have to depend on whoever wants to write a story about their time in this setting

Notes for the ib Section:

*There are no canon sources for these names so I made them up. Yes I DID Name one of them after a certain something, it holds a special place in my heart.

The descriptions of each Invisible Bullet are not the "be all, end all" when it comes to their capabilities, as your negativity including things like Hatred and Malice would help increase the capabilities and overall potential of the "Magic" you purchase here. Though there is still a limit of such growth, plateauing around the level where you can destroy the entire planet.

Technically, you CAN use the "Custom" to become an existing character. Specifically, you can become the last unnamed member of "Police Defense Organization: Colorful" if you chose to join said group.

I am sorry for the subpar Item section

There are not that many notable items in the series proper and most of the ones that are end up being more of a byproduct of an Instant Bullet's Magic

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Q&A

Q:
A:

Special Shout-out to the author Aka Akasaka for making this series. I would recommend his other works, Kaguya-sama: Love is War and Oshi no Ko. While it is saddening to hear he has retired from the manga drawing business for a more Light Novel pursuit, I will wholeheartedly encourage you all to check whatever he writes out

Changelog

V 1.2: Added more notes

V 1.1: Changelog added, various grammatical errors tweaked, moved notes in the Invisible Bullet section to the endnotes section, still waiting for general reaction before establishing Q&A

V 1.0: Jump Completed