



Jump by /u/DraggingFish, v1.0

In order to prevent the world from being destroyed, the girls decided to become idols.

Muse Dash is a rhythm game developed by PeroPero Games for Android, iOS, PC (via Steam) and Nintendo Switch. For the next ten years, you'll be living in a world based on the cute characters and enemies of that game; there may be some internal logic to be desired, but I'm sure your Benefactor will work it out.

The five stages have been taken over by a seemingly infinite number of enemies who are more than eager to defend their territories. You're going to have to fend off regular attacks by waves of minions, defeat the boss, or just get very good at hiding if you want to live in peace anywhere in this world. Or you could embrace it, and treat fending off an army of mooks as the fun game it was meant to be. It's not like they're trying to kill you, anyway; the conflicts between Muses and enemies are largely bloodless.

With all of that going on, you get to spend 10 years in this world. To start out, you can take **+1000CP**.

Origins

Pick one origin for free. Your origin gives you a discount on any perk or item from its section, making 100CP options free and everything else 50% cheaper (specific exceptions noted). Your age is **15+1d4** or just **18**, and you can freely change your gender and/or sex to male or female.

Drop In

You're a sudden arrival to this world, with no background or history. Nobody knows who you are, and nobody can really guess what your allegiances might be. You can choose for your species to be human, or any of the options available to the Boss origin.

Muse

You're another Muse, an active threat to and target of the bosses of this world. As a Muse you can choose to become human for free, or stay as whatever species you were in your last jump.

Boss

Well, this is different; if you can't beat them, join them. You're one of the enemies of this world, but one powerful enough to consider claiming an entire stage as your territory. The exact species you are is determined by your starting location, chosen below.

Location

You can freely choose which stage you want to start in. For **+50CP**, you can roll **1d6** to determine which stage.

1. **Candyland.**

Candyland has been taken over by the candy-people, (mostly) intelligent living candies that come in many shapes and sizes. They are also the only enemies without a formal leader.

If you start here with the Boss origin, you will be one of those candy-people. You can choose one of the candy types from the game, or pick one of your own. You can even import candy from another jump.

2. **Space Station.**

The Space Station is home to a variety of robots, ranging from featureless to anthropomorphic all the way up to their leader, the Pilot, who is an almost perfect mechanical replica of a human.

If you start here with the Boss origin, you will be a robot. Choose your exact form from the enemies present on this stage in the game, or design one of your own.

3. **Castle.**

The Castle is haunted by all manner of undead, from ghosts to skeletons to vampires. There's also a not insignificant number of devils, and their leader, the Little Devil herself.

If you start here with the Boss origin, you can be any type of undead, or you can be a devil.

4. **The City.**

The City is perhaps the safest stage, being where most of the human population of this world spends their daily lives, but at night the city is ruled by the Girl in Black and her shadowy gangsters.

If you start here with the Boss origin, you can be a human.

5. **Orient.**

The Orient, the most scarcely explored of all the stages, is the home of the elusive kemonomimi, or animal people. The most notable of their number is the Samurai Catgirl who leads the enemies of this stage.

If you start here with the Boss origin, you will be mostly human, but with a few traits of an animal of your choice; generally the ears and tail.

Perks



Drop In

0CP / 100CP - Lights of Muse

In this world, musical talent is equal to physical ability in fights. The most basic building block of that power is this; when you are dodging attacks, whether from one enemy or hundreds, the attacks seem to come in a rhythm, and your ability to understand and follow that rhythm becomes equally, if not more, important than your actual speed and dexterity in determining if you can evade.

This is free for this jump, but costs **100CP** to keep post-jump. Post-jump, you can toggle the effect on and off at any time (although toggling it mid-fight may be disorienting for a moment).

200CP - Goodbye Boss

When going up against an enemy force, their leadership will be far more inclined to send their weakest forces up against you rather than send their more powerful lieutenants or enter the fight themselves. If circumstances conspire for you to meet on the battlefield, most strong opponents will feel a strong inclination to retreat and let their weaker allies take care of you rather than fight you themselves, even when they pose more of a threat than their mooks. This effect can be toggled.

400CP - Freedom Dive

You can't be stopped; as long as you are still running, any physical or magical attempts to stop your movement fail. Attacks can still be made against you, and you'll feel the injuries, but you won't suffer any loss of momentum and will continue to move past, provided the attack didn't actually remove your ability to move. This doesn't work against walls,

immovable objects, etc; only people, creatures, machines or other moving objects that are trying to get in your way.

600CP - Sleepwalker

Even while sleeping, you're a force to be reckoned with. Your body automatically reacts to danger in your sleep, using your most common strategies and techniques to defend itself and even fight back. Your sleeping self won't push themselves to the limit, and they don't have your natural creativity available, but any enemy that you could 'easily' beat, you can easily beat while sleeping. It might be dangerous to risk against a powerful foe, though, so you can decide before you go to sleep whether this perk will be active or not. If it is active, you won't wake up unless you actually are injured.

Muse

100CP - Heart-Pounding Flight

Despite the dangers of this world, the constant combat, you can have fun. Any fight that you're involved in with anything less than somebody you hate or despise, you find it very easy to derive enjoyment from the fight. Additionally, the more 'enjoyable' something is, the better you perform; rather than distract you, your happiness puts you into a rhythm where your body and mind drift towards their peak performance.

200CP - Medicine of Sing

Every now and again, when you're fighting a group of enemies, you'll spot a little heart floating above one of their heads. When you defeat that enemy, you'll receive a burst of healing; enough to mend any bruises and light cuts, and to help a lot in recovering from anything worse than that. In any discreet encounter, you can expect to find about three of these hearts on average; that encounter may be something like one fight against a large force, or 'one level' of scattered enemies in a more video game-y world.

400CP - Gemini

You can't be in two places at once, but you get pretty close. Whenever you perform an instantaneous action (such as attacking) against one target, and there is a second target that is also within your range, you can perform the action against both targets simultaneously with a spiritual 'image' of yourself that you project. The image can't last for more than half a second at most, but its usage will be instinctual rather than just something you deliberately call upon. This isn't limited to just attacking, and the targets don't have to be living creatures; it could make you a highly efficient chef, for example.

600CP - OuroVoros

As long as you would dodge an attack, you suffer no penalty to deflect, block or catch it instead. The only restriction is that it must be physically possible; if you are a normal human and unarmed, you likely couldn't deflect a bullet. But if you had a sword, and you were going to dodge the bullet anyway, you can bend luck and probability as much as possible to be able to slice that bullet in half.

When used with *Lights of Muse* active, this perk also allows you to counter attacks made against you, with the same restrictions. Unlike *Lights of Muse*'s evasion ability, your musical skill has no effect on the actual strength of your attack. Your counterattack isn't *guaranteed* to be effective, but you are at least able to attempt it without sacrificing the safety of your evasion.

Boss

100CP - Invader

Some might wonder how a young girl, whether she be a human, robot, or otherwise, could come to lead an army. With this perk, nobody will wonder that of you. Whenever you are leading a group, people will naturally assume that you are stronger than the strongest of

your followers, whether it's true or not. Your intimidation abilities also receive a slight boost in general, beyond what you'd naturally get from the perk's other effect.

200CP - Sweet Witch Girl

You're able to use magic; to start with, you gain the ability to levitate and fly, as well as the ability to open heart-shaped portals between two locations you can see, allowing your minions to reach the front of the battlefield more quickly, for example. In future worlds, this skill can serve as a basis to expand your repertoire of spells with observation and research.

400CP - Zombie Girl

Normally, when you become undead, you'd expect to become less cute. Not for you! Whenever you're in a state that you'd consider 'undead', not only will the form not detract, but any perks that enhance your appearance or attractiveness will not only continue to work, but become even more effective than they were when you were alive; somewhere in the area of a 10-20% increase, depending on how well they can synergize with your form. Additionally, once per jump when you would die of a physical injury, you survive with the tiniest sliver of health and become invincible for fifteen seconds. You'll need to find some other source of healing to recover from the damage after the fact, if you even managed to escape from danger in that time.

600CP - Thirty Million Persona

Your army acts as an extension of yourself, at least when it comes to their timing. Provided you are leading followers or minions who trust you with their lives, or who unconditionally obey you, the exact timing of any maneuvers they perform is at your discretion. Like flexing an extra muscle, having your army execute a complex maneuver in perfect coordination with each other relies not on their teamwork, but on your own timing and coordination; the actual result still depends on their own skills to execute your order, however. While this resembles telepathic communication from the outside, ideas other than battle orders cannot be transmitted via this perk alone.

Items



Free - Instrument and/or Weapon

They're one and the same in this world, anyway. Choose one instrument or object that you can carry and feasibly use as a blunt force melee weapon. A guitar, a trident, a violin, a baseball bat, or a conductor's baton would all be valid options. This item will be unbreakable, no matter how many hundreds of metal robots you might hit with it, and any blunt force blow you deliver with it will be as strong as its size grants you, regardless of the practicality of using it as a weapon; you wouldn't expect as much force out of a slap with a fish as a punch with a boxing glove, but this item can make it work.

Drop In

100CP - Just as Planned

Remember all those soundtrack perks and items you keep gathering? When you are fighting enemies by using *Lights of Muse*, any 'soundtrack' your chain has can contribute its songs to the pool of songs you can fight to.

You also gain the following unified powers for all of those soundtracks, and for all of the songs from the Muse Dash soundtrack:

- You can choose to automatically have appropriate background music playing.
- You can toggle the music on and off with a thought.
- You can choose whether only you can hear the music, only you and your nearby allies can hear it, or everyone around you can hear it.
- You can manually choose a song from those available to you to play at any time.

Finally, if you have the *Stargazer* item, this item allows the songs from your soundtracks to be selectable within the training room that item grants you.

200CP - Stargazer

A new room appears somewhere in your Warehouse, with a floating UI that lets you select any song from Muse Dash, its DLC, or the *Just as Planned* item (if you have it). When somebody you have given permission to use the UI chooses a song, the room fills with illusionary enemies (using the design of one of your *Minions* purchases, or of your starting stage's enemies if you didn't buy *Minions*), and temporarily grants the user the *Lights of Muse* perk if they didn't already have it.

Training in this room causes your physical skills to rise at the same time as your musical skills (and vice versa), and if you are using one skill of each category, you will find the lower of the two rising twice as fast until they are equal. If they're using a guitar as a weapon to hit the enemies, a martial artist would find themselves quickly picking up the skills to play guitar, while a master guitarist would very quickly become a dangerous fighter.

400CP - The Nightscape

Choose one of the locations from this jump; you gain a slice of that location to import into future jumps as a property. If you are a *Boss*, this is also the territory you rule over during this jump. The area carries the rules and aesthetics of this world; everybody who enters the territory temporarily gains the *Lights of Muse* perk as if they were in this jump, and the art style of this world (the appearance of every building, creature, etc.) is applied within the zone.

When you import the territory, you can choose to 'overlay' an existing city, town, etc, which will also rewrite history of that area so the area was always like this. Otherwise, the territory will simply appear somewhere near your starting location, integrated in the same way as your origin (which is to say, for a Drop In, it will appear completely suddenly). If you have *Minions* purchased, they are imported for free alongside this item, but they cannot leave the confines of it.

Muse

100CP - Gift Box

This present box has the ability to store any single object inside it, whether that is an actual Christmas present or even something like a person. It will grow in size to accommodate whatever you are attempting to put inside it, and all the logistics of storing that item safely will be taken care of. If you put a person in the box, you can choose to keep just their head and limbs poking out.

200CP - Gaikan Chrysalis

This wardrobe contains outfits that, when worn, make it much easier for you to act out an associated persona; allowing you to overcome any issues you have about acting in that way, but not forcing you to act in a way you don't actually want to. Optionally, you may change it to an actual personality-altering effect for yourself or companions who buy this item. You cannot wear outfits from somebody else's *Gaikan Chrysalis*.

The wardrobe starts with four different outfits of your design. After every jump that you complete, you gain one new outfit. The new outfit can be either one you design that incorporates some aesthetic of the jump you visited and/or helps you act like some archetype from that setting, or it may be an outfit based on a person you met in that jump, whether an ally or enemy, that helps you to act like them.

The outfits will also adjust to fit any alt-form you have or that you gain in the future.

400CP - Animal Buddy

You gain the friendship of a somewhat round anthropomorphic animal of your choice. They are about the size that they can comfortably carry you (whether that be in their hands, on their back, or by clinging to their head). While they're carrying you, the two of you are considered indistinguishable by any and all of your abilities; any power you have can be channeled by either of you, and your defensive perks defend both of you equally. They won't drop you for anything short of death (and your 1-up perks would revive both of you). You can also import them into future jumps as a companion, and their perks will apply to you in the reverse.

If you have the *Gaikan Chrysalis*, your Animal Buddy also gets a complementing outfit to each outfit in your wardrobe. They also gain a new alt-form for every alt-form you have, that you can design to incorporate aesthetic elements of the form and potentially adjust their size and shape so they can fulfill the same function of carrying you.

Boss

100CP - SWEETSWEETSWEET

You have an infinite supply of candy; you can choose a container that you own to 'anchor' the effect to, causing that container to always be full of candy, even if you're trying to pour it out or even just very, very hungry. The exact candy contained is up to you; the supply can even include candy from previous jumps. However, none of the candy you choose can have any sort of supernatural effect. You may choose to have a supply of a non-supernatural version of a supernatural candy you've previously encountered, at least.

200CP - The Skrik

This is a vehicle-mounted weapon that fires projectiles that scale in power with your musical skill. A beginner musician might fire projectiles that hit with the force of a punch, while the peak living musicians could expect enough force to easily destroy a building. Somebody like Mozart could cause significant damage to a city, but only alien forces or jumpers with limit-defying perks could reach the level of nuclear weapons and beyond. The projectiles can be something like missiles, exploding skulls, or just balls of energy.

When purchasing this item, you can import a vehicle you own into the jump and have the cannon automatically installed into it, or you can have it automatically installed in the *Blackest Luxury Car* if you purchase that item.

Alternatively, for an additional **50CP** (undiscounted), you can have the cannon in gun form, and/or you can import any other gun into this item to grant it The Skrik's music-scaling properties.

Instead of either of these options, you may pay **100CP** (undiscounted) to have this item be a perk that grants you the ability to fire the projectiles from your own body with a 'finger gun' motion, or equivalently noticeable gesture in alt-forms without that anatomy.

400CP - Blackest Luxury Car

This item takes the form of a limousine, truck, or other similarly sized vehicle aesthetically styled like one of the locations from this jump; a vehicle from Candyland might look like a giant hollowed out pumpkin, for example, while a Space Station vehicle might have rocket boosters instead of wheels. While you're driving it, the vehicle is considered an extension of your body for the purposes of any perk enhancing your own abilities; from this jump particularly, *Lights of Muse*, *Freedom Dive*, *Gemini*, *OuroVoros*, etc, will all work with the vehicle and any weapons you might attach to it, such as *The Skrik*.

Companions



100CP/200CP - Muse (Discounted at 50% for Muse)

You can recruit one of Rin, Marija, or Buro as a companion. For 200CP, you can instead recruit all three. They start with the *Lights of Muse* perk, the Muse origin, and all of its perks. Rin additionally gains the *Sleepwalker* perk. Marija additionally gains the *Sweet Witch Girl* perk. Buro additionally gains the *Animal Buddy* item, her bear Ora.

100 CP - Stage Boss (Discounted at 50% for Boss)

You can recruit one of the game's bosses as a companion. They start with the Boss origin, all of its perks, and 200CP to spend on items.

You can also choose to Import a companion into the role of one of the bosses, gaining them all of the same benefits. Within this jump only, they have one purchase of the *Minions* group companion at their command for their stage.

100 CP - Minions (First purchase free for Boss)

You get a small army of minions; 542 of them, to be exact. Not sure where that number came from. Choose one of the five stages; for bosses, this must be your starting location on the first purchase. The minions will be sourced from the enemy pool for that stage, in roughly even numbers.

50CP/200CP - Import

You may import companions (or recruit new characters) with an Origin and 600CP to spend on Perks and Items for 50CP each, or up to eight in the same way for only 200CP.

Drawbacks



You can gain up to **+800CP** from drawbacks.

100CP - Nihao!

So it has this anime-inspired art style and the girls are speaking Japanese? But it's a Chinese game. Any perks, items or whims of your Benefactor that granted you the local language won't function properly; for this jump you are speaking Chinese, while everyone else is speaking Japanese, or vice versa, or any other combination where the language you get isn't the same as the setting's main language. Any perks to learn or understand languages are disabled, except for perks that speed up your ability to learn new languages (as long as they don't make the process instant).

200CP - Achievements

Every week for the duration of your stay here, you'll be given 3 tasks to complete. These are fairly mundane, things like "Defeat a number of this enemy type/faction" or "Avoid the traps along this path". It's fairly easy to accomplish them all, and you get multiple attempts at each, but many of them may force you to confront enemies who you could have otherwise ignored. Failing to complete the tasks will result in a chain failure.

200CP - Lilith

You've caught the attention of a particularly mischievous Elfin. She causes your health and vitality to drain over time, but in exchange, she restores a small bit of that health whenever you attack an enemy or deflect one of their attacks. She controls the amount of health lost; she isn't trying to kill you, only force you into combat, so she'll give you time to eat and sleep, and go easy on you when you can't find any enemies.



After completing the jump without cheesing her away, you gain Lilith as a follower (optionally, you can have her as a companion instead). While following you, she grants you the health-restoring effect, but she won't use the health-draining effect unless you (for some reason) ask her to.

400CP - Ambivalence Lovers

For the duration of the jump, you and all of your companions lose access to all of your Perks, Items and abilities from previous jumps, including your Warehouse. The exceptions are your Body Mod, and anything you gained from any other rhythm game-based jumps.

300CP (up to 600CP) - Dysthymia

This drawback strips away two of the major elements of the setting as described: the music-based fighting, and the pacifism. Even if you paid for *Lights of Muse*, you can't use it until post-jump. Those armies of enemies? You're going to have to fight them off in real combat, and they'll be out for your blood. For **+200CP**, you can grant each of the five bosses the powerset of one of your antagonists from a previous combat-based jump and become guaranteed to fight against them at some point in the jump, and for **+100CP**, you can grant the same to the three Muses. If you import a companion into one of the Bosses, they'll temporarily lose any allegiance they had to you, acting for all intents and purposes as if they *are* the boss. When the jump ends, any companions you purchased or imported who were affected by this drawback are revived if they are dead, their fiat-backed hostility is removed, and they can keep the extra powers.