

# Hyperdimension Neptunia

## Re;Birth 3

V: GENERATION



Welcome, jumper, to a very strange world, the world of Gamindustry. It is divided into four nations; Planeptune, Lastation, Lowee, and Leanbox. Each is ruled by its Console Patron Unit, CPU for short, and three of the four also have CPU candidates, considered to be younger sisters of the CPUs. It has only been a few years since the Deity of Sin, Arfoire, brought havoc to the world before the CPUs defeated her, and the world has been peaceful ever since. However, evil does not rest, and one week after you arrive in this world the CPU Neptune, ruler of Planeptune, will be thrown into another dimension seemingly by accident. There, she will find herself in a strange copy of Gamindustry where there are only two nations, Lowee which has stood for many generations, and Planeptune, which is small and was only established a few years ago. She will also realize that CPUs are made in this dimension, not born, and that she lost her CPU abilities. It won't be too long until she finds the object that makes people into CPUs to rectify that issue, however.

As she learns more about the Ultradimension, as it will come to be called, and befriends the local versions of the CPUs she knew back home, she'll also learn of the Seven Sages, a group who seeks a world with laws and justice without CPUs involved. One by one she and her friends will defeat these Seven Sages, and the group will fall apart as some of the remaining members resort to more drastic and unethical methods to attempt to achieve victory, which alienates the other members into joining the CPUs.

In the end, it will be revealed that the founder of the Seven Sages, Rei Ryghts, is an ancient CPU herself, one who went mad with power and eventually destroyed her nation. Due to having been the only CPU to have existed in ages during her time, she came to the conclusion that CPUs as a whole should be removed from the world. It was thanks to her power over dimensions that she lent to the version of herself from Neptune's dimension (generally called Hyperdimension) that the whole story started with Neptune ending up in Ultradimension. While the Ultradimension Rei will end up seeing the error of her ways and decide to repent after she was defeated, her Hyperdimension self will grow even stronger and nearly destroy all of Ultradimension. Thankfully, the CPUs will be able to defeat the other Rei as well. Once peace is achieved once again, the Hyperdimension Rei will be sentenced to community service to repair the damage she'd wrought, while the Ultradimension Rei will reform the Seven Sages to help the CPUs keep the peace. The two dimensions become connected through an accident of interdimensional travel too, allowing anyone in either dimension to visit the other.

Perhaps you'll involve yourself in this story. Either way, you will be in this world for a full decade, so you can have this to get you started:

**+1000cp**

Ah, one last thing. While this introduction may seem quite serious, the people and world itself generally aren't. Expect whimsy and humor to outweigh serious topics and situations.

# Origin

While anyone may be on the side of the protagonist or the antagonists depending on their actions, it would be convenient to determine whose side you're on to begin with. Pick one of the options below.

## Good Guys

You're part of the good guys. This is basically being on Neptune's side, since she's the protagonist and all, and this isn't one of those stories with a villain protagonist. Your fellows will be generally friendly and amenable to you, although of course they all have their own strange quirks. But it's not too bad to be around interesting people, is it? If you're also a CPU, you might even get a lot of screentime (this is a joke). This option also includes neutral people, in case you're one of those "grey morality" types.

## Bad Guys

You're on the side against the protagonists, and amusingly the most active side as well. While you might be able to get along with your fellows with great effort and charisma, don't expect the same level of friendliness and trust you'd find among the good guys. You're almost definitely part of the Seven Sages (probably Eight Sages with your inclusion) but you can also be a villain unrelated to them if you'd like. Either way don't forget that you should be defeated by the good guys before stopping being a villain (there's no such restriction), it's part of the whole "villain" gig, you see, it's a contractual obligation (there's no such contract).

# Race

Actually, you must decide what you are as well. Pick one of the options below. Also, decide your age and gender freely, within reason of course (only CPUs and Book Fairies are usually immortal, although it's not impossible for a Maker to be long lived too)

## Maker +100cp

You aren't a CPU. That's pretty much the only real restriction here, you can be a normal human (albeit with anime-style physical oddities of your choosing), some kind of kemonomimi person, a slightly anthropomorphized rat, a giant robot, or really whatever tickles your fancy. Don't worry, even if you're particularly weird you'll only be confused for a monster if you don't talk and behave like a mindless beast. Whatever you are, you won't be able to transform like CPUs do, and any power you have will be something you must obtain the hard way, whether through training or skill.

## CPU -0cp

You're a relevant chara-I mean, you're a CPU, a divine being. Not that the divine part is all that impressive, it really just means you can draw power from the faith people have in you, called Shares in this world. With each person that explicitly trusts you (a passionate declaration of support works best), you'll find that power fills your being, and that you're able to transform into your Hard Drive Divinity form, which is generally an older, more mature version of yourself. Generally. In most cases, CPUs grow more serious (and slightly smarter in an "understands responsibility and other adult concepts" sense), but there are cases where they don't change much whether physically or mentally, such as with Nepgear, cases where they change physically a lot but not much mentally, such as with Peashy, and cases where they change immensely both physically and mentally, such as with Plutia. Feel free to decide where on this spectrum of "degree of change when in HDD form" you are. If you want mental changes, you can decide the nature of said change. As a side note, being a CPU also means you are ageless and will not physically change. You won't even become fat no matter how much you eat either, maybe. Probably. For the sake of your dignity, please don't test that.

## Book Fairy -0cp

Wait a minute, there's another relevant type of being you could be, whatever Croire and both Histoires are. You're a tiny person on top of a floating book. It's unclear whether the book is your true form and your tiny human-looking form is a projection, the reverse, or if both are collectively your true form. Either way, you come with a user manual hundreds of thousands of pages long which you probably should peruse thoroughly, as now that you're some kind of artificial being designed by divine hands, you have many functions you can now use.

Your new functions (read: powers) include things like levitation (of yourself), extreme levels of mental capacity on par with a normal (and probably cheap) computer, the ability to transcend dimensions by using shares (or other forms of power based on faith in other worlds) to travel between dimensions or open gateways between them (with a lot of effort and time to get the proper coordinates), the ability to pronounce emoticons, acting as an interdimensional holographic cell phone (including vibrating violently when you're receiving a call in lieu of some ringtone, to the point you can't properly speak and will just go "ababababa" or something), extracting faith-based power from a target that doesn't resist too much to handle it however you like such as giving it to someone else, and probably many other handy functions. You can be assigned as a helper to a CPU of your choosing if you'd like in the same way that Histoire is tied to Neptune (and the Ultradimension Histoire is tied to Plutia), or maybe you'd prefer being a free soul like Croire. Try not to get caught in a net and sealed in a magic notebook in the latter case.

# Locations

Now you can choose where exactly you start in this world. You can choose freely, actually, whether in one of the four nations or in unclaimed territory, maybe even the Hello or PC Continents. However, you do have to choose which dimension you start in. It's not impossible to get to the other dimension or even other dimensions if you want, but the ability to travel between dimensions is not common, so choose wisely as you might get stuck in the dimension of your choosing for a long time.

Of the two options below, there's a very noticeable difference in terms of how fast time flows. Specifically, one day in Hyperdimension is one entire year in Ultradimension. As for your timer of 10 years of being in this world, it will be based on the flow of time of whatever dimension you are in, so staying one year in Ultradimension then one year in Hyperdimension will use 2 years of your decade for example. That said, once the plot ends the two dimensions will be connected permanently through an interdimensional portal which also equalizes the passage of time in both dimensions.

## Hyperdimension

This is Neptune's dimension of origin. As the intro states, it's been a few years since the events of Re;Birth 2 ended with the defeat of the Deity of Sin. Once this dimension's Rei Ryghts gets a little gift of power from her Ultradimension counterpart through Croire, she'll start going mad with power and will eventually overrun a defenseless Planeptune. All things considered, things happen pretty quickly in this dimension, only like 13 days or so passing from the start of the plot to the moment when Rei Ryghts is defeated. After all, the protagonist is in Ultradimension for most of the plot, and you can't have too many massive timeskips in a story, can you?

## Ultradimension

This is the dimension where Neptune ends up, crash landing on an unsuspecting Noire. In this dimension, CPUs are not born divine, but rather are girls transformed into CPUs by CPU Memories that are found within the rare Memory Cores. Blanc became a CPU long ago, and Plutia became one not too long ago too, and during the course of the plot, Noire and Vert will become CPUs as well. One weird quirk of this dimension is that Hyperdimension CPUs that enter here will temporarily cease to be CPUs until they can find a Memory Core with a CPU Memory in it to become CPUs through this dimension's method. The game didn't explain if they became CPUs again if they returned to Hyperdimension, but as it would've been a rather big issue to not mention you may feel free to assume such. The Rei Ryghts of this dimension is also an ancient CPU, unlike her Hyperdimension self who is simply a normal human without the tragic backstory that Ultradimension Rei has.

# Perks

Now comes the part where you decide what you get. As an isekai protagonist, you gotta have cheats, right? Actually wait, you gotta pay for particularly powerful benefits, using your CP for it. Perks under an Origin's subsection are discounted, half-off, to those who picked that origin, with 100cp perks being free instead of 50cp.

## Divine Cast -0cp

This is an anime game, are you expecting the characters to not be super hot or something? Well, there are a handful of characters that aren't particularly attractive, but those are the exception not the rule. And you won't have to be one of those exceptions if you don't want. For free with this perk, you'll get a glow up (assuming you weren't already hot which I guess might be kinda rude to assume), and will be a solid 10/10, at least according to your tastes (or someone else's tastes if you want). If you aren't in someone's strike zone, they ain't gonna care, but you'll probably find a lot of people that find you attractive wherever you go. Obviously there's plenty of cute, pretty, and hot women in these worlds, so you'll fit right in, but keep in mind that cute, pretty, and hot men are surprisingly uncommon and your gender will make you stand out. Expect jokes to be made at your expense no matter what you are.

## Don't Forget To Grind -0cp

The source material of this jump is a JRPG game, and the actual world itself acknowledges this to some extent, to the point where the world works off of video game logic (specifically the JRPG genre of game logic) more than it does normal physical laws you might be familiar with. There are dungeons filled with mindless monsters you can beat up, and there's various levels you can be at. The normal level cap is level 99, but with some free additional content packs that come free with the game (which are generally for post-endgame content) this level cap is increased to 999. Outside the game jargon, the power ceiling shown in the story is somewhere in the realm of single handedly destroying entire worlds/dimensions, although not instantly (it generally takes a while in fact).

Killing monsters will give you xp proportionate to their strength, and while you don't get less xp than normal if you're too much stronger than the monsters you're killing (or other people that you're beating up), xp requirements are exponential. Of course, unlike how the actual game itself lets you get to level 99 with maybe a month or two of effort and level 999 with maybe a year or two or something, the actual rate of growth in the world itself is likely significantly slower, to the point that CPUs simply growing stronger from people believing in them is far more efficient than grinding to that level yourself.

You can safely assume it's as slow as normal training would be IRL, just with the JRPG logic letting you go a lot farther than normal. It's very much not impossible to get to the level of CPUs with large and loyal nations though, especially if you're diligent and maybe particularly long-lived. You can work off this system of levelling up, although of course abstracted to some extent since the world isn't entirely a video game despite all the weird vidya logic going on. When in doubt, fanwank responsibly.

## Logo Introduction -0cp

A proper villain has to introduce themselves properly, no? Even if you aren't a villain, it can be surprisingly satisfying to have a cool introduction. Now you can have one too. Whenever you introduce yourself in a cool and dramatic manner, you can optionally have a fancy logo showing off your name appear next to or in front of you (ideally without covering your face, that'd be a bit awkward). This is entirely aesthetic and will never give you any benefit somehow that isn't simply looking cool. Don't overuse it though, or it'll stop being as cool.

## Blah-de-blah -100cp

Exposition can be kinda annoying honestly, especially if you're trying to explain something that the readers have already witnessed. Well worry no longer, as you've gained the amazingly convenient power of skipping exposition, by just spouting incoherent nonsense like blah-blah-blah or something similar for a few seconds. It'll work just as well as if you'd gone out of your way to thoroughly and carefully explain what you're trying to communicate too, almost as if you're summoning a flashback so those listening see what you're trying to explain directly, or maybe the writers just got lazy and decided that the other character now knows about the topic as if they were previously present and thus weren't in need of exposition. Please don't overuse this or you might actually start speaking incoherent nonsense that nobody can understand.

## Ultra Jumper -0/100cp

Hey, this whole parallel dimension thing with variants of established characters is pretty cool isn't it? Want to get in on the action as well? For free (and optionally), you may decide that the countless dimensions of this jump are populated with variants of yourself. They'll have varying degrees of differences, ranging from minor differences in aesthetic sense all the way to things like being a normal human if you're a CPU or the reverse. In some rare dimensions they might not exist at all, but those cases will be in the minority and will almost always have some excuse such as the local variant of you having been born a few generations ago and not being immortal or particularly long-lived, or maybe they just haven't been born yet like how Hyperdimension Rei is in her late twenties but Ultradimension Rei is thousands or tens of thousands of years old. If you'd like to keep this guarantee of alternative versions of yourself in parallel worlds to future jumps, you'll have to pay 100cp. Keep in mind alternative versions of yourself won't have any OCP, maybe mirrors of your build in whatever particular jump you're currently in, since none of them are jumpers like you.

## Electronics Otaku -600cp

There's a lot of interesting technology in this world. After all, it may be a story about goddesses ruling nations in worlds filled with magic, the setting is oriented towards sci-fi in terms of aesthetics. Now you're one of the people who master and pioneer on such technology, on par with Nepgear or Anonydeath. Some examples of the kinds of gadgets that those two created are things like a full dive VR helmet that lets you enter frozen software to manipulate it, as well as physically (in the game) beat up viruses and other malware to remove them from a system. There's also that one machine that remotely injects more power than normal into a CPU so they're up to ten times as strong as normal, and Anonydeath once changed the personality of a robot to be joyful and happy-go-lucky instead of a berserker that only enjoys destroying stuff. Things like wiretaps that are undetectable by simple wiretap-detecting devices by using stealthy jamming are basically trivial for you, not to mention the kinds of stuff you can create if you're inspired and have all the resources you need. Just remember that technology needs a lot of materials to create, and those may not always be available.

## Good Guy Perks

### Workaholic -100cp

There's a lot of work that the CPUs have to tackle. Well, should tackle really, Neptune is just too lazy to attend to her duties usually. But perhaps you don't want to succumb to the temptation of constant naps. If so, you may obtain Noire's workaholic tendencies for yourself. Or at least a sufficient work ethic to keep up with her if you try. No amount of lazy comfort will be able to tear you away from your work if you don't want it to, so you'll be able to get a lot of things done. Can optionally make you a tsundere incapable of making friends.

### Don't Anger The Sleepyhead -200cp

Plutia may be quite airheaded most of the time, but when she gets angry and transforms into her HDD forms, there's few people she can't traumatize. Whether you've learned from her or you're just a natural at it, you're now just as good as her at intimidating people, even your allies. This additionally comes with a worryingly high degree of skill at all manners of torment, especially for figuring out your target's weak spots to torture them relentlessly. It's surprisingly effective at relieving your stress, but anyone watching will likely be quite horrified. Maybe you can bond with Plutia over this? Can optionally give you a BDSM fetish.

## Founding A Nation -400cp

Despite the tradition that only a CPU can (or should) found a nation, running a country (more like a city-state really) takes more work than simply being divine. Work that you have extensive experience and skill in. If you have some kind of important political pillar to work with, such as a CPU, it'd only take you three years to go from nothing to having a nation that has a solid footing in the geopolitical stage. Without one, it would obviously take you a lot longer, but it's not impossible either. Of course, the matter of needing a CPU to found a nation is largely local culture, so you might find it easier to create nations without them in future worlds. If you want to speedrun nation building you're still gonna need something important and powerful to rally people around, though. But maybe you're fine with being patient?

## Breaking The Fourth Wall -600cp

As lighthearted as this world is, it's no surprise that the fourth wall is given very little respect by the protagonist. And now you can reliably join Neptune's antics, as you are as aware of the meta as she is. In fact, you have enough meta awareness that you can roughly guess what's going to happen next (in terms of important events because narrative) in the same way you could predict the direction a story is going by knowing about the tropes, cliches, and genre of the story. Of course, just like with any story, it's not impossible that things will take a strange and unpredictable turn, but that just keeps things interesting, no? It would get kind of dull if the protagonist could constantly guess at what's going to happen.

Additionally you also get some measure of plot armor, enough that you won't have to worry about getting taken out or defeated out of nowhere, at least not without a suitably dramatic scene before it happens. You'll generally have the opportunity to defeat your enemies eventually, such as perhaps a faction of people hostile to you only confronting you one by one rather than acting all at once, and you'll also find that it's easy to get along with people (if you don't intentionally provoke them), to the point that all but the most vile of your enemies or those that hate you personally with great passion will likely end up on your side at the end of the day (or story, as it were). Expect a lot of harem jokes in this world if you're a dude. Not that such a thing would be impossible if you put in enough effort.

## **Bad Guy Perks**

### **Scampering Rat -100cp**

There's something to be said about being the right mix of pathetic and useful to avoid getting killed. It might not leave much room for dignity, but why would you care about that if you got to live another day? Just like Warechu, you somehow seem to fit into this niche, with even the most violent generally deciding to use you as a servant or something instead of killing you outright, even if you're an annoying little shit that constantly talks smack about them. You might suffer a lot still, but hey at least you won't be dead, right? You can turn this off if you want to be taken more seriously, but are you ready for the risk?

### **Badd Attitude -200cp**

A proper businessman knows how to plan and how to pull the rug from beneath their rivals. You share Mr Badd's skill in business now, which also comes with a respectable degree of skill in hiding your true emotions and acting. You could pretend to be loyal to the CPU of Lowee for many years as their secretary (or minister, or whatever the position would be called) in order to build up enough trust to manipulate them subtly into ruining their image, and then concocting and properly executing a plan to completely tarnish their reputation live while also taking control of the nation. Getting beat up for being an asshole is a different matter though. Can't really scheme around an axe being swung at your face. Also nobody seems to mind you having obviously evil names like "Mr Badd".

### **Death Of Anonymity -400cp**

The mind is not so sacred as most people think. Or maybe you're just an unholy bastard. Either way, you've learned a few very useful tricks that let you mess with the minds of others. While you can't do much if the target resists, the manner in which you do these tricks is subtle enough that you can slip it under the radar if your victim is distracted. An example of what you can do would be locking a target's memories away, although of course this is subject to failing if the target faces enough emotionally important reminders of such memories, even if it would take a lot of such reminders to undo. Something a bit more robust would be implanting false memories of your own design, which can't be undone through conventional methods like proving the fakeness of such memories through hard evidence or the like. It might mess up your victim pretty bad if they realize some of their memories are fake but can't emotionally let go of them though. Additionally, if you mess with a person's mind too much too quickly there might be terrible after-effects. What would these be? Who knows, but it will definitely be very bad news for the victim. If you just want to break someone completely this is probably not much of an issue. Watch out for other people with similar powers over the mind, as they will probably be able to undo whatever changes you try to make.

## Dark Power -600cp

Rei Ryghts was a CPU like the rest of the CPUs in the cast, but something is rather strange about her. After all, despite how unpopular she was while she ruled her nation, and the fact that not many knew about her during her rampage at the end of this story, she wields absurd power. Whatever oddity gave her such immense power compared to other CPUs, it is one you share. The most obvious benefit is a massive amplification of whatever powers you already have. As a CPU, the power that people's faith grants you is far greater than it has any right to be, and even without any followers you would still accumulate power the more you suffer, albeit this alone doesn't give you much awareness over how much power you actually possess.

Additionally, your power is particularly good at distorting and piercing dimensions, letting you do things such as projecting your voice to someone in a different dimension easily, or once you grow powerful enough, slowly destroy an entire dimension while you're in a different dimension yourself. These dimensional shenanigans are surprisingly intuitive too, you'll get the hang of it on your first try. Lastly, you can use your power to make fake copies of people you know, such as CPUs, albeit these fakes will be largely mindless and unable to speak, only following whatever simple orders you give them. Making them takes little effort too, and a smaller investment of your power than you would expect with how strong you can make them, so you could stall your enemies by swarming them with copies of themselves. Now, the question is, what are you going to do with all this power? Just keep in mind that Rei still loses even in the worst route of the game, despite all the power she has. Protagonist plot armor is very dangerous, especially when you're on the wrong side of it.

# Items

Presumably you aren't destitute, so you may purchase some items here. Rather than discounts working off origins, you get a number of floating discounts for each price tier that you can apply to whatever items you'd like to buy. You get one discount for 100cp items, two for 200cp items, and one for 400cp items.

## Starting Equipment -0cp

Any adventurer needs a weapon to smack monsters with. Armor? Don't worry about it, just focus on hitting your enemy really hard. With this you may gain any weapon of your choosing, or any "weapon" really. You can get a sword, a fancy laser sword, a spear, or something weirder like a weirdly tough bear plushie, or massive scissors, or whatever strange weaponry you feel like using. Of course, this is just your starter weapon, but chances are you'll find better stuff in the shops you can find in the nations of this world. What about after this jump? Well, I'm sure you'll figure something out.

## Mini-Comp -100cp

With the sci-fi aesthetic this world has, is it so strange that phones are a thing? Here's one of your own. Oh, but it's not just any phone. It has a rare app from Hyperdimension, called Reality Extension. Unfortunately it doesn't do anything to your environment, it's basically just AR, but it does have the curious feature of letting you change the outfits of people in the sight of the phone's camera. It doesn't truly change their outfit, but to the phone's camera, they may as well be wearing entirely different clothing. There are many sets of outfits you can pick and you can also design new outfits if you want. With this, you can take pictures of what people would look like with, say, cutesy clothing they normally wouldn't be caught dead wearing. There's no naked option, and no particularly skimpy outfits available without you making them. Don't be surprised if you're smacked for being a pervert if you do design some and take pictures of people wearing them.

## Get Outta Here -100cp

Sometimes dungeons can be difficult to navigate, and sometimes you just can't be bothered spending a minute backtracking. Well worry not as here you have a batch of about 10 Eject items, letting you instantly reach the entrance of whatever dungeon you happen to be in. What are they physically? Who knows. Also, what about beyond this jump, in worlds where video game logic is irrelevant? What counts as a dungeon? Huh, maybe buildings or well defined areas or something? Fanwank responsibly please. You get another batch of 10 every month, although you can't stack them above having 99 of them at once.

## Magnificent Body -200cp

Not everyone has innate power like the CPUs, and getting hurt sucks. So why not get in a giant robot? Here you have one of a design that fits your preferences. Of course, it'll be relatively large, but not that much, maybe four or five meters tall at most. You can choose whether you're inside it in a cockpit or something, or whether you're just sitting on a chair strapped to the front of its chest or something. Alternatively, if you're a Maker, you can optionally decide to make this your main body, in case you want to be a giant robot actually designed for combat instead of just riding one. Has enough power to give a single CPU a really tough fight, although if you're ganged up on by like four CPUs that's another matter.

## A Bunch Of Healing Items -200cp

You won't always have someone who can heal people around. On such occasions, it pays to be prepared. And you certainly will be prepared, as you now receive about 20 assorted items that all heal you to varying extents, primarily working off of a percentage of your hp (in an abstracted sense), albeit there are a few that heal you a flat amount (in an abstracted sense), some of the items recover your "sp" as well, essentially your stamina, so that you can spam costly moves or something. There are even some items that both heal you and recover your sp (albeit badly compared to those who only do one or the other). Try not to use them all up in a single fight. Really, it's best to have a healer around, just in case. You get another 20 items every month, albeit you can only stack about 99 of each type. If you want more after that, you'll have to use some in your stash. Well, there's like two dozen different types of healing items, so it probably won't be too much of a limit.

## Bad Stuff Go Away -200cp

This world is heavily patterned after JRPGs, so it's obvious that status effects would be an issue too. There are four offensive status effects in this world; Poison, Paralysis, Skillseal, and Virus. The first two are rather self-explanatory. Skillseal basically makes you feel lazy and struggle to remember how to do your techniques, forcing you to rely on basic attacks, while Virus locks any kind of transformation from happening, such as a CPU's HDD form (it doesn't cancel them if you're already transformed though). If you don't wanna bother too much with them, with this you get 20 antidotes per month, five for each status ailment. You can only stack each type of antidote until you have 99 of them though. Use them wisely. Or wait a while for a full stack then splurge in a single fight with a particularly annoying enemy. It's your choice.

## Doping? -200cp

Hey, it's only illegal in sports, not in dungeons where adventurers go around killing monsters. What you have here is about half a dozen items that enhance a certain stat. There's three types, one that enhances intelligence (only in a videogame sense so doesn't actually make you smarter), one that enhances agility, and one that enhances strength. You get two of each type and get another two of each type every month, albeit you can only stack them until you have 99, you know how it is by now. They don't have a particularly long duration, but that won't really matter unless you're in a battle that lasts way too long.

## Emergency Stash -400cp

Thinking about it, isn't this kind of a big deal? What you have now is a batch of 5 items that revive people who were killed recently, albeit it doesn't heal most of their wounds and it won't work if the dead person isn't mostly in one piece. You get another 5 per year until you get 99, as with all the other generic JRPG items, yada yada. As for exactly how long "recently dead" is, let's say until whatever battle you're in is over, or a day, whichever is longer. Videogame logic babyyyyyy.

## Memory Core -400cp

Oh hey, a McGuffin. You didn't expect me to offer one did you? Or maybe you did. Either way, this is a Memory Core, which contains a CPU Memory ready to be used. It also has a special guarantee to make whoever uses it into a CPU instead of having a chance of turning them into a very disgusting fish-like monster that can't speak. As for how you use it, just take the CPU Memory and absorb the power within it. If you don't know how to do that due to not having any experience with supernatural powers of a divine nature, biting the hard crystal thing works just as well. Once used, the CPU Memory will replenish itself when you start your next jump, or after roughly between two and four centuries have passed. It's not very reliable, but what can you do?

## Let's Reach Level 999 -600cp

You like grinding do you? Well here you go, all the grinding you could ever want. What this actually is is a handful of Plans (small gadgets you can activate) that spawn dungeons around the parts of whatever world you're in that you can access without too much issue. They'll loosely have their own gimmick and an endless variety of bizarre and curious monsters for you to kill for xp and sometimes loot. Additionally, within the dungeons you'll find Plans to enact a Change on the dungeon, strengthening the enemies within although not changing the possible loot. In this Changed form of the dungeon, you'll find Plans for a Big Change, which is basically just making the enemies even stronger. Also, each Change or Big Change changes the roster of monsters a bit to keep things interesting. In the Big Change form of the dungeons, you'll find Plans for new dungeons with even stronger enemies. This repeats endlessly, for all your infinite grinding needs. Why the hell would you waste so much time getting stronger anyway? Surely you don't need to be that much stronger than anything around. Do you want to be a secret optional superboss?

# Companions

Being lonely is kinda sad, ain't it? So why not get a few friends here?

## Cameo Characters -100/200cp

If you have a few characters from a previous game-I mean, Companions you picked up in previous jumps, you can import them through this option. For 100cp, you can import up to 4, and for 200cp, you can import up to 8. They all get 600cp and can take drawbacks for more if they (read: you the player) want. You can also use this option to have an excuse to use your super speshul OCs and create Companions outright.

## Post Game Lily Bonds -0cp

But hey, maybe you grew attached to some people in this world and want to bring them along on your adventures. A lot of the main cast is rather attached to this world so it would probably be very difficult to convince them to go along though. Still, if you manage to convince them, then they can become your Companions at no extra cost, maybe appearing in a flash of interdimensional light somewhere close to you when you get to a new jump or something.

## Adorable Girlfailure -0cp

Rei Ryghts is a rather unfortunate woman. Spineless, largely incapable of all but the most basic tasks, and possessing an abysmal sense of direction, it's a wonder she manages to get by. Still, she's surprisingly earnest and hardworking, when she's not scared witless and constantly apologizing at the slightest bit of pressure at least. She's just kind of a miserable failure but does have the respectable trait of never giving up. She's also really damn cute, and is in her late twenties if that matters to you. Maybe the two Rei Ryghts that appear in the story aren't enough for you, so here's a third one from some other dimension.

This one doesn't have any particular hangups about CPUs unlike her counterparts, by dint of CPUs not existing in the dimension she's from. Don't worry, she has no family or friends of any kind to worry about her disappearance and neither does she have any attachments to her dimension of origin. Very sad, but not surprising at all honestly. Maybe you'll try to help her be less of a failure at everything she does? You should keep in mind that she goes mad with power extremely easily, although if you thoroughly and undeniably defeat her while she's having megalomaniacal fantasies she'll calm down and learn to be a bit more reasonable. Or maybe you like her extreme arrogance?

## Wait This Is The Wrong Game -0cp

Hold up, something's wrong. This lady here is from a very distant dimension, one that is fundamentally different. However it happened, she found herself here in a flash of interdimensional light, maybe falling on top of you as tends to happen in this world. She has green hair and blue-pink eyes, and an incredible amount of skill at any scientific endeavor, particularly in biological ones. While she's no CPU and seems unfamiliar with the videogame logic the dimension she found herself in seems to work under, she won't find it too hard to adapt and go around collecting samples of all the weird monsters around the world to experiment with.

Thankfully she doesn't seem too torn up about ending up so far away from her home, and is perfectly willing to follow you along to other worlds. Should you give her a CPU Memory, she'll turn out capable of becoming a CPU rather than a monster, albeit in a curious twist of fate her HDD form will be petite in contrast to her base form being in her early thirties. Really likes the concept of infinity and will definitely appreciate the agelessness that being a CPU grants.

## Yet Another Tiny Flying Book Lady -200cp

Maybe you're a CPU and would like your own tiny flying secretary. Or maybe you just want one of these without being a CPU. Either way, here's a Book Fairy tied to you the same way that either Histoire is tied to the CPU of Planeptune in their dimension. They'll generally help you with any administrative endeavors with their computational ability, and will scold you about lazing about if you just take naps and play videogames all day. Weirdly enough, they're also pretty good in combat, being incredibly tanky and hitting extremely hard. In video game jargon, she has very overtuned stats for her level. While she can carry you through low level stuff easily, don't forget to let her grind and become stronger if you want her to help you against actually powerful enemies. She definitely prefers administrative work though. May optionally be particularly smol like Ultradimension Histoire, or maybe have some other appearance like how Croire looks different.

# Drawbacks

Maybe you can't afford everything you want. In return for suffering a bit, you can obtain more cp later. There's no limit to how much cp you may gain from drawbacks, save maybe the fact that there's only so many drawbacks.

## Timeskips Galore +0cp

If you want to stay in this world for more than a decade but don't want to end your chain just yet, this option is for you. You may increase the length of your stay as long as you'd like. If you are in Ultradimension, this is heavily recommended to experience the full plot, as there's a 3 year timeskip then a 10 year one. If you're in Hyperdimension, this won't be too necessary, although the plot happening over the course of less than two weeks might be too fast for your tastes. Maybe you even want to stay until the next game happens or something. If you're taking the Tari Times toggle, you may want to use this to make sure you experience the whole event, and maybe even more if you want to see how the main plot changes after you alter the backstory of Ultradimension.

## Tari Times +0cp (Requires Ultradimension Location)

Once upon a time, the world was in chaos. CPUs had not existed for many generations, and many considered them mere myth and legend. Wars were the norm and many had to be terrible people just to survive. Then, one day, a certain destitute and starving beggar (who had somehow managed to live to her late twenties despite her utter incompetence) came across a strange crystalline object. Too exhausted to think properly and too hungry to consider it might not be food, she shoved it into her mouth in an attempt to eat it. It is not too long after she learns of her newfound powers and goes completely mad with power that she learns that she's a CPU and is traditionally supposed to found a nation.

Due to her megalomania, she rules her nation, called the Tari Nation, with an iron fist, ruthlessly and swiftly killing anyone who revolts or complains against her rule. Despite this, the Tari Nation takes over the whole continent of Gamindustri thanks to her immense power. Unfortunately, people came to mistrust and hate her due to her cruel rule, and when she grows weaker she realizes that her power is derived from people's faith. Angry at the unhelpful Croire who refused to tell her about it because it might seem entertaining, she ultimately gives up ruling, and in a fit of anger and spite decides to blow up all her remaining power. She survived the blast, which totally decimated her city and nation, and lacking in power she returned to her spineless and cowardly self from before she became a CPU, thoroughly traumatized at all the horrible stuff she did. Having no other CPUs to look to as an example, she concluded that CPUs as a whole shouldn't be allowed to rule. Of course, the world plunged to chaos again, although arguably worse than before Tari was founded.

This is the story of Rei Ryghts. Now, instead of your normal starting time, you will find yourself in Ultradimension on the same day that Rei Ryghts comes across a Memory Core and becomes a CPU. It'll be some time yet before she realizes she has power of her own, maybe a few days, and a bit longer after that before Croire tells her to found a nation, maybe a year at most. Perhaps you'll try to change what happens? Maybe you'll kick Croire away from Rei and watch what she does. Maybe you'll act quickly and take the CPU Memory away from her before she can use it, or maybe you'll support her and act as her only friend, only positive connection of any kind really, and cull her megalomania so she can rule properly. Maybe you don't care about any of this and just want to use this as an excuse to start a bit earlier in the Hyperdimension timeline instead. It is worth noting that all this happens thousands or tens of thousands of years before the main plot of the game (only a few decades for Hyperdimension), so if you want to start here and still see how the main plot changes, you're in for quite the wait (unless you manage to go over to Hyperdimension somehow to hang out there for a while).

### Lazing About +100cp

Hard work is so hard. Isn't it better to just relax all day? The succulent comfort of a bed with some video games to play is too much to resist for you. You can probably get off your ass to do something productive if the situation really calls for it, but just like Neptune and Plutia you'll mostly just spend your days napping and playing. Whatever you do, you won't get much official work done. Hopefully you're a CPU and have someone as reliable as Histoire around to do your job for you, or you might end up destitute.

### Level Cap +100/200cp

You probably have plenty of OCP, don't you? Bizarre and wonderful powers that let you trivialize any problem. Well no longer. While you don't strictly lose anything, you'll find that there's now a hard limit to how strong you can be, level 999 as it were. Without using video game jargon, you can get about as strong as the most powerful final villains are shown to be in the stories of this franchise. It is quite generous, on the level of (slowly) destroying entire worlds and warping entire dimensions, but still not strong enough that they can't be defeated by all the CPUs ganging up on them as is true good guy fashion. Any power you might have that might let you go beyond this is clamped down so it no longer does.

If you'd like to get a bit more CP and are fine with a harsher power cap, for 200cp you're instead capped even lower, at the metaphorical level 99. Without the video game jargon, it's about as strong as Neptune and the other main CPUs at their height. Even at the height of your power, you won't be able to steamroll all opposition anymore, not even being equal to the final boss of the game or whatever. Make sure to gather up a party of people to beat up your enemies with. And don't forget that the main CPUs ganging up on you will spell your defeat. Well, if you're fine with using the power of friendship (read: jumping people with your gang), this isn't much of an issue. Or maybe you don't have any friends?

## Do Not Transform +200cp

Some CPUs don't change much if at all when transforming. Some change a lot, and arguably not in a good way. Now you no longer have a choice and are locked into the latter situation. More specifically, your personality shifts wildly when you activate any kind of transformation, in a way that greatly magnifies all your flaws and worst traits. It might be extreme anger issues like with Blanc or horrifying sadism like with Plutia, or something else more unique to you. Either way, expect most of your friends to insist you avoid transforming unless in desperate situations, and to be very scared of you. If you don't have any form of transformation to suffer this drawback, then you simply have low tolerance for coping with stress before you snap and suffer this personality shift anyway.

## Boring Protagonist +200cp

Now you'll get to feel like Gohan. Or Nepgear in the case of this world. In other words, you don't get to have the spotlight, and anything cool you're planning on doing or will try to do will instead be done by Neptune, the true protagonist of this world. Additionally, you'll generally be forgotten about by accident, and sometimes it'll feel as if people are intentionally ignoring you outside of a small circle of very close friends you might have. Maybe you can bond with Nepgear over your shared misery and irrelevance?

## Copied And Pasted +400cp

Well now. Perhaps you were a bit too fond of berserker characters, as you've become one yourself. Your intelligence has taken a sharp dive, and now you find enjoyment in wanton destruction. You'll essentially just go out of your way to bust up everything you see while rampaging, although you'll have the wit to not rampage all the time at least. Don't expect to keep secrets or have the ability to deceive others though, as you'll just loudly declare your true intentions or deny any lies, likely violently too. In a way, this kind of brute honesty is kinda admirable, I guess?

## Level 1 +400cp

Did you slack off for too long? Maybe you did, as now it seems all your skills and powers have atrophied, to the point you're barely better than a normal untrained human. You're all the way back to level 1, so to speak; most of your tricks, techniques, powers, and so on are generally inaccessible to you unless you grow sufficiently to unlock them. Normal training won't do anything unfortunately, you're gonna have to grow the same way a standard JRPG character would have to, IE exterminating hordes of monsters for the xp. It might not be much of a problem if you're diligent, but damn the early game is kind of a pain huh?

## Fortify Enemies +600cp

A hardcore gamer, are you? Well if you're so confident, here you go. This is a Plan that's stuck being activated, and you cannot turn it off. What the Plan does is significantly strengthen all of your enemies. Yes, even the story bosses. Now that everyone is significantly more powerful than before, you'll have to diligently grind a lot just to keep up with your enemies regardless of how powerful you are when you start this jump. If you slack off, you'll find that you'll struggle way too much to defeat your enemies, and not grinding at all will just lead to your swift and undignified defeat. Chop chop, jumper.

## Chosen One +600cp

It's you who's correct, and the rest of the world that's wrong. Or at least, you'll probably spout that bullshit once or twice. Just like Rei Ryghts, you go mad with power extremely easily, growing unreasonably arrogant with even a smidgen of power over those around you. You'll plunge into the depths of megalomania head first and stay there until you're beaten up repeatedly. Even then, it'd take some pretty miserable circumstances for you to actually break out of your funk completely and recognize that you did fuck up and take responsibility for your actions, rather than just concluding that you did nothing wrong and everyone just conspired against you or something. Well, if you're completely powerless it might not be too bad? Unfortunately, if you're weak enough to not become megalomaniacal, then you'll end up being a spineless, incompetent pushover, apologizing at the slightest social pressure. It will take a lot of character development and effort to improve, but it's probably worth it, if only for convenience?

# Ending

At the end of your stay, you'll be presented with the below choices. Pick one, and farewell. Hopefully you had a pleasant time in this world.

## Back To The Grind

Maybe you grew attached to people who are too attached to the world to leave. Or maybe you grew attached to the world yourself, or perhaps you just want to retire or something. Either way, you can choose to end your chain here and stay in this world. Maybe you obtained the ability to travel between dimensions and plan to travel around this setting?

## New Game Plus

Maybe you're growing tired of all these adventures, or maybe you've concluded that you have enough power and want to return. Either way, you can choose to end your chain here and go back to your original world, from before you started your chain. Maybe you'll make a few people into CPUs to rule the world benevolently alongside you?

## Post Game DLC

The standard choice. If you simply wish to continue jumping, you may choose to continue your chain and go on to the next jump, perhaps even bringing a few new Companions along with you. Best of luck jumper.

# Notes

By default you'll be assumed to be in the True Ending route, but if for some reason you don't want things to work out fine even without your involvement you can decide you're in the Good Ending or even the Normal Ending route.

Dark Power letting you grow in power by suffering is a complete guess on my end because it's not actually explained why the hell Rei is so fucking strong compared to all the other CPUs when she shouldn't have that much strength, only that the more Ultradimension Rei loses the stronger Hyperdimension Rei became. Fanwank responsibly please.