



Infinity Nikki

The Jump
v2.0

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Welcome to Infinity Nikki and the world of Miraland, a realm where fashion and adventure intertwine, and stories are woven into the fabric of reality itself. In this vibrant land, Whim empowers Stylists to craft Ability Outfits. That's right! Fashion magic, baby!

Whether you dream of mastering the art of styling, safeguarding the innocent, unravelling ancient mysteries or simply living as you please, this world offers boundless opportunities. But be warned: behind the beauty of this whimsical realm lies a hidden danger.

You arrive at the same time as Nikki and Momo, good luck!

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Choose your Starting Location. Alternatively, you can roll a **1d8** to determine where you start for +100 CP.*

Florawish

Florawish is a town located in Wishfield. It is the first town the player visits when beginning their journey in Miraland.

Breezy Meadow

Breezy Meadow is a large open area in Wishfield, full of lush forests and meadows, located to the south of Florawish. Despite being a separate subarea, Breezy Meadow operates under the umbrella of the Florawish government.

Stoneville

Stoneville is an area of the Stonewoods Region in the Heartcraft Kingdom. The village can be located northwest of Breezy Meadow in Wishfield. In Stoneville, the people follow the Silvergale, who they believe to be the rebirth of The Wishing One.

Abandoned District

Abandoned District is an abandoned area of the Stonewoods Region, and home to the Pieceys. It can be located North-West of Stoneville in Wishfield. The Abandoned District was once inhabited by humans and was known then as Prosperville. After the Heaven Fall and the Stonetree disaster, the Stonetrees rose, leaving the land inhospitable.

Wishing Woods

Wishing Woods is a large forest located in the northeast part of Wishfield. It is home to the Faewish Sprites, and non-residents must obtain a permit in order to enter the area. If you're not a Faewish Sprite, you'll need a Shrinking Outfit in order to comfortably get around.

Free Pick.

You are free to choose where you choose from the available options. Or, you may choose to go to another nation entirely if you don't want to start in the Heartcraft Kingdom.

Age and Gender

By default your gender and age is whatever you were previously. You can change this for free.

Origins

You can take any Origin as a Drop-In, removing any background it may have had.

Stylist

You are a Stylist, one capable of using Whim to materialize your emotions and thoughts. In Wishfield, Stylists are essentially the equivalent of adventurers/mercenaries in other worlds. Most of them are focused on at-home work, helping out their neighbors with minor tasks, though many senior Stylists do work on a greater scale, such as investigating major disappearances and fighting off monsters. All through the power of fashion.

Guard

Were you inspired by stories of the heroes of old? Perhaps your beginning was closer to home, a local guard or travelling mercenary saved something you cared for. Maybe you simply follow family tradition or have spurned it to strike out on your own. Whatever the case, you are one who values physical strength in a world of magic. You have to power to protect your home, or the homes of others you encounter on your journey. Perhaps your name will one day be put down alongside those heroes of legend, I only pray that you use your strength responsibly.

Explorer

There are so many secrets and puzzles in this world, scattered across the land for anyone with the curiosity to look. The ones with the drive and creativity to solve those puzzles are rewarded with countless treasures.

Artisan

You are someone who cultivates and/or creates. Whether that means you're the backbone of society, raising the plants and animals necessary for all-important materials, or creating your own products, such as the makeup Timis makes or perfume that gives certain buffs, or perhaps something more unknown. Though your profession may not be as glorified as some Stylists are, lauded as a hero like some Guards, or out there discovering lost knowledge like Explorers, your work is indispensable.

Race

Human [Free]

Humans are everywhere, aren't they? The Jumps they don't exist in are few and far between, and most Jumpers begin as humans to begin with. Of course, being human is certainly the default option. You might not be able to fly or float, but you're the most dominant race around and you're a jack of all trades in your "stats".

Piecey [Free]

Pieceys are a species made from pieces of clothing that are saturated with strong wishes. They are descendants of The Wishing One and were created by him after his reincarnation into the Silvergale. They were born from the abandoned garments of the residents of Prosperville after the Heaven Fall.

Piecey's lifespans are long, but once there's a hole or tear, their bodies deteriorate very quickly. Only Floragale Cloth is effective in stopping this deterioration. Pieceys are able to float but not far. They are unable to fly, but can float.

Faewish Sprite [100 CP]

The Wishing One created the Faewish Sprites from leaves of the Grand Millewish Tree. Their responsibility was to peek into the hearts of people on The Wishing One's behalf and deliver their wishes to him.

The Faewish Sprites are able to fly and inherently use Whimancy (should you buy the Whimancy Perk, then this will instead translate to a minor skill boost to begin with), though you are rather small.

Esseling [Varies]

Esselings are old pieces of clothing tainted by the Dark Essence, often causing trouble for those who live in the light. Just don't be surprised if you're not welcome with open arms. Kind Esselings aren't really a thing, as far as anyone knows.

For +200 CP you can be a completely normal Esseling on the level of a Sad Sack, really just the punching bag of the universe. For +100 CP you can be a little stronger, using typical Esselings the player runs into in the early game as reference; perhaps you have a ranged attack or a shield or you're just a little hardier than the rest.

Coming up at the Free option, you're strong enough to compete with an average (trained and decently experienced) stylist or guard from personal power alone.

And for 200 CP you have the strength of a boss Esseling, the kind of thing that requires a particularly powerful Stylist or Guard to bring you down, or your opposition having enough quantity to overpower your quality.

Other [??? CP]

There are many other kinds of beings in Miraland. You can use this option to choose to be any of them! Use the above races as a reference (NOTE: Esselings are cheaper because they come with the inherent drawback of being treated as monsters by basically everyone.)

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Whimsical World [Free/100 CP]

It's a fashion game and practically every person in it looks ready for the runway. You're no exception! You're as beautiful or handsome or whatever as you could be, by your own sense of beauty. This alone won't help you if someone finds your 10/10 a 0/10

For **100 CP**, that's where your fashion comes into play. So long as someone has seen you in a style appealing to them, they'll naturally come to include your sense of beauty in their own, scaling with how well you manage to align with their taste.

If you want, you can spread this across the world. Beauty is subjective as always, but people will come to open their hearts to and appreciate other forms of beauty in time under the effects of this Perk. You make the world a more beautiful place.

You may also choose to enter versions of future Jumps with Infinity Nikki's aesthetics, if you so desire.

Heart of Infinity [400 CP]

This is a Capstone Booster

Throughout this world and the ones beyond, you will discover Whimstars. Each will be locked behind its own puzzle you must solve or at least in a location that you must go at least a little out of your way to reach it. These Whimstars will allow you to unlock minor to major abilities related to your currently available skills, usually (but not always) in the form of lateral growth or filling in gaps between abilities. A skill or ability with enough investment from the Heart will obtain fiat-backing, though you'll have to go far out of your way to discover enough Whimstars to do so.

It can be used to improve actual Perks in certain ways, however, it should be noted that improving Perks requires many more Whimstars than improving skills or abilities that aren't fiat-backed or else spin off from Perks. You'll have to sacrifice upgrading other aspects, but improving the Perks themselves may just be worth it.

Stylist

Whimancy [100 | Free for Stylist]

Whim is the power left by the gods after the War of Heavens. Those who could control Whim, once referred to as “Whimancers”, are known as “Stylists”. Whim grants Stylists profound perception of life and the world, enabling stylists to materialize their emotions and thoughts into daily life objects, such as the Ability Outfits or Whimtech.

For an additional 100 CP, you may awaken the ability to use Whim in others.

Glow Up [200 CP | Discounted for Stylist]

By sacrificing certain materials related to the item at hand, you can improve that item. You can do this ten times, increasing the item’s power/efficiency/or whatever else it needs by exponentially greater amounts. The final product will be about 8x greater than the original, and the amount of materials required to enhance items increases with each enhancement.

During the Jump and for the next Perk, this will improve Outfits’ “styling score”.

This is my Ass-Kicking Outfit [400 CP | Discounted for Stylist]

You can engage opponents in Styling Battles instead of combat, these opponents must be sapient and possess some form of reason. For non-stylists, the required “styling score” to defeat them scales with their combat prowess or fashion ability, whichever is higher. The theme is decided by the challenged, not the challenger (if no real “challenger” exists then the theme is automatically decided based on a middleground).

You may choose now whether to have this function with actual logic (“styling score” is based on how good the outfit looks and fits the theme) or with game logic (“styling score” is decided based on each piece’s ‘stats’). Because it’s hilarious.

The Shining Jumper [600 CP | Discounted for Stylist]

The Whimancy Perk already allows you to create standard Ability Outfits and Whimtech, however, now you can create Sketches with the same prodigal talent as Nikki. Never done something? Just whip up a quick Sketch, gather the materials, and whip up a quick Ability Outfit. Now you can do it like a pro!

For more esoteric abilities, such as gliding, shrinking or purification? Want to summon a motorcycle or tea party set-up to your location? These might be a little more tricky, but find yourself a reference, enough inspiration, and/or high-quality materials and bada-bing bada-boom, you’ve got yourself some basic supernatural abilities, and perhaps some not-so-basic ones. Yours, by the grace of Jump Fiat, will not be confined by locations.

Finally, perhaps the most important aspect of this Perk. By immersing yourself in the world’s stories and experiences, you can gradually gather inspiration for Sketches that will allow you to create Miracle Outfits, legendary outfits that can create, well, *miracles*. The specific power it’ll grant will usually be whatever will bring you the best outcome for the current leg of your journey, otherwise it’ll be based on the inspiration that bore it. Power-wise, they’re constrained by their inspiration and the materials used in them.

Creating the Sketches required for each piece of a Miracle Outfit is a grand undertaking with more failures than successes, and actually crafting it is another story all together. But if you genuinely put in the effort, you *will* succeed.

Capstone Boosted, Infinity Jumper: Work? Who’s that? You can now use Whimstars to create Sketches via the Heart of Infinity, although you’ll still need to gather

the prerequisite inspiration (simple need for a whole Ability Outfit, but each piece of a Miracle Outfits still require a sufficient “moment” or a leg of your journey completed. Some pieces *can* be earned in quick succession if recent experience was grand enough to “fuel” multiple).

Fate and Chance will conspire to guide you down whatever path you need to gather the necessary inspiration. By default, it will simply make minor assists to ensure you gain a Miracle Outfit for each meaningful leg of your journey, but by giving effort of your own, it'll lead you down the path required for whatever Miracle Outfit you personally desire, so long as it's possible for your current world.

Additionally, Miracle Outfits and Ability Outfits will automatically grow with you to always remain at least *somewhat* relevant. It may even pick up new abilities along the way, from sources similar to its inspiration, which may come in the form of minor redesigns or new accessories.

Guard

Been Through Camp [100 CP | Free for Guard]

You gain foundational skills expected of a guard or mercenary, including discipline, basic weapons training and defensive combat techniques. Additionally, you know the basic laws for any area you enter.

Purification [200 CP | Discounted for Guard]

You can use attacks that are especially powerful against corruptive powers, such as the Esselings, and clear away other sources of corruption. For the most common sorts of 'corrupted' enemies, you can take them out with a single hit.

Protector [400 CP | Discounted for Guard]

You develop an instinctive ability to protect others, reducing damage they take when under your guard. You can spread some of your own defensive abilities over allies, though you'll be sacrificing your own use of whatever it gives, every person you personally desire to protect will receive it at 100%, however if you wish to extend it to those you have a duty to protect it'll be reduced to half for every target. You cannot give more than 100% at a time (so a general protection is maxed at 50%, barring uncappers). You can only give one version of this protection at a time.

For example, if you have a 50% damage reduction and decide to give 40% to your friends, you'll be reduced to 10% DR while your friends will get the full 40%. But if you tried to give that 40% across a large group you don't personally know *and* want to protect each member of, such as a town you protect or army you lead, each target will get 20% instead, including your friends.

Legends Never Die [600 CP | Discounted for Guard]

A guard would be useless if they couldn't. You have five hearts that can each take a hit for you each day, no matter how much damage it should do. However, this only works on the first five hits you take each day. While it won't activate when you bump into someone or anything like that, anything that could be considered an attack against you will activate this defense automatically.

Capstone Boosted: Did I say each day? I meant each battle. These hearts restore when you spend a few moments safe outside of combat, and any attempts to heal you will restore these hearts as a side-effect (1 heal = 1 heart). Additionally, you may now choose the damage threshold for these hearts to activate, ranging from them only activating against threats on your life or every time you so much as stub your toe.

Explorer

Puzzle Solver [100 CP | Free for Explorer]

You can easily identify solutions to puzzles, traps, or riddles, and understand their mechanics with minimal trial and error.

Pathfinder's Instinct [200 CP | Discounted for Origin Four]

You have a natural sense of direction and the ability to quickly map out any area in your mind, even labyrinths or hidden passages. You must first discover any hidden area before you can add it to your mental map.

Not-so Dangerous Game [400 CP | Discounted for Explorer]

You spend all this time going out, exploring, discovering, and your reward for that is often lost treasures or forgotten powers. But there are many stories of fools who dug too deep, who lost themselves to the secrets that should have remained so. Not you, you'll be different. You're immune to the effects of corruption or anything that might try to change "you", however you interpret that. You will always remain you, no matter what tries to change that, no matter what way it tries to change that.

As for treasure and power, that too will not cause you issues. Once you have obtained something, it is yours and it will stay in line. Meaning, you're immune to the negative effects of your powers, perks, items, and the like, even extending to it not doing things that you wouldn't approve of. You have rightfully claimed your prize, and a prize it will be.

Treasure Hunter [600 CP | Discounted for Explorer]

You possess an uncanny ability to locate hidden or valuable treasures, sensing their presence and easily pinpointing their location. The treasures you find will certainly be remarkable, but usually nothing out of the ordinary for the area. You will, however, find at least one remarkable treasure for each area you search through.

Capstone Boosted: It's no longer limited to one. Depending on the size of each area, you'll be finding many more remarkable treasures, and many more treasures in general, as you practically trip over one treasure into another. Not to mention where there is treasure, there always seems to be more when you go to look. Hear about a pirate's haul and check out the area they searched dry, you'll find plenty of goodies left behind! Maybe don't tell them that?

Also, for each major area, there will be one extra special treasure, often something along the lines of a historic artifact "lost to time". You'll have to track it down yourself and there will be many puzzles along the way, but solve all the puzzles and it'll be there for you to take and always something you'll find at least one good use for.

It does suck to get something cool then not be able to use it later. But not anymore! As any treasures you discover through exploration will be fiat-backed, allowing you to bring it into future worlds and have it function just fine. Nobody will question how you got something so foreign unless you want them to.

Artisan

It's a Piece of Cake [100 CP | Free for Artisan]

You wouldn't be much of an Artisan if you couldn't fulfill the basic requirements, would you? You now have an instinctive knack for crafting and discovering new recipes. If you have the blueprints for something, you can probably make it, so long as it isn't too far out of your expertise.

Resourcefulness [200 CP | Discounted for Artisan]

Supplies can be scarce sometimes, especially the rarer materials. Wouldn't it suck if you couldn't experiment? Or if you could only make one or two of your endless ideas? Well now you can stretch your supplies much further, and make far more out of the resources at hand.

If you try to stretch it beyond an additional, say 50% max, then the results will begin to get worse. Should you try to fully double what you get out of something, it might work about 70-80% efficiency (depending on what it is), which may not be too bad. But push past that without anything to make it up? The results will quickly plummet toward becoming something that it'd be better not to bother making anything at all.

Honest Work [400 CP | Discounted for Artisan]

You're the envy of all farmers, aren't you? Material "sources" you raise or cultivate yourself are as good as they can be. Your Florasheep could win any contest and your crops taste so good some people might not be able to go back!

Additionally, so long as you take care when extracting the resource, you can apply this effect on any material source you *can't* raise yourself.

Of course, this wouldn't be very effective if you didn't know how to care for or raise these things, so this comes with an extensive understanding of how to care for and cultivate anything under your care.

The Secret Ingredient is... [600 CP | Discounted for Artisan]

Simple love of the craft can overcome most any convenience. And you can prove it! To begin with, you have the power to simply sacrifice the necessary materials and have any craftable item you could ordinarily make appear before you. It must be something you could build from scratch and by hand. Convenient, right?

Now, should you actually put in the effort to create the item by hand anyway? The item in question will become *far* greater, scaling by the amount of time and effort you put into it. A simple plush toy, clumsily made, will find itself lasting a lifetime. A masterwork you pour every fiber of your being into would invariably become famous within its community, such that something like an Ability Outfit could be considered along the lines of a Miracle Outfit.

You can't do the impossible, this still all depends on your personal ability. However, with enough time and dedication to your craft, people will certainly come to believe you can.

Capstone Booster, ...Love: In this world, there is no force more powerful than simple love. The more love you put into your work, the greater the result. For example, that simple, clumsily made plush toy? If you made it out of pure love for your child, your desire to see them happy, then that little toy would be damned indestructible. It would bring endless comfort to your child, always in reach when they need it, and it would

keep away danger. So long as your love endured, so long as it reached them, that little toy could bless your child with endless minor fortunes.

A masterwork you poured your soul into, the product of your love for the craft? Forget famous, it would be the stuff of legend. Even if it should just be a really good sword, it'd become something more like a holy, cursed or magic sword that could keep up with you no matter what. If you could already create something like that and still committed the same dedication? I can only imagine.

This effect isn't limited to crafting, however. So long as you perform an action out of genuine love, it will have greater effects. Eros, Pragma, Ludus, Agape, Philia, Philautia, Storge; if it's for the sake of love you can perform and create the impossible. The deeper and more enduring, the greater this effect.

Items

Here's a 400 CP stipend for Items only!

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Wishflight Paper [Free/100 CP]

A little wishflight crane that will fly around you as you like. It can't be damaged or used for much of anything. For 100 CP, however, it can be used to carry small messages without being tracked back to you.

Wishing Materials [100 CP]

Wishing Bottles, Wishing Paper, this land has many options for its people to make wishes. Now while these aren't magical wish granting objects, following this tradition with the materials provided by this Item will give you or whoever you give it to an extra boost of luck in accomplishing the wish. Let it be the wind below your wings as you soar to victory.

Stylist

Sketches [100 CP | Free for Stylist]

A set of basic sketches to set you on your way. None of them are particularly special but they're strangely perfect for honing your skills. Occasionally, new sketches will appear that can introduce you to new techniques.

Warp Spires [200 CP | Discounted for Stylist]

Warp Spires are teleport waypoints placed in key areas to facilitate fast travel. In future worlds, you'll be able to find them wherever you go and only those you allow will be able to interact with them. They will be a blindspot for others.

Miracle Wardrobe [400 CP | Discounted for Stylist]

This wardrobe isn't quite a physical thing, it can be bound to any item you have or to the Heart of Infinity if you possess it. It can be used to store any and all outfits, accessories and cosmetics you possess. Of course this is a capstone item so that's not all. The real benefit of this Wardrobe is its ability to share outfit abilities between different outfits.

Specifically, any piece of apparel or accessory or even cosmetics placed within this wardrobe can possess the abilities of any other outfits within the wardrobe. Feel free to mix and match as you like, however putting too many abilities in a regular ability outfit may strain it (maybe you could create an Ability Outfit with the sole power of 'holding abilities'). And there's still a benefit to wearing the originals! By opting to reduce or forgo the sharing effect, the power of the outfits' original ability increases.

Finally, you may instantly switch between any outfit stored in this Wardrobe, letting you use whichever ability you need the most, though only the ability/abilities of one outfit at a time.

Guard

The Essentials [100 CP | Free for Guard]

A set of basic armor and a non-modern weapon of your choice. You'll also have ID or verification papers that can prove

Reinforced Lining [200 CP | Discounted for Guard]

This lining is automatically applied to all your outfits and increases their defensive power to be in line with the best armor you have available to you.

Guard's Station [400 CP | Discounted for Guard]

Your very own guard station! Complete with a dozen recruits to help defend whatever you direct them to. You may upgrade this place, gather more recruits, and train up your subordinates in time.

Explorer

Supplies [100 CP | Free for Explorer]

A refilling set of basic supplies for any explorer, including rations, water, a compass, and anything else considered absolutely essential for a job like yours.

Journal [200 CP | Discounted for Explorer]

An self-updating Journal that automatically records anything and everything you encounter that could be of note. The information in it is never anything you couldn't extrapolate yourself or discover with a quick trip to a library, but it provides convenience and saves your time.

Traveler's Compass [400 CP | Discounted for Explorer]

A compass that always points toward your current goal. It takes only a moment of concentration to decide where the compass should point. If you try to direct it toward multiple directions at once, it'll simply start spinning wildly until you give a single direction.

Artisan

Collection Outfits [100 CP | Free for Artisan]

A custom Ability Outfit that will allow you to collect materials easier. It can do anything the grooming, bug catching, and fishing outfits can and more. You're also able to draw out a little more materials than you should be able to, as well as manifest a small amount of materials that should require harm without causing any (the cooldown is a day).

This doesn't help in combat, but does still work in gathering materials from monsters *after* you've defeated them (unless they're non-hostile, in which case they're treated as a normal source of materials).

Dream Workshop [200 CP | Discounted for Artisan]

Every Artisan's dream! This workshop, which may or may not have a physical location, can be accessed from anywhere and holds everything an artisan could desire. Within its walls are tools and a replenishing stock of materials for creating whatever you're able to as well as a host of hobbies that might spark inspiration.

The materials it provides are, in game terms, mostly of the 2-star and below varieties, enough to run a small shop. Anything beyond that, you'll have to provide yourself.

Realm of Jumper [400 CP | Discounted for Artisan]

And this one doesn't even require mystical energy to use! This little realm of yours, which can be accessed from any safe location, hosts your own sanctuary. It's an ever-expanding paradise filled with at least one of every plant, animal, insect, and fish (or anything to that effect) you've ever encountered on your journey whose materials could be useful, or you just want to hang around.

This place even comes with a few helpful sprites to manage it, in case you don't want to go through the hassle of gathering everything each day (though you'd probably get more out of the Realm if you went yourself).

This will also allow you to access the other Realms, should you so desire.

Companions

Companions can purchase more companions. Companions get 600 CP to spend, unless stated otherwise.

Companion Import [Free/50 CP each/200 CP]

The standard Import option, import a single Companion into any origin and race for **50 CP** each or eight for **200 CP**. You may alternatively import Companions for free, but they won't get anything from this world.

Canon Companion [Free/100 CP]

Whether you want to bring along the Misfits or give Griffith another chance at life, this is the option for you. Just get them to agree and you can bring them along with you.

Paying **100 CP** will ensure you get enough chances that they're all but guaranteed to say yes, assuming you're not a complete douche to them, and will give them the above Companion stipend to spend at the end of the Jump.

There's No Jumper Without... [Free]

Momo 2! We all know there's no Nikki without Momo, and now there's no Jumper without this guy! Freely design your own little pet/companion (though they can't have any particular power outside those gained from Perks). They'll be endlessly loyal to you and only desire to stay by your side and make some more great memories.

You may freely import one of the below options into its place and they'll quickly grow into the role, or you may pay that price to change its race (Cadenceborn may also be picked for 200 CP).

Strange Esseling [100 CP/300 CP]

A strange little Esseling of your choice, even a custom design. It's a little dumb and likes to throw itself at problems in its way, but it's fiercely loyal and eager to please. Like a guard dog. For **300 CP**, it can take on the form of a boss monster.

Faewish Knight-in-Training [100 CP]

This little Faewish Sprite gets the short-end of the stick a lot, being that she has an unerring sense of justice during a time where obedience was encouraged. She's a little headstrong about doing the right thing and needs to learn a bit of restraint, but earn her loyalty and you'll have a steadfast ally who will walk to hell with you. She's not very strong right now, but I'm sure a Jumper can help her with that.

Outcast Piecey [100 CP]

One of the Pieceys who have forgotten their origins. He doesn't remember much about where he began or where he wants to go, simply taking life day by day. However, this Piecey has a longing for adventure, to explore and experience everything far beyond his little home in the Abandoned District, but he fears going alone. Will you bring him along?

Scenarios

Every Scenario gives +200 CP on completion.

Sovereigns of Styles

Each region has five Sovereigns for each of the five Styles, along with one versatile master, the Sovereign Supreme. If a Sovereign is defeated in a Styling Duel, they must forfeit their Sovereign's Medal and the winner will become the new Sovereign. You must seek out and challenge each of the Sovereigns, defeat them in a Styling Challenge, and obtain their medals. *[You may design custom Sovereigns within the lines of current ones.]* Once you have defeated the Sovereign Supreme and claimed their title, you will have passed this challenge.

Rewards:

Companions: Sovereigns of Style

You may take any of the defeated Sovereigns as Companions should you desire. Each Sovereign will have a lesser version of the below perk specialized for their respective styles. The previous Sovereign Supreme will have a non-specialized lesser version.

Perk: Sovereign Supreme

Each Sovereign is considered the greatest of their Style, they've cultivated their skill to its absolute peak in their respective specialties. They are true masters of Whim, and you are the one who defeated them all. Of course, this means that your mastery of Whim is now unmatched, but going further, you'll find that training in one category of a system will show some amount of growth in other ones, this growth is greater in areas that are more closely related.

Mira Crown

Under the Infinity Mirror's gaze, the Mira Crown stage shines eternally. Every spark of inspiration becomes an everlasting light, crafting a brilliant chapter in the journey of styling.

Rewards:

Perk: Mira Crowned

You've proven your ability to truly bring out the true beauty of your outfits. A stylist like you is a one in a million, is it not? Every outfit you create has its powers boosted greatly, such that your average sketch would match the masterpiece of another Stylist. Only the true greats take any effort to surpass. And if you truly apply yourself? You'll be leading trends and inspiring new Stylists wherever you go.

Mini-Game Lover

This world is filled with fun games for its people to enjoy. Your job is to seek out and play one of every game type, and to obtain its "perfect clear" should it have one.

Rewards:

Perk: A World of Fun

Across each world you go, you'll find a variety of fun and short minigames that'll make the world feel just a little brighter. These games, of course, will give you small prizes for winning.

Shining Jumper

Requires: Doomed Timeline and What Plot?

"To truly master the power of the Heart of Infinity, one must continue to craft Miracle Outfits."

You've already failed, my precious fleeting star. You came to this Jump and successfully drove back the Abyss, Miraland should have been saved, but... the *Heart of Infinity* that now beats inside you, it consumed you. You and all the world around you. That should have been the end.

It would have been the end, if I had not turned back the clock.

Your task is this, Jumper: save Miraland once more, defeat the Abyss once more, but this time you must not allow the world to fall. You must find a way to balance and control the Heart of Infinity and prevent it from destroying even a single world more.

Should you fail, the Heart of Infinity will consume you and your consciousness. Though you will be returned to your original world without harm, should you not have a special deal with that Benefactor of yours, the same cannot be said of this world or any that are connected by the Sea of Stars.

You, Jumper, are now the only hope to end the Heart's cycle of destruction. That pink star who once held this burden does not shine in this world.

*[Clarification: You get the Heart of Infinity Perk for free, however, by Drawback-fiat the Heart is the same ticking time-bomb as the one in the game instead of a simple mechanic. You also get the points for the Doomed Timeline Drawback as usual. The world's end is no longer absolute, but you will be fighting an uphill battle all the way. You may be able to recover "memories" from the doomed worlds, but that's a **big** maybe. Incompatible with supplement/crossover toggle.*

Technically compatible with The Original Story, however the danger level cannot be changed.]

Rewards:

Companion: The Seer & Ena the Curator

Naturally, I'm happy to follow my precious star into new worlds.

Ena, after all, is the one who gave you this quest to begin with. Now that you have saved Miraland and averted disaster, she'll accompany you in gratitude if not genuine feeling.

Item: The Sea of Stars

The Sea of Stars, it is the beginning and end of all things. Here... the past, present, and future exist as one. It weaves together countless worlds and infinite possibilities, each one a star that lights the night sky. Its power transcends the birth and death of worlds, and offers the chance to "start anew". It is yours now, and you may enter it from wherever you please.

Though it may take some time to learn how to navigate it, you will be able to travel your local multiverse and through time using its power. I, of course, am happy to help guide you. And, should you meet a doomed end then, once per Jump or 10 years, time can be rewound to your arrival within that Jump. And should you be trying to prevent the doomed ending of a world, then you may rewind as many times as required.

Perk: Infinity Jumper

As you've learned by now, the Heart of Infinity within you is the source of all things, containing infinite power. And that power is now at your disposal, fleeting star.

Furthermore, the power of the Heart of Infinity Perk has been supercharged, the infinite power within it will gradually increase your power in place of Whimstars when it is not in active use.

Drawbacks

Not Even The Devs Know What This Story is Supposed to Be [+0 CP]

You can just use this document as a supplement. You can also use it to introduce Whim and Stylists into the local continuity.

The Original Story [+0 CP]

The author of this Jumpdoc had been going through burnout and thus is behind on developments, but according to the review bombs a lot of the original plotline has been retconned and nobody is happy about the change. This is your fiat-backed right to explore what the original story could have been.

You may also use this as a fanfic/au toggle.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years. This can be taken 5 times.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can. This may also be used to enter a fanfiction version.

Directionally Challenged [+100]

You frequently get lost, even with maps or obvious directions. Your sense of direction is so poor that even marked paths can seem confusing.

Clumsy Hands [+100]

Your fine motor skills are lacking, making delicate or intricate tasks like sketching outfits, disarming traps, or handling fragile items prone to failure.

Only The Best [+100]

You're completely unable to use purchased materials in your outfits. Anything you need, you must collect yourself.

Weakened Whim [+200]

Your ability to use Whim is stunted. Creating Miracle Outfits or engaging in Styling Battles is significantly more difficult, requiring extra effort or resources.

Fashion Faux Pas [+200]

Your sense of fashion is inherently off. No matter how much effort you put into creating an outfit, it always ends up clashing or looking unappealing.

What Plot? [+200/+400]

You've forgotten the plot of all Love Nikki games. If taken with Doomed Timeline, then you get an additional +200 CP.

Esseling Bait [+200/+300/+400]

What is it about you that draws Esselings like moths to the flame? They just love to attack you! Yes, even if you're an Esseling yourself or if you should be able to control them or something through some other Perk or ability. They'll go out of their way to attack you, even sometimes breaking into wherever you're staying if you just try to avoid them.

Wait, actually, it seems that for another +100 CP, there's no real hiding from them. They'll regularly attack wherever you're staying. However, you can prevent these attacks entirely by simply going out and defeating Esselings.

You guessed it! For yet another +100 CP, there's some actual danger involved. You have to regularly defeat boss-level Esselings to maintain safety. If you don't, as with before, it'll come seek you out instead and attack the area you stay at, stronger than it would have been if you dealt with it on time. You will always be able to defeat this boss on your own, but you'll likely be injured for it and have to waste resources on top of your time.

At all levels of the Drawback, the locals may figure out you're the source of the attacks *and* that you knew this would happen because, y'know, Drawback. Basically, if you try to shove the effects of this Drawback on others and just bag the points, you'll be punished for it. The punishment depends on the amount and strength of the Esselings you let attack the local area. If just a few occasionally break through, then you can easily make up for it by personally supporting whoever was troubled by it until everything is back to normal. A full on attack? Compensation for the first time (enough that it causes you some trouble) that scales up until you're a social pariah and eventually kicked out. If you let boss-level Esselings attack wherever you are freely? Complete ban from society, even communities cut-off from the world will think you're majorly cursed. You'll be labeled a threat to society. TLDR; deal with the Drawback yourself, you're the one who got the points.

Lockdown [+400]

You have no **Out Of Context** items, powers, or warehouse.

Doomed Timeline [+600]

Twice has Nikki been forced to abandon a timeline so screwed up that there was no saving it, and now, this Miraland is on the fast track to the same fate. Things are much darker here, Jumper, and while you're not guaranteed to go down with the ship, know that this world will end in darkness because you chose its fate.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1-1.2

- Initial Creation
- Clarified Ability Outfits
- Redesigned Whimsical World
- Added Cadenceborne option (WIP)
- Altered the Companion section, Companion Import, and Canon Companion.
- Removed Weapons Training, moved Purification to 200 CP and created Legends Never Die.
- Added Items: Wishflight Paper, Wishing Materials, Realms of Jumper, Collection Outfit, Dream Workshop, Miracle Wardrobe, Purification Outfit, Floating Outfit, and Minigames, Minigames, Minigames!
- Added Yer a Stylist, Harry (honestly, don't love the name but I couldn't miss the meme).
- Altered Miracle Outfits.
- Added Companions: There's No Jumper Without..., Strange Esseling, Faewish Knight-In-Training, Outcast Piecey
- Finished Treasure Hunter.
- Everything else lol
- Drawback prices adjusted.
- Added the Item stipend I forgot.
- Added the Scenario.

v2.0

- A complete overhaul.
- Added Artisan origin and Esseling race
- A small note on the Seer. I feel like it's implied the Seer is Nikki but I might be reading too much into it. You're free to make your own interpretation, she could be her own character, she could be Nikki, it could even be a version of you produced by all the "doomed worlds".