Well this may be a familiar place. Welcome to the world of Neptunia. It is entirely possible you've been here before, but this is a world where Goddesses known as CPUs rule over their respective nations and compete with each other using consoles to gain the people's faith, also known as Shares. There are many different dimensions in this world, with each having slightly different versions of the characters and stories. The dimension you are entering into is the same as in Megadimension VII, though you are unlikely to see Uzume in this jump. You will be entering into this world after many of the adventures of Neptune and Co have already been completed. They have put down the Deity of Sin, defeated Rei Ryghts, and stopped Kurome.

Continue...

There have been a fair number of close scrapes over the years, but even then this story is darker than most. While the Goddesses are on their way to the PC Continent which is in need of aid, Nepgear and the other Candidates accidentally release an unknown Goddess who seems to know them, and traps them all in stasis for two years. They wake up to a world that seems to already be firmly in the midst of an apocalypse. The entire PC Continent was lost to a massive space-time rift, which took Neptune along with it. *Continue...*

Soon after, monster attacks started occurring all over Gamindustri, which came to be referred to as Trendi-Outbreaks. These outbreaks continued non-stop for the entire two years the Candidates were in stasis. On top of that, the people of the world have become zombies that spend all their days on a new mysterious device known as an rPhone. The Goddesses, already weakened by a strange shortage of Shares, were only further weakened as most denizens lost faith in them. Now it is all they can do to simply hold on and defend their borders. *Continue...*

Worse still, Arfoire has been revived and with new powers she sets out to destroy the world once more. The mysterious Ashen Goddess awoken by Nepgear is also going around and destroying various factories, though strangely these often end up being rPhone production factories or secret bases that were constructing mecha soldiers. Per canon, it would be up to Nepgear and the other Candidates, alongside a plucky young amnesiac named Maho and her friend Anri from the PC Continent, to find the cause of these Trendi-Outbreaks and try to save the world. You will be entering this world around the same time Nepgear wakes the Ashen Goddess from her slumber. You may have **1000CP** to spend on the document below for your time here. You will be staying a full decade.

Origins: *It is time for you to decide your background within this world. Note: any origin can be taken as a drop-in if you wish, leaving you with no known background in this world and no new memories to help you fit in.*

Native - You will be starting off this jump as one of the many normal humans that make up the populace of Gamindustri. If you wish, you could choose to be a so-called “Maker”, a personification of a video game company or franchise, though this largely amounts to having a look reminiscent of the game’s iconic aesthetic. You have no inherent great power, but there are plenty of humans who could rival the Goddesses in the right circumstances.

Foreigner - Rather than a native of Gamindustri, you are one of the people from the PC Continent who are currently undergoing great turmoil. You are a stranger to the lands of Gamindustri and are soon to be made homeless entirely when the PC Continent vanishes. Like with Native, while you aren’t inherently super powerful, you still have the potential to grow to great heights.

CPU Candidate - The main characters of this story, barring a few exceptions, are nearly all CPUs. They are Goddesses, personifications of certain consoles. Each CPU is an ageless being who gains power from the faith of their people, otherwise known as Shares. With even a small amount of Shares, these CPUs can undergo a transformation known as Hard Drive Divinity, changing into their Goddess Form. In this form, the CPU is both faster and stronger, with a potentially radically different appearance. Each CPU is a protector and guardian for their nation. You can choose whether you are a CPU Candidate of one of the existing nations, a CPU visiting from another dimension, or some other third option.

ASIC - Arfoire does not work alone. She has her own organisation dedicated to serving her and reviving her should she die. It was this group that would be responsible for reviving her at the beginning of this jump, and it is this group that you will be part of when you enter this world. You are quite unambiguously one of the bad guys, I’m afraid. That said, not all that work for Arfoire do it because they worship her. Some do it out of convenience or as a means to an end. Whatever the case is for you, you’d best not let it be known who you work for. Whether you take the form of a human or some kind of monster is up to you.

Nation/Location: *Now is where you decide where you are starting in this world, as well as which nation you belong to. These do not both have to be the same.*

PC Continent - Older than Gamindustri itself, the PC Continent used to be a flourishing nation ruled over by its CPU and Candidate. Unfortunately they grew reliant on Shares to power their nation, and their infrastructure started to collapse when Gamindustri began to take some of their shares. Their CPU fell into a coma to use her own personal share crystal to power the nation. Around when this jump starts a giant space-time rift caused by the resurrection of Arfoire is raging across the PC Continent. In a short time, the entire continent will vanish into the abyss. You'll want to leave quickly.

Planeptune - The famous Planeptune, nation of Purple Progress, lead by the CPU Neptune and her sister Nepgear. Unfortunately after Neptune is lost to the space-time rift on the PC Continent, Planeptune is overrun by monsters as the Trendi-outbreak hits the nation particularly hard. The city of Planeptune is entirely lost, and most of its citizens are hiding away in bunkers wherever they can. This has become a nation run by monsters.

Lowee - The land of White Serenity, led by CPU Blanc, stands in stark contrast to Planeptune. The people there favour magic over technology, and this northern nation has managed to weather the Trendi-Outbreaks with relatively little damage. This nation is a land of snow and magic, and would serve as the best place to survive in for the foreseeable future.

Leanbox - The Land of Green Pastures lives up to its name, and is a verdant nation of green fields and trees. After the Trendi-Outbreaks began, Leanbox closed all its borders and all its communication. Consequently none of the other nations is really aware of what is happening within this land. The Citizens of Leanbox have become akin to zombies, only playing on their phones and watching VTubers. The CPU Vert is little better herself, locking herself away to watch VTubers all day.

Lastation - The Land of Black Regality is known for its many factories forever churning on the landscape. With the effects of the Trendi-Outbreak and the appearance of the rPhones, these great factories have fallen silent. Those who work in the mines desperately try to make a living with the scant resources they can dig up. The CPU Noire has been kept so busy with work that she can ill afford to even see her Sister.

Perks: *Perks for their origin are discounted to half price. Discounted 100CP perks are free.*

General

Goddess Goodness [100]
First things first, if you want to fit in with the rest of the cast, you are going to want to look the part. One indisputable fact about the cast of this world is that they are all quite attractive. Whether they are evil deities, tiny fairies, insane berserkers, or divine goddesses, every character here could be a model. So too, now, could you. In the looks department you are a solid 10/10. If you wished, your 'assets' could similarly be top tier, in both size and shape. It should be worth noting that the majority of bust sizes start at D and only go up from there.

Disc Development [200]
One of the most odd but consistently useful pieces of equipment in this world: Discs. These aren't discs that you play games on, but instead pieces of equipment with all manners of effects. Some can be used to enhance your strength or increase your mana stores, others can help you improve in skill faster. There is a type of disc developed by ASIC that causes the Trendi-Outbreaks. The latter ability is a bit out of your reach for now, but nonetheless you are knowledgeable on the creation of Discs, enough that you could start to make your own with relatively little fuss.

Native

Comfy Wear [100]
In the desolate and devastated land of Gamindustri, it isn't an odd sight for people to all but live in their fighting outfit. This was true for some even before the apocalypse. Those like Higurashi walk around all day in their heavy and pointy armour. You will find that if you were to do so yourself, that you would be remarkably unbothered. It seems like whatever you happen to be wearing will always be reasonably comfortable. It might still be heavy, but all those sharp edges and pointy spikes won't phase you.

Lily Ranking [100]
A staple of Neptunia and a fact that holds true whatever world you are in is that live combat has a way of building friendship and trust among teammates. You have an almost innate sense for how strong your friendship is with your comrade in arms. The more you fight together, the more you will feel this 'ranking' increase. With hundreds of battles under your belt, you might find that trust and friendship reaching truly deep levels, to the point where it begins to evolve into something more.

IF Networking [200]
In the same vein as the adventurers guild takes care of monsters, the intelligence agency of Planeptune is an extensive network of people dedicated to gathering information. You have been trained to be part of this network much like IF herself. You are skilled at gathering information, finding informants, checking out leads, and just generally getting the information that you require. With the mysterious Goddess and strange rPhones in circulation, information is all the more valuable these days.

Berserker Brawn [200]
All people have their own strengths. Some are good at magic, some are born as literal goddesses, and some like Higurashi are born with strength in the more literal sense. However slight you may appear on the surface, contained within your frame is a truly frightening amount of power. If you weren't careful, it's entirely possible you could slap someone flying through the air by accident. On the brightside, this innate strength is perfect for wielding large heavy weapons like they were as light as a feather.

Evil Ambivalence [400]
In this world are malevolent entities bent on bringing ruin to the entire world. The Goddesses stand as the main line of defence against these threats, powered by the faith of the people. Yet for some reason these same people are entirely willing to turn against their goddesses, to buy the products of these apocalyptic entities, and to indirectly cause their own demise. Who cares about the rest of the world if they have to deal with a bit of inconvenience, right? This same strange lack of care has been extended towards you. Even if you happen to be an evil being set on destroying the world, the population is still entirely willing to buy your products, help you achieve your goals, and go along with your plans.

Air Of Intellect [600]
For all their many abilities, time travel is beyond the abilities of the Goddesses. But it isn't beyond the ability of science. You are a genius. A truly intelligent person akin to the likes of Histoire or Anri, the latter of whom's knowledge of physics and maths allowed her to figure out the calculations required to enable travel through time. You are not a savant in any particular field, but are instead a genius in the more general sense. You may not match Nepgear in the field of hardware, or Maho in the field of software, but whatever field you do decide to apply yourself to, you will quickly find yourself becoming a leading figure.

Foreigner

Light In The Dark [100]
In the darkest of times it is always important to not give into despair. You must find any little moments of happiness that you can find. Maho of the far flung future in particular was practically a beacon of positivity among the sea of hopelessness. Like this version of Maho, you will find very little will serve to dampen your spirits. As a tsunami of darkness threatens to sweep across all, the light of your flame would be the last to go out.

World Of Magic [100]
This is a world where the power of faith and magic is just as potent as the power of technology. Lowee in particular is known for its specialisation in the use of magic. Unlike understanding the advanced technology of this world, learning magic is more readily available for the common person. Like so many others you have been given a crash course in the study of magic, and could reasonably be called a magician of some sort. Without getting into the more esoteric uses of magic, you are more than skilled enough to summon giant fireballs or walls of ice.

Shares? I Don't Share [200]
The conflict between CPUs dates back since the founding of civilisation. Not all methods of competing for Shares are as fair as the current style of console wars. You are more willing to go down the path of brute force when it comes to taking Shares. Should you overpower another goddess, or other form of divine being should the situation fit, you are capable of stealing their Shares for yourself. While useful, this is not a long term or sustainable solution to lack of Shares. You are not taking away their followers, but rather the power of faith directly. This does have the added bonus of temporarily depriving the fallen goddess of their power too.

Maho Shoujo [200]
In some ways you could say that Maho and Nepgear complement each other. Where Nepgear is a tech otaku who loves tinkering with hardware, Maho is a talented software designer, skilled at programming, hacking, and creating code. When these two talents are put together, there are amazing results. You are the Rom to Maho's Ram, a peer and equal to her in the field of data. Just try to avoid picking up Maho's propensity for spending all her money on Gacha.

Space-Time Anomaly [400]
In theory, in the event of the timelines being fused and history changing, no-one should remember the old one. Yet when Gearsy and Maho pair annihilated the IS crystal to stop the tragedies of the story from ever happening, they both still remember what happened in the present day. You are something of an anomaly in space-time. The eye of the storm one might say. Should there be any changes to the timeline in ways that at all centre around you, you will find that you retain your memories of the original past.

Power Of Shares [600]
The PC Continent has long perfected their technology that makes use of Shares. One could even say they became over-reliant on Shares, and had much of their infrastructure collapse once those Shares started to go to Gamindustri. Perhaps the ultimate expression of this technology is the creation of the Infinite Shares Crystal, capable of absorbing Shares from the people infinitely. You have learnt of this technology and could be said to be quite familiar with the minutia and inner workings of how it functions. While something like the IS Crystal is not yet attainable, it shouldn't be too long if you are given the right directions.

CPU

Cross-Combination [100]
While the Goddesses are more than powerful enough to go solo, they will still often team up with others as required. Even weakened beyond belief, the strength of the four goddesses when working together is not to be underestimated. When put in a team, you will quickly be able to merge seamlessly into formation with the other members. You are good at playing off the strengths of your allies, working together with them to amplify your strengths and cover your weaknesses.

I Can Quit Whenever I Want! [100]
Many of the population of Gamindustri have been turned into virtual zombies after the appearance of the rPhones. Its addictive features have left many people soulless drones who spend all day with their face buried in their phone. As a Goddess you are above this kind of addiction, you have the mental fortitude to tear yourself away from the claws of temptation. A Goddess is a leader after all, a figure who shouldn't be waylaid by such mortal worries. Please ignore Vert sitting in the corner watching Vtubers all day.

Goddess Of War [200]
The CPUs are not just the patron deities of their nations, they also serve as their guardians. They stand between the common man and the many monsters that would seek to destroy them, a feat made all the more important with the start of the Trendi-Outbreaks. It would be an exaggeration to call you a legendary swordsman or a figure from myth, however you are nonetheless a powerful and skilled fighter. You are especially talented in the use of one particular type of weapon, which could also include that of unarmed combat. In your hands, even a stick could be a credible weapon.

BFFs [200]
A BFF is a best friend forever; past, present, or future. To those whom you have a true companionship with, this friendship will transcend time and space and magic. If you found yourself in the past, the ties you have with each other will have them quickly deciding to put their trust in you. In a way it is like they can sense the friendship you will one day have. Should your friends be put under an evil spell, or brainwashed for evil, your voice may well reach them and act as the pillar that will let them start to break free from the control.

Fused Timelines [400]
When one travels back in time and makes contact with their past self, there are only two possible outcomes: They fuse into one being, or they pair annihilate and both vanish. Like Maho in one timeline, and Arfoire before her, you have met yourself from a different time and willingly touched. You won that bet and the two of you fused together, granting you even greater power than you had before. All of your abilities, while not straight doubling in strength, have nonetheless undergone a quantitative increase in strength.

All Geared Up [600]
Planeptune is known for that futuristic and amazing technology, and no-one exemplifies this characteristic more than Nepgear. A mech fanatic and brilliant mechanical inventor, some of the most impressive and logic-defying gadgets were born of her expertise, from VR helmets and sentient robots, to functioning time machines (though the latter was not a solo effort). Like her, you have an incredible talent for technology and hardware, not to mention a working knowledge of much of Planeptune's great feats of engineering.

ASIC

Imposter Among Us [100]
When you are enemies with the world, moving around in public is an exercise in espionage. Luckily this little bit of magic is a simple but effective way of doing exactly that. A type of magic perfected by Arfoire, this magic allows you to transform your appearance into that of someone else with nearly no upkeep tax. Paired with this are a few acting lessons to ensure you don't break character while pretending to be someone else. So complete is this transformation that best friends of years won't notice anything unless you drop the ball. This would serve you well if ever you were to need to act as a double agent or undercover spy.

Quick Escape [100]
A proper villain always needs an escape plan. Not having a quick exit plan is a good way of ensuring that your dastardly plans are foiled in one of your confrontations with those annoying heroes. You would never see Arfoire or F2P getting captured on their first outing. Thus, as someone who works against the law, you have long had experience with figuring out how to flee should the need arise. They may defeat you in battle, but you'll make your getaway in short order!

Right Place, Right Time [200]
It doesn't happen too often, but every once in a while you will experience a windfall of good fortune that seems to almost literally fall out of the sky into your lap. Admittedly part of this can be attributed to your enemies own ineptitude. One foe could be expounding about their plans for your defeat aloud without realising you are hidden nearby. Another of your opponents could trip over into a stasis capsule, activate it, and drift down a river right to your doorstep. At times it feels like the world at large is trying to make you succeed. The luck of the devil indeed.

Dark Temptations [200]
Anyone can be turned. Even a Goddess. The right price, the right cause, the right words. Everyone can be turned eventually, it's just a matter of how much effort you are willing to put in. As an agent of evil, you are good at corrupting others. You can sway them to your will, brainwashing them to your cause. They may resist at first but once you have your hooks in it's just a matter of reeling them in. The longer you are with them the deeper into the depths of the abyss you can pull them, until they are willing to surrender you their body and soul.

Walls Of Reality [400]
Reality is a remarkably fragile thing. The right power, the right frequency, can tear through the paper-thin walls of space-time itself. Your power has just that right frequency to damage the membrane of the universe. With sufficient exertions of power you can rip through reality and cause space-time storms. These howling abysses will pull those nearby into them where they will be torn apart by the terrifying energies within. Those that are lucky enough to survive will be flung at random through space and time. The more energy you exert, the larger the tear you will generate. The energy released upon Arfoire's revival was enough to swallow all of the PC Continent. Just bear in mind that these storms do not discriminate between friend and foe.

Divine Possession [600]
Arfoire is ultimately a body that hosts the Deity of Sin. When she was revived by ASIC in the PC Continent, she did so with a new and terrifying new ability. She could change her host. In the event that her body is killed, Arfoire is capable of instantly sending her soul into another body to possess it. In one timeline, she would use this to possess both Anri and then Rom, causing great chaos. It is also this that makes defeating her so hard, since killing her merely makes her change host. Like Arfoire, your soul has the ability to possess another being should your body die. This works best on the weak, unconscious, or willing, but not even the Goddesses are safe from this. If you wish, you can share control of the body with the original soul like Arfoire would do with the youngest Maho. The only way to truly kill you would be to destroy your soul itself.

Items: *You may discount one item of each price tier to half price. Discounted 100CP items are free.*

Emergency Supplies [100]
With Planeptune all but fallen, most of its inhabitants have had to retreat to safe bunkers and the like to hide from the monsters. In such a situation, supplies become all the more important. This is a large selection of tinned food and basic amenities. You won't exactly be living in comfort, but at the very least you won't be scraping by, desperate for any piece of food you can find. This is enough food to last a small shelter's worth of people several months without any external help.

rPhone [100]
A new device that has been sweeping through Gamindustri, the rPhone is a very sophisticated piece of hardware boasting high performance and great functionality, with frequent updates to improve quality. Despite being sourced from ASIC, these devices don't appear to have any problems that would stop you buying them. Nearly everyone has one, and now so do you. Try not to get addicted to the device like so many others have.

Starter Equipment [100]
It is only fitting for a new starter in this world to get their new starter equipment. This is a full suite of starter weapons for you to choose from. This includes laser swords, guns, magic wands, or a more personalised choice. Alongside these weapons are a few basic discs that can be used to enhance your combat performance. None of this stuff is top of the line equipment, but they will still put you and any teammates you may have in good stead for fighting the Trendi monsters.

Iconic Outfit [100]
Everyone has their own signature iconic look. You'll never see Vert dressed up in a blue tunic, or Noire wearing a high-tech helmet (outside of cosplay). This is your own iconic outfit to wear, something that stands out from the crowd but not in a way that makes you seem silly. It's just got personality. There are a few variations of this outfit to go with this, so you can keep things fresh, as well as the obligatory strangely powerful swimsuit that wouldn't lose out to proper armour.

Combat Form Ready [200]
Not all of the monsters who ravage the land originate from the Trendi-Outbreaks. ASIC still works in the shadows, and among their nefarious plans are several that involve the creation of robotic soldiers designed to exterminate humanity. You have come into possession of a squadron of these soldiers who have been reprogrammed to follow your orders specifically. These robotic soldiers typically take the form of female androids with glowing hardlight wings and a laser sword that doubles as a gun.

F2P [200]
Originating from the PC Continent, this is a large suit of power armour that can be worn by humans or robots alike. Those wearing this armour will have their physical abilities greatly amplified until they are a match for a Goddess. Using the cutting edge technology of the PC Continent, this armour can be equipped and removed nearly instantly once activated. What exactly powers the suit is unclear, however it can remain online for hours at a time. An ordinary civilian wearing this armour would be able to put up a reasonable fight against a Goddess. Someone with more strength and skill might well become a credible threat.

Fragment of Gehaburn [200]
When you appeared in this world, alongside you appeared a large pink crystalline fragment. This long and thin crystal glows with an eerie inner light. In truth this is a fragment of Gehaburn, the goddess slaying blade, which was shattered and cast through time. Evidently this blade has been used before, as it contains a potent power despite its broken state. There is enough power left in this fragment for one more use before it will deplete entirely. It may not be able to kill a Goddess who is at full strength in this state, but a weakened deity is definitely possible.

Trendi-Disc [200]
Developed by ASIC after years of studying the slumbering form of the Ashen Goddess, this disc is the cause of many of the problems plaguing Gamindustri currently. Once activated this disc will cause a Trendi-Outbreak. Monsters will begin to spawn around it in great numbers, led by a single powerful monster known as a Trendi Influencer. This outbreak will only end when the boss monster is slain. Until that time comes, the area where this disc is activated will continue to be a monster hotspot. If you had a chance to study this disc, you might be able to create a device that nullifies its effects.

Hideout [400]
It never hurts to have a good fallback plan. Things may not necessarily go your way, and you may need to hide away to lick your wounds. This is a high-tech facility hidden deep within a cavernous underground. It serves as a bunker and failsafe to hide from monsters or goddesses. An array of traps and mazes protect the entrance of the facility. Once past those, you will find yourself in a futuristic building controlled by an advanced AI. There are sleeping quarters that could hold hundreds of people, food storage for feeding those same people, and a top-of-the-line research station for studying and creating technology. This place would serve as a good last bastion should the situation become severe enough.

Stasis Pod [400]
With no apparent true way to kill Arfoire, it seemed the next best alternative was sealing her away forever. This capsule which was originally developed by ASIC was modified by Grey Sister towards this end. The capsule itself is large enough that it can comfortably fit four people inside at the same time. Once activated, the flow of time inside the pod will grind to a halt, nearly perfectly preserving the occupants inside in a prolonged sleep. The negative effects of being inside this capsule would only start to manifest if you were left inside for tens of thousands of years, and could include problems such as amnesia. This capsule is almost one of a kind, so replacing or fixing it should you damage it would be quite hard.

Trendy Factory [400]
That's trendy with a Y. Even with the world slowly descending into chaos, the industrial side of Gamindustri still keeps chugging along. This is one of the many factories that sprung up out of nowhere over the last few years. It is an extensive facility geared towards the wholesale production of technology. Incredibly advanced, this factory could produce anything from rPhones and consoles to mecha robots as long as it had the blueprints. The bulk of the factory is buried deep underground, where it cannot be seen by the average joe. All the better for hiding what it is producing from prying eyes.

Comatose Goddess [400]
With the Shares running out and the infrastructure of the PC Continent on the verge of collapse, Grey Heart gave her own personal Shares to keep the nation afloat. As a consequence she fell into a coma that she could not wake from, not that the people of the PC Continent seemed to care much. For people like ASIC though, the comatose body of a goddess has many potential uses. This particular CPU is not Grey Heart. Instead it is the body of a brain-dead or otherwise comatose goddess of unknown origin. If you wanted and were willing, you could use this as a living battery of Shares, or as a vessel for possession.

Four Goddesses: Online [600]
In the far flung future all of the CPUs bar Nepgear and Maho had fallen to Arfoire. With only each other to act as support, Nepgear saw to it to get them some support by other means. She created a device that would form holograph replicas of each of the Goddesses by pulling matter out of the atmosphere. The holographs were loaded with a comprehensive database of each of the Goddesses' fighting styles and techniques. While not a true match for a goddess, each of these holographs could nonetheless put up a good fight and served as solid backup in fights. They could even undergo their own goddess transformations, though this was rather energy intensive. Sadly while these copies could imitate the basic personalities of the CPUs, they are not smart enough to do much more than follow orders.

IS Crystal [600]
During her desperate search for a way to save her sister, Maho was approached by ASIC with an opportunity to develop new Share technology. At the end of this partnership Maho had managed to develop the Infinite Share Crystal. This black crystal is capable of continuously absorbing the Share energy of the population and growing in turn. In this way it would provide its wielder with an infinite amount of energy. This crystal was what was used to revive Arfoire. Luckily Maho had the forethought to lock the crystal to her biometrics, so that its power couldn't be abused. At full power the IS Crystal is capable of syphoning away all of the Shares from Gamindustri in mere minutes. Actually being able to use all that power is another matter. This is one of the few power sources that could viably power the time machine.

Time Machine [600]
Time exists on a higher level of reality than the world we are living in. Consequently, navigating through the timestream requires not only massive amounts of power but also ridiculously complex calculations. This time machine was created by Nepgear and Maho to help achieve the latter requirement. Using an ASIC command mech as a base, this has been modified with futuristic technology to serve as a time machine. The advanced computer inside this robot will perform the calculations for the exact time and place you want to travel to, and then once provided with sufficient energy will make the jump. *Continue...*

… Unfortunately it was not an exaggeration to call the calculations ridiculously complex. Without a significant space-time event such as the birth of a goddess or a nation spanning space-time storm acting as a beacon it would take around 12,000 years for the calculations to be completed with the current technology, making travel prohibitively hard to accomplish. Even with the calculations complete, it would take all the power a Goddess has to transport just a single person back through time. If you were willing to devote time to developing this further, you may be able to make this much more manageable. After all, Arfoire was able to jump through time by herself once she was shown how.

Gehaburn [600]
The Gehaburn is a sword that has existed in the legends of Gamindustri since time immemorial. This sword is one of the few things that can kill a goddess. It absorbs the life of a goddess in order to grow stronger. The Gehaburn was originally found by the very first goddess of Planeptune who, fearing the danger it posed, initially sought to destroy it. It was saved from destruction only due to a prophecy that stated that it would one day become necessary to the nation. Since then it has been stored in many different places to keep it from the hands of evil, the most recent being on the Floating Island. Perhaps the time spoken of in prophecy is now, for just as the Gehaburn is one of the only weapons capable of killing a goddess, it is also one of the only means by which Arfoire can be slain permanently. I would advise against letting the goddesses know of your ownership of this blade. It is doubtful they would appreciate anyone having a true divinity slaying sword.

Companions: *You may choose one of the two custom companions to discount for your origin.*

Companion Import [50]
Maybe you wish to bring in some extra help from other worlds. For 50CP, you may choose to import an existing companion into this jump, allowing them to choose an origin and gain 600CP to spend on perks and items in the above document. For each subsequent 50CP you spend, you can double the number of companions you are importing, up to a maximum of 8 companions for 200CP.

Canon Character [100]
Let's be honest, you probably came here due to the colourful cast of characters within. For a simple 100CP each, you are fated to bump into one of the characters of this world repeatedly during your time here. If you are able to convince them to come with you, you may make this character into a companion. They will follow you to future worlds and jumps when your time in this jump is over.

Best Friends Forever [100] ~Native~
If there is one good thing to come of the Trendi-Outbreaks and destruction of the PC Continent, it would be the fact that many more people have had a chance to make new friends and forge lasting bonds. Not long after you enter into this world, you will encounter this person. A refugee of the PC Continent, the two of you will quickly hit it off. It won't be long for the two of you to become near inseparable good friends, the kind that would stick with each other through thick and thin. This friend of yours has their own talents, so you won't have to worry too much about leaving them in the dust.

Counter Intelligence [100] ~Native~
Nora originally belonged to the Anti-Virus division of the intelligence agency of Planeptune, whose job it was to track down and eliminate monsters that had undergone viral transformations. After Planeptune fell she was left without a job but that didn't stop her from carrying out missions. Nowadays she wanders from place to place, specialising in taking down Trendi Influencers from a distance with her sniper rifle. Those that she has saved see only a brief flash of long red hair tied up in an impressive ponytail before she disappears into the wild again. Though circumstances have forced her to fly solo, she would be amenable to working with others.

Gears Of Time [100] ~Foreigner~
The Ashen Goddess was only able to come back in time because of the sacrifice of Nepgear. But in a different timeline, things went ever so slightly different, and it was instead Nepgear who was sent back through time in an attempt to avert the disaster of the future. Lost and alone, with a daunting mission ahead, this Nepgear could definitely use a friend. She will bump into you not long after your entry into this world. Should the timelines be fused after the IS crystals are pair-annihilated, you will find this Nepgear waking up in a lush green field, confused but happy to still exist.

Hey Ziri [100] ~Foreigner~
While there are many disposable robotic soldiers made by ASIC, not all are purely mindless drones. This unit was a top of the line commander unit designed for coordinating and controlling the more common soldiers. Combat wise this robot is weaker than even the most basic footsoldier, however where it shines is its intelligence. No less smart than a person, this command robot is capable of learning, adapting, and growing with time. Prolonged exposure to the internet has left it with a rather interesting personality, but it still follows the core directive of ensuring your safety above all things.

Maho Lily [100] ~CPU~
Absent of Arfoire's corruption, the hardships that Maho had endured only served to forge her into someone who was all the more kind for it. Ever cheerful and upbeat, this Maho paradoxically comes from a dark future where most of Gamindustri has already fallen to the Deity of Sin. Coming back in time to avert a dark future, she appears incredibly happy to see you, though is oddly quiet about what she has gone through with you in the future. This Maho still remembers her dream of saving her sister and stopping Arfoire. Like above, should the timelines be fused after the IS crystals are pair-annihilated, you will find this Maho waking up in a lush green field, happy that everything worked out in the end.

CPU Sister [100] ~CPU~
It has been an interesting two years of chaos, as the world has seemingly been without any CPU Sisters in all that time. Perhaps the world sought to fill the gap that they had left, as another CPU Sister has appeared around the same time that you entered this world. Without Histoire to attend to them and with the Goddesses otherwise preoccupied, this CPU Sister has latched on to you for now. If you are a CPU yourself, it is possible they genuinely are your new CPU Sister. For the immediate future they will be quite clingy as they adjust to being born, however they will soon break out of their shell and flourish into their own person.

Maho Alter [100] ~ASIC~
Born of a timeline that should never have existed, this Maho is the fusion of a Maho that fell under the influence of Arfoire with a future Maho that never gave up on saving the world. The souls of these two divergent pathways have combined to form this Maho who, while still good at heart, has a rather darker twist. Notably stronger due to the fusion, this Maho's desire for companionship has similarly strengthened into an obsession, one of which you are the focus. She wishes to be with you forever, and is entirely willing to overthrow the entire world if that will accomplish that goal.

Another Aneeta [100] ~ASIC~
The Vtuber known as Aneeta has all but taken over Leanbox since she appeared. She works to keep the nation running and its citizens safe, having long forgotten her original purpose of destroying humanity as set out by ASIC. But she was not the only AI created by Arfoire's forces. Another model of the Aneeta series has found its way onto your phone. Equipped with comprehensive learning capabilities and designed as she was to defeat humanity, this AI is uniquely suited for interacting with, managing, and manipulating other people. She has modelled her avatar and personality in such a way as to optimise her interactions with real people. For some reason this has taken the form of a peppy little sister persona. You can't argue with the results though, just look at Leanbox.

Drawbacks:

Continuity [+000]
Canonically this story would take place after the events of Megadimension VII and Four Goddesses Online. Along a similar vein, it is possible you've already been in this world for those events. If you wish, you can choose to have this jump take place in the same timeline as the one that you previously visited. Any changes you may have made to this world and any connections you may have formed will all still be there, though not in such a way that would prevent the events of this story from happening in the first place.

Self Insert! [+000]
Shapeshifters, time-travellers, and parallel dimensions, oh my! There are so many doubts about who is who already, so why not add to the chaos? If you wish, and your build fits, you can choose to insert into this world as one of the canon characters to already exist in this world. How exactly you came to be in this world is still up to you. Maybe you have taken the place of one of the cast, or are a visitor from another dimension or time. Regardless, you will not gain any additional powers beyond what you have purchased above.

Nepu?! [+100]
Many people enjoy watching a bit of slapstick comedy. It's less fun when you are on the receiving end of it. Much like Neptune, you are something of a ditz, and tend to be rather clumsy in your day to day life. Your airheadedness combined with your propensity for bumping into stuff and knocking things over is likely to cause no end of trouble. Hopefully you don't own too many expensive vases.

Tsundere [+100]
You may have a sweet, gooey center, but it is protected by a hard and prickly outer shell. A true blue Tsundere, you have great trouble expressing yourself. As a form of self-protection, you will often come off as appearing uncaring or defensive. This unfortunately means that at times your attitude will lead you to inadvertently hurting the feelings of those who you care about, which inevitably leads to a self-perpetuating cycle as your tsundere nature prevents you from properly making amends. It would take a herculean effort to speak your true feelings without outside prompting.

But I Like Caps? [+100]
The world moves fast and language moves even faster. Being out of the loop for just a year will leave you behind the times with the latest slang. You are a proper retro style person. You've been left in the dust of internet lingo, leading to frequent confusion on your part when you hear other people talking. Why would you want no caps? What are these fancy new Are-Fones everyone is talking about? What's a Chirper?

Amnesiac [+200]
It's practically a tradition at this point for one of the starring characters to have some form of amnesia. This time that role falls onto you (and Maho). When you arrived in this world your mind was scrambled slightly by the entry. You lost the vast majority of your memories, only retaining your name. Bits and pieces of your memory can be regained with sufficient prompting, though this will be a slow process at the best of times.

Mental Trauma [+200]
Those with the brightest smiles often hide the deepest of wounds. The events of the recent past have left their scars on everyone. Some more than others. The loss of an entire continent can do terrible things to the psyche of those that lived there. You were one of those, like Higurashi, who were changed by the calamity. The trauma of those events has left a berserker trigger hidden within your mind. Should something trigger that trauma, you will go into a mindless rage that can only end once you have been incapacitated or you have stamped out the cause of the trigger.

Future Threat [+200]
Your presence is an anomaly in the timeline. A variable that shouldn't exist in this worldline, or at least this is truth known to the Ashen Goddess. This is only one of the reasons that Grey Sister has identified you as a threat to her plans for saving the world. She will set out to remove you from play entirely so that you cannot interfere further. She may try sealing you away, defeating you in battle, or sabotaging your plans. Grey Sister is not entirely unreasonable, so you could potentially convince her that your presence is a net positive.

World Reject [+300]
The Trendi-Outbreaks are a result of the world rejecting something that it thinks doesn't belong. In some cases this is the Ashen Goddess, in others this might be Arfoire and her Trendi-Discs. Unfortunately the world has recognised you are another one of those anomalies that should not belong. Every once in a while your presence will trigger a Trendi-Outbreak or small scale space-time storm. Any place you stay at for a prolonged period will soon fall to ruin under the abuse, and leave behind a mess that will need to be dealt with.

Sinful Whispers [+300]
When you entered into this world, a sliver of Arfoire's soul from a different timeline latched on to you. Seeking a vessel for her rebirth, you seemed like a good target. Weakened as she is, she is unable to completely steal your body. For the most part you will have control over your body, but Arfoire will fight for it every chance she gets. Lowering your guard for even a minute might be all the chance she needs to cause chaos with your body. When brute force doesn't work, she will devote her time to whispering dark temptations to you in a bid to convert you to her side.

Darkest Timeline [+300]
The original story was set within a timeline where Arfoire's defeat was all but guaranteed, even if the aftereffects of this outcome varied. This is not that timeline. You will be entering into this world during one of the many dark timelines that Grey Sister experienced, one that unless drastically altered is all but sure to end with Arfoire's victory. The Ashen Goddess is still here, but the amnesiac Maho from the future does not exist yet, nor do many of the contingency plans devised by Grey Sister that would guarantee Arfoire's loss. If you want a happy end, you will have your work cut out for you.

The End:
Your time in this jump has come to its end. 10 years gone by in the blink of an eye. How time flies. You can feel it as any drawbacks you may have taken vanish like they never existed. Now it is time for you to decide what you wish to do from here on out. You have three choices ahead of you: *Continue…*

Stay Here. *You're satisfied with what you have accomplished here, and with the home that you have carved out for yourself. You choose to finish your chain and remain in this world. You will keep everything you have gained up until this point.*

Go Home. *As your time approaches its end, you are filled with a sense of contentment but also home sickness. You wish to return to your home universe. Your chain has come to an end. As thanks for playing, you will keep everything you have gained on your chain up till now.*

Move On. *While an eventful decade, this was merely one stop on your adventure. The call to other worlds still sings in your veins. You move on to your next jump, ready for more.*

Notes:

If you happen to companion multiple versions of the same person from different timelines, they will be at risk of pair annihilation or fusion if they touch for the duration of the jump. Once you have moved on to other worlds, the fact that they have entirely changed worlds will ensure that the paradox has been resolved and they will no longer cause any issues by coming in contact with each other.

Jump by Lone Valkyrie. Hope you enjoy!