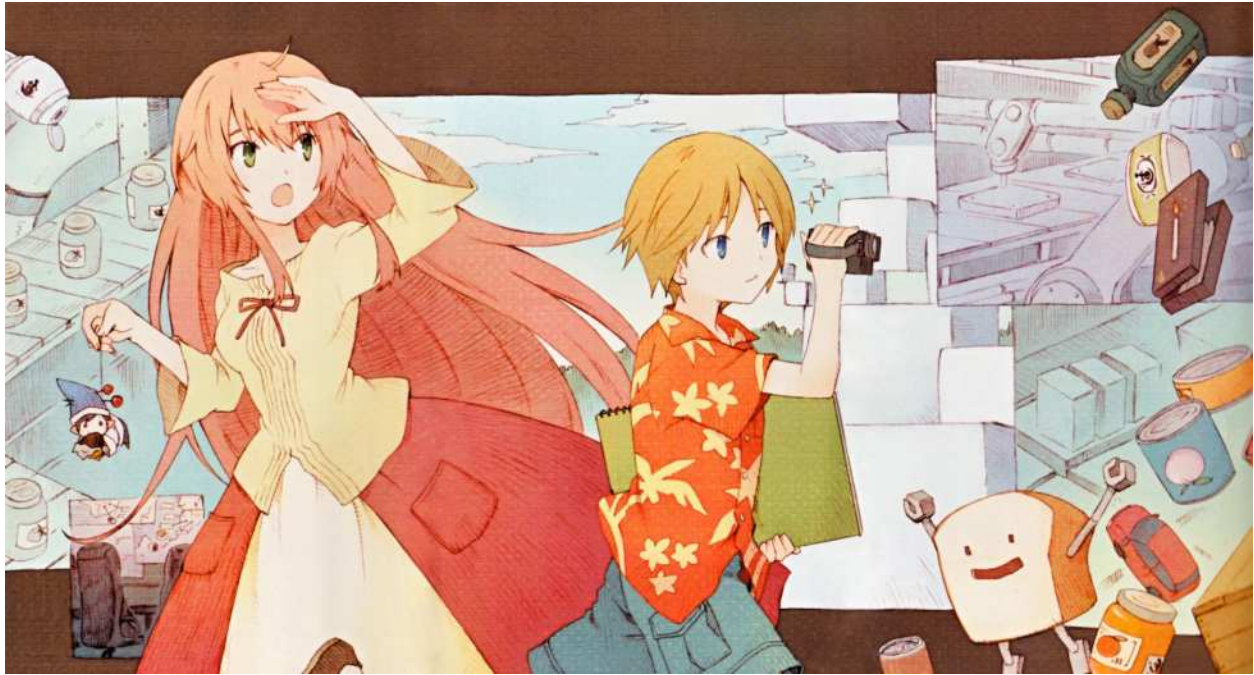


Jinrui wa Suitai Shimashita



It has been several centuries since human beings have declined due to a steep drop in birth rates. Nowadays, Earth has become the realm of “Fairies” - 10-centimetre-tall creatures with remarkably high intelligence and an appetite for sweets. Mankind’s cities of old lie abandoned, and most forms of infrastructure have disappeared. Many of the towns spread out in the countryside are only able to generate enough electricity for the bare necessities, with the few available vehicles providing slow travel between them. Yet remnants of the past civilisation can still be seen everywhere in the form of things such as flashlights, fridges, or cameras, and one might even come upon a malfunctioning robot or two.

Although this post-apocalyptic setting might seem sad at first, the remaining humans have long gotten used to it. Humanity might have used to show off by waging wars and whatnot, but now they’ve stepped down in favour of new humanity. They retired and live in peace. Incidentally, most institutions have been dissolved over long stretches of time, with the last school closing a few years ago. But one new organization, and arguably the most important one in these times, is the United Nations Conciliation Commission. Its Mediators act as liaison between humans and fairies, respecting their wishes, ensuring that they everything they need, and making sure that they don’t accidentally cause trouble in their endless search for amusement and happiness.

Something that can be more work that a prospective Mediator might expect. Fairies have amazing scientific techniques at their disposal, and are the current rulers of Earth. They also love fun, and reproduce naturally when they’re amused, with new fairies simply appearing as if out of thin air. As a giant melting pot of culture and science, just a single spark can set them off,

and new fads will spread like wildfire. Even though they normally live apart from each other, once they do start forming a group, it grows at an explosive rate. The mere presence of fairies increases the chance for the unlikely, fantastical, or impossible to happen, but when they have set a goal for themselves, you can expect things such as strange and bizzare factories or towns popping up overnight, getting yourself stuck in time loops and books, or stumbling upon fairy tools with odd side-effects hidden within them. Basically, when a lot of fairies gather, they will do something fun. It only takes an instant for them to disperse, though, and they never mean harm.

You shall spend the next ten years in this world full of weirdness, and no matter what, I'm sure you'll get to closely know the new humanity. In order for you to fit right in here, I'll have you start with a stipend of **1000 Choice Points** to spend on whatever catches your fancy.

Origins

You may freely decide your place in the world. Whether you are a Mediator working with the fairies, a simple villager tending to your crops and animals, a scientist working on the Human Monument Project, or anything else, it's all up to you. In accordance to your origin, you'll also get the knowledge of the life you've lived up until now, and the relevant skills you picked up along the way. Enough to get by quite easily, but nothing quite special. Unless you'd rather skip all of that and just drop into the world, so to speak, without and connections or memories to back you up. Your age and gender are your choice as well. Be the little girl, or the wise grandpa, or just a standard teenager. That one's always a classic. Or perhaps you want to be something else?

Locations

Although the human presence has become thinner, the world is still a big place. To decide where your stay here beings, either roll a four sided die or simply choose yourself.

Village:

One of the many villages that humanity has collectively moved to over the years. There's little sense in trying to maintain a city if there's no population to support it, after all. There are a few hundred people here, most of them simply making sure there's food on the table. Of course, an office of the UNNC is also stationed here, and since this area is on the power grid, a moderate supply of electricity is ensured.

City Ruins:

A testament to the heights humanity reached at its peak, these ruins can be quite the maze for people not familiar with them. You'll certainly find no humans here, but this fallen city has more than a few mysteries to uncover or evade for a curious explore. Like robot dogs, or shapeshifting, matter dissolving, slime-like creatures, both hostile to any stray humans of

course. On the other hand, there's also a great underground biome to be found here, and various technological gadgets that are sure to be interesting at least.

Fairy Island:

Recently, the fairy population has spiked in the area. If there is a large increase in a specific demographic, it can be stressful and lead to bullying, especially for fairies. That's why you've been asked to take a few of them to a nearby island for a time.. Now, being the only human on an unfamiliar island might sound scary, but the fairies have decided it'd be fun to make you their leader. Ever wanted your own fairy-made kingdom? It is all too easy for them to accidentally run it into the ground once they overdo it or they get bored, though, so do keep a watch on them. And if you ever tire of monarchy, there's always a boat waiting to take you back to the mainland.

One Last Class:

School was humanity's very last educational institution. Universities of the past, cultural associations of the past, non-government organizations of the past, and all other such facilities were combined as the Institution of School over one hundred years ago. This merging of institutions was analogous to a phenomenon that was occurring all over the world: the rapid decline of human population. As the population fell, so did the number of children. Eventually there weren't enough students. As educational institutions merged, school districts sequentially expanded in size and discipline, and this trend soon became the norm everywhere. But it was only downhill from there. As early as fifty years ago, it became normal to gather all the world's children in the few remaining towns that had schools, and have them study and live in dormitories. A decade ago, the Institution of School finally accepted its fate and closed down after the graduation ceremony of its last class. From now on, one could infer that society would regress to the model where knowledge was passed on directly from parent to child.

But if you feel like experiencing the remnants of a past age, you'll have the option of starting about ten years earlier than you would have otherwise. If you're at the appropriate age to study there, you'll have the option to do so, although you'll have to start at the lowest grade even if you're a few years older already, since you wouldn't have had any schooling before for obvious reasons. You can skip grades, however, and if you study hard will soon advance to the grade appropriate to your age and intelligence. As expected of the only place of learning still in existence, the syllabus is lacking in nothing. These days, agriculture and animal husbandry are part of the basic curriculum, alongside other practical skills, and the vast library contains university level knowledge on a myriad of subjects.

Perks

You may pick two 100 CP perks for free, and can choose two perks of each other price category up to 400 CP to be discounted.

Peaceful and Picturesque (free):

This is a laidback world, one of pastel colours and wacky fairy shenanigans. If you'd like to keep the look in future jumps, you're welcome to do so.

Miss Sweets (-100):

Fairies love sweets, and with this perk, they definitely love you as well. You've got years of experience making all kinds of confectionary using any ingredients you can get your hands on. I imagine you could write a book or two on the subject. Whether it be bubblegum, pastries, cakes, or lemonades, you know your way around everything sweet and sugary. But even more so than the knowledge you already possess, you're amazing at thinking up new recipes and working with new ingredients or the lack thereof, integrating them to improve your creations or working around their absence while retaining the same flavour. Even your wrappings are sweet as hell, their bubbly and colourful look attracting children and fairies alike.

Village Villain (-100):

Well, maybe not quite as villainous. You've got all the skill of a teenage manipulator in the making. You know just what to say to get people to hide information you find inconvenient, and can get them to believe that they're doing it to their own benefit. If you wanted to keep a blunder of yours under wraps, you could make all who have witnessed it to believe that they would be implicated as well if it were found out, since they were, after all, the main culprits in the first place. You also know just how to leverage what little authority you might have to sound much more impressive and frightening. Doesn't work as well on the inherently truthful or chatterboxes, who will probably blab about it anyway. Amateurs!

Selective Blindness (-100):

People aren't just what they show to the world. Nobody is that superficial. But although someone's hidden depths can be pleasantly surprising, for some, they might just be a dreadful swamp. That cute girl you sometimes meet in the hallways? Maybe she collects the hair of people she likes and licks it at night. Or worse, she could be a fujoshi. But that doesn't mean that she wouldn't be a great friend. That's why you are able to simply see past the dark or outright strange sides of your friends and acquaintances. Who cares if your roommate is a yandere that would probably kill you if you ever left her, because whenever you actually interact with her, she's just a sweet girl. Even if someone is acting strange in their day to day life, for example due to a severe case of chuunibyou, it is no hindrance at all for you to become friends with them. And even more importantly, other people seem to have that same ambivalence towards your own weirdness as well, so no matter what all that Jumping around might do to your psyche, you'll always have your friends by your side.

Retirement (-100):

As for as humans are concerned, they've stepped down long ago. Rapidly declining birthrates mean that they've ceded the place of the dominant race on Earth to the strange neo-humans. The world already ended, and humanity will go extinct soon enough. So why be stressed out? You've now got the same kind of calmness. In any and all situations, even if they are quite depressing on paper, you are still able to relax and live stress free. That doesn't mean you'll take everything that comes your way lying down, quite the opposite in fact depending on the kind of person you are, but not freaking out or breaking down when it all goes down the shitter is an ability that'll be useful in a lot of cases. And as a plus, when you go into retirement and give up your power to some other guy or entity, they'll always treat you well, even if they would have normally abused that fact.

An Old Art (-100):

Of all the things that declined in tandem with humanity, everybody has something they miss the most. But you know objectively that the greatest loss mankind faced was the demise of manga and doujinshi. But that is no matter, for you now know enough to lead the way of a black and white renaissance yourself. Be it the art itself or no less important things such as panel composition, you are like a one man mangaka army, able to draw in any style imaginable and metaphorically sucking your readers into the books (not literally, you'd need some fairies for that). If you had the tools, you could even draw all that is in your mind into existence with perfect detail. Now if only you could actually tell a story worthy of all that window dressing.

Time Paradox (-200):

Did you know? Whenever someone travels through time, the universe cancels out the paradox, and gives it the shape of a dog. A time paradox, so to speak, dogs created to restore space-time by offsetting temporal paradoxes. Now, don't give me that look, you'll see much weirder things during your time here. Wouldn't you say that they are very useful? I'm not sure how often you travel through time and space, but it never hurts to plan for the future. That's why, Jumper, you're now a time paradox. And just like that, all your paradox problems go poof. What, you never had any troubles with paradoxes? Well, I'm sure we can arrange a thing or two. At least you got a dog altform, right? That has got to count for something.

Watashi & I (-200):

You're quite the cynic, aren't you? Understandable, really, considering how reality can be quite grim at times, and more often than not feels like some bad joke. That's why you've adapted to it with an appropriate personality. In any situation you might find yourself in, you've always got some deadpan snark or a bit of biting sarcasm on your tongue, and are the best straight man one could possibly want when reacting to the antics of certain little beings, with dry humour that can make fun of any kind of mess. The fairies do need a foil, don't they? Through that, you can lighten up the mood even when things seem depressing. Well, at least for yourself. Even if others don't appreciate your dark humours, you'll have a laugh in your head. On a related note,

this also makes you great at solving riddles and wordplays or designing them, at least when you don't think that it's a pain, and you'd certainly make for a wonderful narrator.

It Still Counts (-200):

Everybody makes mistakes sometimes. It happens. But what truly matters is how you make up for them, and whether you can learn from your failures. Well, or if you can make it look like you do. You see, people rarely care whether you are truly remorseful, they just like to see you act like it. So as long as you demonstrate that you took action, even if it was meaningless, all will be forgiven in the end. Did you let the livestock escape in a village that hasn't had meat in weeks? Idly search for them for a few hours, and nobody will mind. Now, you're not gonna get away from murder just by sweeping some floors, but help out in the community for a few weeks, and judge, jury, and executioner alike are gonna be satisfied.

A Cambrian Explosion Of Hair (-200):

Were you balding, or were you just unsatisfied with your haircut? Either way, FairyCo provided the answer, with their FairyCo Hair Growth Medication. Your hair has never looked better, luscious and full of volume. Although side effects included sentience, increased strength, and a will to serve its master, one can't really complain. Strong enough to easily bend metal bars or save you from dangerous falls, your new magnificent head of hair will be a useful partner to you. It can even brush itself!

The Follies Of Youth (-200):

Do you know what this world needs? Procreation! Well, maybe it's a bit too late for that, but not for you. You've got so much energy that it almost seems like your eyes are shining to other people, and combined with your headstrong and brash personality it makes you look invincible at times. Now if only you could use all that drive for something other than mischief and sexual harassment. But it looks like your immense boldness actually protects you from any possible consequences, and thus prevents you from having to change your attitude. Even groping a girl you just met will just make her irate for a while instead of calling the police, while kissing her and declaring your love might just make her blush and think that it isn't so bad, if only you weren't so obviously insincere. Still, your youthful energy and randomness means that most people simply cannot figure out how to deal with you, and despite your over-the-top act, people can't seem to bring themselves to dislike you. But either way, procreating with a teacher as a 13 year old is just a bit too much, don't you think?

A Simple Job (-400):

Mediators have got it tougher than simple word of mouth might lead one to believe. While it's true that it's possible to do nothing and let the fairies do whatever they want, which might work surprisingly well most of the time, it takes only the spark of a single idea or fad for them to turn it into a roaring wildfire in an instant. That's why a good Mediator has to stay in constant contact with them, learning about their behaviour and nature, while trying not to become that spark themselves. But luckily, you seem to be a natural at this. No matter if it is fairies or some other race, you seem to collectively hit it off with them without you even doing anything. Perhaps

you've got something they want, like sweets, or maybe your personality is just a perfect fit. And more importantly, you seem to instinctively understand them, their thought patterns, and their culture. You are able to work through language barriers and differences in mentality and morality, and so long as you aren't actively hostile, you'll always have good relations with them, even if you might seem strange to them at first as well. The more bizarre and deviant from the norm the races you meet are, the better this will work. You won't see any benefit when interacting with races that are basically just differently coloured humans, but when you come across some truly eldritch beings, you can expect to find some new best friends real quick.

Dare You Enter My Magical Realm? (-400):

Let's face it, people can be pretty weird. Especially when it comes to things that get them off. Fetishes can often be socially unacceptable or even downright illegal. Which is a shame, because if it can bring ecstasy to you, why shouldn't you share it with the masses? There's no reason to bother yourself with that question anymore, because you can do just that. You are able to spread works dedicated to your fetish throughout the populace with such a speed and success that it seems like the people were waiting for someone to bring it to the light for years. Not even the laws of man can stop you, as it seems like even the people at the very top are affected, no longer hiding themselves in their closets but defending your interests with the vigor climate change could've used. This massive popularity and acceptance will soon lead people to create their own works as well, letting entire industries dedicated to your fetish spring up overnight, there to stay forevermore. These new messiahs of your passion will naturally soon start to compete with you and themselves about who can corner the market, if you encourage it, driving up its ubiquity in the world even more.

The Greatest Entertainer Is The Greatest Swindler (-400):

What is a story, if not but a trick used to gather attention? An author has to spin and weave their tales in such a way that the reader is irresistibly entangled in the story, laughing and crying with the characters themselves, attempting to decipher what might happen next, all the while dashing their expectations or fulfilling their dreams in a way that the involvement doesn't go up in smoke. And considering the kind of trickster you are, is it any surprise that your lies make for a damn good narrative? Any bullshit you think up on the spot could be turned into the next bestseller in only a few moments, and if you actually give it any thought, you could easily become a worldwide phenomenon. People might ask themselves what the secret to your success is, but you'd better not answer that question truthfully, because it is in fact the simple-mindedness of the populace. You can keep them in suspense and anticipation at all times, even by just throwing cliffhangers at them every chapter. Whether it be reusing the same gimmick again and again or throwing retcons and retroactive continuity changes at their faces until they are black and blue, the masses seem to lick it all up as long as it excites them. In your miracle hands, even a science fiction-mystery-martial art-voyage-adventure-action-romance-high fantasy-horror story can be a success. Who cares if people realize nothing adds up in the final chapter, you'll have won by then! With your knowledge of entertainment devices you could of course tell actual stories too, but somehow those never seem to sell.

The Perfect Target (-400):

The tools created by the fairies all have odd side-effects hidden in them. What kind of side-effect they have are always different. Sometimes they are very serious, so one should be extremely careful when using them. The size and shape is often made for humans. It is also said that some are not made for their own use, but as gifts for humans. For some reason, no matter how strictly the fairy tools are watched, some of them will go missing. Perhaps it is you who takes them? It certainly does seem like that, considering how you seem stumble upon them. Simply going about your day will see you finding one or two fairy tools, while actively searching for them might see you coming home with heaps of them. And curiously, you are never harmed by their side effects. No matter how severe they are or how useless they might have made the tools otherwise, you are able to circumvent the flaws of any such items you get your hands on to make them useful for yourself. Maybe that's why the fairies bring you so many of their creations? Beyond this jump, the perk will work on any supernatural items or technologies.

The Long Game (-400):

You, my friend, are a master planner of a caliber that the world has rarely seen before. And I'm not talking about the boring kinds of stratagems, ones militaristic, economical, or sociological, oh no. Where you truly shine, what you were born for, is the set-up of puns. Now, some might think that puns are childish, immature, or stupid, but they haven't seen yours yet. Creating scenarios for puns that'll leave people groaning and shaking their heads is something you can do naturally when just going about your day to day life. But that's amateur stuff. Setting up time loops and nonsensical spacetime mechanics just for someone to learn about paradoxes at the end of it all? Much better. But when you actually put effort into your schemes, you'll have the entire world dancing to your tunes, everyone but a puppet on a string for you to manipulate, a chess piece in a grand master plan decades in the making to create the simultaneously best and worst pun mankind ever has and ever will hear, one that shall remain in the collective human consciousness for an eternity to come. You might even coincidentally defeat the bad guys and save the world along the way, but who cares about that?

An Everlasting Fairytale (-600):

Although fairies and their workings often cause mischief, one little known fact is that their very existence is beneficial to humans. The more fairies in an area, the more reality itself is warped into a tale fit for them. Explained like it might be hard to grasp, so why don't we look at it through some easy to understand examples? For easier reading, this jump denotes fairy density using the unit (f). For example, if you meet one fairy in a day, that's 1f. If you meet 10, that's 10f.

15f+: Fairies all over, fairies all around. Fairies, fairies everywhere. A perilous, yet extremely safe situation. You will most likely have a hard time. But you won't die, so rejoice.

"You fall from the 20th floor of a skyscraper." - You have a high chance of survival! To improve the odds of a superhero catching you or being saved by a flying animal, you are encouraged to do your best to win over any pegasi that may appear in earlier stages.

"You take a bullet at point-blank range." - Your favourite pendant catches the bullet!
"You face your rival in a final showdown." - You discover new power within yourself. And you triumph! If your rival happens to be a relative, he or she will die. There is no way to prevent this, so abandon all your hope now.

10f:

"You fall from the 20th floor of a skyscraper." You will most likely survive. But if you failed to rescue the pegasus from the bear trap earlier, there's a chance that one of the new virtual gods will say, "It would be tragic for her to fall to her death" before transforming you into a bird or a constellation, just like in those gloomy stories or myths.

5f:

"You fall from the 20th floor of a skyscraper." You're in trouble now! In order to survive, you must launch a grappling hook at once. Once that's done, the hook miraculously secures itself to a ledge. As you're falling, a more difficult solution involves hoping to discover a new power within yourself. If you happen to be a young girl wearing a historical ring or pendant, the latter solution is recommended!

"You face your rival in a final showdown." The battle ends in a draw.

0f:

"You fall from the 20th floor of a skyscraper." Pancake.

"You take a bullet at point-blank range." You die!

"You face your rival in a final showdown." You lose!

Thus, one should see to it that one keeps fairies near themselves, as once they're gone, one must beware of death, disease, and horrid accidents. But luckily for you, you're an exception as always. You are now the source of your very own fairy tales. You've got a mental switch in your head that'll allow you to regulate how much of the fantastic you want to have in your life, all the way from 0f up to 15f+. The higher you set it, the weirder and more supernatural it'll get, and the better you'll fare overall. And the lower you set it, the more normal reality becomes, actively denying all things fantastical or impossible such as luck having any role in fights or allies arriving in just the right moment, leaving everything up to your own skill. Is this the result of an excess of fairies, I wonder?

Fairy Engineering (-600):

The reason fairies are called new humanity or neo-humanity isn't simply because they look like human caricatures. No, it is due to their vast intelligence and scientific capabilities that exceed all that humanity thought possible, their workings often more absurd, meaningless, and incomprehensible than one can imagine. And through a twist of fate, you now share that same technological aptitude, even though your form is but a human.

First of all, you possess an inherent knowledge of all things related to technology, craftsmanship, and art that enables you to build just about anything. With just wood, stone, and

whatever you could find an island untouched by civilisation, you could create fire making tools, bows, sturdy houses, and beautiful furniture, anything that would normally be possible with such materials, in only a few minutes. But your skill isn't bound to things just as logic, time constraints, or material limits, is it? By your lonesome, you could build a modern lighter in two or three days, with the very same resources. Yet if you had some manpower, you would be able to work yourself up the technology tree to generate industrial amounts of electricity with the help of some pineapples, build water purification systems, plumbing, and flush toilets for a modern standard of living, tailor awe inspiring clothes from spider silk, and come up with genetically engineered crops and plants to grow your amenities such as candy, coffee, sugar cubes, narcotics, and everything required for a british breakfast, all before the weekend hits. And to think that you managed to do this with just natural resources at your disposal.

If you had some actual materials, like scraps from an ancient dump, people are going to wonder if whatever you're doing is still technological. Building your own sci-fi metropolis and a mecha to defend it with just a dozen people in a single night? Putting together that stone-age lighter was harder. Creating clones, time loops, and teleporters is more your speed. And the more ridiculous and logic defying your ideas are, the easier it seems to bring them into reality. Stickers that can bring objects to life, fully automated factories that manufacture sentient food, manga volumes that suck people into them to let them create their own stories to be rated by people all over the world, or a fairy-sized frog type power armour functioning as a raincoat, the only limits are your own imagination. And of course, your knowledge doesn't limit you to just creating your own works. You can understand any type of technology just by fiddling with it for a bit, and can use or improve upon it with ease.

Items

A Human's Best Food (free):

A chicken. A headless, skinned chicken, that can somehow still talk. If only you could understand it. Well, maybe you don't want to. It is very rude, and intends to take over the world. Due to the value of all intelligent life being judged by the taste of its meat, at least from the chicken's point of view, it sees both humans and fairies as inferior. Great at villainous gloating, likes cigarettes and the obliteration of this decrepit society. Not that great at going through with its plans, and scared of both bright lights and loud noises. Maybe you can help it with its ambitions? Even if you don't, it is very tasty. Perhaps the chicken's philosophy isn't all that wrong after all.

A Bottle Of Nothing (-50):

It's a cloud in a bottle. Not even a regular sized cloud, but one the size of a football. Maybe you could hug it in your sleep to feel better? If only it didn't disperse like a normal cloud would. At least you'll have a good conversation starter, or some decoration to put in your living room.

An Entirely Literal Fairy Tool (-50):

You heard about Fairy Tools being weird and strange, but isn't this a bit too much? Instead of a mechanical compass, you got a wondrous creation by the fairies instead. Or rather, by a fairy. It's literally just a fairy tied up in a string. If you spin it around a bit and ask it what you want to find, it'll enthusiastically show you the direction. Besides places, locations, or the four cardinal directions, it can even find food or water.

Translating Glasses (-100):

A pair of glasses that'll help you communicate. Whenever you meet someone you don't understand, just equip these glasses, and you'll see some handy subtitles for all they say. Due to the surcharge of a hundred CP, even expletives will be translated! It also has a mike equipped to help you express your thoughts to them in turn.

A Fairy's Best Friend (-100):

Oh, sorry, did you think I was talking about you? No, I was referring to that pouch you now own. Simply reach into it, and you'll have any sugary vice you can imagine in your reach. Even sweets as big as cakes are possible, as the opening of the pouch expands to accommodate them. There's no limit to how much it can create either, so if you leave it hanging upside down, you'll soon have an entire mountain of candy to munch on. Even if you don't happen to like sugar, there happen to be many minuscule beings who will like you very much if you let them know about your resources.

Ancient Relic (-100):

Isn't this just a camera, you might think? No, my friend, this is a multipurpose tool for both journalists and adventurers. Shooting photos with it creates an entirely realistic gun shot noise and a flash that can light up a whole room, apparently to prevent it from being used secretly. Honestly, what were people back then thinking? Still, it is perfect for dramatic scoops, chicken herding, and scaring unsuspecting targets.

Secret Blueprints (-200):

Now that's a treasure. You've found some old blueprints for a particular building. Which building, you ask? Why, every building you find yourself in. These amazing blueprints update themselves every time you change location. With them, you'll always be able to find your way, even in some maze-like structures. And they really do show anything about a building, every single secret passage or hidden room. Even in locations that seem like they wouldn't have such secretive measures built-in, the blueprints will mysteriously still show one or two of them, and at least one secret hideout. No matter where you are, you'll be able to make some part of it your home.

A Little Helper (-200):

It looks like you've found yourself a rare find nowadays, a robot! RYOBO 230r, a mechanical helper to assist with everyday life. And it's a non-malfunctioning version to boot. RYOBO can clean, cook, wash the dishes, do the laundry, and a hundred other household tasks you could name. Even some shady stuff, such as lockpicking or dealing with intruders. When damaged, destroyed, or lost, it will show up the next day just as new. RYOBO 230r, both a helper and a friend. Comes in pearl white, light blue, and mint green.

Fetish Library (-200):

Everybody has some embarrassing sides to them. Perhaps a "hobby" they can't let others know about, or a fetish that really shouldn't become public if you want to preserve your image. I'm sure you, too, know a thing or two about that, Jumper. That's why you now have access to this room. Your very own fetish library! A painstakingly assembled collection! A room full of dreams not found in the real world! In here, all materials, works, and products related to your passions are gathered from all over the world, copies appearing the moment something new is created or released. Even works that are never revealed to the public are all found here, from all available mediums: books, images and files from the internet, should it exist, and even stories only told mouth by mouth are preserved through mysteriously created audio files. And do not worry: so that this sacred place does not become a trash heap in an instant, only things that appeal to you are allowed entrance here. After this jump, it'll become a part of your warehouse.

FairyCo (-300):

A factory that simply popped up overnight one day, obviously made by fairy hands and completely automated. And who could've guessed it, you've been chosen to become both its owner and manager! Here, all kinds of food can be produced with no visible ingredient requirements. You have no clue how it works, but it's not like it matters! If you want to, the food

can be automatically distributed over a vast range, at least a few hundred square kilometres, again through means mysterious to you. If you feel like it, you can even charge money for those products, which would make this factory a goldmine, considering that they are no costs to operate or maintain it. Being a CEO has never been easier! Giving the food life may or may not be advised, and might lead to revolution. Of course, you'll keep the factory in future jumps.

Lonesome Satellite (-300):

Although humanity has lost contact with most of the satellites still in orbit, with them either gone defunct or missing, there are still more than a few of them up there, waiting for someone to reach out to them once again. And as luck would have it, you've stumbled upon a particularly useful one. With the complementary receiver antenna, and the flip of a single switch, the satellite can beam down what is an effectively unlimited amount of electricity, certainly enough to power a truly gigantic city on its lonesome. Both the satellite and the antenna are guaranteed to keep on working no matter what might come, and will follow you into future jumps if you will it.

Fairy Sketchbook (-300):

Fairies are extremely impressionable, as you might know already. Start a fad, and if one thing is certain in the world, it is that they will get involved. So when a revival of doujinshi might have possibly happened in the past, present, or future (bah, time), nobody was surprised when Fairy Doujinshi popped up that sucked their readers into blank doujinshi, letting them paint and act out their own stories. Objects drawn in the doujinshi only existed within it, of course, but if a page or two of one went missing, who could have possibly minded? And through coincidence, or perhaps not, it landed in your hands. Any non-supernatural object that you or anyone else draws on this paper, up to the size of a regular house, will pop right out of the page and turn real in the vicinity, with the exact location decided by you (wouldn't want to be crushed by a refrigerator, I imagine). The drawings don't need to be one hundred percent correct, with a quick black and white sketch of a houseplant creating one that is just as colourful as normal, but if you draw with more detail the objects will naturally turn out more beautiful. The ink or graphite in a drawing literally turns into the object, so feel free to draw as much as you want.

Human Monument Project (-400):

A celebration of mankind's history, technology, science, and culture, the Human Monument Project had been in the planning stage for decades, and work on it only began recently. The storage device itself isn't completed yet, and whether it is possible to gather enough data for it is dubious at best. But even though the version worked on by the UN might never be completed, you've got access to an impossibly perfect version. In this computer the size of a garden shed, placed in your warehouse, you'll find a perfect record of humanity's entire history and culture, alongside with all technological and scientific achievements. Spanning from the birth of the very first humanoid that could be classified as homo sapiens up to now, when looking at the vast amounts of data that seem impossible for one person to take in, one can truly appreciate how far human beings have come.

Fairy Tool (-50/100/300/600):

All the different Fairy Tools out there in the world are impossible to describe here, so instead, you'll get the option to just make them up on your own, with the price you pay deciding their usefulness. 50 and 100 CP might get you a cloud in a bottle or translating glasses, to take some items here as examples, while 300 CP could represent something like the Fairy Sketchbook. For 600 CP, you could get some really weird stuff, like a time slip banana that lets you travel back in time as you slip on its peel. Remember to be creative, and, even more importantly, ridiculous.

Companions

Voyager & Pioneer (-100/200):

Long ago, when humanity still flourished, there was an incentive to explore outer space. That led to the Voyager and Pioneer program, two deep space exploration probes. Yet the computers on board of Pioneer and Voyager were biological in nature and prone to loneliness and sentiment as a result. They were scared of venturing out from the warmth of the Solar System out into the cold, unknowable vastness of outer space, and after running some calculations, they already knew that there was nothing out there. The Pioneer Anomaly, the unexplainable deceleration of the Pioneer probe, was a result of that. Then, as due to the Human Monument Project, a signal started messaging them to report their data, Voyager used that as an excuse to return, and Pioneer followed, attempting to stop him in name only. Their return has caused them to suffer from data loss, leading them to forget much of their memories and their names, but Pion still searches for Oyage.

Clad in obviously unfamiliar clothes, both of them are adorned with flowing scarves, and Pion even has some cat ears. A design choice, perhaps? Either way, they currently think of themselves as human, although considering that they need electricity to function, that's obviously not the case. Their superhuman strength, agility, and endurance only exacerbates that discrepancy, alongside with their ability to interface with technology. As robotic lifeforms, they can process information extremely quickly, and are very good with human technology, able to things like hacking radio communication or turning a microwave oven into a powerful microwave emitter. But when they run out of electricity, they turn into small, black monoliths until they are recharged again.

You'll have the option to take one of them with you, or both. First of all you'll need to return them their memories, though, which will happen automatically when they come into contact with microwaves, as their systems will then enter self-repair mode. Voyager will be easily persuaded to give up his duty, as he already knows the futility of it and is desperate to escape the cold. Pioneer, while outwardly stalwart in her want to continue exploration, would still be all too happy

if she had an excuse to remain on earth. Why else would she have chased after Voyager without an order?

Fairy Friends (-200):

Did you have an excess of sweets, I wonder? Or maybe you just have the right personality for these little buggers. Either way, you now got a pack of fairies following you. Er, or is it called a pride? How about a murder of fairies? Wait, no, that sounds too sinister. Ehm, leaving the scientific name of multiple fairies aside, you've got five or six of them at your side. They like you, or at least you think they do, sometimes hard to tell considering how they are almost always happy. The important thing is that they listen to your suggestions and ideas. Tell them how fun it would be if they built something and bribe them with a few sweets, and you'll see it finished in a flash. In the usual fairy way though, which might not always be exactly what you wanted. But isn't it funnier that way?

Now, as a prospective new fairy herder, you might ask yourself, "but what should I do if they multiply?". And let me tell you, nobody has an answer to that. You'll have to decide for yourself what's for the best. Maybe you think it'd be hilarious to set them loose on an unsuspecting world, or maybe new fairies other than the original ones just disappear into thin air once they go their own way to protect the environment. I do think that was everything, yes? And if you happen to have any other questions, always remember the golden rule of fairy ownership: the answer is always what would be the most fun.

Canon Companion (-50):

Now, of course there are other people in this world besides robots and fairies. Now, now, don't look at me like that, I swear it's true. If somebody else catches your fancy and you can't help but feel like you want to sweep them off their feet, this is the option for you. Pay but a token fee, and they'll be able to follow you on your future adventures.

Companion Import (-50/-200):

But chances are that you already have some companions. Worry not, they are also able to follow you here, as I'm sure the warehouse does get old after a while. For 50 CP, you can grant one of them an origin and 800 CP to spend on perks and items. And for those totally-not-a-harem types, we've got a discount for you, which means you can grant 8 of your companions the very same benefits for only a mere 200 CP.

Drawbacks

Redemption (+100):

Starting with the hard-hitting drawbacks, aren't we? There's no way to sugarcoat it: you've got a haircut you hate. Maybe it was a punishment for a blunder, or maybe your former barber is lying in a ditch somewhere, but the reason doesn't matter as much as the end result. It'll take at least a year for it to grow back to an acceptable range, but at least you'll have a chance to try out some new headwear until then.

Corporate Culture (+100):

Ah, meetings. Useful parts of any organized society that allow people to efficiently share ideas and come to conclusions. If only it really were like that. In reality, they seem to take hours each and every time, and you could swear that the outcome had already been decided before the meeting even began. So why not skip the whole thing, then? Optics, my friend. And managers also need something to do with their time. Could this be what caused human society to decline? You'll have a good chance to study that question in-depth, as it seems like whenever you are involved, people can't help but feel the need for a good old meeting for even the most irrelevant of things.

A Varied Diet (+100):

All your food is now sentient. And that's really it. From the bread you eat, to the chicken you cook, all the way up to the carefully packaged sardines you sometimes enjoy. Horrifically enough, it seems to taste even better this way. At least most of it does want to be eaten. Still, having your bread start to advertise its carrot fillings is a bit macabre. But delicious nonetheless.

I Always Thought Of Humans As Intelligent Dominoes (+200):

You've had some bad experience with people. It could've been bullying, or simply the realization that most people are simpletons who can't outsiders. It doesn't matter. But it has certainly affected your personality. You always think the worst of people, and won't let anyone come too close due to a fear that they would just hurt you. It's nigh-impossible for you to believe that anyone would want to be your friend without any hidden motives, and it would require true dedication on someone else's part to break through that barrier. Yet you still hope that someone does, because in the end, you are simply terribly lonely at heart.

On The Weird Side (+200):

Surprisingly many people have got a side of them they would rather keep secret, and now so do you. Perhaps you are a hardcore fujoshi, or perhaps you collect body parts such as hair or nails from people and taste them in the dark. Maybe you are dangerously obsessed with the one friend you have, or maybe you get blackout drunk at night and badmouth the morons in your life. Really, there's an awful lot, of, well, awfulness in people, and it is very much varied from one person to another. On the other hand, maybe that means your weirdness or perversion isn't all

that strange in the end. Either way, it's not like you'll need to let anyone know of it, and in the end, you're probably just a normal person in your daily life.

Humanity Has Declined (+200):

The truth is, humanity has declined far further than any outside observer could know. In reality, there exists only one real human anymore. But the fairies were sad that humanity had left, and wishing to both imitate them and leave the remaining human less lonely, some of them turned themselves into humans, losing any memories of this facade in the process, fully believing themselves to be human. And thus, human society shall go on, until the last of them dies. Which now happens to be you. Incidentally, as fairies and humans have trouble communicate with each other, you won't really be able to talk with the actual fairies or the humans, though the barrier with the latter may be broken in time, and facial expressions and body language are still understood. Perhaps this isn't so bad.

A Blank Slate (+300):

It seems like you grew up alone. With no one to converse with, you've never been coloured by anyone or anything. Thus, you are undefined, obscure. With such a weak personality, you have almost no presence, and if people take their eyes off you, they can easily forget you even exist. Perhaps if you could find someone to define you, it will be possible for you to come up with a functional enough identity. Until then, though, you are but a shadow of a person.

Don't Forget To Feed Algernon (+300):

One can't help but notice that you are somewhat... simple. It seems like you might've had an accident with a Fairy Tool. Your intelligence has sharply dropped, alongside with your height, because it just wouldn't be fun without that part. It's impossible to communicate with any humans, as whatever you want to say just comes out as simplistic gibberish. You can't bring yourself to be serious, and it's just not possible for you to think any complicated thoughts, and worrying about any problems is even harder. Although you might think that something is dangerous about all this, you won't be able to actually understand the situation you're in. At least you'll have no trouble having fun and playing around.

The OG (+300):

The good old power loss drawback. We both know how this works, but a token explanation is still in order. For the duration of this jump, you lose access to all perks, powers, and abilities, including the warehouse, except for those you picked up here. And that's it. Honestly, there are only so many ways to explain this.

The End

Go on: Truly, nobody would have expected any other choice? Who knows, the Fairies might have taught you something to take along on your journey.

Stay: Certainly, you'll find peace here. Maybe not quiet, but isn't it much more amusing this way?

Go Home: Fairies are fun, but perhaps you miss good old humanity?

Notes

In the unlikely event that the LNs are ever fully translated, feel free to trash this jump and make a new one.

There's no option to be an actual Fairy in the jump because their abilities are way too vague. Just look at the note about the Annihilation phenomenon, Fairy Density, and whatever that fairy in episode 12 did to grant Watashi her wish of escaping loneliness. And ruling how their reproduction would work for a Jumper also seems like it'd be a clusterfuck.

I transliterated the notes about fairies in the opening and the specials, so I might as well keep them in the jump.

FairyCo Hair Growth Medication: This hair growth formula makes the hair you already have much stronger and livelier. Since the fairies created it, it works extremely well. Does not appear to harm users.

The Fairie's Douruishi*: Thin books distributed by fairies influenced by the douruishi boom. People reading the books get sucked into the panels, and then various human dramas are played out. A ranking system is created for douruishi of the same genre. If the popularity falls too far, it gets cancelled. Getting cancelled is the end of the line, because an aging artist can't change careers. All he can do is give up his job. The world of douruishi is harsh. This is all just exaggeration, and the fact that such forces are not actually at work remains a secret. Even now, customers all over the world secretly use them to test out their work.

*What the "new" doujinshi were called.

Electromagnetic Depression: The fairies are always lively and full of spirit, but when exposed to electromagnetic waves (particularly radio waves), their energy declines, and they lose their feelings of happiness and enjoyment... or in other words, become depressed. So when there are radio waves in the air, they are unable to be energetic and active. Do your best!

Fairy Tools: The tools created by the fairies all have odd side-effects hidden in them. What kind of side-effect it has differs among the tool. Sometimes they are very serious things, so if you acquire one be extremely careful when using it. The size and shape is often made for humans. It is also said that some are not made for their own use, but as gifts for humans. For some reason, no matter how strictly the fairy tools are watched, some of them will go missing. It is extremely mysterious!

Group Stress: When there is an extreme growth in population, even fairies begin to lose their energy, thinking things like "I'm not needed, am I", "I don't want to grow up", and "I don't want to

go to school". Even in this case, fairies have a natural disposition toward scattering until their numbers become more acceptable, but if there is some reason they are unable to leave, they will hold in the stress. Watch out for this when giving treats to fairies!

Annihilation: There is a phenomenon known as "annihilation". It is a phenomenon where a particle and an antiparticle collide, turning into a great amount of energy. It is said that once humanity is able to harness that energy, we will also be able to achieve intergalactic travel. That is completely unrelated. Fairies can vanish into myths and legends. This is the annihilation phenomenon. Memories can be said to be a type of legend. So it can be thought that fairies can also hide themselves inside a person's consciousness. And so, a person becomes unable to remember his special fairy which has disappeared into the depths of his memories. Only a ... impression is left, like trying to remember a fairy tale you were told when you were young. Myths and legends might just be born from that kind of thing accumulating.

Measuring Spoon: A tool made by the fairies. By touching the spoon, it shows ones intelligence in the form of a number. By pushing the spoon into yourself or someone else, you can turn that intelligence into flour. As you become dumber, you also shrink. Isn't it funnier that way? By eating the flour, raw or the products baked with it, the process can be reversed.

Balling up: When fairies are attacked by an enemy or surprised by a loud noise, they roll their body up into a ball-shape to protect themselves. Fairies are very quick, but you can easily catch one once it transforms into a ball. If you've accidentally given them too many sweets, causing the group to become too large and troublesome, just clap loudly.

Fairies normally live apart from each other, but once they start forming a group, it grows at an explosive rate. It only takes an instant for them to disperse, though.