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HYPERDIMENSION NEPTUNIA

JUMPCHAIN

By Console Patron Unit: Anon Heart

Welcome to the world of Gameindustri! The four nations of Gameindustri, Planeptune, Lowee, Lastation, and Leanbox, are once again being threatened by the vile actions of the video game pirate: Arfoire! She has stolen almost all their shares, and it's up to you, Neptune, to get them back! What? You're not Neptune? Oh. My apologies. I seem to have gotten the wrong person. Let me go find her...

Oh, but as an apology, take **1,000 CPU Points**! Don't spend them all in one place!

Choose a Faction and Race for your Origin. You may retain your previous gender or become female for free. Becoming male will cost 50 CP. You may choose your age for another 50 CP. Perks and items are discounted for their origins. 100 CP perks and items are free.



Race

Maker [Free]: You're a Maker, a race that works exactly like humans, you're the perfectly normal baseline of this world. If this were a game, you'd have no racial modifiers to your stats.

Roll $2d8+8$ for your age.



Fairy [100]: A tiny fairy, your magical power is significantly higher than that of a Maker or your average CPU, but in return, your physical strength is lower. Further, you have a unique dimensional ability born of your nature.

Roll $1d8+6$ for your apparent age.



Race (Cont)

Monster [100]: You're a monster. Though under most circumstances, those who see you would assume you're a vile beast to be slain, you're totally a good guy, honest! Or not. There isn't very much prejudice here, though you might run into the occasional person who's scared of monsters.

Roll 1d8 for your age.



CPU/Candidate [200]: One of the Goddesses of this world, your power comes from the faith of your people, granting you an unaging nature and the strength that comes with a CPU form.

Roll 3d8+5 for your apparent age.



Faction

Traveler: You're not of this world, and appear in a flash of light! That's actually pretty normal around here, honestly. I suggest bumming off the local CPU. Unless you or a companion are a CPU, in which case, there's a nice piece of land that needs some development that you could put your nation in, if you'd like.



Planeptune: Planeptune is the nation ruled by CPU Purple Heart (or, depending on the dimension, Iris Heart). It's a rather lackadaisical nation despite its highly advanced technological base. Those who come from here tend toward the same lazy attitude toward life and a stunning grasp of technology.



Faction (Cont)

Lastation: An industrialized nation, Lastation is ruled by CPU Black Heart. Unlike the other nations, there's a distinct lack of plant life. The residents of Lastation are hard workers. They only do everything, after all.



Leanbox: Ruled by CPU Green Heart, the nation of Leanbox is far greener than the others. Both literally and figuratively. Filled with parks, its people are friendly and attractive.



Faction (Cont)

Lowee: Lowee, the icy nation of the north, is home to CPU White Heart. Magic thrives here, and its people have far more fantasy in their blood than many of the others.



Arfoire: The faction of the dread pirate, Arfoire, these vile villains pirate games, and work to cast down the hardworking CPUs. CPUs of this faction will be Fallen CPUs, similar to Rei Ryghts or Arfoire in the games where she's a former CPU.



Locations

You may choose for 50 CP, or roll 1d8 to determine where you land.

1. Planeptune: Ruled by- wait, I already did this.
2. Lastation: The cou- no, wait, did this too.
3. Leanbox: This one as well.
4. Lowee: Aaaand this one.
5. Celestia: This- wait, not this one. AHEM! Celestia! Home to the goddesses! When, you know, they're not bumming around in their Basilicom. Or on an adventure. Or hanging around in each others homes. Or- okay, so I'm not actually sure when they come here.



Locations (Cont)

6. Gamindustri Graveyard: Ouch. This place is actually pretty depressing. And filled with monsters. It's like a giant landfill, only evil. You might want to leave. Now.
7. Free Pick: What? You're falling out of the sky? Well, hurry up and aim yourself toward where you want to land!
8. The Arena: Oh. Hey. This place. There's... monsters here. And stuff. Actually, no, there's just monsters. Maybe you should go somewhere more interesting? I mean, I guess you could fight them for a reward...



Maker

Mundane Skills (100): Look, unlike those CPU's, monsters, and fairies, you actually need to work for a living and keep your house in shape. Fortunately, you're good at that. Really good. Like, the goddesses will swing by to taste your cooking, good.

Theft! (200): H-hey! Don't call it that! You don't steal things, you just... liberate them from people you're fighting. Without them noticing. ... Okay, so you're really good at theft.

Tekken Style (400): You know those guys who can't run up and down a mountain with spikes in their shoes while carrying a eight ton weight? What wimps, right? Your exercise regime is insane, but pays off with similarly insane results. The crazier your methods of practicing and the closer they bring you to death, the greater you'll find your gains from them.



Fairy

Flight (100): Have you tried walking when you're 4 feet tall? Flying is much better. So you fly. Also, you can fly now. In case that wasn't clear. It's not much faster than your walking speed, but the mobility can be helpful.

A Fairy's Mind (200): As a Fairy, you're a powerful AI created in ages past, and linked to space and time. Because of this, you naturally record the events going on around you. Your memory is perfect and immune to tampering.

Dimensional Communication (400): This talent allows you to reach across the dimensional gaps to discuss things with your counterparts in other dimensions. This will be difficult, but you'll find that your dimensional counterparts can offer you advice, and often have knowledge of their own to share. The counterparts will not be jumpers, instead each possessing a single background and the appropriate perks, and their advice will be based off the knowledge they gain from those.



Monster

Cheeky little mouse (100): For some reason, you can get away with casually insulting people. Sure, they might get slightly pissed off at you, but in the end, they won't let it get in the way of a professional relationship.

A Monsters Faith (200): Just because you're a monster doesn't mean your faith doesn't count. So far as a deity is concerned, your faith counts just as much as any other, even if it normally wouldn't. Similarly, you've found that you can draw upon powers that would normally be unavailable to you due to your race.

Virus (400): You can take on a Virus form. Doing so will restore you to full health as well as increase your abilities across the board by one and a half times. Furthermore, it will be infectious; allies will have a 10% chance every minute of similarly taking on a virus form, while enemies whom you hit will find divine abilities failing to work, and if their divine form is different from their base form, will revert to that base form and will be unable to resume their divine form. Finally, all abilities used by someone in virus form (either yourself or an infected ally) will be enhanced when used against divine opponents. This is mutually exclusive with the form granted by Hard Drive Divinity.



CPU/Candidate

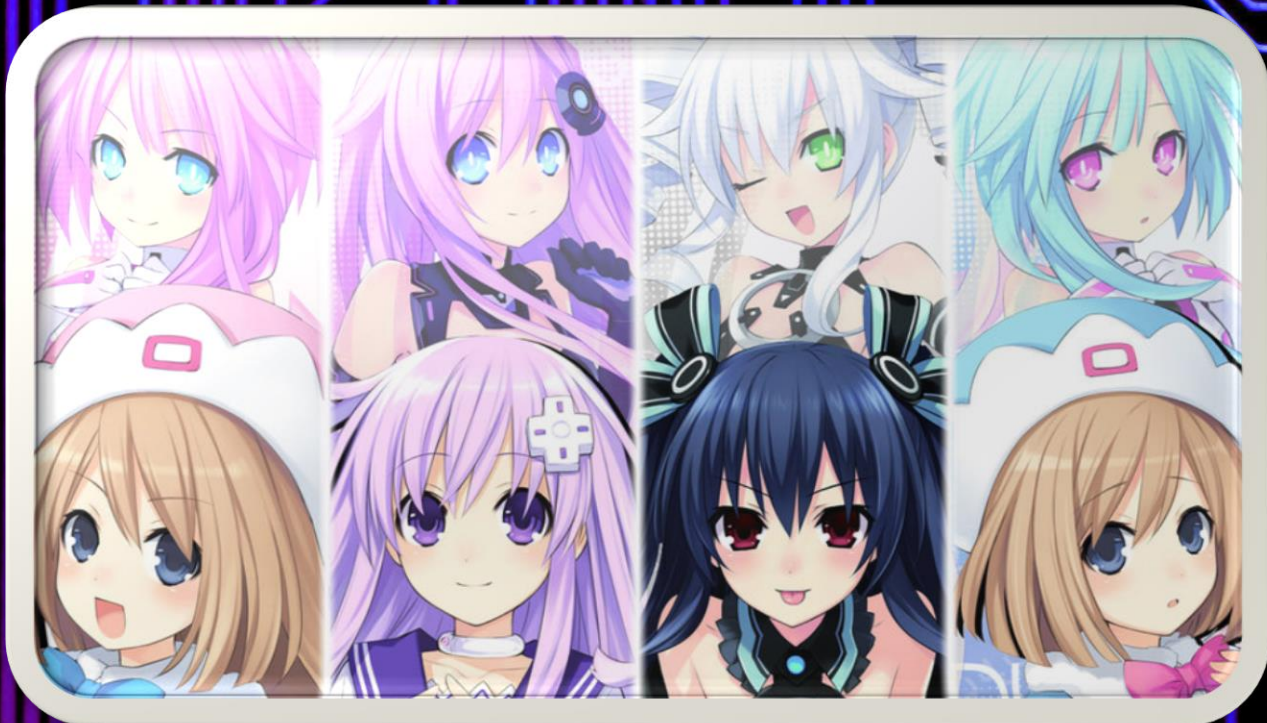
Blessed Are the Faithful (100): As a CPU, your worshipers must be protected. Since you're only one person, you can't be everywhere at once. That's what this is for. Just by being in a land, you can passively bring peace to it, discouraging monster attacks and natural disasters. This won't protect against actively directed malevolence or natural conflict between citizens, but it does mean you're less likely to randomly suffer a famine. Furthermore, you gain a minor boost to all your abilities, from your physical to your mental, to appearance, to your supernatural abilities.

Idol of Innovation (200): As a CPU, you are literally born from the imagination and faith of human beings. Because of this, you fulfil that faith for those who believe in you. While near you, people will find inspiration coming more easily, allowing them to progress technology, create art, or otherwise engage in inventive acts at a significantly accelerated rate.



CPU/Candidate (Cont)

Hard Drive Divinity (CPU ONLY, Free for CPU's): A CPU is a being beyond all others, born from the faith of their people. That faith gives them strength, letting them grow stronger the more people believe in them. Similarly, this faith grants them a HDD Form. In the HDD form, your stats will be multiplied by a half more than in your base, though it'll cost you a small amount of your gathered faith to invoke. The HDD form will look like a young adult version of you, and while in it, your personality will become more focused on a single aspect. You can customize exactly how it looks as well as the transformation sequence.



Traveler

That's MAGES. With a period.
(100): You can adjust your speech so as to be able to enunciate periods, make it clear that you're talking in all caps, or otherwise modify how your words come out. Further, you can make sure others do the same. After all, being called MAGES., which is your name, is quite different from someone calling you Mages, right?



ADVENTURER! (200): What's the point of randomly sliding through dimensions if you don't have an adventure? You've found that whenever you take a certain action, such as getting onto a boat, adventure is sure to follow. Further, you have a talent for writing up records of your adventures, then selling them off.

Traveler (Cont.)

I'm Not Just Any Arthur! (400): A CPU isn't the only leader in this world! Though you don't possess their supernatural charisma, you do possess an advantage of your own: A greater knowledge of the advantages of teamwork than a goddess will ever know. You can call upon your subordinates at any time to borrow their abilities, though even using the least of those abilities will drain you quite a bit, so it may be best to save this for times of great need.



Dimensional Travel (600): There are many dimensions in existence, and each is so great, how could you not want to visit them all? By expending an amount of power equivalent to that used in a mid-sized city, you can banish someone randomly through the dimensions, including yourself if you wish. This is easier if you have an anchor however, and with one, you can form temporary or permanent portals from one dimension to the next by expending ten or a hundred times as much energy respectively.

Planeptune

Yada yada yada (100): Somehow, you can literally speak gibberish and make yourself understood anyway. Someone asks for an explanation of how something works? Shout “TECHNOBABBLE!” at the top of your lungs, and it’ll be as if you gave a lecture to the best of your ability.



Like a Murderous Penguin (200): Heheheh. Not afraid of me? Just because I’m a bit sleepy? You’ll learn the error of your ways, won’t you, darling? Even if you look like a ten year old adorable little girl, you can intimidate the hell out of someone just by glaring at them.



Planeptune (Cont)

Leadership (400): Just what is it about Planeptune? For some reason, no matter how much of a slacker you are, how low your self-esteem, or how little you can be bothered to act, people will always look to you for leadership. Always.



Scientist of Madness (600): As one of the nations of Gameindustri, it's only natural that you create software for your people! The products of Planeptune engineering have the highest specs, but require similarly large amounts of resources to create. Fine for creating super-prototypes, but the average gamer on the street might not afford your devices so easily. Also includes things such as a stage that transforms into a giant robot.

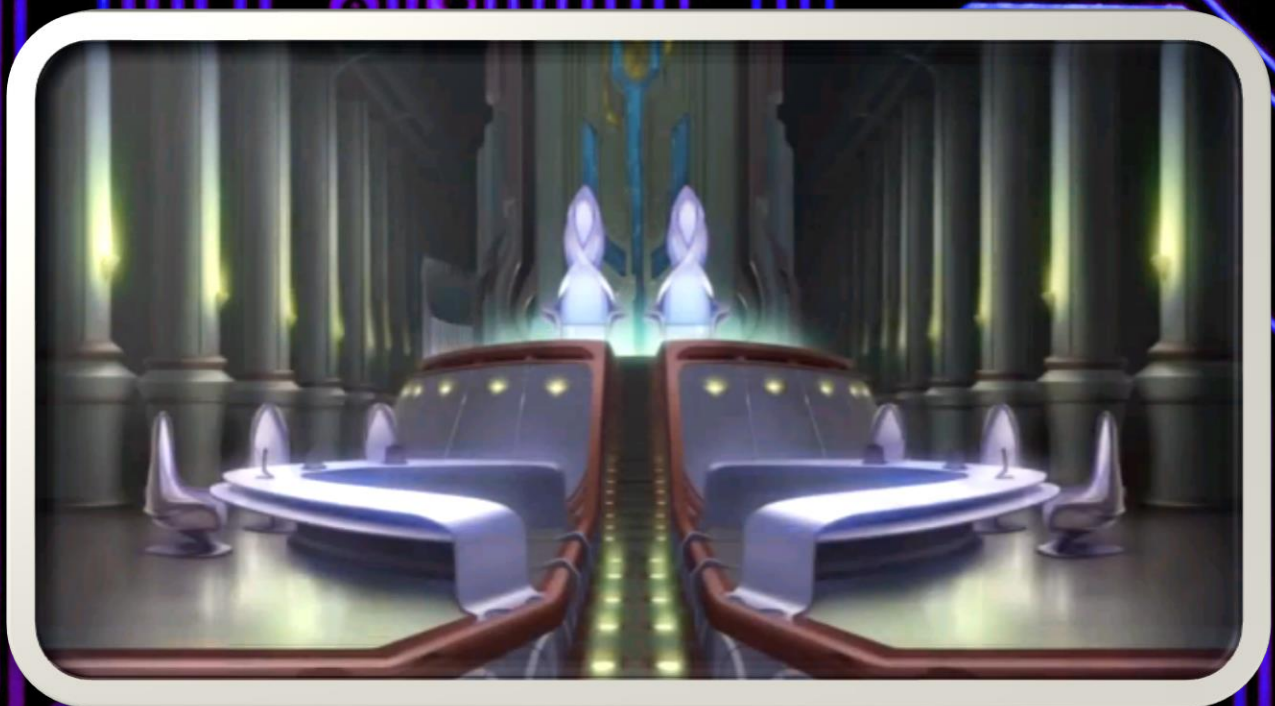


Lastation

Scouts (100): It's amazing how often resources present a bottleneck for advancement. Fortunately, you have Stella! With only a little bit of setup, you can begin sending out scouts to passively gather resources for you. Strangely, they won't get the resources from anywhere, they'll just... wind up with a random smattering of useful objects.

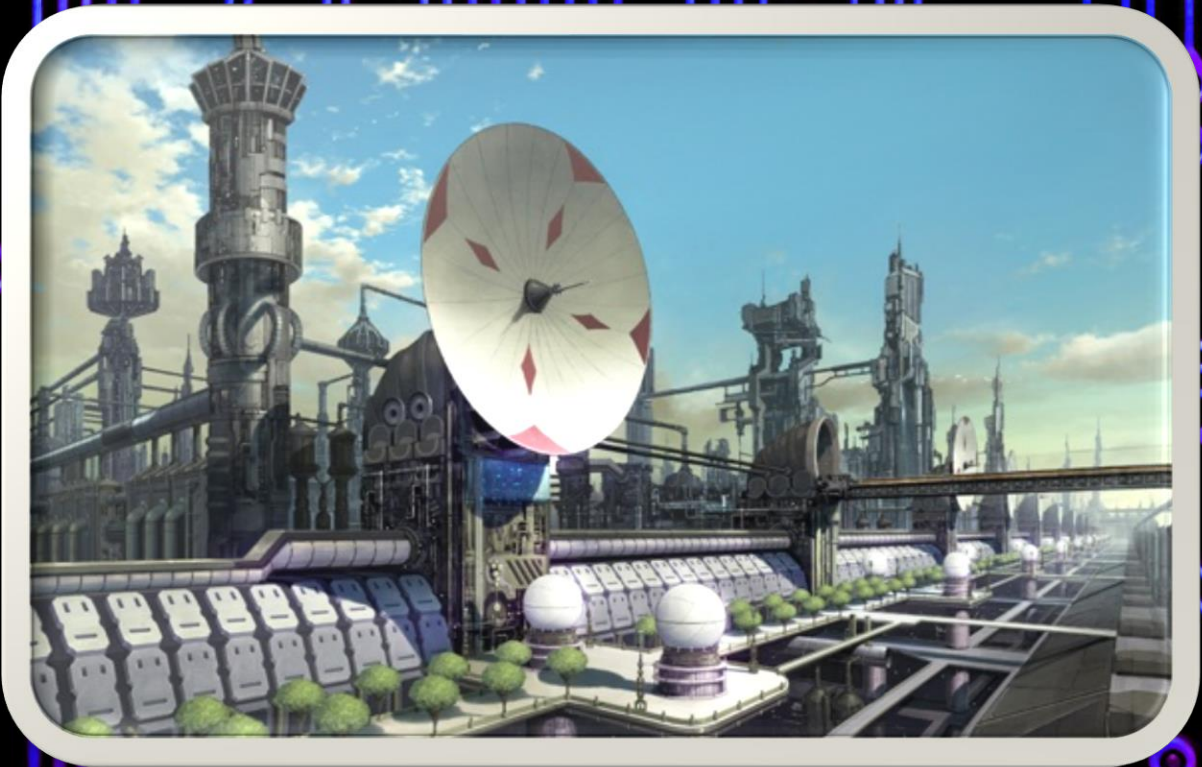


The Skills of Lastation (200): As if any from Lastation would be less than perfect! Leading a nation is child's play to you. You could personally sort through the entire bureaucratic mess generated by one, and then remember off the top of your head the exact number of children gone missing in the last month. Not only that, but the same talents apply to anyone serving under you.



Lastation (Cont)

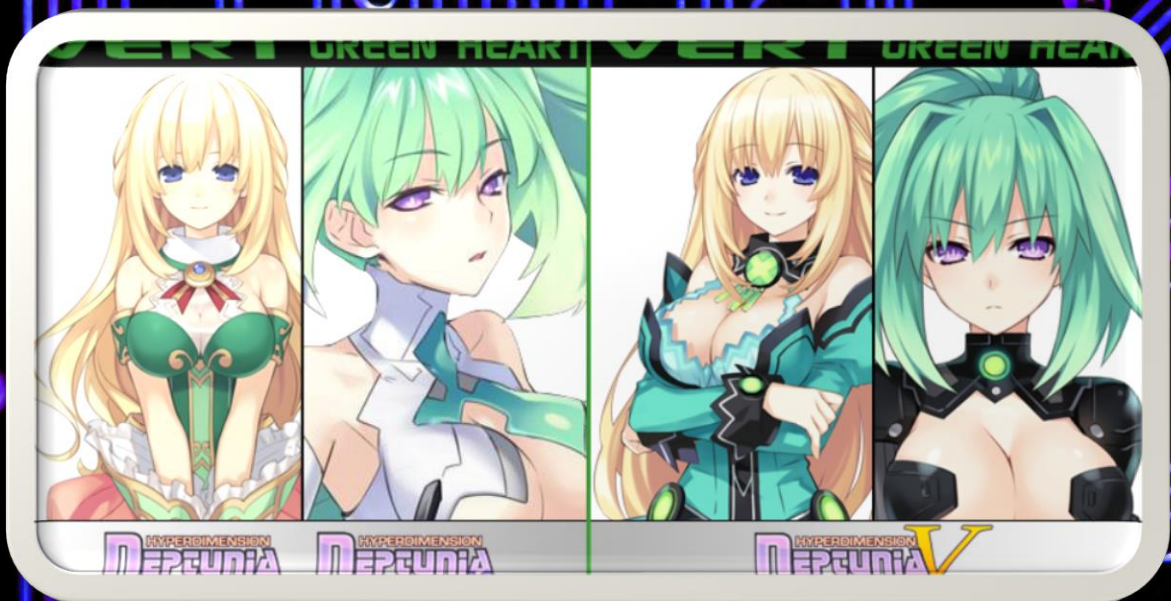
This Too, is Business 101 (400): Quantity is king in the market. Gathering legions of die-hard fans is simple for you, to the extent that someone could paint a CD black and sell it, and they'd buy it almost automatically. Sure, that means it's easy for people to claim you're selling bad stuff, but it also means that it's easy for you to gather people under your banner. Perfect for religions and people selling things. Not that there's a difference in Gameindustri.



Lastation Mass Production (600): Quantity is king, after all. You can put the industrial might of Lastation behind your products, allowing you to take greater advantage of mass production than the other nations, and making your products far cheaper than they should be. You'll find that this tends to make you highly popular among gamers.

Leanbox

Fanservice (100): Everyone knows that the best part of a game is its graphics, but what's the point of that if there's nothing worth rendering so lovingly? Well, there's you. If someone called you pretty, they'd be insulting you with the understatement.



Adopting Little Sisters
(200): Isn't it lonely without a little sister of your own? SO LONELY! Fortunately, you're good enough with kids that you can just adopt other people's little sisters! It's amazingly easy to get others to treat you like family.



Leanbox (Cont)

4 Goddesses Online 2 (400): Isn't gaming better with friends? And aren't friendships easier to maintain when you can talk to them over a distance? Of course they are! You have the ability to set up communications over long distances with only the slightest bit of effort. Link your cellphone to someone's can-phone, or another friend's laptop, and talk to them no matter where they are! Or heck, put a bit more effort in, and you can find yourself setting up a world-spanning communications infrastructure!

Leanbox Biggatons (600):
Bigger is better, right? Pack in as many things as you can! While your devices share Planeptune's quality, they're far heavier and more fragile, relying on delicately shoving as many functions into the same thing as humanly possible. Expect Red Rings of Death to be common. On the other hand, while it runs, it runs well, and it doesn't share Planeptunes' high costs.



Lowee

Dramatic Narration (100):

You are dramatic. It doesn't matter how ultimately mundane things are, you could make a school fundraiser sound like the odyssey.



Double Trouble (200): Two sisters, with opposite personalities. Two forms with opposite personalities. Two... um... two... okay, so there's only two examples there. BUT THAT'S THE POINT. Because whenever you create two of something, you can align them to opposites, even if that wouldn't normally be possible. Dual-cast a fireball to make the second shoot ice, have an alternate form take on a personality almost completely unlike your own, or simultaneously build a laser gun and a magic wand that combine their effects. Working in doubles simply works out better for you.



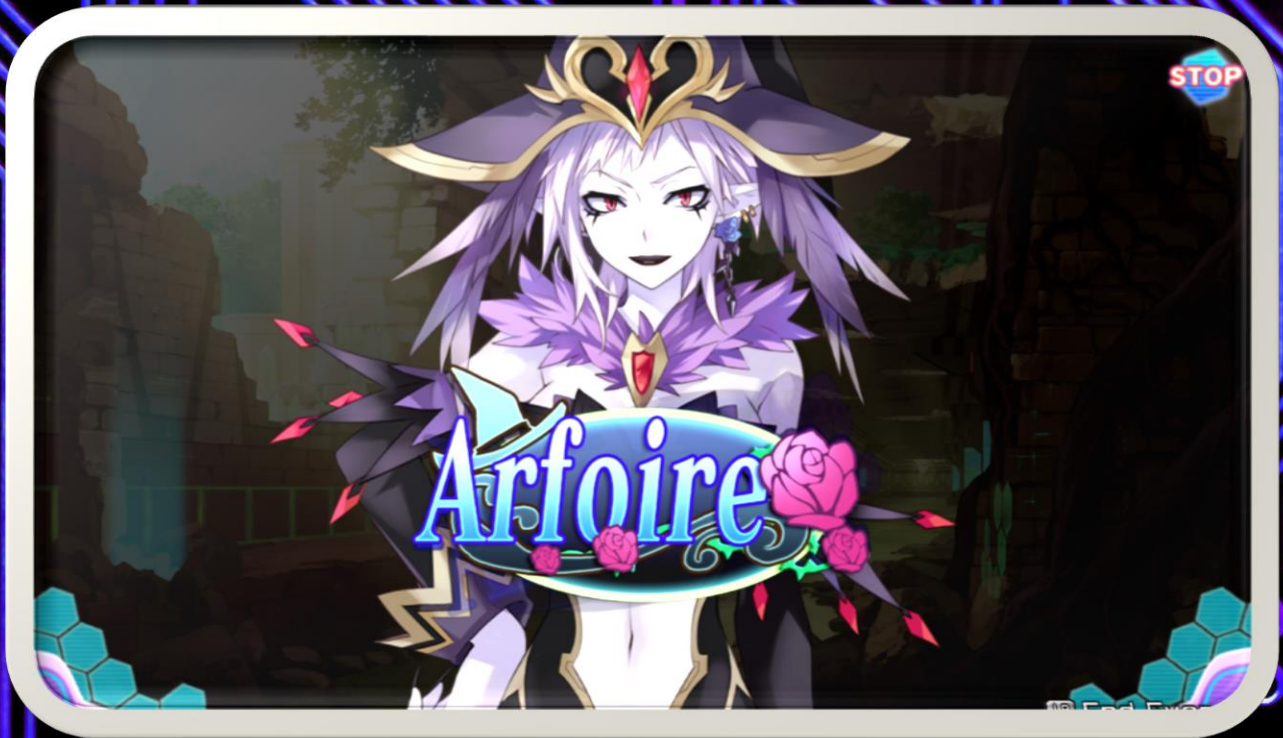
Lowee (Cont)

The Benefits of Specialization (400): It's odd how well specializing in one thing works for you. When you choose something to specialize in, people will always look to you first for that one thing, and strangely, it'll never seem to get old. You can pump out one game after another about running around the planet shoving monsters into balls and making them fight, and somehow not only will people will never get tired of catching them all, no one else will be able to pull it off as well as you did.



Lowee's Magitech (600): Lowee, unlike the other nations chooses to focus on the magical instead of just technology. Your products are magitech, and this experience allows you to easily convert between magic and technology, turning magic items into high technology, and high technology into magic items.

Arfoire



Introductory Graphic Text (100): When you appear, there's introductory graphic text. It will be dramatic, and whizz into everyone's field of view in such a way as to dramatically introduce you.



Arfoire (Cont)

Harmlessly Evil (200): Evil is fine, so long as you do it with STYLE! As long as you don't cross the line, people will be reluctant to punish you for your crimes. In fact, so long as you do it stylishly enough, people will trouble realizing that you're even a bad person at all! You could create an army of murder robots called KILLACHINES and people would just laugh at your eccentricism and 'remind' you that those weapons are technically illegal right up until you actually got caught opening fire!



Yes we are definitely allies. That is a thing that is true. (400): For some reason, no matter how horrible your delivery of your lies, people will find them just as believable as if your acting had been perfect. Further, you'll find that supernatural means of detecting if you're lying will fail as well, making you a perfect liar even without any effort.

Arfoire (Cont)

Deity of Sin (600): Where a CPU draws her power from Faith, you draw yours from Sin. The more people lust and desire, the stronger you grow. As people steal and allow the greed in their hearts to overtake their common sense, and as they cast down order in favor of chaos, your strength rises until you are no less than a god. Further, you can spend sin in the same way that Goddesses spend Shares in order to learn how to recreate any device that lies before you. The more complex the device, the more sin you'll have to spend.



General

Gamer Gal (Free): Wouldn't it be weird if you came to a video game universe and were bad at video games? Worry no more! Now you're a master of video gaming! Feel free to waste all your time hunkered up in your room, slacking off as you stare into a screen! You're just using your talent to the fullest!

Five Minutes In And Already Swinging Punchlines (50): There's no such thing as a fourth wall so far as you're concerned. Shout at the author! Complain about the dialogue! Steal punchlines! Go wild!

Final CPU Form (50): This... this is your **ULTIMATE TRANSFORMATION!** When standing by the side of someone you trust, you can call it forth! Your ultimate HDD **FORM!** You will become a weapon, held in their hands, used to smite down their foes! What? No, I'm not being figurative, you literally become a weapon. Why would this be weird?



General

Useless Ability Popups (50): Sometimes you just have to make fun of someone. When someone does something, you can make a popup appear in front of them, declaring that they've gained an ability. This won't actually do anything, but you can taunt people by making popups declare that, for example, they've gained the "envy" ability when they're feeling envious. No one will know you're the one who created this popup.



Genre Switch (50): You're good at handling sudden and random genre switches, and can easily deal with going from hardened, dungeon delving adventurer to slice of life protagonist to stage idol without any of your instincts getting in your way.



General

Strange Weapons (100): What kind of person uses normal weapons? Normal people, that's who! You, on the other hand, use things like guitars, dolls, and giant scissors to fight your foes! Whatever weapons you use can be reshaped into a specific 'theme' of forms, chosen when you choose this perk. The theme must be something like "Swords" or "Guitars" or "Megaphones."



Comedy Routine
(100): You're a master
of low-brow comedy.
INSERT FLUFF
HERE.



General

Dramatic Music (100): You can take over the tone of a scene by declaring your dramatic music. By taking an action that makes it clear that you have arrived, you can cause your theme song to play, informing everyone that you've just stolen the spotlight!



No Attacking While I'm Transforming! (100): You know what's really cool? Transformation sequences. You know when the best time to attack someone is? During their transformation sequence. You know what the bad guys are no longer allowed to do? Attack during your transformation sequence.

General

Software is my Sword (200): The world of Gameindustri is one where software and hardware are nearly one and the same! You can convert software programs into weapons at will.



Elemental Magic (200): You're a practitioner of offensive magic. This allows you to add elemental effects to your attacks. With experience, you can learn how to use your magic directly against your foes, burning them with infernos, or capturing them in miniature tornadoes of cutting wind.

Support Magic (200): You've learned the basics of support magic. At first, you can only use minor skills like increasing a single target's strength for a bit, but as you grow more experienced, you can learn how to heal, or even affect small groups with your support magic.

General

Lily Ranks (200): Isn't having friends great? They grant you the power of friendship! Which isn't *just* the ability to gang up on someone, but also that of the Lily Rank! By increasing your friendship with your companions, you can tap into that friendship for greater power, such as enhanced mana regeneration, immunity to specific status conditions, or increased stats.



Funny Face Components (200): Anticrystals are strange stones that naturally cancel the divine power of a CPU. Anything formed from Shares is entirely incapable of damaging them, slowly fading away in their presence. The solution, then, is to not be a CPU. By making and holding a silly face, you can treat your power source as something other than it really is, allowing it to function normally despite any countermeasures. If you hold this long enough, it will make your face glitch out.

General

Realm of the Goddess (400): A Goddess protects. Sometimes, a Goddess does it proactively. You're now skilled at designing every part of a city, from the layout of the roads, to the sewers, to the towering skyscrapers, to the power lines and placements of the reactors. Sure, you'll probably need to hire someone else to build the thing, but so long as there are no unexpected occurrences, your infrastructure will practically run itself once you've set it up.



Fanaticism (400): Religions and gaming consoles, if there's one thing these have in common, it's the ability to make people stop consisting things objectively in order to fanboy over their favorite one. And in Gameindustri, they're one and the same. You've developed the ability to take advantage of this, letting you blind your followers to your faults and allowing you to drive them into a fanatical frenzy or blind devotion at the slightest excuse.

General

Disc Developer (400): You can create Disks to empower yourself. A Disc consists of up to 3 “chips”, each of which gives a special effect like minor regeneration, increasing your rate of mana restoration, making any attack you make poison your targets, increases your rate of learning, or protects you from harm from physical or magical sources. While creating a Disc consists of nothing more than writing to it in whatever format you use for writing to a data storage device, the chips will take you a small amount of time and effort to create. More powerful chips will take you more time and effort to create.



Sharicite Manipulation (400): The power of Faith is a great one. You're capable of manipulating Sharicite directly, not just channeling it through your body as Faith. Sharicite is generated by crystallizing the belief of the faithful, and in your presence, will slowly be generated over time. CPUs with this perk may find it useful to stockpile Sharicite for 'dry spells' during which they're without followers, since during those periods, they will be unable to transform. Sharicite, as well as allowing a CPU to transform, is a very energy-dense power source, with a chunk the size of an arm substituting for an entire city's worth of electricity.

Traveler Gear

Traveler's Journal (100): A small notebook, this will automatically record your adventures as you go. Perfect for turning into a novel and selling it for a quick bit of cash!

CPU Memory (200): A CPU Memory. By handing it to a young woman, you can transform her into an immortal faith entity; a CPU. This will give her the CPU perk line, as well as 600 CP to spend among faction perks, none of which will be discounted. You get another one each jump. This will only work once per person, and you may not use it on yourself.

Book of Bug Catching (400): A book in which someone seems to have been catching butterflies. Weirdly, it seems to work on other things as well, such as enemies. Anything caught within it will be unable to escape unless fed power from an outside source, and while trapped, the book will drain them and allow you to use their abilities. It can only hold one enemy at a time.



Planeptune Gear

VR Helmet (100): A Helmet that will allow you to dive into whatever video game you're playing! Perfect for hunting down bugs and viruses and punching them in the face!

Spy Detection Hardware (200): A scanner to let you check the nearby area for spying technology! Also works on magic, letting you detect scrying spells and the like!

Basilicom (400): The house of a CPU's governmental power, your Basilicom will follow you from now on. It will be fully stocked by an armada of irrelevant NPCs who'll take care of any government affairs for you, allowing you to laze off and just shove all sorts of government bureaucracy stuff onto them.



Lastation Gear

Player (100): As a citizen of Lastation, naturally you'd possess the local consoles! You will always have the latest playstation products, as well as every game on them!

We Only Do Everything (200): A small device, carryable in your pocket, this will unfold into whatever device is necessary to do the job! Sure, it's not quite as good as a specialized device, but it'll be more than adequate for something! Never again worry about failing to pick a lock just because you don't have lockpicks on you... not that Lastation advises doing that sort of thing. This only works for mundane skills, and will only work as a basic and generic tool. It cannot provide any sort of magical regent, or substitute for a supernatural item.

Disk Creation Factory (400): A massive factory designed for mass producing game disks, this will be attached to your warehouse. With only the slightest effort, it can be reformatted to produce anything you desire.



Leanbox Gear

Oversized Gaming (100): Citizens of Leanbox will naturally possess the console of their home! You always have the latest Xbox products in your home, as well as every game on them!

Epic Hologram System (200): An oversized box-like console, when placed on the ground and activated, it'll project a holographic copy of whatever video game you're playing, let you swap outfits, or even do combat training!

5pb.'s Stage (400): Built by the Mad Magician herself, this stage is, at first glance, an ordinary stage to perform upon. On second glance, turns out that it turns into a giant robot that will rock-out alongside the lead performer. Um. Maybe warn people before using that mode?



Lowee Gear

Family Friendly Games (100): What citizen of Lowee would be caught without a Nintendo product? Not you! You now possess every Nintendo product, as well as all games for them!

Combat Mech (200): Designed by the Seven Sages using funds stolen from Lowee, this impractical combat mech has its' pilot strapped to the front in a chair. Who'd ever drive one of these? Still, it might be useful for giving rides, or moving things about, and even an out-of-shape Maker can hold off a CPU while within it.

Spellbooks and Wands (400): Lowee is a fan of magic! This means they're quite happy to spread it out! You may use these spellbooks and wands to teach Neptunia magic to others as you wish. A person will usually take about a year in order to begin casting these spells.



Arfoire Gear

Hidden Cameras (100): Hidden cameras and microphones to help you spy on people, perfect for accumulating blackmail material.

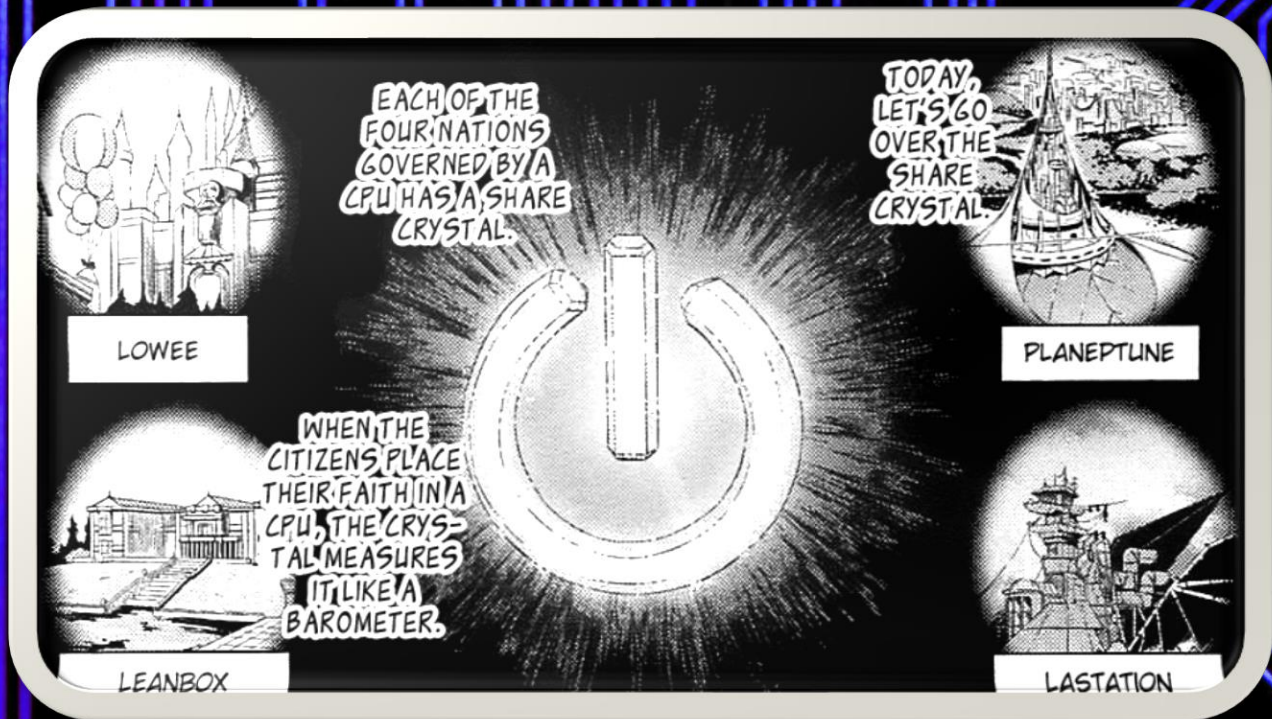
Goddess Containment Unit (200): A large pillar-like structure, it's built to contain Goddesses for long periods of time, preventing those within it from calling upon the faith of their followers and heal. Your version is even better, working on anything you trap within, and preventing them from healing or regaining their powers while trapped. Also unlike the original, it can contain a nearly limitless number of targets. Upon leaving the jump, you may choose to either dump the prisoners into the 'wild', or leave a copy of the Containment Unit in that world, still holding the prisoners. At the start of a jump, you may place the Unit either within your Warehouse, or in any location you choose.

Gehaburn, Cursed Sword that Slays CPUs (400): A cursed sword, forged from the shares torn from the lives of CPUs, Ghennaburn can slay nearly any divine or profane being and steal their power to strengthen itself. Keeping them dead, however, is on you, as some opponents will regain their power over time.



General Gear

DLC Weapons (50): You know the annoying thing about games? Getting the most powerful weapons at the end, when you no longer need them! Fortunately, with this DLC, that's no longer a problem! Now you can upgrade your weapons to their mightiest forms – looking like giant frozen treats! Also, this'll upgrade how much damage they do and stuff, I guess.



Sharecite Reserve (50): You have a reserve of Share Crystals that can be absorbed in order to provide you with Shares. If you're a CPU, this alone could sustain your transformation for hours at full strength, while even those who aren't could easily power a city for the same amount of time. If you wish, this can instead be Anti-Crystals which forcibly convert any sort of divine energy into Anti-Shares that you can absorb and use to power your own abilities.

Companions

DLC Adventuring Party (50/200): Import or create 1 companion per 50 CP, or 8 for 200. They each receive a free Race and Faction background, as well as 800 CP to spend on appropriate perks.

Maker Companion (50): You may recruit a Maker, Fairy, or similarly powered being to join you from now on. You'll have to convince them to come with you, but if you do, they'll join you as a companion.

CPU Companion (100): You can attempt to convince a local CPU or equivalent being such as Arfoire or Rei Ryghts to join you on your journey. If you do so, they will join you as a companion.



Drawbacks

Yet Another Continuity (+0): Neptunia's kinda famous for how many different continuities they're in. While ordinarily you'd default to the second Hyperdimension (Where the second, third, and fourth games and their remakes mostly take place), this allows your jump to take place in one of the other dimensions, such as the first hyperdimension (In which the first game takes place) or Ultradimension (where the third game spends most of its time). Of course, if you have a method of dimensional travel, you can always simply travel from one dimension to the next even without this. You cannot use this to visit other jump dimensions.

Burdens of a CPU (+0): Hey, don't you think 10 years is a bit short? I mean, how are you supposed to run a nation for only a decade? You can now stay in this jump for the next century instead.



Drawbacks Cont

I Just Wanted Iffy to Praise Me (+100): You're scary. That would probably be a good thing, but unfortunately, you're more scary to your allies than your enemies, and you don't really seem to have a concept of 'going too far'.

Looking for Wifeys (+100): Like Red, you have one goal in life... TO FIND ALL THE WIFEYS! You will attempt to waifu everyone you see. Everyone. No regrets.

Mekara Beam? (+100): You can shoot lasers from your eyes... 50% of the time. The other 50% of the time, something weird happens, like your eyes start bleeding. But what are you going to do, not shoot lasers from your eyes?



Drawbacks Cont

CPU Lonely Heart (+100): A curse most horrific has been lain upon you... the CURSE OF BEING A TSUNDERE! For the rest of the jump, you'll have to find yourself having difficulty admitting to being friends, forcing yourself to make excuses to hang out with them, and just generally not being honest about your feelings.

JUSTICE KICK!!! (+100): Once per month, whenever you're taking an action in public, Nisa will inevitably show up, take it the wrong way, and kick you in the face in the name of JUSTICE! She will then apologize profusely, only to kick you again next month. In return for putting up with this, she will join you as a companion when this is over.



Drawbacks Cont

For a Kinda Lousy Nation, It's Best to Have a Kinda Lousy CPU Like Jumper (+200, Jumper must be a CPU): During the time you spend here, it'll be oddly difficult for you to find worshippers and followers. In a world where Shares can change quite literally change the fate of the world, that's probably not a good thing.

We Are Definitely The Villains Here (+200): Somehow... doesn't it feel like you're in the wrong? Even when you're definitely the one doing the right thing, circumstances will roll around to make it seem as if, well, you're not the one in the right.

Endless Dimension Shifting (+200): It's weird, but every once in awhile, you'll mysteriously find yourself in a whole new dimension. Villains will remain villains and allies will remain allies, but what everyone is doing and how will vary wildly within each dimension.



Drawbacks Cont

Levels Grinding (+200): Whoops! Looks like you've been slacking! You've been reduced to level 1. While your abilities won't have been lost or anything, you'll be sufficiently weakened that a mere dogoo could pose a potent threat. Better power-level back up!

Because Everyone Believes In Me (+200): You drop in at the start of Sisters Generation. The dreadful pirate Arfoire has taken over the shares, and the CPUs lie in the center of the Gamindustri graveyard, captured by the vile CFW Magic! Goodness! It's up to you to save them, Nepgear! Also, you're Nepgear now. Enjoy a crippling lack of self-confidence and being the one that Neptune shoves most of her work onto and routinely forgets about in order to go have fun. Furthermore, you'll be stuck here until either a bad ending like the Conquest Route, or until the end of V-II, whichever comes first.



Drawbacks Cont

Wh-what's With This Tone Shift? (+300): Gameindustri seems to have had an influx of gritty games, and has decided to take itself seriously for once. The Console Wars are in full force, and there won't be any peace through Neptune wandering around being oblivious.

Head First (+300): When you were found, it was head-first in the ground, missing all your memories! Your crash seems to have removed all memories of your past lives. What a conveniently specific form of amnesia!

Conquest Ending (+300): You drop in at the end of Sisters Generation. Unfortunately, Gameindustri isn't the happy place it should be. Nepgear has followed the conquest ending; all other CPUs have been absorbed to power Gehaburn, and Nepgear stands as the tyrant who rules the monopoly that is Gameindustri. She will do whatever it takes to keep her people safe, and has the might of a nearly-unlimited amount of Shares to call upon. Further, she has been convinced that if she slays you with Gehaburn, it will grant the blade the power to permanently banish Arfoire. Mutually exclusive with Because Everyone Believes In Me.

Notes

All images are the property of Idea Factory.

Nations: Gameindustri has four (consistent) nations, along with two factions that tend to show up but aren't part of those nations.

Planeptune: Representing the Sega, Planeptune is considered the 'protagonist' nation. It is lead by Neptune and her little sister, Nepgear, who represent the Sega Neptune and Game Gear respectively. Compa (Compile Heart) and IF (Idea Factory) are two notable makers who reside here.

Leanbox: The nation of Windows, and specifically, the XBox series, the lack of a Candidate is the result of Microsoft not releasing any handheld consoles. It's lead by Vert, who embodies the XBox 360.

Laystation: The industrial nation of Laystation represents Sony. Lead by Noire, representing the Playstation 3, and her little sister, Uni, representing the PSP.

Lowee: The fantasy nation of Lowee is Nintendo's representative in the Console Wars. Lead by Blanc, who embodies the Wii, and her twin little sisters, Rom and Ram, who make up the Nintendo DS.

Arfoire: Apparently representing the R4 flash card on the DS, Arfoire is the most consistent antagonist, though others in her faction include Rei Ryghts who rules Tari (representing Atari).

Travelers: There are no CPUs among them, so most of the representatives are Makers. MAGES. the Mad Magician, for example, represents, well, MAGES. Inc.

Notes

Faith, Sharicite, and Shares:

So long as people believe in and have faith in a CPU, they generate Shares for the CPU in question. Shares are what sustain a CPU's powers, keeping them a goddess instead of a mere mortal, and in all but the Ultradimension, are what they're born from, and the reason they exist. CPUs only need a few followers to simply continue existing, but the more followers they have, the stronger they get, and the fewer, the closer they're reduced to the level of ordinary mortals, until at 0 Shares, they're incapable of entering their HDD Form. Depending on what dimension you're in, the rules will adjust themselves slightly, but once the jump is over, basically this:

You need shares in order to be able to take your HDD form.

Running out of shares loses all bonuses from the Hard Drive Divinity ability.

Shares can be gained by having worshippers.

Now, in some places, getting shares is difficult due to... population problems, let's say. In these cases, CPUs are forced to rely on stocked up shares and Sharicite, also known as Share Crystals. Sharicite takes the form of, well, small blue crystals that a CPU can absorb into themselves to power their abilities. They're mainly made to save them for a dry spell, if you're currently running at 300% power, but only need 100% or even 50%, but anticipate being at 0% later, or to transfer them to other people, such as if a CPU companion has been captured and locked away, and they need shares in order to be able to bust out.