



Flip Flappers Jumpchain

By Ookamimimi

Welcome to the world of Flip Flappers, a magical girl series where hardly anything is explained.

This world is split into two dimensions or many dimensions, depending on how you think about things. The first dimension is the real world, which resembles modern world but with brighter colours and slightly higher tech levels. The other dimension is Pure Illusion, a strange reality consisting of many smaller dimensions.

A young girl named Mimi was once the only person who could access Pure Illusion, and she would travel there with her best friend. Years later, when the shadowy organization she was assisting tries to take away her friends and family, she mentally switches with a dark alter ego and wipes out her enemies.

This series follows the story of Cocona, a seemingly ordinary middle school student, who one day meets an eccentric girl named Papika. They help Flip Flap, the shadowy organization led by

the enigmatic Dr. Salt, search Pure Illusion for the Amorphous, mysterious gems said to grant wishes when fully gathered. They compete against three other girls from the rival organization Asclepius, a mysterious cult that also collects the Amorphous.

You receive 1000cp.

Location

Roll 1d8, or pay 50cp to choose

You appear on the day Cocona and Papika head on their first adventure.

1. Cocona's School

Cocona and Yayaka both attend this middle school, and Papika will transfer in very soon.

2. Cocona's House

Cocona, her pet rabbit Uexkull, and her very human grandmother live here.

3. Papika's "House"

It's literally just a pipe in the woods by Cocona's school.

4. Flip Flap HQ

Flip Flap won't take kindly to you randomly appearing here, but at least they don't have any defences set up yet.

5. Asclepius HQ

Where is this place even located? Better watch out for all the robots. And Nyunyu, since she's probably hanging out here until the end of the series.

6. Deserted Island

There seriously isn't anything interesting to find here. If this is your starting location and you don't have a method of getting off, Cocona and Papika will probably swing by in a couple days.

7. The Lake with the Strange Monuments

This was home to Asclepius's original HQ, before Mimi blew it up.

8. Free Choice

Choose any of the above.

Backgrounds

Choose 1 Background. Any Background can be taken as a Drop-In.

Roll either 10+d8 or 18+3d8 for your age.

You can pay 50cp to choose your age and gender.

Flip Flap [Free]

You're a member of Flip Flap, the ominous science organization run by Dr. Salt. Their goal is to recover the Amorphous and "liberate" Pure Illusion.

Asclepius [Free]

You're a member of Asclepius, the crazy science cult run by Salt's father. They send Yayaka and the Amorphous Children into Pure Illusion to search for Amorphous. Their goal is to use the Amorphous for "world conquest."

Pure Illusion [Free]

You're a native of a Pure Illusion of your chosen genre or theme. You can start with a non-human form, but it doesn't grant you any additional powers.

Perks

100cp perks are free for their respective Backgrounds; the others are discounted.

General Perks

Pure What? [50]

Ever watch a show or play a game and feel like the writers aren't explaining what the characters take for granted? When you visit a setting, characters who don't oppose you will actually explain things to the best of their knowledge, and any details that remain unknown can be discovered with sufficient time, tools, and effort.

Amorphous [300]

This is not a true Amorphous piece, as it's not actually a part of Mimi, but it's certainly enough to become a Flip Flapper. When you shout "Flip Flapping" or otherwise devote a large amount of willpower, you can use the Amorphous's power to enter a unique magical transformation form focussed on one stat (and colour), such as attack (Pure Blade) or defence (Pure Barrier). In this form, you can create a variety of weapons and wield them even if they are disproportionately large. Your transformation is a part of you, so using a different Amorphous will produce the same form. However, this perk alone will not allow you to evolve your transformation.

You can also use this Amorphous to travel to other dimensions, though the dimension you're thrown to will be largely random. At least it can take you back home. Eventually.

Finally, if you buy at least 600cp of perks and/or items from a Background (based on undiscounted prices), you get a bonus power that isn't dependent on your Amorphous:

Flip Flap

You can channel your supernatural energy into any item, magical or technological, to temporarily amplify and upgrade its features, similar to how the Flip Flappers upgraded Pops's robots. This works even if the item otherwise shouldn't be able to handle that much power.

Asclepius

You gain knowledge of the the multiversal layout of any world you visit, including the number of dimensions in a world and the location and size of each. You can effortlessly identify dimensions you've visited on this map, but you don't get any extra information about the ones you haven't.

After acquiring a Spark, this ability extends to all of existence.

Pure Illusion

You are able to fuse any dimensions you own together. You have full control over how much of each is present in the new world, whether that means features are fully maintained, aesthetically modified to fit a new theme, or completely lost. These fusions cannot be undone; the fused world remains with no traces that it might have been formed of multiple.

This ability does not work on warehouse attachments, the warehouse itself, rpg-style storage systems, and other non-world dimensions.

Flip Flap Perks

I'm Papika now. [100]

The idea of losing your memories and becoming someone else can be problematic. Now whenever you lose your memories, even when you become a child again, you will develop into roughly same person you were before. While you may go by a different name and your priorities may be a bit different, your personality and beliefs will remain true. If someone from your past assisted you, you could even regain your old memories, though you'll still get to decide which version you wish to embrace. Furthermore, if you and your loved ones all had your memories wiped, rest assured that your new lives will be ones you're living together.

Collector [200]

Once you have one item from a collection, you will be able to find the rest, even if they're hidden in unexplored dimensions. If you let your senses guide you, or if you simply can't teleport accurately, you'll be sent roughly where your target is, but it's up to you to find it.

Salty Science [400]

You have Flip Flap's full technical skill and knowledge. This includes information on Pure Illusion, impedance, creatures like Bu-chan, and the currently unfinished power dampeners that will canonically fail to restrict Mimi's reality bending.

You'll be able to apply this thinking to the supernatural aspects of other worlds, allowing you to understand supernatural abilities, analyse how to improve them, and perhaps even create dampeners that would work on powers like Mimi's. However, that last one may prove to be quite difficult. With all the time Salt and the rest of Flip Flap had to prepare, Mimi had no trouble plowing through their defences.

Flip Flapping [600]

Through introspection and personal development, you can evolve a super mode style transformation you possess into a superior form. This evolved form looks very different from the original and has significantly increased power, but it takes the place of the original and has the same costs as the original. The power increase is comparable to the difference between Pure Blade's and Pure Barrier's original forms and wedding dress forms.

You can only do this once per transformation. This perk works for item-based transformations, but if the transformation's effects are solely dependent on that item, the item is improved instead of you. This also works for abilities that transform you in a specific manner each time (e.g. werewolves), but not alt forms, general shapeshifting powers, or powers that let you transform into many different creatures.

Asclepius Perks

Not Nyunyunu! Nyunu. [100]

Why are you even in this story? Were you the centre character of some plotline that got cut? Regardless, so long as you mean no harm, you'll have no trouble integrating yourself into events with minimal introductions, even when people would otherwise be suspicious of you. You could even attack the cast, give up on fighting them further, and then have them keep you around. However, you also can't use this perk if you intend on betraying the other party at some point, though you may still betray them if circumstances genuinely change. You also can't use this perk on anyone you've already betrayed before.

You get to play with me. [200]

You're a resourceful, persistent fighter and a quick learner. Even while injured and without proper equipment, you could escape from two armed combatants of your skill level. You could even learn abilities without proper guidance in less than one ~~episode~~ day when it would take someone else several ~~episodes~~ days, if not weeks, even with advice. However, this learning boost will only help you until you've learned to use the ability effectively; from that point on, it'll be up to you to master it.

Asclepius Science [400]

You have Asclepius's full technical skill and knowledge. This includes information on Pure Illusion, impedance, robotics, weaponry, and genetics. By taking the ideas used to create the Amorphous Children and applying them to the supernatural forces of other settings, you will be able to modify the bodies of living creatures to enhance, suppress, or otherwise interact with these forces. With some research, you could also create new humans and humanlike creatures from items and materials sufficiently similar to Amorphous.

My mindset is totally unlike yours. [600]

Pure Illusion's corruptive effects can be problematic for some, but you've taken precautions. You cannot be affected by any effects that affect everyone in a group of people indiscriminately, notably the changes Pure Illusions tries to make to your mind and body. Note that you can still be affected by someone directly targeting you, even if they're using AoE effects.

Pure Illusion Perks

Clearly a Rabbit [100]

What do you mean Uexkull's not a rabbit, don't you see the ears and teeth?

So long as you resemble the species you are pretending to be, no one will suspect you could be anything different.

Genre Savvy [200]

Pure Illusion's corruptive effects can be problematic, but as a native you can get some use from a world's genre and themes. This applies to any other world with a specific theme or genre, Pure Illusion or not. Visiting a shonen jump could grant you shonen-style escalation, while visiting a jump that revolves around cooking will help you rise to meet that world's expectations. These bonuses, even the ones native to your homeworld, only last while you are in the particular world, but any gains you make during your stay will remain.

Rabbit Man [400]

You may give each non-humanoid form you possess a more powerful humanoid version. You can decide how human it looks, but it still needs to resemble the non-humanoid form. It also can't be any larger than Bu-chan's muscled form. The bonuses resemble the power difference between Uexkull's and Bu-chan's base forms and humanoid forms. This ability only applies to the racial abilities/bonuses of your current form. It does not, for example, apply to the abilities of other forms you are somehow accessing while not actually being in those forms.

Pure Illusionist [600]

You gain skills and abilities associated with the genre/theme of the area of Pure Illusion you're from, or a genre/theme you already associate with if you're not of the Pure Illusion Background. These combined bonuses are comparable to the skills of Pops, who despite his young age (and small size), seemingly single-handedly built an entire futuristic city and created a set of vehicles that combine into a giant robot.

Items

100cp items are free for their respective Backgrounds; the others are are discounted.

General Items

Serendipity [50]

You get a version of the Flip Flappers opening theme for every jump you've visited and another at the end of every future jump you visit. Each features the major characters and events from your adventures, including "spoilers" that are hard to notice if you don't check precise frames.

Flip Flap Flip Flap [50]

This is your own version of the Flip Flappers ending theme that instead features your past adventures. At the end of each jump, the video will update itself.

Something Precious [50]

This precious item reminds you of a memory from your past. Or maybe it's just a stick that you've been told lets you transform into a magical girl. You can import a non-living item into this role.

Flip Flap Items

Hoverboard [100]

This is a Papika-style hoverboard with your choice of colours and graphics. It's reliable enough to fly over water to visit a nearby island, but it's certainly not indestructible. You may instead import a hover/skate/surf/snow/etc-board to adjust its design and/or give it hover abilities.

Pipe House [200]

This is a copy of Papika's T-shaped pipe house. It seems larger on the inside, but you're not sure if you're just imagining it. It's decorated with the same stuff as Papika's, but you can change that up later. So long as you leave it in a secluded area, it won't be found or noticed by anyone who isn't specifically looking for you, it, or your guests. Keep in mind that it's actually just a pipe, so it doesn't have bathroom or kitchen areas.

ELPIS [400]

ELPIS was a strange machine created by Salt's father and later modified by Salt to oppose Mimi. This machine resembles a tanning machine but with a slot for the human occupant. Originally, this was used by Mimi and Papikana to enter Salt's father's Pure Illusion, an experiment during which they ventured too deep. While the details of what led to this are no longer discussed, Salt's father became obsessed with Pure Illusion and its power.

Years later, Salt modified the machine to let the occupant cover Pure Illusion in another layer, allowing him to encroach on Mimi's Pure Illusion with his own Pure Illusion layer and project himself into it. When using this feature, the occupant is simultaneously aware of both the projected surroundings and the physical surroundings of the ELPIS machine. The process is also quite painful for a regular human, and only some of each world is projected or covered.

This special version of ELPIS lets you switch between either deep exploration mode or mental landscape encroachment. The deep exploration mode can access the Pure Illusion associated with the occupant's memories, even in future settings. The encroachment mode can encroach on any dimension or world, and if the occupant already has some kind of inner world or mental landscape, that can be projected instead of a Pure Illusion style landscape.

The Organization [600]

You have your own secret organization that investigates supernatural or paranormal incidents. You only have a couple members right now, but they all have a background in science or research. If you share your own scientific or supernatural knowledge, they will quickly catch on. You don't have any field operatives yet, but with some time and effort you'll find people you can trust. Perhaps some children you can send to their deaths? Your members at the very least will tolerate or overlook such decisions. Your headquarters is hidden in the urban core, but people who aren't looking for the organization won't be able to find it.

You get an equivalent organization in future jumps. Members don't carry over, but their skills do, alongside any modifications to the headquarters or your administrative structure. You can temporarily scale down tech levels or replace futuristic elements with magical equivalents if it'll better suit the setting.

Asclepius Items

Med Bed [100]

This strange futuristic hospital bed can somehow heal injuries by shining a special light on them. Ask the Amorphous Children how it works.

Asclepius Armour [200]

You can either receive an Asclepius armour with your choice of equipment and features, or import an outfit and grant it your choice of equipment and features. Canon features includes scanning systems, communications systems, missile launchers, and a powerful robotic arm that functions as a gun, but you can choose other stuff on this level. You can easily upgrade this equipment with similar technology from other settings.

Portal generators sold separately.

Portal Pellets [400]

These Asclepius portal generators can be dropped on a surface to create a precise inter-dimensional portal to any place you've been before or an imprecise location specified with multiversal coordinates. These portals stay open long enough for a group of people to travel through and can also be used to travel within the same dimension. These are guaranteed to work on unprotected dimensions in other settings, while you may have to upgrade them to breach out-of-context defences.

You start with ten and get a new one each day. Stockpiling these may be necessary for long Amorphous searches.

The Cult [600]

You have your own secret science cult that follows an ideology of your choosing. You already have a few members, all with a background in science or research. If you share your own scientific or supernatural knowledge, they will quickly catch on. You don't have any field operatives yet, but with some time and effort you'll find people you can trust. Or you could just abduct some children. Speaking of children, your members are totally fine with experimenting on children and disposing them later. Your headquarters is hidden outside the city, but people who aren't looking for the organization won't be able to find it.

You get an equivalent organization in future jumps. Members don't carry over, but their skills and any modifications to the headquarters or organization structure will. You can temporarily scale down tech levels or replace futuristic elements with magical equivalents if it'll better suit the setting.

If you want, you can also get a free ~~ghost costume~~ Asclepius uniform for each of your members.

Pure Illusion Items

Flying Rowboat [100]

This is a copy of Mimi's hovering rowboat. It's not very fast, but I suppose you could make it go faster if you put it in the water and rowed. You may instead import a boat and grant it this feature.

Mask Helmet [200]

This helmet consists of two halves. By surrounding someone's head with them, the mask will seal and amplify the wearer's anger, turning them on whoever they're most upset with at the time. They also get a boost to combat skill, but the mask isn't that durable. If it breaks, the effects will end with the wearer vaguely remembering what happened, and you'll get a new mask in a week.

Gung-Ho Potato [400]

Every week, you get a Gung-Ho Potato. After being cooked, just one bite of this large vegetable, will can greatly boost your willpower, combat skills, and fighting spirit. These effects last for a few minutes.

Piece of Pure Illusion [600]

You have a small piece of Pure Illusion that follows you to other jumps. The world is based on the genre/theme of the area of Pure Illusion you're originally from, or a genre/theme you already associate with if you're not of the Pure Illusion Background. The dimension is about the size of a city with no visible edges. Travelling to the edges will have you either running in place or looping back from the other side of the dimension. The world is currently uninhabited. You can freely teleport in and out of the Pure Illusion as you please, optionally bringing along nearby willing parties.

By devoting your internal supernatural energies or the supernatural energy of an item you own such as an Amorphous, you gradually can increase the world size or grant it features relevant to its genre/theme. You could create inhabitants or even add corruptive effects, such as turning people into usamimi, which you can freely grant visitors immunity to. However, features like those of the school clocktower Pure Illusion will take at least a decade or two per ability.

You may instead import a pocket dimension and grant it these features. Existing superior features are not lost or overwritten, so importing a larger dimension will not cause it to shrink down and importing an inhabited dimension won't make everyone disappear.

Companions

Companion Import [50, 300 for 8]

You may import one companion with a Background, the associated freebies, and 600cp to spend on perks and items. Alternatively, you may create one new companion with the same bonuses, but you'll need to convince them to join you on your chain. This costs 50cp each, or 300cp for 8. You can transfer your cp to individual companions at a 1:1 rate.

Canon Recruitment [50]

You may recruit a canon character if you convince them to become a companion.

Drawbacks

800cp limit

Following the Flip Flappers [50]

It is impossible for you and your companions to search for the Amorphous while they're in Pure Illusion. Like the Amorphous Children, you'll need to wait for Papika and Cocona to find them first.

Pure Illusion Approaching! [50]

Once per week, you and all of your active companions will be randomly transported into Pure Illusion.

Pure Jumper [50]

Whenever you and/or your companions travel to Pure Illusion, the world will relate to you or one of the companions you brought along, forcing you to face some aspect of yourself or themselves before you can all leave.

Uh, no. [100]

It turns out that you're going to hate excitement and adventure for your entire visit. That's too bad given how exciting Pure Illusion can be. This will also interfere with your ability to fight effectively, especially if the powers you're using rely on willpower.

Impedance [100, Requires 1 or more active companions]

Choose one of your active companions. Both your ability to use your powers and their ability to use their powers now depend on your teamwork. Any temporary issues or disagreements will lower your performance.

Will tell you. [200]

You know that strange mark on your thigh? The one that gets focussed on during your transformation sequences? The one that glows in the presence of Amorphous? The one that people have been grabbing at this entire series? There's an Amorphous in there.

Your critical thinking skills clearly could use some work.

I hate you all. [200]

Like Cocona, whenever someone appears to be hiding something from you, you're going to make wild assumptions. They were about to explain what's going on? Too bad, you're going to storm off and hate them all for the next couple of episodes.

Transformation Items! [300, Requires Something Precious]

For the duration of the jump, all of your perks and powers will require you to transform with your Something Precious item before you can use them. At the end of the jump, you'll realize you didn't require an item or transformation after all.

Amnesia [300]

All your previous memories have been wiped alongside your ability to use any of your perks and other powers. You also spawn in a different location from any of your companions. Your companions' abilities to restore your memories will gradually work over time, also returning your powers to you. This will take around as long as it took to restore Papikana's memories.

Mimi [300, Requires 1 or more active companions]

A random companion has willingly given into their dark side and become an obsessive, distorted version of their original self. This may not be immediately apparent to you and anyone else who knew them. If you don't convince them to change back by the end of your stay, this permanently becomes their dominant personality; you'll then need to decide whether to keep them on your team or abandon them here.

Ending

Ten years are up and it's time to make a choice:

[Return Home](#)

[Stay Here](#)

[Continue Your Adventure](#)

Notes

The bonus granted by the Amorphous perk is dependent on the Background the purchases are from. You can acquire multiple bonuses by spending a sufficient amount on multiple Backgrounds.

The Will tell you drawback makes your critical thinking skills on par with Cocona's, similar to how the I hate you all drawback makes you jump to conclusions like Cocona does. The Amorphous narrative is a reference to Cocona's observational failures throughout the series.

Here are some of the canon Pure Illusions (you can choose genres/themes along these lines):

- A world covered in snow with giant wooly creatures.
- A post-apocalyptic desert world with a Mad Max aesthetic and some fantasy elements.
- A creepy girls-only boarding school where the inhabitants have scribbles in place of eyes and mouths.
- A technologically futuristic planet with a nice mix of dark and neon colours and a clean, pretty sleek aesthetic. This is where Pops lives.
- A copy of reality where Cocona encounters alternate versions of Papika and needs to confront how she feels about Papika.

Changelog

v1.20: Removed the Nail Polish drawback.

v1.11: More typo fixes.

v1.10: Clarified Piece of Pure Illusion. Added canon Pure Illusions themes in the Notes section as examples. Added Notes for Will tell you. Fixed typos.

v1.06: Added a couple Notes about the Amorphous perk.

v1.05: Fixed a typo.

v1.04: Changed the formatting in the General Perks section. Fixed a typo.

v1.03: More typo fixes.

v1.02: Added the ending section. Slightly nerfed the Impedance drawback. Fixed a typo.

v1.01: Resolved formatting issue on page 5.

v1.00: Fully jumpable