



Megadimension Neptunia VII

Welcome to the world of Neptunia. There are many different worlds and dimensions that make up this reality, but this story is going to focus on just two of those dimensions. Gamindustri, ruled by the four Goddesses, and Zero Dimension, a post-apocalyptic wasteland devastated by four Dark CPUs that destroy all in their path. Normally these two dimensions would have nothing to do with each other, but because of the acts of a certain dimension hopping Nepper, Neptune and Nepgear are soon to be whisked from their home in Gamindustri all the way to Zero Dimension. There, they will meet that world's only human, and sole CPU, Uzume. This is the start of their adventure.

Meanwhile back in Gamindustri, the world has entered into the CPU Shift Period. Citizens are starting to look for new CPUs, and negative opinions are at an all time high. Every CPU is in a constant battle to combat rumours and maintain their shares. While this is happening, four young women are soon to discover a strange golden crystal each, that will grant them great power. Eager to test their strength, they will challenge the very gods that have protected them for so many years.

For reasons unknown, the moment they manage to defeat the CPUs history itself is rewritten to make it so that they, the newly named Gold Third, were always the rulers of Gamindustri. The CPUs are forgotten entirely by the world bar a few exceptions. But this new world isn't all sunshine and rainbows, and discontent between nations grows greater each day. At the same time, strange monsters have started to appear and are wreaking havoc on the helpless populations of each nation.

You will be starting in this world shortly before Neptune and Nepgear are whisked away, and before the Gold Third have had a chance to form, and will be leaving a decade after you arrive. You have **1000CP** to spend on the document below.

Origin:

Civilian

Adventurer/Hunter

Protagonist - One of the CPU group.

Gold Third - At first glance, you could be forgiven for thinking that this little group of four were the villains of the second part of the story, with them crashing a tournament in an event that starts with them defeating the CPUs in combat and then ends with them as the rulers of a Gamindustri whose past was re-written. Truthfully they were only involved in that first part, and had nothing to do with the latter. They never expected to actually *defeat* the CPU's in that tournament. They certainly didn't intend for the world to go to hell afterwards. It was this group of four girls that found the Gold Crystals atop the Golden Summits and inherited the power within. You find yourself as a member of this group, either taking the place of an existing member or as an altogether separate fifth member.

Villain - Affimax/Kurome. Most of Affimax is simply after money, to fuel their supply of magazines and figurines for Busty Blondes, though the dark boss behind the scenes is after a more sinister goal.

Species:

Maker

The main residents of Gamindustri are the makers. These are the ones who generate the shares that flow through Gamindustri, and the ones that fill up the various great nations. While not inherently weak, few makers could hope to match even a weakened CPU in power, though plenty are able to hunt monsters for a living. Most makers are human, or at least humanoid, though some residents can be of slightly different appearances. As such, your own form can be quite varied so long as it similarly remains vaguely humanoid. Highlights include elves, panda-girls, androids, and a roomba.

Monster

Where Makers are the main residents of Gamindustri, Zero Dimension is composed nearly entirely of monsters. Unlike Gamindustri however, not all those monsters are mindless destructive beasts. In a strange reversal, many of the little beasts such as the Dogoos and Baby Bugs are the innocent citizens of this world, desperately trying their best to survive amidst the more destructive monsters. Generally these 'good' monsters are only the smaller, cuter species. You can choose one of these smaller monster species to be a member of. If you want you can have a humanoid body like Dogoo Man, though your head will still be that of a monster.

Fairy

There are only two known Fairies in Neptunia, and only one of them is even native to Gamindustri. A Fairy is an artificial construct that resembles a small person sitting atop a levitating book. Their purpose is generally to act as a historical record and advisor to the CPUs, though of the two known Fairies, only Histoire actually fulfils her role as advisor. As a fairy, while you don't innately have create combat prowess, you are blessed with a perfect memory in order to record all of history. That said, while you may have a perfect memory it can take a while to find the correct memory among the centuries of knowledge you will accumulate when trying to recall something miscellaneous or long ago.

Console Patron Unit [200]

CPUs, short for Console Patron Unit, are the rulers and goddesses of the nations of Gamindustri. Their existence is nearly ubiquitous across the numerous dimensions that make up this setting, even if how they come into existence might vary. In this case, CPU's are called into existence by Gamindustri itself, born fully formed from the Shares and faith of the population. Each CPU is a powerful deity towards whom the faithful will naturally gravitate. Generally a CPU will either create or inherit a nation which they will preside over, helping defend it from monsters and guide its development. You can choose whether you are a CPU of a new nation, a different dimension, or the CPU-Candidate (i.e brother or sister) of one of the existing CPUs.

Location:

Planeptune - West Gamindustri. Forests and hills.

Lastation - East Gamindustri. Smoggy and industrialised.

Leanbow - South Gamindustri. Grassy fields and greenery.

Lowee - North Gamindustri. Cold, snowy, and magical.

Zero Dimension - A run down post-apocalyptic land, with no human life remaining, and tons of monsters. The nightmarish dream of a goddess who wishes for the destruction of Gamindustri made manifest. It is here that Uzume, the only CPU of this land, leads a band of monsters to fight against the Dark CPUs that terrorise this world.

Perks:

HDD Form [Free/Requires CPU]

If you are familiar with Neptunia, or the magical girl genre in general, you are likely to be familiar with this. Each CPU is the goddess of their nation, and each CPU has a special HDD form that they can transform into which is powered by the faith of their followers. In this form all of their physical and magical abilities undergo a substantial boost in power. Their body will also undergo a change, which could be as notable as entirely changing size and shape or as minor as merely changing hair colour. Neptune for instance will grow from a teenager to a fully mature adult, while Vert will have her hair change from blonde to green. This also wouldn't be a proper magical girl transformation if it didn't also come with a free outfit and weapon! Said outfits generally take the form of armoured and high-tech skin-tight bodysuits, complete with hardlight wings. As a small aside, apparently this transformation can burn a modest amount of calories. Enough that a certain purple haired CPU decided to use frequent transformations as a type of diet.

Personality Swap [100]

Lacking context of just what a CPU is or what a HDD form involves, one could be forgiven for thinking that a CPU is an entirely different person from their HDD form. This is true not only because of their change in body, but also change in personality. While it isn't true for every CPU, it cannot be denied that many of the goddesses will undergo a noticeable personality change when they transform. Neptune becomes more mature, Blanc becomes louder and more violent, and Uzume lets out her cutesy personality. In many ways this change is them letting out their true personality. This change is also one that you experience when you transform. Whether that personality change is you simply revealing your true inner thoughts or a complete change in attitude is up to you. If you aren't a CPU, this change can apply for a different transformation.

Into The Nepverse! [400/600]

While Histoire may be the one and only Artificial Oracle of Planeptune and Gamindustri as a whole, she is not a singularly unique being. Her counterpart, Croire, is the somewhat unwilling companion of a dimension hopping grown up Neptune. That dimension hopping ability of hers originates from Croire. At the expense of a moderate amount of energy, she can travel between different dimensions. This can be a targeted jump or one made entirely at random. This ability is rather impressive, as it would normally take a stupendous amount of Share energy for someone like Histoire to do the same even with exact coordinates. This ability to easily travel the multiverse is one you share with Croire. No longer are your adventures confined to just one dimension.

VR Dimension [200]

Formed by the overlapping of a higher plane of existence with the world, this tiny spatial anomaly exists outside of space and time. Known as the VR Dimension, it takes the form of a small house and accompanying surroundings. What makes this plane truly special is the fact that the Goddesses from various dimensions are actually able to visit this place whenever they wish. While you are in this VR Dimension, the goddesses will be able to visit you, even if you are in a whole different world. They can't stay for too long, only really enough for a chat or a game or two, but nothing stops them from popping in frequently except the energy cost. If you wish, post jump this could be a way you keep in contact with

them on your adventures. Additionally, other divine or similar beings in future jumps may be able to connect to this plane should you so choose. You personally can enter this dimension with a single thought.

Arfoire Is Blasting Off Again~! [600]

Being a gag recurring villain may mean that you're never taken very seriously, and are often defeated in quite silly ways, but it does have one very notable advantage: You don't stay down for long. You don't get put down permanently, and even when trapped or arrested, it isn't long before you manage to get out. You will find in the future that while fighting your foes, things will generally work out in such a way that your defeat is not very permanent, if such a thing occurs in the first place. This is already quite good, but you have also been given the real Arfoire special: one free revive! Should you perish, plans will be put in motion to somehow resurrect you before the jump ends.

Break Your Fall [100]

It's time for a true Neptunia tradition! If falling from a great height, try to land on something soft. Even a Goddess is likely to hurt their butt if they land on the hard dirt. Luckily when you end up in situations where you are falling from a massive height, those same situations are also ones where there is something soft at the bottom for you to land on, such as a mattress or a twin-tailed tsundere... It's mostly the latter. Miraculously in that latter situation the two of you are usually only mildly sore after the fact. That said, a girl can only get landed on so many times before she starts taking it personally.

Human? Monster? Both! [???

Most monsters in this world take the form of various different creatures, from slimes to dragons and mechs. However this is also a world that runs at least partially on the laws of comedy, and what is more comedic than the juxtaposition of unexpectedly finding a standard monster but with the body of a chiseled hunk or beautiful woman? Maybe the evil forces that made those monsters just have some interesting tastes. Whatever the case, you have the quite interesting ability to grant monsters bodies similar to those. Their heads will mostly remain unchanged, but their bodies will undergo changes to appear like that of very attractive humans. Try putting bags over their heads if it bothers you.

Entering The Friendzone! [???

Many people think that the greatest trait of Planeptune and its Goddesses are their great technological prowess that stands at the forefront of every nation. That is incorrect. In fact their greatest strength is their odd ability to befriend basically anyone they meet. Even many of their intended enemies and villains of the week will find themselves begrudgingly going along with their shenanigans or converting to their side. Like the Purple CPUs, you are incredibly talented at making friends with anything and everything. Even those who find you aggravating will at the same time find you strangely endearing.

Land Of Purple Progress [600]

Planeptune is known as the nation of purple progress and that is because in terms of science and technology they are a good few decades ahead of any other nation. The games consoles and technologies produced in this nation are the most advanced of all of Gamindustri, without sacrificing longevity or durability. While their technologies are admittedly the most expensive of the nations, you more than get what you pay for. Perhaps

you have studied here in the past, or maybe you have inherited the talent of Nephgear when it comes to technology, but you are a true standout in the field of science and technology. Planeptune may be years ahead of the other nations, but you are ahead of Planeptune by a good decade yourself.

Cosplayer [100]

Harmless fun and a particular interest of the Goddess of Lastation, cosplay is a hobby that is enjoyed by many across the world, both by those taking part in it as well as those viewing it. While anyone *can* be a cosplayer, it is true that some people are better suited for it than others. As a cosplayer yourself, you are reasonably skilled and mocking together outfits and applying makeup to make yourself fit the image. But more than that, you are simply someone blessed with the right body shape to suit the many different costumes that you might wear. You're even reasonably good at putting on fake voices.

Innate Toughness [100/200?]

To be an adventurer and to be a warrior is to be a fighter. There are a plethora of monsters that inhabit this world, and there are those that need to rise up to fight them. But normal humans are squishy. A single hit from a monster could potentially put down a bog-standard human. Naturally an adventurer has to be of a different level. While you are still a far cry from being able to be called indestructible, you are nonetheless very durable in body and mind. Getting hit by a gun or sword, while painful, is no longer debilitating. Receiving a fireball to the face wouldn't send you straight to the hospital or morgue, though is not something I'd advise you to let happen. At the very least you won't be out on your first mistake.

Special Speciality [100/200?]

Each nation and each goddess have their own specialities with regards to gaming and technology. Neptune and Planeptune are good at creating stuff that is advanced but expensive. Noire and Lastation are great at mass production of medium quality goods. Lowee blurs the line between magic and technology. Vert and Leanbox build impressively powerful machines but are more prone to malfunctioning. You can choose to gain your very own specialisation in regards to technology. This is a certain niche that you will stand as the clear leader of among your competitors. You could choose the same specialisation as one of the existing goddesses, or something else entirely. If you wished, you could borrow the specialisation of a goddess that does not make an appearance in this particular story. For instance, Mahu of the PC Continent is a brilliant programmer. It's worth noting that no singular trait will let you beat all the other goddesses in the tech race.

Magical Mage Of Magic [???

Lowee may be the nation of magic, but it doesn't hold the sole claim to it. The magic of Gamindustri is relatively freeform and simple. It largely takes the form of elementalism, though more advanced and scholarly mages can accomplish rather more esoteric effects. Even a simple mage can conjure flames, shake the earth, and heal the wounded. You are an accomplished mage in your own right. Put a staff or wand in your hand and you'd be blasting out spells like the best of them! Who needs a sword when you've got phenomenal cosmic power?

Blah Blah Blah [100]

Exposition dumps and explanations are useful, but who has the *time* to listen to all of that? It's much better to just condense it down into as concise a sentence as possible, and you can't get much more concise than "blah blah blah" and "this and that and the other thing". By some miracle, magic or just authorial laziness, that is all you really need to say to get your long-form information across.

Sweet Heart [100]

Pudding~! Pudding pudding pudding~! A certain purple haired goddess gets her energy from two things: Shares and pudding. The latter arguably more so than the former. Going even a few days without access to pudding leaves her lethargic and unwilling to work. As something of a confectionery chef, you would be more than suited for taking up the role of pudding provider should it be needed. Not limited to just puddings either, you would be well suited for preparing anything and everything sweet and sugary.

Un-transformative Transformation [100]

Transformations as a whole are rather rare. At least they are in Gamindustri. Mostly they are limited to just the CPUs, their enemies, and the odd magical girl adventurer. However that shouldn't stop you from having your very own transformation sequence! Your body may not transform, but your outfit can! In a sparkly shower of pixels and light, you can quickly change your entire outfit! This is potentially useful in a fight, and very useful when getting up in the morning, but mostly this is for the aesthetic.

Protagonist Privilege [Free]

The people of Gamindustri can come in all shapes, sizes, and species, but even across those vast differences, each member somehow ends up being relatively attractive to others. It isn't surprising that the literal goddesses are pretty, but even the small villainous mice and bizarre robot ninja's are somehow attractive examples of their species. At this point, not being attractive in your own right would make you stand out more from the cast. It's basically a necessity for you to be 8/10 at minimum.

Older Sister [100]

While attractiveness is near ubiquitous here, other 'attributes' are less so. Even among main goddesses, there are those whose endowments lie on opposite extremes of the spectrum. Interestingly the various characters in this world are spread surprisingly evenly across that scale, from cup sizes of AA all the way to I. If you want, you can nudge yourself a step up that same scale, bringing yourself closer to the likes of Vert and Peashy than Blanc. Where you start on that scale is unknown, but every additional purchase of this makes you just that little bit *more* attractive and, more importantly, just that little bit *more* well endowed. This naturally includes scaling up their perkiness, feel, and just generally making them all around better.

Power of Daydreams [600]

The ability unique to Uzume; the subconscious ability for her to turn her daydreams into a reality. Unfortunately it was this same power that Uzume struggled so much to control, and caused her to request herself sealed away. As long as you have this power, you have the ability to quite literally realise your dreams. Unfortunately this power is almost entirely subconscious in use. It was this power that allowed Uzume to gain shares from monsters, and it was also this power that let Uzume encounter good fortune time and time again,

simply because she fantasized about how cool it would be. However it was also this power that unwittingly led to her almost destroying her own city long in the past. If you can find a way to harness this for good, you will gain a potent ability.

Power Of Delusion [600]

The daydreaming power of Uzume corrupted into something dark by Negative Energy. When corrupted by the power of Negative Energy, this power became the dark power of Delusion. In this form, the power is far more easy to consciously control, though for far darker purposes. With the power of Delusion, one can create monsters from their darkest nightmares or trap others in delusional fantasies. It was by using the power of Delusion that Kurome was able to rewrite the history of Gamindustri time and again. Taken to its ultimate expression, this power gave birth to both the Heart and Zero dimensions, where Kurome controlled everything as a pseudo-God.

Power Of One [400/600?]

Characters have a way of popping up again between stories, and this is true even for the villains. In this case, while Rei Ryghts herself does not make an appearance, the power that she had was obtained by Croire. In the ordinary order of events this would then be given to Kurome to help facilitate the destruction of Gamindustri for Croire's entertainment. Now, for some reason, she has instead decided to give it to you. Perhaps an overpowered antagonist was too cliché to her. Either way, you have inherited the incredible power of this CPU from another dimension. Even without any Shares of your own, you'd be stronger than the average CPU. This power is particularly effective at interfering with Dimensions as a whole, whether that be moving them, damaging them, or even outright destroying them.

The Power Of Negativity [200]

The power of Negative Energy, a power not altogether that different from the Deity of Sin. If Shares are the hopes, prayers, and dreams of the world, then Negative energy is the concentration of every negative emotion instead. The polar opposite of Share energy, any time they intersect, they clash and cancel each other out. Take care with taking this power, for channelling the raw power of hate, fear, anger, and every other negative emotion is not something that leaves one unchanged, and certainly not for the better. If one can get past this, however, they will find that Negative Energy is versatile and potent in its own way. Not only does it bring out the worst in other people, but it can even potentially brainwash and corrupt them if done right. Additional abilities aside, as the counter and opposite to Shares, it too can be used to empower oneself. It is also far easier to accrue than Shares, for obvious reasons.

Shaped Like A Waifu [???

CPU's are beings that are born from the Share energy of the world. They are not born like normal creatures but rather appear fully formed. So it was with Uzume, so it was with Uranus, and so it was with the current four CPUs. With such a simple principle, it shouldn't be too hard to replicate that feat, no? Kurome certainly had little trouble creating clones of those she had memories of. Like her, you too can create fully autonomous clones of other people. How accurate they are will depend on just how well you know the copied target, but all it takes is some Shares, or Negative Energy, and out comes a pawn! They wouldn't be True CPUs, not without a lot of Shares and far more care in their creation, but they aren't a half bad copy either. Pump enough power into 'em and you might even get a titan sized one!

E-Sha's Resolve [???

When talking to S-Sha, you may occasionally find her changing personalities without warning, accompanied by a change in eye colour too. This isn't any kind of mental disorder, but rather due to the fact that two different souls inhabit her body. While filming something, S-Sha had an accident and would have died if not for E-Sha performing a forbidden spell to pull her soul into her body. You too have knowledge of this esoteric spell, as well as having a body that would have no issue housing multiple souls indefinitely. This spell is typically used (as much as something forbidden can be typical) to save those dying or dead, though nothing states that this needs to be the case. When together both souls will have control of the body, though naturally the original owner will have priority of command.

Sharing Field Activate~! [???

Uzume has several unique abilities, but perhaps the most obvious one is her ability to create the Sharing Field. This Sharing Field is a sub-dimension created using Shares. The allies within this field will gain various different buffs, most notable of which is that of a constantly refilling energy pool. While this field is active, one will never tire nor run out of mana or whatever other energy they might be using. This field also works to counter negative energy and the like. It would be a bit funny for an ability called the 'Sharing Field' to only be usable for one person, and so you will find that you share the ability to call forth this field with Uzume. Doing so consumes Shares, both to create the field and maintain it.

This Is Your Conscious Speaking [???

Uzume and Kurome are two sides of the same coin. It would be easy to dismiss them as the good and evil versions of the CPU known as Uzume, but the truth is rarely so clear cut. Uzume was born from the remnant 'dregs' of the original Uzume's conscience; the last embers of hope and joy in a heart polluted by Negative Energy. While this was not an act done on purpose, there is nothing that says it could not be replicated. You are capable of splitting off an aspect of your personality or mind and shaping them into a new person. Appearance wise they will look nearly identical to you, bar a slight colour pallet change. Their personality, on the other hand, will be entirely dependent on what aspect of your consciousness you used to form them. These splits will still maintain a connection to you, thus any growth they experience in power will feedback to you. However they are also independent entities, so may work counter to your own desires at times.

Demon Lord Curse [???

Among the various issues the four nations experienced while under the rule of the Gold Third, Leanbox had one of the more notable ones. They had a Demon Lord running around who cursed over one million Leanbox soldiers and turned them all into Ran-Pigs. A Ran-Pig, by the way, is a small white pig-like creature and is about as threatening as something like that sounds. Like this Demon Lord, before he got put down at least by Vert, you too have the ability to curse other people and transform them into helpless little animals. You wouldn't be able to curse someone your equal or stronger in power, not unless you managed to defeat them, but you would be able to curse the average citizen without trouble.

This Isn't Farewell [???

A goodbye is not always forever. Even death can merely serve as a brief separation before you see them again. A soul that departs the world is not necessarily gone for good. Your

very existence acts as a tether to those you love. As with Uzume and Umio, should someone you truly care about pass away, their connection with you will ensure that it won't be long before their soul is once again reborn into the world. They may not be the same person, or even the same species, but at least in some form they will return to you.

Wear It Right [???

Gamindustri is a colour world, and that isn't just referring to the people. People's outfits are often just as outrageous as their personalities, and usually even more impractical. That doesn't prevent them from pulling it off though. Proper style doesn't care about pesky things like gravity or the laws of physics. No matter how you wear your outfit, you will find that they manage to stay neatly in that style or form, whatever you happen to be doing. That is, unless the rule of comedy supersedes the rule of cool, as it is wont to do.

Banter First, Fight Second [100]

Banter before battle is a tradition honoured time and again across history. This is especially true in Gamindustri, whether friends and foes alike will trade barbs and japes at each other even in the most dire of circumstances. It might be a bit of Neptunia weirdness bleeding through, but you will often find that your enemies will let you banter a bit before the start of a fight. They may stand there awkwardly, with a visible aura of 'get on with it', but even a wild beast might allow you to get a few jokes in before they actually initiate combat. Don't push it too much though. This patience will only extend so far.

Handsome Voice

There are more ways to be attractive than just strictly in appearance. There are five senses after all, and sight is only one of them. Usually the second thing you will notice about someone after their appearance is their voice. Happily that is an aspect in which you stand out too, and with good cause. Your voice is simply incredibly pleasant to listen to. Whether that be due to being a smooth baritone, light soft tenor, or something else is up to you, but whatever the case, just chatting with you is a pleasure to the ears. Maybe try becoming a singer?

True Memories

History has been rewritten twice. The first time, Gamindustri was made to forget the existence of Uzume, the first CPU of Planeptune. The second time, the four current CPUs were forgotten. Both times there were those who remembered what everyone had forgotten. Some remembered over time, but there were those who never forgot in the first place. You are one of these unique individuals whose memories cannot be altered by outside change, who would remember the world as it was meant to be even if the timeline itself was rewritten. Getting other people to remember is a whole other issue, but at least you will know how things are meant to be.

A Fusion Most Foul

Given that the good guys get power ups by the faith of others, it is quite fitting then that the bad guys seem to frequently power up in this story by subsuming others instead. Whether it was Arfoire or Kurome, both were able to reach greater heights of power by fusing themselves with other dark creatures to form something even stronger than either. Like them, you are able to fuse together with other beings as long as they don't resist. This isn't a permanent fusion either, and you have the option to unfuse at any time that you wish. You

also aren't limited to only one fusion, and can combine with multiple beings at the same time. You can decide whose personality dominates during the fusion.

Survivor Of The Apocalypse

If Gamindustri is a world that is flourishing with life and civilisation, then Zero Dimension is a world that has gone through the apocalypse. It takes a certain amount of skill and knowledge to be able to survive when there are no freely available amenities or housing. As a part-time resident of Zero Dimension, you have been forced to pick up the necessary skills to survive in a ruined world. Scouring for resources, finding shelter, and hiding from monsters are all skills that you've become proficient in over the years.

Error Virus Error

Transformations can be rather annoying, especially when it is your enemies that are doing them. Luckily you have an odd little ability for just such occasions. Your attacks have been imbued with a special effect, that of a Virus. This is a status effect rather uniquely found in the world of Neptunia. It isn't something as mundane as the common cold or other illnesses. Those who are infected with this Virus are simply unable to transform. The effect isn't permanent, nor even particularly long lasting, but it's usually sufficient to last a battle, and that is without factoring in the chances of it being triggered numerous times. Any attack of yours has a relatively high chance of triggering this effect to take hold.

Elite Mercenary

Not everyone can be gifted from birth with the great strength of the CPU's or monsters. When raw strength isn't on the table, one is forced to train their skill instead. That is the route that the various hunters and mercenaries of Gamindustri have had to go down. Like K-Sha, you are a trained fighter of no small amount of skill, standing head and shoulder above most hunters. From guns to swordplay to hand-to-hand, you've been trained in all sorts of different styles to make sure you are always fit to fight no matter the situation.

Nin-Nin

You would have thought that being a giant humanoid robot would make one stand out from the crowd. Certainly not the kind of thing that could sneak into the most secure facilities across all of Gamindustri, as well as the very homes of the nation's leaders. But then, there are some people that are so forgettable, so invisible, that nothing they do seems to draw other people's eyes. Steamax was one such person, and so too are you. You excel at stealth and covert action. That, combined with the basic ninjutsu techniques you know, make you a fantastic ninja.

Intel Officer

Working for the Guild doesn't just involve hunting monsters or getting cats out of trees. While the adventurers and hunters work to fulfil the quests that get posted, someone still needs to gather all that information in the first place. That is where the intel officer comes in. The intel officers of the guild are all experts when it comes to gathering information. It is their job after all. As one such intel officer, or at least someone trained in their ways, you similarly are great at acquiring intelligence and news from all over the nation. You even have your own extensive network of informants who can periodically feed you back information on whatever topic you may need.

Prickly Barbs [100] (Planeptune)

Sticks and stones may break their bones, but words can cut deep and throw people off kilter. Insulting people isn't kind, but it's hard to feel bad about it when the person you are insulting is working towards destroying the world. It's possible you've been spending a bit too much time around Neptune, because you've gotten very good at saying mean little barbs that have a way of getting under peoples skin and driving them crazy. Seeing them get all worked up can be very cathartic. It's also, as mentioned, a good way of throwing your enemies off balance and making them lose their calm. And an angry enemy is an enemy more likely to make mistakes.

Hard Worker [100] (Lastation)

Each of the CPU's have their own quirks, but the goddess of Lastation in particular is known for her extremely focused hard work. The exact opposite of Neptune, Noire will potentially overly-focus on her work, to the point of neglecting socialisation. Working too hard can often be as bad as not working hard enough, but luckily you tend to land in the middle of that golden zone. You are a hard and efficient worker, the kind to get your work done in good time, but not so much so that it starts to negatively impact the rest of your life.

Writing Hobbyist [100] (Lowee)

As the oldest of the four nations, Lowee is noticeably different in vibes and culture than the other three. Not only does it have a greater focus on magic over technology, but it also does a lot with literature. Blanc spends much of her time writing stories on her bed. Unfortunately a good story doesn't guarantee a corresponding audience, but it doesn't hurt either. Those valued writing skills are ones that you are lucky to already have. Motivation and ideas may be up to you to get, but when it comes time to put pen to paper, what comes out will be of a good standard.

Resident Of Game-Industry [100] (Leanbox)

The CPUs and Gamindustri itself all revolve around a single thing at the heart of everything: Games and game consoles. The entire industry of this world is in some way geared towards furthering the progress of gaming. As such most of the general population are, by the standards of other worlds, pretty hardcore gamers. Vert in particular is known to game for multiple days at a time, going several nights without sleep to do so. In such a world, it would be more strange if you didn't know how to game. By the standards of this world, you are a pretty average gamer. Not record scoring but better than the casuals. In a world that is less game obsessed, you are pretty high up there. Certainly tournament level.

Divine Grace

The battle for followers and Shares is never ending. The four CPUs may be friends and allies, but not even that stops the constant fight for the faith of the people. Their enemies have even less scruples. With the CPU Shift period ongoing, acquiring followers is all the more important. **Like the proverbial snake in the garden, you are adept at undermining the faith of others and swaying followers in their beliefs. You are very good at stealing those that would follow other deities and bringing them under your own banner, whether this be by appealing to their interests or by sabotaging the actions of other goddesses. - Not really the right tone for the game. Maybe less stealing and more attracting?**

To Be A CPU - To be a CPU is to rule a nation. But it isn't just to take care of its citizens and clean up monsters. To be a CPU is to lead. To inspire your citizens. To make not just the nation better, but the people within it. - Charisma/leadership

<----Combine?----->

The Goddess And Faithful - A CPU truly cares for its nation. They aren't just in it for power or respect. Even when their whole nation is twisted against them, they still fight to save every life they can, fight so that their people can live safely and happily. And their people feel that love. Even with minds twisted and history re-written, your subjects can feel the love and care you have for them. And because of that love, those same twisted machinations will find their hold on your people's minds slipping. It may take a while, but a trickle of water can even erode away mountains.

Gooman's DYNAMIC Vision!

- Much like the wonderfully muscular and handsome Gooman, your dynamic vision and calculation abilities are unrivalled! Within only a few short seconds, you could quickly and easily count up to a million different individuals within your sight, not repeating a single one and not making a single mistake!

Flip The Switch

- War and combat has a way of changing you. Even the most iron-willed person can't remain unaffected through it all. But you can section it off. Like K-Sha, you will find that you can keep your combat personality separate from everyday personality. In your normal life, you can be as carefree and happy as anybody else. But once a weapon falls into your hands, then the ambiance and atmosphere of a battle-hardened veteran falls over your visage.

Proper Nurse

- Healing magic and healing items are good in a pinch, but nothing truly compares to the proper care and attention of a professionally trained nurse or doctor. Much like Compa, you are trained and skilled in the art of medicine, in a branch of your choice. You could be a general nurse, a doctor, a surgeon, or something else. Whatever you choose, you are a capable healer in your own right.

Earning That R18 Rating [???

- You and companions frequently getting in 'sticky' situations. Clothes tearing, monsters attacking awkward locations, beach episodes, the whole shebang.

Faith of All

In theory faith should only be generated by humanity. Monsters and beasts should not be able to generate the shares that fuel the CPU's and fertilise the earth. However you are different. You are almost unique, for you are able to do exactly that, and harvest the faith of all races, human or otherwise. As long as they are sapient, they can generate faith.

OOOORRRRR

Faith For The Faithless [???] - Gaining Shares from monsters, beasts, and other creatures. Not limited to just humans.

Whirlpool Of Despair

- Negative energy is corrupting and hateful, but it can only do so much. Sometimes, to corrupt other people, you need a more curated and careful touch. Sometimes desires can be more corruptive than endless negativity. - manipulation etc

Power Sponge - Part of the problem with dealing with Kurome is that her real body has a unique kind of constitution. Where other CPUs have to actively seek out followers to gain their shares and faith, Uzume's body subconsciously attracts and absorbs Negative and Share energy at all times.

Miracle Of Faith - Shares are formed from the wishes and prayers of the masses. It is by no means a mundane or conventional energy. It is ethereal, beyond the mortal plane. If the circumstances are right, you can convert these shares into strength and achieve a miracle. - Came up two different times. Bit vague on what this would actually do and how it would function differently from just having shares

Flashback Time! - What a novel way of recalling an event! Why just summarise what happened when you can directly show people it with a flashback? Maybe its an odd bit of neptunia magic at work here, but you can [...] -Combined with Blah Blah Blah? General summarising skill?

Items:

Survival Supplies

Skills can only get you so far in the apocalypse. A goddess might be able to survive, albeit uncomfortably, without food or shelter but regular mortals can't. Any survivor in these kinds of circumstances are quickly going to accrue their own set of survival amenities, scrounged or made. This is your own set of survival supplies. It's got all the necessary basics; tent, sleeping bag, tins of food and water, flint, some basic medical supplies, and a compass. You won't be living the highlife with this stuff, but you will be surviving.

Share Crystal

The CPU's are powered by Shares. Sharicite crystals are a rare form of Shares that can only be made artificially in this world, a solidified condensation of Share Energy in crystal form. Previously the CPUs only managed to make four such crystals when working together. For some reason, many such crystals litter the land of Zero Dimension. Each of these can be used as what is essentially a battery for CPUs, providing them with a good amount of Shares. This would allow a CPU with no followers to temporarily fight at near full strength, or further boost the strength of a CPU to new heights. You have obtained a dozen or so of these crystals, enough for sparing use to last you many low level fights or a couple all out fights. Outside of CPU use, these could serve as very good power sources.

Hyper Crystal

This crystal is the combination of the Share Crystals of the CPUs fused with the Golden Crystals of the Gold Third. Within this crystal is the prayers and wishes of an entire world! This fusion of two different sources of Shares acts as the ultimate amplifier for CPUs. A CPU that uses this Hyper Crystal will permanently unlock their NEXT form, a second transformation in which they are at their absolute pinnacle of potential as a CPU. Maintaining this form is far more of a drain on Share energy, but is more than worth it as the CPU becomes stronger in every way, as well as gaining new moves to fight their foes. You have received a single Hyper Crystal for use at your discretion.

Tower Of Gold

Money. It makes the world go round. How are you able to acquire your various figurines, magazines, and limited edition collectables if you don't have a steady income of money? The desire for money can drive one to all sorts of madness. You will be starting this jump with an incredible amount of wealth for yourself. Your bank account is in the nine digit numbers now. While it's not quite enough money to outright buy a flying warship, it would be enough that you could get one on loan. Two of them if you get a 2-for-1 special. The currency of choice for Gamindustri is Credits, though you will find that the money you receive from this is whatever is most appropriate for the world that you are in.

Terminator Terminal

- Factory/Facility that produces robot warriors up to Lastation quality specification.

Strange Console [???] - A strange, battered old video game console with an odd orange swirl on its front. This little device, despite looking and actually acting like a game console, is capable of sending you to and from the Zero Dimension as long as you put in the

accompanying disk and turn it on. A console very similar to this acts as a seal for Uzume's real body, and so too can this be used to seal a singular powerful being such as a goddess.

Busty Blondes Weekly - Lewd comics and magazines featuring shapely women. Particularly the CPUs. A favourite of Affimax. Comes with a custom figurine with special material for its chest that even feels like the real thing! Makes for a good distraction tool if you want to flee from a fight.

Comfort Box [Free] - It's a large cardboard box, with eye holes cut out. Pretty nice to sit and relax in. Very good at calming people down. This one was made by K-Sha.

Amazoo.Nep - An interesting website that feels like it's almost going against some kind of trademark with its branding. Oh well, that's far less important than its function. It's a shop! That sells shop things! You know, food, materials, weapons, etc. The usual. But wait, there's more! For this particular shop teleports these materials directly to you, wherever you are, even if you happen to be in an entirely different dimension! Sadly you will get charged automatically, so don't think being a dimension away will get you any free stuff!

Blog Spot - Affimojas' blog, whose popularity can spread rumors like wildfire

Holy Sword User #983,068 - A sword that proves you to be a soldier of Leanbox in an altered reality. Also comes with 100 credits. Buy a nice meal with it or something. Of course, after this jump, this can instead manifest as some other proof of identity for whatever calls itself a military where you are.

Weapon Selection [???) - Weapon of choice. Can be odd such as a microphone.

Flying Battleship -Affimojas' flying battleship that he runs his internet blog out of - Very expensive to buy. Billions of credits. Large in size though, and has good shielding.

Repair Manual [???) - A repair manual. For what, you might ask? For you! (and Histoire, technically). While it can't be used to fix every issue you might have, it's filled with the knowledge required to get you back on your feet, whatever shape or form you might be in! For more serious repairs, please consult a mechanic... or doctor.

Nep Bull VII - A powerful healing potion created by Adult Neptunia. It is very good at restoring energy and healing wounds. You've received an entire barrel full of the stuff! Just don't drink it all at once. You'd be getting a nosebleed half way in.

Bathhouse - Steamy warm bathhouse for group bathing and socialisation. And fanservice.

Route Building [???) - Roads of light powered by the shares of a CPU. As long as the people have faith, whoever it be in, these roads will function. And these aren't just fancy light shows. No, these roads are special. They massively decrease the travel time for journeys. Places that may have previously been unreachable without days or even weeks of trekking suddenly become accessible to the general public with only a short walk. The way to make these roads couldn't be more simple, if a bit expensive! A special magitech machine takes in

credits (or other legitimate forms of money) and spits out Routes. Quick, easy, and a pain on the wallet. If only there was a Basilicom to foot the bill...

Nep Notes [???

- As long as you have suppressed a creature that looks even vaguely like a bug, it can be shrunk down, absorbed, and preserved in this book. Even creatures as powerful as Arboure... Er, Arjoune... Ayawn? Whatever her name is. Perhaps more importantly, you are able to extract and freely use any special powers of anything that this book has absorbed. This note isn't perfect, however, and those trapped sufficiently powerful inside can break out once more if allowed to regain their power.

Investments - Building that anyone can donate to in order to promote development of the city? **Bit... gamey and weird. Need to figure out how this would work.**

Kingdom Of God [600]

What is a shepherd without their flock? What is a Goddess without her nation? The CPU's aren't helpless without their nations, but they are undeniably far weaker without their followers and the shares that they generate. Their nation is the place that they have developed over many years, dedicated countless hours to see flourish and grow. It would be a real blow for that all to come to naught when you left this world. You are the leader of a sprawling nation in no way lesser than the current four nations. More importantly, this nation and the inhabitants inside will follow you when you leave this jump. Whether this follows you in a separate dimension akin to the Zero Dimension or inserts itself physically into the world is up to you.

Disc Dev -Special research and development hall where Blank Discs are loaded with Idea Chips in order to create equipment called Discs that provide some kind of boosting effect.

Guild Building - Place where random quests are posted. You can visit, take a quest, and earn some money. There always seems to be some new quest available.

Golden Summit - The strange power inherited by Gold Third, capable of letting them fight on par with the CPUs. Only indication of transformation is golden pupils. Effectively similar to the power of CPU because it works by stealing the Shares of the CPUs. In some ways this comes with its own advantages, not having to worry personally about gathering your own followers when you can just steal the faith of someone else's. Only disadvantage is that they aren't very subtle in appearance, and if the gem at the top is destroyed, you will lose that power. The very existence of these towers are a paradox, for they were created by Gamindustri as some kind of survival instinct. The CPU Shift Period is a time when the need for CPUs is at an all time low, but Gamindustri itself requires CPUs to function.

Anti-CPU Weapon - A potent airborne Virus, created over many years, made for the express purpose of taking down a CPU. This weapon is incredibly deadly, and should a CPU be exposed to it, they may not last more than an hour if they don't get a cure. Luckily you have both the virus AND the cure. Wouldn't want to accidentally hurt one of your friends, would you? Post jump this Virus retains its singularly fatal effects on anything Divine.

Scouting Hall - Place you can recruit mercenaries and scouts to go out and do quests FOR you. They bring back loot, knowledge, etc.

Million Arthur Knights - Crown and armband, allowing one to create cards to summon knights. Essentially can create clones of other people by scanning their 'element' or information.

Birth From Obsession [600] - A fantasy dimension based on your inner-most obsession/desire

Game Store - A store full of new and old consoles and games. These cover items from all four nations. Some of these could get sold for quite a pretty penny.

Final Lifeline - A massive chunk of Sharicite like the one sealed at the core of the Heart Dimension. This is the crystallisation of your heart and faith as a CPU. As long as this exists, you will not truly die. It exists outside of the material world.

Companion:

Import

Canon Companion

-A Funny Face Component robot of another character, like how Nepgya finally became playable

Nar-Sis-sus [100]

Parallel worlds and parallel timelines also inevitably means parallel people too. The CPU's have them, the villains have them, and so too do you have one. Like with Neptune and her twin, your own twin may not have the great powers bestowed upon you, but they do have a killer body. Very much the older-sister type, their body just oozes womanly R18+ game vibes. In personality they are not too dissimilar to you. In fact the pair of you would get on like a house of fire, with possibly just as much collateral damage from your shenanigans too. Originating from Gamindustri or a variant thereof, unlike you, they are generally of a more carefree and sunny disposition.

Game Character Reference? - Similar but not identical to the original character.

Drawbacks:

Collab Craziiness - Over the years in their dimensional hopping adventures the Neptunia crew have visited all manner of different worlds and universes: Worlds where anthropomorphised battleships war with each other, worlds where ninjas battle in outfit-tearing conflicts, and worlds where a small elite crew is all that stands between apocalyptic forces and all that is beautiful in the world. By choosing this option, you can make some or even all of these events canon. Every once in a while you will find yourself flung by a dimensional anomaly into a new but oddly familiar world.

Monster Phobic - Because of trauma in your past, you are terrified of monsters. It doesn't matter if you could squish them like a bug, just the sight of them sends shivers down your spine and makes you want to turn tail and flee

Work-A-holic... Not - A true big slacker. Getting you to actually do your work on time is a constant effort on the part of others. Sure you'll turn up for the truly big stuff, but even the moderately important stuff will see you getting side-tracked by some game, model, or other distraction.

Yandere Stalker - Ever so slightly crazy yandere obsessed with you. She'll aim to 'eliminate' any competition for your attention.

Money Grubber - Obsessed with getting money, like Affmiorax or B-Sha. It's not that you have no lines you wouldn't cross, but you'd happily charge someone a thousand credits for having saved them from a mugging.

Hidden Half [+100]

- Based on Uzume. Embarrassing side personality that comes to the surface in certain situations. Maybe you have really childish desires, or speak in a cutesy voice while daydreaming. Either way, it has a way of clashing with your usual appearance.

Rise To The Bait [???

-easily riled up and angered by even simple provocations.

Locked Memories - Neptune classic; amnesia. Bright side, you may start to regain odd bits of memory as you find triggers.

Monster Maker - Like C-Sha, you have been infected by the strange power of delusion and periodically will create monsters uncontrollably.

Return Of Arsnore [???

Somehow, Arbore has returned.

Social Phobia - Like E-Sha, you are incredibly shy around other people, to the point where you can only really answer yes or no questions. Any more lengthy conversation would have to be done by text or mail.

Phantom Voice - Being a disembodied voice that has to share a body like E-Sha?

Notes:

For the purposes of Collab Craziness, a list of known Neptunia crossovers includes but is not limited to:

- Honkai Impact
- Azur Lane
- Fairy Fencer
- Senran Kagura
- Atelier
- Etc

Character Art/silhouette for Nation perk lines. Colour starts the nation colour, but all fade to gold by perkline end. Golden glow at bottom of page? Page Border?