



NEKOPARA.

Kashou Minaduki, expected by his family of confection makers to carry on the family shop, decided to open a shop of his own, called "La Soleil". Be that as it may, after moving out, covered up among his things were two of the family's catgirls, Chocola and Vanilla. At the point when he attempted to send them back to his family's estate, they cried and pleaded until he yielded, and they opened La Soleil together.

All in all, this world is much like your own, the difference here being the aforementioned catgirls and boys that exist here. Humans and cats live alongside each other, and life is simple and lighthearted here – well, maybe not always simple, but...

Well, you'll be here for 10 years; enjoy yourself.

+1000 CP

Location

By default, you begin in Japan on the same day Kashou left his home. The Drawbacks section includes a few toggles if you would rather pick a different starting point.

You may freely choose any location in Japanese territory, or spend 50cp to select another country and decide on any laws regarding nekos that are unique to that country.

If you are using the Nekomimi Supplement Mode, which you may read about in the Drawbacks section, you are instead going to use the base jump's location rules.

Origins

Age and gender may be chosen freely for either origin; you may alternatively choose to simply drop in as you are under your chosen origin.

For those who are using the Nekomimi Supplement Mode, you instead determine your age and gender based on the main jump.

Owner: Unless any perks you have from other jumps dictate otherwise, you're just an average person here. Maybe you haven't moved out yet, or perhaps you've decided to strike out and make your own living. I'm also going to go out on a limb and assume you like cats.

Neko: You're now one of many of the cats that are unique to this world – from the ears to the tail, to their tendency to chase laser pointers and attack swaying cattails. Of course, this also includes matters such as your somewhat limited independence, as nekos struggle with their catlike inclinations in ways that humans don't – and without certain perks, so will you.

Perks

As is standard procedure, your origin's perks are discounted. 100CP perks and items within your origin are free, with a single exception for nekos.

Undiscounted

E-Motive Filter (Free / 100cp)

This world has a very particular visual style – cute, distinct, and bouncy. During this jump, if you accept this as a freebie, everything that you perceive during this jump (only) will appear like it would in Nekopara's artstyle. You may apply it anywhere else in your chain by paying 100cp and, if you do, you also get to toggle this on and off at will.

Wonderful Days (100cp / Free)

Across the many worlds you may visit, the one thing that doesn't change is how mundane and uninteresting routine necessities can be. With this, you'll find that interesting or at least cute things happen just a bit more than normal, and you tend to run into people who are fun to talk to during otherwise lonely or particularly dull errands.

If this is your main jump, then you may borrow this perk at no cost for this jump only.

Visually Novel (300cp, requires E-Motive Filter)

Your perception may be mentally toggled to match that of a high-quality visual novel, which directly mirrors most of Nekopara's functionality and adjustable settings. You gain access to a text log of anything you've directly experienced, such as actions that took place around you, words spoken by anyone you saw at the time, your own inner thoughts, and even another person's inner thoughts if you or someone you are mentally connected to used any powers strong enough to read them. You will be able to mentally search the text log for particular days and events you've experienced before, although the whole thing will be erased at the end of every jump (check the end of this document though) or if you incurred a death. You can toggle whether or not you get to also view “choices” in conversations (only) in the same way a visual novel would allow. Your perception of time will slow down to let you think about them, but don't think too long or you'll look like you're staring off into space.

In the menus, you will be able to find options for any of your toggleable perks. If you have any perks that handle things such as music or artistic styles, you will find options in the interface for selecting them as well. After this jump, you may decide which visual novel's appearance you see instead of only Nekopara's; you'll find that in an Options menu, of course.

You'll be able to save and load if you possess sufficiently similar perks or magics, and you will find that using them is much simpler when backed by menu choices.

I Understood That Reference (200cp)

There's a few odd references you might hear while you're in this jump; in fact, you might be the type of person who casually drops them yourself, and that can be confusing for the locals in worlds that don't have comics or anime. With this perk, any time you refer to a saying or event (fictional or not) through speech or telepathy, it is adapted to something similar with an equal level of obscurity in the ears or minds of anyone that you know is listening.

You become aware of what they heard, but you don't learn the full context of what your reference was adapted to. This perk doesn't extend to writing... not even magical air writing.

Owner

Stroking the Kitty (100 CP)

There's just something about your hands when it comes to handling cats. Whether it's just a headpat, stroking around the ears, a complete massage or beyond, your touch can bring comfort and bliss to anything that has (real) cat ears. Your fingers find exactly the right places and apply the right kind of pressure without your conscious effort, and even ordinary cats wouldn't want to duck away from your hand when you reach out.

Word Of Mouth (200 CP)

Word travels fast, doesn't it? This perk confers the ability to spread advertisements, requests, or news without working half as hard or spending a tenth as much. Simply talking to people, posting on social media, or even giving out business cards tends to be enough for word of mouth to spread quickly. It doesn't guarantee that anyone will invest in your business or care enough to help find your missing cat, but you may find someone will at least take enough interest to give you useful information and advice, or become a future customer. You'll find surprising results just by mingling for a while on the streets, so get out there.

Cats Should Get Along (200 CP)

Your feline companions, as sweet as they may be, aren't guaranteed to mesh perfectly with each other at first. Maybe they fear getting less attention, their personalities clash, or one of them is just prone to getting misunderstood. With this perk, you'll find that they won't let the little things bother them so much, and they'll at least try to reconcile or distance from each other, while reflecting on their actions; you won't have to worry about coming home and seeing the aftermath of a cat fight.

Onii-chan~! / Onee-chan~! (200 CP)

Those who are younger and close to you just seem more comfortable and trusting around you, as long as you don't actively breach that trust, and you're often seen as some flavor of dependable big brother or sister figure. They will understand the spirit of what you tell them or what you ask them to do, and they're usually inclined to listen.

A Little Kindness (400 CP)

It goes a long way, especially for you. Your smaller acts of kindness leave an unusually potent, positive impression on others. It's not so effective if you are actively causing trouble for that person, but you'll find that good karma comes back to you easily when dealing with others.

Copycat (400 CP)

Your animal-eared friends, if they have not already done so, will start to develop their hobbies and habits by mimicking yours! They will passively, and very quickly, learn how to do anything that they are watching you do. Over time, they may even start to develop any of your healthy – or unhealthy – habits by following your example. You can easily create the best assistant you could ask for, or turn your young impressionable neko into the same kind of useless potato that you are, in record time. Make sure to raise them right!

Naturally, those who already understand certain things won't get any strange habits that contradict what they have, unless they're trying to change themselves. A diligent, studious, and generally serious catboy won't become a lazy slob by watching you; he'll just lecture you.

Made with Love (600 CP)

You'll find that any hardships you overcome while working on something will make the end product much better for it. Maybe you have less than an hour to write a mile-long essay that could decide the future of your education. Maybe you're just cooking steamed hams. Whatever it is, as long as you haven't given up on quality and can stay seriously focused, you can pull through with flashes of inspiration or improvisation. You'll find that it ended up being even better than you were expecting at the end, with improved results based on your actual skill at the task and how much adversity you faced in finishing it.

Business As Usual (600 CP)

All that effort seems to have paid off! When it comes to businesses that you started up on your own, you'll quickly find that they will always make just enough money to keep afloat without your constant assistance. Whatever the quality of your business already was, it will stay that way while you're off doing something else.

Smiling Elegance (600 CP)

You exude a natural aura of calm authority for anyone you call family; any requests you make for others from a place of genuine concern are likely to be considered properly, and even when you're mediating between two friends or housemates who had a big fight, as long as you can sit them down, they'll work out their differences easily.

You can choose to show any of your current emotions through a smile, and people will take notice of you immediately if your feelings are strong enough. For example, if you are angry because your Bell-certified catgirl started poking holes through your otherwise pristine Japanese-style slide doors, your smiling face could become a vision of Hell.

Neko

Charm Point (100 CP)

You can think of this as an appearance booster for one aspect of your body. Whether it's your nice hair, soft ears that make others want to play with them, a particularly plump chest, or an especially feminine body shape, you have a very special something that can attract eyes (or unwelcome hands) to you naturally. For every Charm Point you purchase, you may emphasize something else, or enhance more of the same.

For nekos, additional purchases of Charm Point are halved to 50 instead of being free.

Colorful (100 CP): There's something that's just interesting about you. Maybe it's just the way you tilt your head or your unique verbal tic, but either way, you have something that makes just about anyone interested in the “what” and “who” of you.

Diabetes Effect (200 CP)

Your type of cuteness might be too saccharine for your own good. Whatever you're doing, whether singing, cooking, or just playing with a cat toy, anything could turn you into the physical incarnation of the cuteness proximity effect, toggleable outside of this jump. This could be dangerous around cat enthusiasts, who'd want to take you home with them.

It's Instinct (200 CP)

Nekos, as you may know, have many inclinations that are common to whatever breed of cat they're based on; for some in particular, this can somehow include what would make their owners happy. This perk confers a one-way empathic connection to your owner, granting you an immediate understanding of what would make them feel better in the moment. You'll never need to guess what would cheer them up, make their day even better than it already is, or when you should give them a little space.

An owner claiming this perk would instead gain a similarly strong empathic connection with their pets, sapient or otherwise.

Certified Neko (200 CP)

Congratulations! With this, you're now much more than capable of passing the surprisingly difficult (for cats, that is) Bell exam. With this, your social awareness, speaking ability, and personal self-restraint are all heightened, and you'll get a bit more mileage out of any other perks meant to enhance your other social and speaking skills, whether of the duplicitous kind or otherwise.

During this jump, it also comes with a free Bell if you don't have one already, valid for one calendar year, but it's not fiat-backed like the one in the Items section.

High-Spec Housekeeping (400 CP)

Maid outfits and cat ears are a sacred combination; with an offering of some CP, you shall become worthy of wearing both. You can easily form an organized mental tasklist of chores and act on them efficiently; from cooking to cleaning, you will find that you can accomplish a lot more in less time than even the best of housekeepers. As long as you are acting within an ordinary maid's job description, your stamina never seems to deplete, and you are incredibly light-footed and agile. That mysterious blur that leaves behind clean rooms and good food behind its wake? That'll be you as long as you keep doing your best.

Any collection of clothes that are granted to you by perks or items will have an extra butler's or maid's uniform added to them at no cost. Design it however you like!

All Cats Are Friends (400 CP)

That person over there looks like you, so you must have a lot in common! Well, maybe not, but you'll find that any of your fellow nekos will become friends with you more easily than you'd think. As long as you two aren't utterly incompatible, you won't have to worry about not getting to know anybody while you're here.

For future jumps, this perk applies to anyone of your same species (or exact same mixed heritage), but the effect is diminished if you're human or anything else that's equally common, merely making you seem more approachable. This has no effect on evil, unfriendly, or warrior races, so Saiyans, Thraddash, and most types of demons aren't going to act any differently for you; at most, they might vaguely acknowledge you.

Everyone Stays Together! (600 CP)

Love for family is very important, especially for you; any nekomimi raised with any amount of love will love their family, each other, and their owner, and wouldn't dream of letting anyone get left behind. If anyone you consider family goes missing, or runs away, there aren't many who have a better chance of finding them than you. Your sense of smell and ability to recognize scents heightens when searching for them, you'll easily recognize their foot and shoe prints on the ground, and you can make surprisingly accurate guesses, whether educated or not, about their location.

Do Not Disturb (600 CP)

Cats, as you know, can be very willful, especially when they're comfortable with their surroundings. Even if what the cat is doing could be inconvenient, such as jumping into their owner's lap and curling up for a nap, there are owners who feel "trapped" but decide to put up with it for the cat's sake, or at worst gently move them somewhere similarly comfortable and try not to ruin their catnap. As long as you aren't actively harming anyone, this attitude now extends to you. Anyone who sees you will give you a certain degree of nonjudgmental leeway if your current behavior is something a cat would do.

Catlike Grace (600 CP)

Every neko has the potential to be rather agile and quick compared to humans, but you seem to be a special case; you can parkour your way up rooftops and across trees or dangerous surfaces, and you'll stick the landing easily on your way down. You will also have the stamina to match your new athletic ability. No more climbing too high and getting stuck in any trees for you.

Items

Unless written differently, any items you buy here will reappear after seven days if they are stolen, lost, destroyed, or need replenishing. All properties are paid off and will never get taxed, barring any drawbacks you take.

Undiscounted

Gourmet Cake & Tea (50 CP)

A carefully packaged box that contains exactly the cakes, condiments, and tea bags you and your friends might like; just enough to start a tea party on the spot.

Bag of Catnip (50 CP)

The purpose of this shouldn't need to be said, but this catnip is something else. The actual effects are exactly the same as ever, but you'll find that it lasts much longer than normal.

Apartment (100)

Even if you're dropping in, it'd be awful if you didn't have anywhere to live. This is a random apartment unit of decent quality, and you won't have to worry about rent for the first few months in this jump or any others. In later jumps, this could instead take the form of an inn room or something of the nature.

Neko-Proof Home (200 CP)

This quaint home is suitable for a small family, but what's special about it is how safe it is for even the most rowdy of cats; sealable hampers, places that you can easily keep fragile or dangerous things secure and inaccessible, and more. You may combine the qualities of this property with any others that could fit in a city block, or attach the whole home to anything else.

Owner

Business cards (50 CP, first purchase free)

If you're the type that's planning to open a business, you'll want some of these. These blank, ordinary business cards will shape and write over themselves to match whatever design you'll need before you hand them out to people, and will include any contact information you choose to share on it. You'll get a set of 15 with each purchase.

Neko Educational Books (100 CP)

Raising your new feline friends will be quite a challenge; their minds and instincts are very similar to a cat's, but they have an incredible learning ability that allows them to interact with humans easily after being trained properly. This is a large stack of books that will help you with multiple aspects of managing their physical and mental growth, as well as information about how to care for them.

Laser Pointer (100 CP)

This grants you a laser pointer that is guaranteed to distract even the most trained of cats, as well as anyone similarly related to them. It won't turn especially intelligent ones into stupid kittens just by waving the laser around, but it's sure to get their eyes away from you or something else for just a moment. Use your new distraction tool with care and caution!

Business (200 CP)

So you really are starting a business? You will now be granted a modest establishment of your design, with appropriately eye-catching aesthetics, at the beginning of each jump. The hookups are covered and there's no construction work necessary, but all you get from this is the place, and not the employees and major furnishings.

Munz (200 CP)

This is about 50,000 USD worth of cash, only granted at the start of your jump. To help you run your business, or maybe just to settle in during future jumps, have this generous donation; you have a lot of furnishing and staffing to do, so this extra capital should be useful.

Family Connections (400 CP)

Apparently, you are part of a well-off family who has worked in the same field you'll choose for generations and will do their best to help take care of most of the troubles you'll deal with running a business. They'll also help you with being accustomed to the family's traditions for that particular field. If that family has some item that proves your connection to them, such as a signet ring, then you will find one in your possession.

If you were a Drop-In, you'll find that you'll be brought into the fold quickly instead, and they will be quite charitable with assisting you if you're respectful.

Neko

Kitty Clothes (100 CP)

You have a wardrobe with about a dozen outfits! The exact appearance of each individual outfit is yours (or your owner's) to design freely.

Cat Toys (100 CP)

What a busy owner they'd have to be, for a cat to buy their own toys! Regardless, this is a little chest containing various cat toys, which will help run you and your other cat-eared friends ragged. Unlike the owner's laser pointer, though, they're all completely mundane. Have fun while staying in shape!

Ordinary Boxes (200 CP)

So, you seem to have a large supply of boxes in your warehouse with some kind of paw print logo on them. Anything inside of these boxes, no matter how fragile or alive they are, shall be completely safe from even the worst package handling in the world, and are extremely resistant to all but the worst of weather conditions. They're otherwise just boxes.

Independent Action Permit (300 CP)

Or rather, a Bell. By law, nekos need to be trained and certified to be capable of doing certain things on their own, as most nekos have problems with these things that humans just don't. Upon passing a social skills test, these bells are worn as proof of certification. These also have a GPS feature, or something sufficiently similar in future jumps, to track their wearer or help them find their way home. Anyone who sees you wearing one of these won't immediately find it strange that you're a pet due to the minor SEP field it produces.

During this jump or any jump where it's being used as a supplement, you must re-take the test each year or lose the legal benefits of your Independent Action Permit until you do.

Companions

Companions can't take companions...

Import! (50 CP)

I'm sure your friends would be happy to follow you into this world, as long as you didn't take any terrible drawbacks. Your imported companions each have 400CP and whatever origin you choose. You may import no more than eight.

Neko (100 CP, halved for Owner)

Great, it seems that you've already become acquainted with a cat of your own; the exact circumstances behind that are up to you. They still have a cat's habits and senses. Their age, breed, appearance, and personality are your choice, and they have 500 CP to spend using the neko origin. Note that they might sometimes do something unnecessary, since even the most mature-looking ones might only be three calendar years old, so keep an eye on your cats!

Stray Neko (200 CP, halved for Owner)

There's also no guarantee that any place a stray ends up in will be great for them. Some don't get the convenience of a place to live, or may have ran away from something terrible.

Whether it was a chance encounter by the roadside or a certain country's inhumane shelters, you have adopted one of these strays for yourself, which they are unfailingly grateful to you for. Furthermore, you'll find that this companion's agility is somewhere above the norm. There's almost nothing that they wouldn't agree to do for you, but leep in mind that there may be some trauma from their previous circumstances, so please treat them carefully.

This companion's appearance and personality is up to you; they have 400 CP and the Neko origin to work with.

Little Sibling (50 CP, Owner only)

Huh? You weren't here for catgirls?

Fine, then; your little sibling is rather strange. They are almost concerningly attached to you, and, although they'll respect your wishes, they also might not care whether they're being too overt about their affection or not. They're family, still, and they wouldn't want to wake up to see a household that doesn't have you in it. Their appearance and hobbies are yours to decide. They have 500 CP and the Owner origin, but may not select any perks or items featuring the word "business" in this document.

Responsible Owner (50 CP, Neko only)

It seems you've found yourself a proper owner that will take care of you. You may design them as you please, using 500 CP and the Owner origin.

Young Meowster (100 CP, Neko only)

It seems that you've found yourself a different owner; this is a younger person who isn't the master of the household, but you were adopted into the family for their sake, and they're very protective of you. All the same, you may design them as you please, using 400 CP and the Owner origin. They get the Smiling Elegance perk for free, but may not select any perks or items featuring the word "business" in this document.

Canon Companion (100 CP)

This option will allow you to take a canon character with you. You're guaranteed to find your chosen character at crucial moments of their lives if you're in the same country as they are. Convincing them is still up to you, and they cannot spend CP in this document.

Drawbacks

If you really want some extra CP, then take as many of these as you can handle.

Nekomimi Supplement Mode (-600 CP for Jumper, cannot select other toggles)

Other than forfeiting most of your base CP, taking this mode requires you to select a different jump document to become the main jump. Due to it being a different world, you forfeit the right to take any canon characters from any setting from this jump document; instead, you may apply the existence of nekos to that setting, then paint the assumptions of Nekopara's world, laws, and common sense regarding nekos onto it, including the Bell exam, which will adapt to be testable and Permits to be enforceable in whatever ways the new setting allows.

Also, in supplement mode, you gain a 100 CP stipend for items only if this is your first time using this jump document. Any noncanon companions bought here can be immediately imported into the main jump, if importing is available.

Nekopara Vol.-1 (+0, cannot select other toggles)

When this is toggled, you will instead arrive in this world before Chocola and Vanilla were found as strays.

Nekopara Alter (+0, cannot select other toggles)

What's this? You're a part of the family? With this, you may begin the jump either as a new member of the Minaduki household or an employee of La Soleil. History will revise itself to account for your presence in this world, but you cannot drop in.

A Cute Kind of Hell (+100, Owner only)

If you weren't already, you are now somewhat allergic to cats and nekos. This won't stop you from being able to pet or play with them, but you will have to mind your health carefully and keep your nekos clean and healthy too. Otherwise, you suffer for what you love.

Irritable Neko(+100)

You should probably only hang out with your neko when they want to, Jumper. If you are a neko's keeper, they will be irritated by the most random things you do. They may then proceed to hiss, scratch, and bite. You'll be able to work it out, but it won't be easy.

You'll be very irritable if taken as an neko, and you might, intentionally or not, hurt your owner fairly often. Alternatively, this will apply to your other neko friends, who will hiss and scratch at you a lot more than they normally would at the first sign of a disagreement.

Sickly Neko(+100)

Your neko isn't very healthy, so you'll have to make appointments with this in mind. Make sure you're buying and keeping track of their medication, and that they actually take it. You'll spend a good amount of time sick if taken as a neko, and fall prey to common illnesses easily.

De-clawing the Jumper (+100)

Honestly, you shouldn't need so much power, but we'll do you a small favor anyway. For this jump only, select perks or items from any other jumps you've taken, as long as they meet the following requirements: They add up to no more than 200cp (ignoring discounts), are not explicitly superpowers or racial abilities, don't have a power source (magic, psychic, etc), and do not have a cost of Free. You keep those and lose all other benefits from unrelated jump documents for the entirety of your time here.

Catgirl Abuse?! (+100, Owner only)

Any interactions between you and your cats will now be scrutinized critically. People's imaginations keep going to terrible places when they watch how you handle any nekos you are seen with. It's now much more important for you to keep any nekos you meet happy and healthy, because any teasing or punishments you might give, or even if they just threw a tantrum because you didn't buy them that expensive cat toy from the store, might get blown out of proportion and result in reports about you being filed.

Note that people who are long, close friends with you won't automatically buy into any of these imaginary scenarios, but they might still walk in on you while there are little kittens crying their eyes out because of your "tyrannical" household rules.

Have fun talking your way out of that.

Serious Allegations (+200, Neko, or Owner that took Catgirl Abuse?!)

Whether it was a false allegation or not, you are (or your owner is) officially on a watch-list for abusive behavior towards animals and nekos in particular. The owner is now under active surveillance and regular investigations from law enforcement. Anything that a normal person would agree you shouldn't do to a child, the owner will now be arrested for if they cannot avoid cameras or the watchful glares of the boys in blue.

If any owner in your party took Catgirl Abuse?!, expect for even more misunderstandings to crop up while you're here.

Nekoparanormal Activity (+200 Owner, +300 Neko)

Many odd things can happen while you aren't looking, and sometimes even when you are, and they always end up looking unambiguously like the work of a cat that couldn't control itself. For example, "something" scratched up all your furniture and caused a lot of damage while you were away at work, or left mouse or bird carcasses they hunted in front of your bedroom door or porch. Your memories about this drawback are suppressed until the jump ends, and then these types of things will occasionally happen anywhere you go, always at timings that would be problematic or annoying for you.

If you are an owner, you won't know what the cause of these occurrences are, but it's pretty obvious who your suspects are going to be... which is why, as a neko, you will gain an additional 100 CP from this drawback, as you may be wrongfully punished often, and it may even cause you to fail your Bell exam a few times.

If you have abilities suitable for staving away the mischievous cat spirits that will haunt you throughout your time here, then successfully banishing them will suppress this drawback for a few months, but they'll be progressively harder to get rid of each time you do so.

It's Always Something (+300)

Your memory about taking this drawback will be suppressed during the jump.

When you first arrived to this world, it was exactly as described and expected, but you can no longer be entirely sure what this world is actually about; one day, you are simply managing your comfortable life while nurturing your cute cats, but in the next, you might find yourself competing in a legally questionable tournament arc taken straight out of a shonen manga, or being directly involved in a mystery concerning a sudden increase in missing person cases in your area. They will usually not overlap with each other and politely "wait" for the last one to resolve, unless it would complicate the previous event in whatever dramatic or comedic way would be appropriate.

Don't try to hide from any of the plots that will be forced upon you, either; they will find you, no matter how far logic must bend, and drag you kicking and screaming into that catgirl-themed slasher story at the beach house.

Really Bad Drawbacks

For jumpers who like ruining their own lives.

I'm Taking You Home! (+200, Neko only, must have an owner)

Someone out there will decide that you're just way too cute, and they are very excited by the idea of adopting you for themselves... but they heavily dislike your current owner. They are completely convinced that they could treat you so, so much better than your current owner, and will go to nearly any length to convince you of this. They will do things like stalking you or your owner to get "evidence" of you being mistreated, and will go surprisingly far for the sake of "saving" you from your owner. After about six or seven years they will begin resorting to kidnapping, sabotage, slander, and even more dangerous things. If you somehow manage to lose your current obsessor, you'll get a much more dedicated one to take their place.

Fatigue (+300, Owner only, cannot also select Enemy of Cats)

You obsess over your nekos in a self-destructive way. You become a workaholic, taking few breaks and finding extra time during work, all for the sake of getting anything that would make your cute cats happier – you were probably already intending to make your cats happy by taking this jump, sure, but you must now focus your efforts on it in a way that could be detrimental to your own happiness.

Just to incentivize you to work harder, any of the Properties you have here are now correctly taxed, and money-gathering perks that work passively are disabled, if you had any.

Enemy of Cats (+300/+400, Owner only, cannot also select Fatigue)

This drawback, which your memories of will be temporarily suppressed, completely negates the entire point of the jump, but since you're here...

You will encounter nekos extremely often, but you'll have a hard time bringing any neko companions with you. After all, you now actively hate them. You may even go out of your way to cause them grief, or react violently to unwanted close contact. Perks that make nekos more open to spending time with you no longer work in your favor.

For another +100, every type of feline will sense your new cruelty towards them, which will prompt them to take frequent and actively malicious action against you, even when otherwise unprovoked.

Kitty's Kick-Me Sign (+300, Neko only)

As a neko, you will regularly encounter people who refuse to see you or anyone of your species as a thinking individual. You are guaranteed to meet a lot of people who are affected with the Enemy of Cats drawback during your jump, and they seem to dislike you in particular. Heavens help you if you're a stray on top of that.

The End

If you're anything like I think you are, those ten years must have flown by like days.
In any case, make your decision....

“Hey... it's time to wake up...” - Go home.

Well Jumper this is where we part ways you'll return to your home as you left it with everything you've gained since the beginning of the chain.

“No! I'm not leaving her behind!” - Stay here.

Fallen for this world and its inhabitants? I'm sure they'd be thrilled to know you decided to keep living here, but this is a big decision, so think about it carefully.

“Okay! Let's go!” - Move on.

Other worlds to see, more cats to pet.

As a bonus, you'll find a complete disc set for a visual novel in your warehouse; it details the complete experience of your time here, but of course is edited and touched up in such a way as to remove the boring parts – your Benefactor takes no responsibility for anything embarrassing that shows up in this VN, and in fact, probably has some save files of those scenes on hand if they're the type that likes to tease their Jumper.

Notes:

This jump was originally authored, and remains incomplete since, four years ago by a user whose account is now deleted. It has been edited and had several additions, modifications, and removals.

I did not ask for anyone's permission before doing this, which is why I won't put any of my own names on this jump either. I don't want to take a lick of credit for this!