



Welcome to the world of Miraculous Ladybug!

In this world, there are ancient and powerful spirits related to grand concepts. These are known as Kwamis, and they have gone about for many years, wielding their amazing cosmic power, invisible to humans. 5000 years ago, the “Order of the Guardians” was founded around protecting the “Miraculouses,” jewelry that allowed humans to speak with and harness the power of the Kwamis. For hundreds of years, the Miraculouses have been passed down to people who were worthy of wielding them and keeping them safe from those who may wish to use their power for evil...

But who cares about all that! There are two—person love squares and magical girls and teen drama to be experienced! You'll be arriving the day that Master Fu gives the Ladybug and Cat Miraculouses to Marinette and Adrien.

Take **+1000 CP** to get you through this.

Origins

If you have the appropriate Origin, Perks, and Items, you can replace a character from the show if you'd like.

Gender is free to choose no matter what Origin. You're welcome Jumper.

Drop-In

You are new here. Whether you want to stay out of this "magic fate of the world" stuff, or just want to confuse people by having non-Kwami magic/sci-fi powers, you are ready to enjoy this world from your own fresh perspective.

As the **Drop-In**, you get a **+300 CP** Perk Stipend.

Keep your age the same.

Miraculous User

One of many super powered individuals running around with Kwamis in their jewelry. And maybe having some teen drama on the side.

As a **Miraculous User**, you get a flat discount of **400 CP** to any one **Miraculous** (can go into the negatives and give you back CP for your purchase).

Keep your age the same (if your age is under 18 or you are elderly enough that it is a detriment), roll 13+1d4 for age, or be 18 (makes all other teen characters 18 as well).

Alternatively, pay **300 CP** to be 21+1d8 or keep your age (if your age was adult), allowing you to use the powers of the **Miraculous** almost indefinitely.

Villain

Whether you're more of a Skeletor or a Mecha-Hitler, you're a bad dude. Okay well technically this Origin doesn't require you to be evil in any way, but if you are evil, you'll certainly enjoy the power-gaming in this Origin.

As a **Villain**, you either get the **Butterfly** or **Peacock** Miraculous for free, or get a **+200 CP** Stipend. You also get **True Miracle** for free, so you have something to look forward to if you get your hands on those elusive Miraculouses.

Keep your age the same, or roll 21+1d8.

Guardian

A Guard of the Miraculous and one of the few remaining Order members. Or you can be unassociated if you want to, and just have that sagely wisdom about you.

As a **Guardian**, you get either a **+200 CP** Perk Stipend, or a **+400 CP** (Non-Miraculous) Item Stipend.

Keep your age the same, or choose an age from 50 to 200 (maybe don't do anything too far in the older side if you don't have anti-aging perks though, wouldn't want you to just keel over dead).

Perks

General

Wielder of the Miraculous (200/400)

Most people only have the potential to wield one Miraculous at a time, any more than that causing damage to their body, mind, and possibly soul. You, however, are able to use two at a time. This is, by itself, an incredibly powerful ability, if you can get your hands on two of them,

but for an additional **200 CP** you can wield as many of the Miraculouses as you want at the same time. This also continues into future Jumps with items/artifacts which aren't supposed to be used all at once by yourself (Infinity Stones, Ninjago's Golden Weapons, etc) and Post-Jump, this ability allows you to combine super-modes or other transformations into a single enhanced state with the benefits of both. You still have to get your hands on the items and be able to use the super-modes but once you do, you'll be able to handle it without consequence.

True Miracle (200)

It is said that when you get both the **Ladybug** and **Cat** Miraculouses, you are able to get one wish at some great cost. Now that's overpowered as heck, especially since you can just **BUY** one of them so normally you are not allowed to ever use this power even if you have both of the necessary Miraculouses. This includes people using this power under your command in any way. You allies can still use it

behind your back but can't do it to wish for things that are explicitly for you, as well as still having to deal with the mysterious *-greaaaat cost-*. Anyways, taking this allows you to use it once per Chain and once per 10 years Post-Spark, without worrying about the downsides. See Notes for the full list of limitations.

Kwami Form (1000, 800 for Drop-In and Guardian)

You are no mere mortal, you are a Kwami, an abstract concept made manifest! While your form is small and sprite-like, you possess nearly immeasurable strength. Ordinarily imperceptible to living beings (and selectively intangible), a Kwami becomes visible when tethered to a Miraculous, which allows its user to view them. While the Miraculous serves primarily to limit their powers, a Kwami's abilities can be channeled through them in a more precise, controlled fashion. Upon purchase, you can choose one of the two following options:

New Face: Select a **Miraculous** you have purchased to link to. You gain access to the full powers of whatever Miraculous you chose, becoming its Kwami. If you have multiple Miraculouses, you may freely switch between the forms associated with each Miraculous. If you possess the **Wielder of the Miraculous** perk, you may combine your Miraculous (and your Kwami forms) into one, bestowing the powers of multiple Miraculous to you. Your powers over the concept associated with the purchased Miraculous(es) are very uncontrollable, even if you have 'control over your powers' perks (though they do help, and stacking a few of those may be effective). The trade off is that they are incredibly

powerful. The Kwami of destruction, Plagg's slightest touch was enough to shake the foundations of Paris and destroy several buildings, and it is said that he is the one who (accidentally) took out the Dinosaurs. You will only have access to your full breadth of Kwami abilities as a Kwami but even in your non-Kwami alt!forms, you will have an affinity and resistance to things related to your concept (a **Rabbit Kwami** in human form would be able to perfectly tell time and be resistant to temporal manipulation for example). Taking the perk this way grants a flat discount of **400 CP** on any one **Miraculous** (can go into the negatives and give you back CP for your purchase).

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Jumper Kwami: Want that insane cosmic power boost without changing your whole thing? Say no more! You are now a Kwami representing the concept that is yourself! All of your perks and powers are boosted, but only the top 5 or so most iconic of your abilities are boosted to the true, ridiculously strong levels. Similarly to the above, all of your powers are very uncontrollable, even if you have 'control over your powers' perks (though they do help, and stacking a few of those may be effective). Your non-Kwami alt!forms don't obtain such a general boost as your Kwami form, however those few abilities which are majorly boosted in your Kwami form are still minorly boosted in your non-Kwami forms. You can choose an animal or other theme to have your form based on, as well as an appropriate activation phrase for your Miraculous. You can also choose a form for your Miraculous (has to be small enough to be comfortably held by normal humans). The Tool (cannot be a sci-fi or magical device outside of the normal effects

of being a Miraculous Tool) and Power (any of your abilities, decided when you take this perk) for the user. At the start of each Jump, you can decide again which ability is your Miraculous ' Power. For an additional undiscounted **400 CP**, you gain Conceptual Immortality. Once per Jump or every 10 years, you can come back to life in your Kwami form if killed. You return at the location most associated closely to you (a church in your name, a place you always visited, or even just a place with a photo of you). This does not work if you are killed by someone/something which can kill concepts, or if there are no locations which have anything to do with you whatsoever.

Either way, your linked Miraculous can be used by anyone who has them and says the activation phrase, forcing you to power their transformation. You are not conscious during this, and are only released if the deactivation phrase is spoken, they time out (unlikely if they 're an adult who doesn 't overuse your Power), or they are killed. When you are released, you remember everything that happened to your user during the transformation. If someone uses you to stay transformed forever (requiring some form of immortality and for you to be in a Jump which could last forever) then this counts as a Chain Failure. Once they are linked as your user (by transforming for the first time), when they are untransformed, they can give you commands that you are forced to follow as long as they are an adult, have enough mystical know—how, and have a greater willpower than you. This stops working if you switch alt!forms but if they forbid you from switching forms then, well... you better hope the Jump ends soon. For an

additional undiscounted **200 CP**, your **Miraculous Tool** can cure corrupted or malignant objects and creatures just like the Ladybug **Miraculous**.

Drop-In

Mundane Talent (100)

Pick a fairly mundane field like baking, fashion, computer programming, music, etc. Your skills in it are increased to ridiculous levels. The only limitation is that this talent cannot be dedicated to a skill meant expressly for use in combat. You may buy this perk multiple times (only the first purchase is discounted), choosing a new talent each time.

The Streets of Paris (100)

They're beautiful, especially if you know all the nooks and crannies. And you do. Now if you spend enough time in any city-sized area, you will learn the streets by heart, and all the nice little places in the more secret areas.

Surprisingly Skilled Teenage Fighters (200)

You've been expertly trained in some form of combat. This could be one of many specific martial arts, fencing/swordplay, or even military training. Your chosen skill will be taken to a level that surpasses casual ability and becomes enough for a normal human to be on even ground with a Miraculous user in a fight, not counting super powers. You may purchase this perk multiple times (discounts persist), selecting a new combat discipline each time.

Love Shapes Be Damned [200]

Oh my god the shipping around this show is so insane, I'm not even going to touch on it in this flavor text. If you also want to stay as far away from this nonsense as possible, take this. This guarantees that if you are in a situation where romance is obscured by silly drama (be it love shapes, tsundere misunderstanding, or romeo juliet type drama), it is resolved in the most satisfactory way for all parties (usually via some communication). This perk does not make people fall in love, if its one sided love (instead allowing the one with the crush to healthily accept non-reciprocation) but if the one who isn't interested would fall in love if they gave the other person a chance, they are more likely to do so.

Background Character Backup [400]

Oftentimes, Ladybug will need the help of the background characters to help. You are now prepared to heed that call. When you assist someone in a battle, your teamwork and synergy becomes significantly boosted, as if you had fought with them for years. If someone else is helping you, it also helps your teamwork but not as much.

Oh Ok, I Guess That's Over [400]

And you're just expected to move on from being almost drowned or turned into a supervillain or being killed and then brought back to life along with the rest of your monk temple decades later... yea weird stuff happens here. The point is you'll have to keep moving even if this weird stuff happens. You are now able to keep your trauma away for later, not letting it affect you. This can't be done indefinitely of course, you'll

still have to deal with these feelings eventually, but now you can do it at a safe time and place with those who care for you instead of in the middle of a school day or some such. This perk protects you from the negative effects that normally come with bottling up your emotions. If you didn't have this perk, bottling your emotions up would be bad (Hmm? Why am I looking at you that way? No reason Jumper, just take care of yourself okay?). These emotions are undetectable and essentially do not exist while bottled up this way meaning you can't be akumatized from them.

Calm Heart (600)

In this world, akumas are sent out to prey on negative emotions. So it's lucky that you have good control over your emotions. Not that you are a sociopath, you still feel emotions. Instead, you are always perfectly aware of your emotions, and you will be able to tone them down at will. Whether it be fear, anger, or even happiness if you wanted to. Additionally, even when you do feel emotions, they do not control your actions. This also makes you immune to outside emotional effects, as well as resistant to mind control effects.

Everyday Ladybug (600)

There's something special about you, Jumper. A kind of natural charisma that drives others to live out their dreams and be the best people they can be. You have an unparalleled ability to bring people together, connecting them with bonds of friendship and more as naturally as breathing. Just your presence can inspire ordinary people

to do things like stand up to an army of supervillains despite not having powers of their own. Your mere presence brings hope and confidence to others, raising their spirits such that their feelings could drive off approaching Akumas. Even without powers, you're your own kind of superhero, Jumper.

Miraculous User

Punbelievable (100)

The art of the pun is one of the simplest yet most effective tools in a superhero's arsenal. Puns and quips are an easy means of reducing stress in yourself and your allies, while having the opposite effect on your enemies, riling them up and making them more likely to slip up.

You have a particular talent when it comes to improvising puns and quips in just about any situation, and the effects they have on both allies and enemies are slightly enhanced compared to normal tomfoolery.

Excuse Me (100)

When it comes to leading a double life, whether as a superhero, a villain, or something else entirely, few things are as important as being able to make up a good excuse. For you, excuses are easy to come up with on the spot. Additionally, as long as you're making an excuse for either being late or bailing on someone, people are likely to accept your words as long as they aren't being presented with immediate evidence that disproves your claims. As a bonus, you also have an easier time getting hiding spots to transform. Even if your hiding spot is less than ideal, you won't be spotted, no matter how many lines of sight you leave open, so long as you're hiding behind something.

Just a Normal Jumper, With a Normal Life (200)

But there's something about you that no one knows, because you have a secret don't you Jumper? You now have a seemingly magical ability to have people not recognize you. You see, if you have any sort of mask on, you can activate this ability to don an alternate persona. Others will not recognize your voice, face, hair, eyes, etc. When people can only hear your voice, you can choose if people recognize you as you or one of your personas. Just be careful, people can still connect two and two if they see you don that mask or take it off, and also if you tell them. Glasses count as a mask for this ability.

Spin to Win (200)

Everyone here seems to be able to spin their weapons really quickly. As in, fast enough to act as a barrier against energy beams or a bootleg helicopter turbine to lift yourself into the air. Now, you too have mastered the art of spinning things really fast to cartoonish ends. Your maximum spinning speed depends on how strong you are at the time.

The Teen Hero Survival Package (400)

When you live a double life, both sides tend to drain on your time, inevitably leading to exhaustion, burnout, and mistakes. Good thing you're well-equipped for dealing with those problems. Your ability to multitask and manage your schedule is improved, as is your stamina, allowing you to go longer without sleep or rest. Furthermore, you have a good level of natural mental and physical fitness, making it easy for

you to stay on top of academics or career assignments and to sprint from one obligation to another as needed.

Gentleman's Battle [400]

Long transformation sequence? Want to make puns in the middle of battle? Maybe have a mid-fight conversation to try to reform your opponent? All these things take time and focus that you don't necessarily have in battle, since your opponent is likely to go for the throat if you stay still for even a moment. With this perk, your opponent will have the chivalry to wait for you to finish your flourishes just as they will assume that you will respect theirs. This has its limits though, particularly underhanded foes or those who have significant determination will be able to push past it, and if they do, you become much more focused and effective against them. Both effects will stop working if you do not treat them with the same respect in return.

Miraculous Growth [600]

It is said that the only limits on the Miraculous' abilities are those that are set by the user themselves. Now, you can use that truth to your advantage. Once per Jump or every 10 years, whichever comes first, you can invent a new ability for your Miraculous. It must have something to do with your Miraculous' domain. It also can't be too ridiculous. It'd be nigh impossible to set hard limits in this perk, so I'll just ask you to fanwank responsibly. It can't be as good as the Ladybug's 'fix everything at the end of the episode' power though.

Making Your Own Miracle (600)

Powers alone aren't enough to create a miracle. It takes creativity, deductive instincts, and the ability to think on your feet. Good thing you have all these things in spades. Like Marinette, you have a remarkably high aptitude for making and executing complicated, multi-step plans, and making use of anything you have on hand to bring victory. You can MacGyver what are functionally Rube Goldberg machines on the fly, putting together seemingly random objects and sequences of events to bring about your desired outcome. Whenever you need to complete a specific, difficult-to-achieve task, objects and people that can be put to use in attaining victory will appear highlighted to your sight, helping you pick out the things you need to achieve your goal. This works on long-term goals too.

Villain

Mwahahaha! (100)

Wow, that is so hammy. You can now really project that villainous feel, be it through monologue or even the classic evil laugh. Of course, you don't have to be evil, you can just be grand. Nothing evil about a little style after all.

Hmmph (100)

Oof, that was cold. You are now able to make incredibly scathing remarks, and dish out a powerful glare of disappointment. These effects also push their targets to be better, if you wish. It's not a huge effect, and it's a pretty mean way of doing it, but given enough time, it can make a normal kid into a piano—playing, emotionally abused, fencing, supermodel.

Nepotism (200)

You're related to someone famous or politically powerful, and have a degree of social influence as a result. You can't use this to become related to anyone SUPER important (like the Emperor of Mankind), but minor nobility will be your norm. If there is no equivalent, you simply get a bunch of the local currency. Either way, people in positions of authority are more likely to bow to your whims and requests, giving you preferential treatment. This probably wouldn't allow you to break the law, but you could get pretty close.

In Exchange... [200]

You are now an expert at making deals that are appealing. It is also way less likely for you to get cheated out of a deal. You can use this to get someone to collect ancient powerful artifacts for you in exchange for getting them with their high school sweetheart for example. Or just be really good at bartering. If you betray someone's trust in regards to a deal, this perk will no longer work on them.

Manipulative [400]

You have taken the practice of deception and turned it into an art form. When it comes to manipulating people, only Hawk Moth could properly compare. You can easily devise plans to instill specific responses in others, driving them to act in exactly the way you want them to. This could be used to maneuver victims into the perfect position for being akumatized, or simply as a way to get people to give you what you want. On top of that, people have a tendency to believe you when you speak. The idea of fact-checking your claims simply never occurs to them unless they're directly confronted with evidence against them or your claim is particularly ridiculous.

I'll Get Them Next Time... [400]

Or at least you'll give it an impressive shot. This perk gives a mild boost to your willpower, but mostly grants you great perseverance. You could fail a hundred times and still be just as confident in your success the next opportunity. Not that you don't learn from your mistakes or

don't know when to call it quits, but you certainly aren't quitting because you feel sad.

Cooldowns are for Chumps (600)

You are not going to allow your abilities to stop working just because you used them. Abilities with cooldowns of less than 1 year are halved. As an adult with a Miraculous, you'd have to seriously overwork that thing to not be able to use its power anymore.

Live to Fight Another Day (600)

You need to. It can't end now. As long as you have a goal in mind, you and your ~~goons~~ ~~underlings~~ allies have a small amount of plot armor. This plot armor needs to sort of recharge depending on how intense the trouble was. Escaping adversaries once a week would be easy, avoiding sprays of gunfire once a month would be possible, and it can save your life from a seemingly inescapable situation around once a year. You'll always know how much you can get away with at any given time, and it won't deplete if you just get lucky the normal way, or are skilled enough that you didn't need the plot armor to escape successfully. Careful not to rely on this though... many a villain have underestimated their opponents, leading to their doom. After all, if you have enough plot armor to save you from gunfire, and they pull out a Mini-Nuke launcher, you're gonna be in trouble.

Guardian

Respect Your Elders [100]

Whether or not you are elderly (as long as people don't think that you are mentally a child), people will respect your opinion more than they would normally. Especially when you say something wise sounding.

Still Have That Sense of Humor [100]

Some people get a little too serious after many many years of living.

You, on the other hand, will never lose your sense of humor to the ravages of time. No matter how many decades you live, your sense of humor and ability to enjoy life will persist (unless your life really *does* suck).

Kwami Mastery [200]

You know the ins and outs of Kwami. You'll get along with your Kwami a *lot* better if you're friendly with them. Alternatively, this also gives you the ability to command them, forcing them to do as you say regardless of their willpower. Additionally, if you took **Kwami Form**, your Kwami form's power is slightly more controlled.

Protective [200]

There's a reason they were called the Order of the *Guardians*. You are now an expert in hiding and protecting important objects or people.

You even get a small power boost when acting to protect them, such that a normal human could fend off a Miraculous user for a little while.

You also have a number of more modern practical skills, such as creating new identities for yourself and staying under the radar.

Long–Lived (400)

Like members of the Order of the Guardians, your lifespan is dramatically extended compared to that of a normal person's. While you aren't immortal, you age far more slowly once you reach your prime, and will do so more gracefully than before. You won't start to experience the effects of old age until you start pushing against 200 years old. A second purchase (discounts persist) will mean that old age will no longer have effects on you at all and once you reach old age you will simply stop aging.

Judge of Character (400)

You are quite a good one. You can tell just by looking at someone how virtuous they are, and, inversely, how evil they are. Useful if you start handing out infinite power.

Ancient Arts (600)

You have all the training of an initiate member of the Order of the Guardians. This training comes with a variety of skills relating to the Miraculous and their Kwami. You know how to heal Kwami when they fall ill, how to repair damaged Miraculous, and are well–versed in the lore pertaining to their creation. Within a few years of study, you could even make your own **Special Kwami Food** if you have the ingredients. Given time and practice, you may even be able to create Miraculous of

your own, though such feats will remain out of reach until this Jump is complete. These Miraculous can be used to entrap (willingly or otherwise) spirits in future Jumps, though they must be in a weakened state if you wanted to link them forcibly. Alternatively you can link them to a concept to create a Kwami of that concept native to the Jump you are in. These Kwami will be confused and young so you may want to talk to them a bit so they don't start blowing shit up by accident.

Wisdom of the Guardians (600)

You become incredibly good at teaching people. This includes morals, fighting, magical arts, science, and general wisdoms. Within your 10 years in any given Jump, you can surely make a great impact on anyone you take under your wing, bringing them back to the light and bringing out their full potential. You can even pass along certain fiat-backed techniques such as certain magic or martial arts techniques you've bought over time.

Miraculouses

Ah yes, the ever sought after Miraculouses. It's likely one of the reasons you even came to this Jump!

These are copies of whichever Miraculous you chose, not the originals, unless you choose to replace their users. The associated Kwami are not the original (if you get the **Ladybug** for example, you will not get Tikki, Tikki is still with Marinette), do not count as Companions, and are created with a personality and gender of your choosing. You can get **+50 CP** to get a random personality and gender instead. Nobody will find the copied Miraculous strange, though you will definitely still be targeted for your fancy accessory. Of course, again, none of this applies if you choose to replace a character.

All Miraculouses provide the user with a magical girl/boy transformation, which causes the user to don a guise based on both the animal of the Miraculous in question and the design they want subconsciously. This usually takes the surrounding culture into account, meaning it can (if you'd like) change appearance Jump to Jump. All Miraculouses also provide their users boosted strength, speed, and durability, though different types may lean further into specific attributes than others; the Ladybug Miraculous is an all-rounder, the Fox Miraculous provides greater agility, the Turtle Miraculous provides more durability than average, and so on. Every Miraculous comes with its own version of a Miraculous Tool, an omni-purpose item that serves as the transformation's weapon, while also functioning as a phone, a

database, a rebreather, and much more. Finally, each Miraculous possesses a key ability, a Power built around the manipulation of its domain or attribute. Using a Miraculous' Power requires being able to call out the Power's name.

When not in use, a Miraculous may enter a disguised state, making it more difficult to recognize for what it really is, though this is largely limited to a change in coloration. A Miraculous is functionally indestructible, being impossible to destroy with anything less than a Cataclysm, universe-level damage, or something which can specifically destroy indestructible things.

Dog [200]

Form: Collar

Tool: Ball

Power: "Fetch" – Summons an object that was hit by the Ball.

Pig [200]

Form: Pink Anklet

Tool: Tambourine

Power: "Gift" – Summons a box which, when opened (either by the user at will, or by the target opening it normally) shows the target's greatest desire in a pink orb. This makes them happy, dispelling any negative emotional effects/creatures.

Horse [300]

Form: Glasses (become Sunglasses)

Tool: Horseshoe

Power: "Voyage" – Summons a portal to any location.

Mouse [300]

Form: Pendant Necklace

Tool: Jump Rope

Power: "Multitude" – Allows you to shrink down and create up to 20 versions of yourself. The more there are, the smaller they are. Their scale and power isn't exactly proportional (2 clones is more like 2/3 size and power each, 3 is more like 1/2, and 20 is more like 3/20).

Dragon [300]

Form: Choker

Tool: Sword

Power: Allows the user to transform into and control one of 3 elements: Wind, Lightning, and Water. This lasts a few moments each. One element cannot be used more than once. The countdown does not start until all 3 charges are used. If the user is an adult, once all three elements are used, all three will become available again.

Fox [300]

Form: Unsubtle Necklace

Tool: Flute

Power: "Mirage" – An orange–white ball of energy will come out of the Flute and the user can then throw it to create a hyper–realistic

illusion of your choice. The illusion can be as big as a building and lasts for a few minutes. It can react to things (such as answering questions) to a certain extent.

Turtle [300]

Form: Bracelet

Tool: Shield

Power: "Shell-ter" – Summons a green force field. It can be up to the size of a building and withstand up to an RPG.

Snake [400]

Form: Bracelet

Tool: Lyre

Power: "Second Chance" – Marks a point in time by sliding the snake on the Miraculous. If you slide the snake back into place within 5 minutes, you reset time back to the marked point, only the user retaining their memories. Contrary to the name, time can be looped as many times as they want within that 5 minute time limit.

Tiger [400]

Form: Panjas Bracelet (look this one up if you don't know what it looks like, its awesome)

Tool: Bolas

Power: "Clout" – Fills you with a sudden burst of energy, courage, or fighting spirit, and more importantly, charges your super fist of doom! Okay it's not that strong, but you do get one strong punch.

Bee [400]

Form: Hair Comb

Tool: Spinning Top (as big as a basketball)

Power: “Venom” – Gives the end of the spinning top a paralyzing Venom. This venom is not chemical, so the target doesn’t even necessarily need to have blood or muscles for it to work (a sentient machine would be a valid target for example). It freezes the target like a statue, unable to move even via someone else trying to move them.

Monkey [500]

Form: Head Circlet

Tool: Ruyi Jingu Bang (a staff)

Power: “Uproar” – Summons a toy–like object of some form which when thrown at someone using superhuman/supernatural abilities, will disrupt their powers. It won’t make their powers stop working necessarily, just become so wacky and unpredictable as to be useless, as if turned into a gag power (for example, littering predictions with hallucinations, turning destructive beams into party–hat summoning beams, etc).

Rabbit [600]

Form: Pocket Watch

Tool: Umbrella

Power: “Burrow” – Creates a portal to a personal subdimension known as the Burrow. The Burrow is a golf ball–like sphere with a

platform with dozens and dozens of one way portals along its surface. These portals lead to various locations throughout space and time, and can be manipulated to show different places in space–time only by someone using the Rabbit Miraculous. The Burrow also allows people inside it to resist paradoxes and other temporal effects for a time.

Rabbit Miraculous users can cause their time traveling to be non–disruptive (not change anything), working in a bootstrap manner. They can instead choose to change things in a disruptive manner (changes things) in Jumps which allow for it (this one included). Warning though, other Rabbit Miraculous users will be using the Burrow as well, and you’re likely to run into them (especially the current user if you haven’t replaced her). Try not to make any enemies among them...

Peacock (600)

Form: Brooch

Tool: Hand Fan

Power: “Amokization” – Summons a ‘Sentimonster’ which is a creature born from someone’s emotions. This is done by turning a feather into an ‘amok’ which can fly about a city’s distance, through doors and windows and such, to get to an object belonging to the target. The object becomes the controller for the Sentimonster which is summoned. The user has a telepathic link to its target. The user can also destroy a Sentimonster and/or amok at will, whether or not they were the creators of these things. Let’s you sense emotions even when disguised.

Butterfly (600)

Form: Locket Brooch

Tool: Cane

Power: "Akumatization" – Grants the target super powers using their strong emotions. This is done by turning a butterfly into an 'akuma' which can fly about a city's distance, through doors and windows and such, to get to an object belonging to the target. The object becomes the source of the target's powers and triggers their transformation. The user has a telepathic link to its target. The user can cause pain in the target or take their powers away. The user can also deakumatize an akuma at will, whether or not they were the creators of the akuma.

Let's you sense emotions even when disguised.

Ladybug (800, Incompatible with Cat)

Form: Earrings

Tool: Yo–Yo

Powers: "Lucky Charm" – Summons a useful arbitrary object. It will take some creativity to figure out how to use a banana to defeat Doc Oc but if you get a Lucky Charm, it can help you in your goal with some quick thinking.

The Yo–Yo can cure corrupted or malignant objects and creatures.

"Miraculous Ladybug" – If there is damage caused by an adversary, a Cataclysm, or any other Miraculous superpower, the user can throw the Lucky Charm object in the air and say Miraculous Ladybug to turn the Lucky Charm into a swarm of magic ladybugs with restoration power that repair all damage from the crisis. This ability can also be used from

the Yo–Yo instead. The restoration power is also capable of healing those who are hurt by the target or their own powers, even going as far as to bring people back from non–existence. This ability can only be used once the adversary in question is defeated (dead, KO 'd, and/or converted to your side) and will only fix damage they caused or damage caused by others trying to defeat them. This power is limited to once per week and starts the detransformation countdown even as an adult.

Cat (800, Incompatible with Ladybug)

Form: Ring

Tool: Staff

Power: “Cataclysm” – The user’s ring–wearing hand gains a dark energy. Anything that that hand touches (up to the size of a large building), turns to ash. Yes, anything. Okay technically Sentimonsters are not one–shot for some reason, but anything else. Okay and other Miraculous users are simply injured rather than killed, And Akumatized targets as well. But anything else!
You also get night vision while transformed.

Custom (Variable)

This is a pretty straightforward customization system. You can choose an animal or other theme to have your Miraculous’ Kwami based on, as well as an appropriate activation phrase for your Miraculous. You can also choose a form for your Miraculous (has to be small enough to be comfortably held by normal humans). The Tool cannot be a sci–fi or

magical device outside of the normal effects of being a Miraculous Tool. As for the power it holds, that's up to you. A Miraculous with a situational ability like the **Dog** or **Pig**, costs only **300 CP**. A Miraculous with a useful ability like the **Horse** or **Dragon**, costs **400 CP**. A Miraculous with a hax ability like the **Snake**, an ability which scales up like the **Tiger**, or which can be used on most anything like the **Bee**, costs **500 CP**. A Miraculous with an ability which affects other powers (a metapower, you might say) like the **Monkey** or is just generally a little useful even to Late-Chain Jumpers costs **600 CP**. And finally a Miraculous with a very unique ability which could make you a heavy hitter all by yourself such as the **Rabbit** or **Butterfly** Miraculouses, it costs **700 CP**. You cannot gain a Miraculous as powerful as either the **Ladybug** or the **Cat**. For **200** additional **CP**, your Miraculous Tool can cure corrupted or malignant objects and creatures just like the **Ladybug** Miraculous. This can be one of the Miraculous that have been shown but has not been used in the show.

Items

Home (Free, 200 to keep)

All things considered, you probably need somewhere to stay here in Paris, so you get a home for free, with amenities and enough replenishing food for you to survive. If you are a minor, you can optionally get parents as well. If you don't get parents and are a minor, people won't find it strange that you live alone. What was that? You want to take the parents with you as well? Well home is where the heart is I suppose. If you pay to keep the home you can take the parents as a dual companion as well I guess (kinda weird though, aren't you older than them?).

Merch and Such (50)

You get plushies of all the characters including yourself and your companions, figurines of the same, and a tv show in any format you have available to you of both the original show, the show with you in it, the original show as an anime, and the show with you in it as an anime.

Yes, I *am* very generous Jumper, and humble too.

Butterflies/Feathers (50, Free with the Peacock and/or Butterfly Miraculouses)

Why do these cosmic forces require these things? How bizarre. Anyways here's a Warehouse Extension which is a room containing floating white Butterflies or Feathers. The Butterflies are not actually

alive so don't worry about their well-being. There are about 10 of your chosen things in the room, which replenishes each week. Can be purchased multiple times to get 10 more of either, or if you want to have both types. Your first purchase of the respective type of thing is free if you have the associated **Miraculous**. If you have both, then you get one free purchase of each.

Kwami Food (100, Requires Kwami Form or a Miraculous, Free for Miraculous User and Guardian)

Kwami's do not technically need to eat, but it does make them recharge their **Miraculous** Power faster, and they just enjoy it in general. This is a weekly replenishing supply of your Kwami's favorite food. Plenty enough for a Kwami that's not being overworked, but not nearly enough for a full person. Can be purchased multiple times if you have multiple Kwamis to feed (discounts persist).

Special Kwami Food (400, Requires Kwami Form or a Miraculous, Discounted for Miraculous User and Guardian)

Now Kwamis *definitely* don't need this. These treats (in the form of your Kwami's favorite food) have a special brew baked into them that causes the Kwami to obtain special effects when eaten. The Miraculous user can say the phrase "Power Up" when one of these is locked in and it will transform their suit to have new abilities. The effects are color coded as follows:

Green – Gives a scuba suit allowing for underwater breathing

Blue – Resistance to Freezing temperatures and a pair of retractable ice skates

Purple – Gains spacesuit–like plating, a jetpack with retractable wings, and a helmet that provides breathable air

Red – Gives a jetpack with retractable wings and adjusts to pressure, allowing for high atmospheric travel and high wind conditions

Yellow – Specialized material allows for electricity to pass around it harmlessly

Orange – Grants fire resistance, allowing you to walk on lava

Pink – Makes the suit armor–like, able to withstand even gunfire with ease

You get one of each, and they replenish at the start of every week. Can be purchased multiple times (discounts persist) if you have multiple Kwami or if you just want more than one set.

Jumpatama (200, Discounted for Drop–In and Miraculous User)

A Kwagatama is a small charm that can be made by a Kwami. The Kwamis gift them to their Miraculous users as a symbol of friendship. The process of making it is actually a little gross but it is the thought that counts. Anyways, you now have a Jumper equivalent. It is a small charm which is your favorite color and is shaped like one half of a yin/yang. When you give this to someone, they understand its meaning and it greatly strengthens your bond. Unlike most items, the Jumpatama only replenishes whenever someone becomes special enough to you that you wish to give it to them as well, whether or not you know that you feel that way.

Cataclysmic Orb (600, Discounted for Drop-In)

Be careful with this Jumper. You now have in your possession a dark orb with a portion of Plagg's destructive energy contained within a fragile glass-like material. When you smash it against something (causing the glass casing to dissipate harmlessly), you can transfer that energy into that thing such as your hand, a sword, or an important object you need to protect (the orb can infer which "thing" is your target, such as inhabiting the bullet and not the gun). The next (non-gaseous) thing to touch it, will be destroyed, up to the size of a building (the orb can also infer which "thing" is your target in this case, such as destroying the cell bars and not the whole prison). These replenish once per Jump or every 10 years.

Lucky Heirloom (600, Discounted for Miraculous User)

This item is the gift that keeps on giving. At the start of each Jump, an item will come into your possession. While seemingly ordinary, this item can provide some means of clearing a seemingly unwinnable (or at least very difficult) situation, similar to the Lucky Charm power of the Ladybug Miraculous. Perhaps it happens to be the key to unlock a special door or reminds the villain of their child. While it won't automatically guarantee victory, it will be a useful plot device.

A Business (200/400/600, Discounted for Villain)

This tiered item grants you a steady stream of revenue, a business that you own and thus reap the profits from. The more you spend on it, the bigger and more profitable the business is. For **200 CP**, this can be a

fairly small business, like a non—chain bakery or some other store. For **400 CP**, it can be a luxury hotel or some other business that appeals to more expensive tastes. For **600 CP**, your business can be something akin to a corporate empire. For an undiscounted **100 CP** more, this business can also act as a flawless front for any secret activities you might be getting up to.

Miracle Box (600, Discount for Guardian)

This is a container, customized to your personality, with 16 slots on it. These slots are perfect for carrying important items, which fit inside no matter the size. No one but you or someone you trust can open these compartments. While they are in these compartments, they cannot be detected in any way. No omnipresence or divination or teleportation ability will be able to pierce its confines.

Companions

Inseparable Duo (Free)

Every hero/villain needs their closest ally. Import one (and only one) Companion this way. They get **800 CP**, any Origin, and associated Stipends, as well as any CP you decide to donate to them at a 1:1 ratio.

Returning Cast (50 each, max 200)

And of course, the rest of your crew needs to come with. Import each Companion for **50 CP** each or **200 CP** to import all of them. They each get **600 CP**, any Origin, and associated Stipends.

New Team Members (100 each)

If you want to take people from here, you can do so, though they can't take their Miraculous with them... or at least they aren't supposed to since it throws the universe out of whack after you leave. The Kwami, at least, will not want to come with. If you can (somehow) convince the Miraculous user to do so anyways, *and* get the Miraculous away from Master Fu/Marinette, then I'm not going to stop you.

You cannot get Ladybug, Cat Noir, or Hawk Moth through this method, and you still have to convince them to come with you.

Ladybug and Cat Noir (800)

Wow, you're leaving this place with *the* Ladybug and Cat Noir? Alrighty then. Unlike the above export option, a copy of Tikki and

Plagg + their Miraculouses will be created when you leave so the universe is fine. Additionally, all the future things that Ladybug and Cat Noir were supposed to do are taken care of safely despite their absence. See why this costs so much CP? What a hassle.

Drawbacks

No drawback limit, but don't get yourself killed. Drawbacks are removed at the end of the Jump.

Continuity Toggle [+0]

For toggling the continuity of Adventures or the other comics.

Miraculous World Toggle [+0]

You can now begin in any of the locations featured in the Miraculous World specials instead of Paris. Good luck recruiting Canon Companions from here though.

Era Toggle [+100]

The modern Ladybug and Cat Noir are not the first heroes to hold the Miraculous and use it to the benefit of others. There have been several Ladybugs throughout history, and by taking this Drawback, you may choose to have your Jump take place in one of those eras instead. Most other Drawbacks you take will be adjusted accordingly to fit the era you choose.

Parlez Vous Français? [+100]

You're in Paris, so it's only natural for everyone to be speaking French. Unfortunately, you do not speak French. Any perks associated with instantly or quickly learning languages are disabled with regards to learning the French language, though generalized intelligence and

memory buffs and the like are not. You can still learn the language, but it will take time. Can be taken by Companions.

Uncanny Valley (+100)

An occasionally triggering effect that makes people's faces look a little...off. Not all the time, but sometimes you'll notice people's eyes seem a little glassy, their mouths moving too mechanically. If taken with Blind, this will manifest through your sense of hearing, with people's voices spontaneously taking on an artificial quality for brief moments.

To the Future (+100)

With this, you'll be sticking around for a bit longer than before Jumper, and there are more than a couple new threats headed your way. The adult Ladybug and Cat Noir face off against much stronger foes, which aren't even always akumatized. This extends the Jump by 10 years.

Clumsy (+100/+400)

You drop and trip over things all the time. This won't affect you in combat or crisis situations, but will make your everyday life a bit messier... unless you take an additional **+300 CP** to make it trigger during combat as well. I hope you can compensate for that. Can be taken by Companions.

Casting Limits (+100, Incompatible with Wider Wings)

Isn't it weird that so many of the same people keep popping up again and again? Despite being a city with a population of 2.1 million, Paris

somehow seems... smaller. Almost like there are two dozen or so people that you consistently run into, while everyone else is just little more than a placeholder moving around in the background. There's just a little bit less variety in your life now.

Wider Wings (+300, Incompatible with Casting Limits)

Hawk Moth has recently made the dazzling discovery that there are more than two dozen people in Paris. Unfortunately for you, this means that attacks will be more often than usual and it'll be harder to tell which of Dave from Accounting's accessories need to be destroyed to deakumatize The Pencil Pusher. Cannot be taken if Hawk Moth would not be your enemy for any number of reasons (such as you replacing him).

Awkward (+100/+200)

Like Marinette's tendency to get tongue-tied around Adrien, you have a special flavor of trouble interacting with people you're attracted to. You stumble over your words, saying the wrong thing all too easily and have difficulty being open and forthright. For an extra **+100 CP**, this difficulty applies to everyone you try to speak with. As a small mercy, the effects are reduced, but not fully negated, when you have a Miraculous equipped. This is worth **100 CP** less if you aren't going to be interacting with anyone you are attracted to this Jump. Can be taken by Companions.

Egotistical (+100)

You have an immensely inflated sense of self—importance. Other people should be grateful for the chance to so much as stand in your presence. Your ideas are the closest thing to perfection, and any failings are obviously other peoples' fault. It'll take some serious personal growth to shake this habit. Just be careful not to backslide.

Can be taken by Companions.

A Child In Body (+200, Incompatible with Miraculous User)

You're a high school student now. Roll 13+1d4 for age, or be 18 (makes all other teen characters 18 as well). This will come with all the physical annoyances that puberty brings for your current biological sex, as well as that pesky timeout feature on your **Miraculous**. Don't worry, you'll grow out of it eventually. Can be taken by Companions.

A Child In Mind (+200, Requires 18 or younger)

And now your mental age and maturity will have taken a hit too. Mood swings, impulsiveness, pettiness, poorly—thought—out decisions, and so on. You can grow out of this, but making mistakes is part of growing up, and it'll take more than a little bit of life experience to make it stick. This drawback overrides **Love Shapes Be Damned** and **Respect Your Elders** (obviously). It weakens the effects of **Oh Ok, I Guess That's Over**, **Calm Heart**, **The Teen Hero Survival Package**, and **Ancient Arts**.

Can be taken by Companions.

You Know! For Kids! (+200/+300)

No killing, no sex, no cursing, or really anything that would exceed a TV14 rating. For an additional +100 CP, no one else is required to follow these restrictions. Can be taken for only the +100 CP version by Companions.

That Look About You (+200/+400, Requires a Miraculous)

There's something about you, perhaps your looks, perhaps the way you act. Whatever it is, people's first impression of you when transformed is that you're a villain. You can shake people of this belief after a few encounters. Unless you want an extra +200 CP, in which case you'll never be able to convince people that your Miraculous alter ego isn't a villain. Cannot be taken if you actually *are* evil.

Blind (+400/+200)

You're blind. You can make up for this disability with your other senses, but nothing you do will return your sight. This Drawback is only worth half as much if you have perks and abilities that significantly lessen its impact such as high-end sonar, earthbending with seismic sense, psychic abilities that tap into the senses of those around you, etc. Can be taken by Companions.

Overwritten (+100/+400/+600)

Normally, the wish granted by using the **Ladybug** and **Cat Miraculouses** has to destroy the entire universe and then recreate a new universe in which your wish was granted. Lucky for you, your gracious

and ever—humble Jumpchan hand waves this effect away, here and in future Jumps if you bring those Miraculouses with you. Taking this Drawback for **+100 CP** means that it does destroy and recreate the whole universe around you if you use it. You, and any entities which could survive such an event would be the only one who are not killed. For an extra **+300**, you are also unprotected, meaning if anyone uses the wish and you can't survive through other means, it's a **Chain Failure**. This is worth a final additional **+200 CP** if taken with **True Miracle** (why would you even take it at that point though?).

Damaged Miraculous (+400/+200/+600, Requires a Miraculous)
Somehow, your Miraculous has been damaged in the same way as the Peacock Miraculous. The act of using it even once places a serious strain on your body. Using it more than once per week could have life-threatening consequences. Even if you get your hands on a copy of the Spellbook or have **Ancient Arts**, you will not be able to fix it, though the damage will go away once the Jump ends. If you take this Drawback as a Kwami it is worth **200 CP** less. Your user using your Miraculous will cause you to experience illness of your own, and if your user dies from overusing your Miraculous, it will be treated as if you had perished yourself. This Drawback is worth an additional **+200 CP** if you have also taken the **Wider Wings** and/or the **True Demon Drawback**. Can be taken by Companions.

Match the Genre (+400)

All of your out-of-Jump perks and abilities that exceed peak human abilities are now locked behind a magical girl-esque transformation sequence, which is in turn tied to a special non-Kwami-powered Miraculous. You will be unable to use any major abilities more than once per transformation, and activation of such an ability will initiate a five minute countdown to the forcible deactivation of your powers. You will need to give your Miraculous time to recharge between transformations, though this period can be shortened by eating. If you have a Miraculous, you may designate it the vessel of your Jumper powers in addition to the abilities it normally bestows, or you may choose to have your Jumper powers occupy their own unique Miraculous. Perks that bestow knowledge are exempt from this power-locking. See the Notes section for details. Can be taken by Companions.

Kwami Form Lock (+400, Requires Kwami Form, Incompatible with Match the Genre)

You can no longer shift out of your Kwami Form. Can be taken by Companions.

Full Perk Lockout (+200, Requires Match the Genre or Kwami Form Lock)

And now, you have no access to your out-of-Jump powers at all, restricting you to just your Body Mod and what you've purchased here. For **Kwami Form: Jumper Kwami**, it means you only have access

to the uncontrollably strong major powers and not any of your minor ones.

Locked Up Tight (+200, Requires Match the Genre, Incompatible with Full Perk Lockout)

The Miraculous containing all of your out-of-Jump powers is now locked up inside the Miracle Box under the protection of Master Fu. The only way you'll be getting it now is in situations where Ladybug feels your powers are necessary to defeat a villain. Your Miraculous is guaranteed to only be given to you when the time comes, but you will also be rendered incapable of stealing it or refusing to return it to Marinette once the mission ends.

Item Lockout (+400, +200 with Match the Genre and/or Full Perk Lockout)

You lose access to all out-of-Jump items and your Warehouse for the duration of the Jump.

Trouble Magnet (+200/+400)

Even if you have nothing to do with the events surrounding their creation, you somehow manage to be at the scene of Akumatizations more often than not. Your friends, their friends, their parents, your parents... everyone you know on a personal level will, at some point, be Akumatized. Companions are exempt from this Drawback's effects unless you take +200 more CP to include them on the list in which case they will also get +200 from you taking this.

A Miraculous Must Not be Used Selfishly (+400)

You cannot use the powers of your Miraculous for anything other than the service of others. If you choose to use them for frivolous or selfish ends (even small conveniences), the actions you take while doing so will have a ripple effect, triggering increasingly severe consequences in both the immediate and longer term. Be careful, Jumper. The consequences for even a minor act of selfishness could have results that can only be described as Cataclysmic. Can be taken by Companions.

No Secret Identity (+200/+400, Requires a Miraculous)

Everyone knows who you are under the mask, Jumper. This makes you an easy target in your personal life. This Drawback gives extra +200 CP if taken with **Locked Up Tight**, as Marinette would have to be truly desperate to risk bringing the Jumper Miraculous to you. You'll only be getting your powers back when there really is no other option.

The Best-Kept Secrets (+200)

A lot of the plot could be quickly derailed with just a small application of foreknowledge. So let's get rid of it, shall we? You lose any and all knowledge of the plot. Can be taken by Companions for no CP.

Pre-Jump Amnesia (+200, Requires The Best-Kept Secrets)

You've forgotten everything about Jumpchain. As far as you're concerned, you were born into this world, and this world is the only one out there. Whatever backstory you have in this world, that's all

you've got. Might be a bit confusing if you get all your Jumper powers.
Can be taken by Companions.

Full Amnesia [+100, Requires Pre-Jump Amnesia]

Now you have no memories whatsoever. Be careful who you trust. Can be taken by Companions.

Easily Akumatized [+400]

Your defenses against being turned into an Akuma are disabled for the duration of the Jump (including **Oh Ok, I Guess That's Over** and **Calm Heart** if that wasn't clear). The threshold required for you to be evilized is substantially reduced as well. It would take the mind of a monk or a saint to keep you from turning at least a few times. Can be taken by Companions.

A Feast Fit For a Jumper [+400/+600]

You have an intense, burning hunger dwelling within you, a desire that can only be satisfied by consuming Miraculous. This hunger will start small, and will only grow each passing day. By the start of your tenth year, it will be agonizing, defying any resistances you have to pain and hunger. This Drawback gives increased points if taken with **To the Future**, due to the Jump becoming roughly twice as long. Can be taken by Companions.

Chaos Theory (+600, Requires the Rabbit Miraculous)

Having the **Rabbit Miraculous** allows you to hop (heh) freely and safely through time. But now you'll have to protect time as well. Whether it's something about your unnatural insertion here or just the natural way that time works in this universe, the timeline will sometimes shift on its own. The new timeline will be much worse than the original, with some sort of disaster occurring. And it's your job to set things right before you fade from existence. Once the timeline changes, you have 6 hours before you are erased from time. This slows by 4x in the Burrow (giving you 24 hours). You have to figure out what small thing changed to make this new timeline, and then fix it. If you're lucky, another Rabbit user may show up and help you, if they're in the temporal neighborhood. This will happen at least 6 times throughout each year.

A True Demon (+600/+700/+800)

For all his malicious methods and cruelty, Hawk Moth could be far more dangerous than he has shown himself to be. With this Drawback, he's become utterly ruthless and deadly effective. He has complete and total control over his Akumas, which are all far stronger than they originally would have been, and he has no qualms about using their powers to lethal effect. Hawk Moth's reign of terror has cast Paris into a state of perpetual fear, making it far easier to Akumatize the populace. Mayura's Peacock Miraculous is similarly enhanced, and she suffers no drawbacks from its use. Even with the power of the Ladybug Miraculous, not all the damage from fighting with these Akumas and Sentimonsters will be reversed once the battle is won. If this Drawback

is taken with **Wider Wings** you get an additional **+100 CP**, and another **+100 CP** with **No Secret Identity**. If this Drawback is taken while you are against the heroes instead, the effects are inverted, rendering the heroes far more competent than normal, though without any extra ruthlessness, while making the villains noticeably less ruthless, reducing their effectiveness as villains. The combination of these effects makes Akumatizations harder to pull off.

Scenarios

Accepting Scenarios at all gives a small bit of **CP**. The Scenarios are mutually exclusive.

Tales of Ladybug, Cat Noir, and Jumper (+300)

Consider this a special little challenge that throws you into the heart of the plot and keeps you there. It makes the Jumper one of the guardians of Paris alongside Ladybug and Cat Noir. Your involvement is now required in some form to resolve most Akuma incidents (at least 80% of them). This gives a discount to taking the **Ladybug and Cat Noir Companion** export. A new **Chain Failure** condition is added as well. If Hawk Moth obtains the Cat and Ladybug Miraculouses and succeeds in using them to make his wish, it constitutes a **Chain Failure**. Additionally, before the Jump ends, you must successfully defeat Hawk Moth and recover both of the lost Miraculouses. Failing to do so will not result in a **Chain Failure**, but will prohibit taking the Scenario rewards.

Requirements: In order to take this Scenario, the Jumper must possess at least one **Miraculous**, be 18 or younger, must take the Drawback **Best-Kept Secrets**, and either **Match the Genre** or **Kwami Form Lock Drawbacks**. In the case of the former, you become a Miraculous user in the same way Ladybug and Cat Noir do on the day you arrive. In the case of the latter, the Jumper's Miraculous user receives the Jumper Miraculous on the same day and fills the role. If the Jumper has bought multiple Miraculous, they can designate one to be their 'canon' Miraculous, which will play the role of the one granted to them by

Master Fu if they are a user or their own Miraculous if they are a Kwami.

Rewards: Choose two of the three options listed below:

- Get **Ladybug and Cat Noir** for Free. They only take up one Companion slot instead of two.
- Your **Miraculous** becomes integrated with your body. Can be taken twice to integrate more than one.
- Your **Miraculous** is now accessible when faced with power/item loss Drawbacks but not in Gauntlets. Can be taken twice to grant this effect to more than one.

Jumper Moth (+100)

An alternative challenge that serves as the villainous counterpart to the previous Scenario, this one also puts you into the heart of the plot, but on the side of the villains instead. You must now take on the role of a primary villain within the story of Ladybug and Cat Noir, though you have some freedom in how you choose to do so. Upon selecting this Scenario, choose whether you wish to be an independent villain, a true ally to Hawk Moth, or a treacherous ally to Hawk Moth. The choice you make will determine the Scenario's win conditions. Get **True Miracle** for Free or, if you already have it for Free, a **+300 CP Stipend**. If you choose to be an independent villain or a false ally of Hawk Moth's, the Scenario can be cleared by acquiring the Ladybug and Cat Miraculoses. If you choose to be a faithful ally of Hawk Moth's, the Scenario can be cleared by allowing Hawk Moth to make his wish. Being defeated by Ladybug and Cat Noir and having your Miraculous

placed inside the Miracle Box constitutes a **Chain Failure**. Failing to secure the Ladybug and Cat Miraculouses by the Jump's end will not result in a **Chain Failure**, but will prohibit you from taking the Scenario rewards. If you have chosen to be a treacherous ally of Hawk Moth's,

Hawk Moth successfully making his wish also constitutes a Scenario Failure, but not a **Chain Failure**. If you have bought either the Ladybug or Cat Miraculouses (or both via Companions) in this document, they won't satisfy the win conditions, as only the genuine article will work.

Use of **True Miracle** will be prohibited for the duration of the Jump.

Requirements: In order to take this Scenario, the Jumper must possess at least one **Miraculous**, must take the Drawback **Best-Kept Secrets**, and either **Match the Genre** or **Kwami Form Lock** Drawbacks. In the case of the former, you become a Miraculous user on the day you arrive. In the case of the latter, the Jumper's Miraculous user receives the Jumper Miraculous on the same day and fills the role. If the Jumper has bought multiple Miraculous, they can designate one to be their 'canon' Miraculous, which will play the role of the one they own if they are a user or their own Miraculous if they are a Kwami.

Rewards: Choose two of the three options listed below:

- You may bring both **Hawk Moth** and **Mayura** as Companions, plus their Miraculouses and Kwami, with the benefits of **Miraculous Growth**. They only take up one Companion slot instead of two. You can only take this if you were a faithful ally of Hawk Moth.
- Your **Miraculous** becomes integrated with your body. Can be taken twice to integrate more than one.

–Your **Miraculous** is now accessible when faced with power/item loss Drawbacks but not in Gauntlets. Can be taken twice to grant this effect to more than one.

Recover the Miraculous (+100)

Upon taking this Scenario, all of the Miraculous that would normally be held within the Miracle Box have been lost, exempting the Ladybug and Cat Miraculouses, which will be gifted to Marinette and Adrien as normal on the first day of the Jump. Gathering these Miraculous now falls to you, Jumper. Before the Jump ends, you must retrieve every lost Miraculous and return it to the Miracle Box, including the Butterfly and Peacock Miraculouses. Any Miraculous you have purchased in the Miraculous Section of this document are treated as copies and will not count towards completion. Whether it arrives in the hands of a villain or a hero is up to chance, but there will be a mixture of both. If the user is a villain, you must track them down, defeat them, and take their Miraculous. If they are a hero, you will have the unenviable task of persuading them to give it up willingly... unless you're a villain, in which case you could probably just beat them up and steal it. Almost all of them will fall into the hands of adults, and all of them will be at least as naturally competent with their Miraculous as Cat Noir was with his. Failing to gather every Miraculous before the end of the Jump will constitute a **Chain Failure**. To keep this Scenario from demanding that you scour the entire globe, you can pay **300 CP** to guarantee that each missing Miraculous will be found and eventually make its way to Paris,

or wherever you end up if you choose **Miraculous World** and/or **Era Toggle**.

Rewards: If you successfully gather all the lost Miraculous, you will be named the new **Guardian of the Miracle Box**. As such, you will receive a free copy of the **Miracle Box** item and one copy of each canon **Miraculous** as described in the Miraculous Section, including the **Ladybug** and **Cat Miraculouses**. However, you will not be able to use these Miraculous yourself (except the ones that you purchased yourself). Instead, you may distribute them to others to use on your behalf. You also gain a staff which points to the Miracle Box, as well as any of the Miraculouses you give out.

Notes

–This Jump was heavily inspired by (and by “inspired by” I mean a lot of it was copied from) u/mrbadoatmeal’s unfinished Ladybug Jump. Big thank you to them for allowing me to copy things, I hope ya’ll like the finished product (give suggestions if not).

–The Origin replacement option would break certain Scenarios/Drawbacks. I try to be as clear as possible about what’s incompatible with what but I can’t think of everything. If you think a certain Scenario/Drawback doesn’t make sense or is rendered useless by your replacement option, be a good sport and assume it’s incompatible.

–The Stipends and discounts and such for each Origin are not set in stone. I wanted **Miraculous User** to get the fun special discount and wanted to give everyone else an equivalent, balanced based on what kind of Stipend is most versatile (general Stipend > Perk Stipend > Item Stipend) and the age of each Origin. Feel free to suggest things if you feel I suck.

–Technically, the Miraculous Powers can be used indefinitely when you are “an adult” so 18 *should* count, but I wanted an 18 option that didn’t cost cp so you have to be *over* 18 to get that “indefinite transformation” skill.

–Speaking of which, “indefinitely” does not mean “effortlessly.” These powers aren’t Cantrips, even when you are an adult. Think of it like having an energy bar which fills with rest and food, and empties when you use your Power. Your Power uses up a certain amount of energy which, as a teen, takes down your whole energy bar, starting the countdown. As an adult, your energy bar is a lot bigger and so you can use your ability without it draining all your energy at once, meaning the timer doesn’t start and you can let your energy recharge, maybe even to the point that you could use your Power again without starting the countdown. Or you could use it twice and start the countdown regardless if you want. You’ll need to get better with your Miraculous (growing the bar) to use it twice right after each other, but within a decade you can probably sling around 4 or 5 charges before needing a break. There’s diminishing returns on energy growth after that but you’ve potentially got centuries ahead of you Jumper, so I’m sure you’ll be fine.

–When someone that’s not you uses the wish you get from the **Ladybug** and **Cat Miraculous**, the wish:

- Cannot interact with/nor supersede Jump things such as CP, Drawbacks, or Perks.

- In that same vein, it cannot do anything that isn’t explicitly possible according to local Jump metaphysics unless you have that thing fiat-backed through a Perk/Item (ex. you cannot wish for a Quirk power if you are in Warhammer, but you could if your Companion has a Quirk).

- Cannot be a magic rule (“I wish that every time someone does something wrong, they feel bad about it”).
- Cannot grant a power (“I wish to fly”) unless the power has a source (“I wish to fly with a built in jetpack”).
- Can destroy up to a universe.
- Can create up to a universe.
- Can make things invulnerable.
- Will generally infer correctly how you’d like to do things (“I wish for my own planet” will not give you the deed to some gas giant on the other end of the observable universe).
- Counts as Reality Warping for abilities for which it matters (such as Reality Warping Immunity) not Magic or anything like that.
- When you use the wish as described via **True Miracle**, it also:
 - Cannot make living things invulnerable.
 - Cannot be longer than 20 words (not counting the “I wish” at the beginning).
 - Locations created by the wish can come with you into future Jumps.
- To be clear, you can link yourself to a **Custom Miraculous** via **Kwami Form: New Face**. Fanwank responsibly.
- The **Wielder of the Miraculous** perk at first tier will allow you to combine two **Miraculous** when it comes to **Kwami Form: New Face** but

you need to have the upgraded version of **Wielder of the Miraculous** to combine more than two.

–If you have any type of alt!form merger along with **Kwami Form: New Face** then your Kwami powers are slightly lessened and slightly more controllable due to being diluted unless your merger specifies that there is no loss in effectiveness.

–If you have any type of alt!form merger along with **Kwami Form: Jumper Kwami** then your powers are between your normal non–boosted form and your boosted Kwami form. Your most iconic powers are strong but not as strong as if you were full Kwami form. Your other abilities are only slightly stronger.

–Either version of **Kwami Form** being alt!form merged will give you full access to the true flight that Kwamis have, and the selective intangibility as well, though that one requires effort and concentration. Additionally, your Miraculous would function as if you were in Kwami form at all times, meaning you can be used for transformation or commanded via its user.

–A possible choice for **Mundane Talent** is internet savviness. Maybe start a successful blog.

–In regards to **Miraculous Growth**, fanwank very responsibly.

–A good rule of thumb on who would be too important for **Nepotism**, named characters are generally off-limits unless they are especially unimportant.

–**Nepotism** 's "a bunch of the local currency" is roughly double enough to live comfortably.

–I apologize in advance if some of the Miraculous Powers are incorrect, I don't have all of Season 4 available to me at time of writing, but I did my best from clips and the wiki.

–Mouse power scaling is not literally exactly 2 clones to 2/3 etc, those are just rough guestimates for comparison. Fanwank appropriately.

–Mmm, Monke is ~~that a dead meme?~~ ~~am i old?~~

–The Burrow is a pocket dimension outside of time in future Jumps. It is accessible to those who could breach pocket dimensions and know of it. Either that or meta abilities which would allow you to detect your spying. Just don't use this to spy on Deadpool or Pinkie Pie Jumper, I don't think it will turn out well for you.

–In regards to the **Custom Miraculous**, fanwank very responsibly.

–Please do not eat your Kwami's Food, it's not bad for you or anything but it makes them sad :[

–*Definitely* don't eat the **Special Kwami Food**. Unless you've got **Kwami Form** I guess.

–Okay I know the **Miracle Box** says "which fit inside no matter the size" but that's a bit of an exaggeration. The max is the size of a printer. If you look up or build a humongous printer to exploit this size parameter, I will throw a brick at you really hard *and* it won't work.

–The **Miraculous World Toggle** does not make you safe from Hawk Moth's shenanigans. Hawk Moth will get a box which functions as a portal to whichever city you are in. He will never question this or use it in any way that is not to akumatize people wherever you are. Don't think you can cheese the **Wider Wings** or **True Demon Drawbacks** with that.

–Assume that there is a Hawk Moth equivalent in whichever Era you **Era Toggle** to. And that you arrive the day this version of Ladybug and Cat Noir get their Miraculouses as teens. Etc.

–To be clear, Companions can take **You Know! For Kids!** for +100 CP though no one else necessarily needs to follow the TV14 restrictions.

–Anti-heros or otherwise morally gray Jumpers can benefit from **That Look About You**.

–Yeah I had to address the Transporter Problem which results from the wish somewhere, so I figured I'd make it a Drawback. As to why it gives so little CP, it's mostly because you can just make sure that nobody ever makes a wish (which is already the objective of the show), or put stuff in your Warehouse. To be clear, it only gives you points back for **True Miracle** if **Overwritten** is at the "it kills you too" level.

–Since the Miraculouses will attempt to recreate everything after destroying it all (if you take **Overwritten**), but cannot affect Jump things like fiat-backing, it will kill any Companions/destroy any Items, and then recreate 'as close as it can get' copies of your Companions/Items. This means they don't have fiat-backing, nor any of their Perks/Powers that the Miraculous wish could not recreate through non-fiat means. Don't worry! Your *actual* Companions/Items (fiat-backing and all) respawn as usual since they were destroyed and that's how Jumpchain works... leaving you with both the recreated *and* respawned versions of your Companions/Items... awkward...

–Examples of knowledge-granting perks that are not sealed away by **Match the Genre** include most tech-tree perks. This exemption does not include perks that allow for the rapid accumulation of knowledge.

–While we're on that topic, based on some of the feats performed by people without Miraculouses, your abilities when not transformed are locked down to peak human or perhaps very low-end superhuman. For example, Kagami has been shown to slice cleanly through a tree

using a bokken— a weapon that *has no edge*— and her mother has been shown to be more than her equal in combat despite being completely blind. On the mental side of things, Max, a high school student, has created a fully sapient artificial intelligence, all crammed into a flying robot the size of a soda can. Somehow. With the resources of a high school student. So even when not transformed, you can match feats of roughly this caliber, provided you would be able to do it before taking the Drawback.

—**Best-Kept Secrets** is recommended for anyone who isn't just here to get stronger (though I respect if you are). Knowing both Ladybug and Cat Noir's identities, plus Hawk Moth and the Miracle Box and such, trivializes a lot, and makes you a huge target. Imagine if you got akumatized even once! It'd be the end of the world just by the knowledge you would grant Hawk Moth.

—The **Miraculous** body integration Reward is especially useful as a Kwami. It means no one else can control you or use you to transform. Of course that means that you won't be able to transform your friends even if you want to anymore but still.

—Replacing someone who has a **Miraculous** in the **Recover the Miraculous** Scenario will spawn a copy which must be recovered so don't try to be cheeky with that.

–You certainly could give all of the **Recover the Miraculous** Miraculouses to one Companion or some such, but remember that most people can't handle such strain, mentally, physically, and likely spiritually as well.

–You have a very good day and take care of yourself <3

CHANGELOG

V1.1 -Darkened the red, added staff to Recover the Miraculous rewards