Hazredous Interruptions Jump

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V 1.3

We are the inheritors of a shattered past, remnants of a civilization long lost. This is news to nobody. To the TSAB, guardians of the universe from the Lost Logia that threaten it, this phrase would simply be a reminder of all that has been lost, and the dangers left behind. For the citizens of Remnant, Huntsmen and Huntresses who protect their civilization from the predations of the Grimm, this is a dark fact of life, an understanding that whatever history may have been, there will be no victory in the strength it once possessed.

We are not alone in the universe. For some, this is a revelation. A sign of hope, that there is more than a world overrun with monsters, that there is a chance of freedom from the endless death and strife that rule the world. For others, a simple fact of life. There is nothing unique about meeting someone from another solar system, another dimension, another world. They are simply neighbors, standing by your side to protect all that remains after at least two apocalypses shattered civilization.

You begin six months before team RWBY is formed in the Emerald Forest during Beacon's initiation, and two years before Jail Scaglietti loses control of a clone of the last Sankt Kaiser. In one year, the TSAB ship, the Arthra, will crash land upon the surface of Remnant, and change that world forever.

Origins

Age and Gender may be chosen for free.

Discounted perks and items cost half.

Remnant:

Perks discounted or free to Remnants are discounted or free to Students and Servants of Salem.

Student (Drop In):

You're a student-to-be at Beacon Academy! Here, you'll train to become a Huntsman or Huntress, defending Vale from the predations of the vile Grimm. You will defeat them with the shining strength of your soul, and it's unique resonance in the form of your Semblance. Go forth. Protect your home. You may choose any of the 4 Kingdoms to appear in, or if you wish, you may Drop In near Vale.

Servant of Salem:

Your world is ruled by a monster beyond imagining, a being who commands the creatures that overrun it... and keep the peace. You are one of those in service to the monster known as Salem, and you act in accordance with her will. It's all very well and good fighting the good fight, after all, but humanity lost long ago, and exists still only in accordance with her will. You may choose any of the 4 Kingdoms to appear in.

Mage

Perks discounted to Mages are discounted to Mage Team Alpha and Mage Team Beta

Mage Team Alpha:

What, were they expecting to subdue the planet? You are part of TSAB's local interaction forces, and are one of the heaviest hitters they can deploy. Your power comes from your Linker Core, a metaphysical organ that generates the magic you require to wreak havoc among your foes and to protect yourself in turn. Your magic will be weakened upon Remnant, the twisted mana left by the ancient civilization of Al-Hazred making the complex calculations normally required for your spells... difficult. But in the end, that doesn't matter. You're a guardian of the universe and you will not falter just because your power has been slightly reduced. You may choose to begin anywhere not on Remnant.

Mage Team Beta:

The Rank and File of the TSAB, you might not possess the raw power of the members of Mage Team Alpha, but that lack of power has taught you the importance of cunning and preparation. You are a capable engineer, and while team Alpha may get the glory, it's up to *you* to keep the ship running, and to hold the ground they capture. Go! Protect the universe! It's a big place, and every guardian must do their best! You may choose to begin anywhere not on Remnant.

Race:

Baseline:

Despite the vastness of spacetime, it seems that there are very few divergences in the sort of beings that make it into space. By far the most common are functionally identical to humans from earth- and you are among their number.

Animal Type:

Although sometimes confused with Familiars or Guardian Beasts, the animal-base humanoids are not unknown either among the TSAB, or the people of Remnant. You have up to 2 animalistic features, as well as enhanced night vision. If you're a Remnant subtype, you only have 1 animalistic feature.

Student Perks

Aura (100, Free Remnant):

You possess training in the power known as Aura, and have gone so far as to awaken your Semblance. You receive an additional 500 SP for spending in the Semblance section only.

Combat School Graduate (100, Free Student, requires Aura):

You've graduated from one of Remnants' combat schools, getting into Beacon Academy the standard way- by earning your position with four years of hard work. Among other things, this has granted you four years of combat experience hunting monsters, and the ability to create and use weapons that would, frankly, be impractical in the hands of many. This grants another 500 SP for the Semblance section only.

Esoteric Combatant (300, Discount Student):

Unlike the mages of the TSAB, your Aura often grants you no more than a single spell− your Semblance. For many, this would restrict them. For you? It's a challenge. You're an expert at twisting your powers to achieve far greater versatility than they otherwise would, allowing you to bend your spells and abilities to the limits and manifest them in non-standard forms, adding or subtracting effects, limiting or expanding the area, or otherwise modifying them toward unusual ends.

Noble Bearings (300, Discount Student):

Your heritage has left you well trained in the intricacies of high society. As well as being able to snipe and backhanded compliment with the best of them, you're capable of moving in any costume without issue, no matter how impractical, and are well versed in law and legalisms such as the workings of contracts.

From Dust to Dust (600, Discount Student):

You are an expert in the usage of crystallized magic, known to most as Dust. Not only can you can use it to enhance any and all supernatural abilities you possess, you can create more by forcing a twist into the mana fields surrounding you, forcing them to match the fields generated by Remnant. This will cause supernatural abilities to twist and bend, flowing out of control of the user, and will drain the power in order to generate more Dust, with the type depending on the abilities twisted... though unfortunately, you are not granted any inherent protection from this effect. Finally, simply possessing this ability will allow you to use Dust even outside of Remnant's atmosphere.

Magical Supercharge (600, Discount Student):

You have a talent for magic. Unfortunately, growing up on Remnant as you did, this talent somewhat went to waste. As Magic arrived, however, that talent bloomed! You've found that in the presence of magic, all your supernatural abilities (other than, of course, the magic itself if you cast it- no feedback loops!) become supercharged. For most, this would come at the cost of control, but your talent allows you to maintain perfect control despite this charge.

Servant of Salem Perks

Aura (100, Free Remnant):

You possess training in the power known as Aura, and have gone so far as to awaken your Semblance. You receive an additional 500 SP for spending in the Semblance section only.

Criminal Skills (100, Free Servant of Salem):

Unlike the straight-laced Huntsmen and Huntresses, your skills lie on the wrong side of the law. As well as the more straightforward skills such as lockpicking and pickpocketing, you've found a talent for hunting other people. You're capable of twisting skills generally dedicated toward hunting monsters toward hunting other sapient beings- your Semblance might inflict illusions on people, for example. In other worlds, other abilities with specific targets can be twisted to affect beings whom they normally shouldn't.

Hope Will Be Smothered (300, Discount Servant of Salem):

Manipulation can be used for great good... or great evil. You, it seems, are a master of both, setting up hope and shattering it in turn. In the end, humanity will march in the direction that *you* have designated, and no other. Unfortunately, this will take time- hope is not easy to forge, nor easy to snuff out.

Lie, Steal, Cheat, Survive (300, Discount Servant of Salem):

When the going gets tough, you get going. You have an almost preternatural sense of when shit is about to hit the fan, as well as a sense of when would be best to get gone. This is what's let you survive as a thief so long, after all. While this sense isn't very precise, if you're willing to listen, it'll give you time to get out of dodge.

Form Your Armies, Dream Your Dreams (600, Discount Servant of Salem):

You have an eye for talent, and a skill for boosting the morale of your minions. You know where to apply threats, where to offer bribes, and can easily gain the most from those who serve you. You're also good at finding the disaffected and... *convincing* them to obey. Binding a human-hating movement to your service despite being human would be simple. Keeping them in your service despite your subordinates gross racism? Not even a problem. Just make sure your minions don't accidentally screw things up for you by getting overeager, would you?

Legends and Heroes (600, Discount Servant of Salem):

You have, it seems, been somehow linked into a mysterious fifth of the terraforming systems left in Remnant. Powerful Lost Logia that bind themselves to the linker core of "maidens", these pseudo-linker cores grant power beyond any that most Remnants can imagine, including flight, weather control, and the materialization of the various elements. Given time, you'd even be capable of reverse engineering and replicating the technology. As it is, replicating or modifying the far simpler Imaginary Device that is the Aura would be a walk in the park.

Mage Team Alpha Perks

Notable Linker Core (100, Free Mage):

You have a powerful linker core humming within you. You gain 500 MP for spending in the Magic section only.

Engine of Mana (100, Free Mage Team Alpha, requires Notable Linker Core)

You have an extremely powerful linker core humming within you. You gain 500 MP for spending in the Magic section. Furthermore, you're well trained in magical combat. Choose a single magical combat style - you have 5 years of training with it.

Enforcing the Law (300, Discount Mage Team Alpha)

Though the TSAB may guard the universe from the big threats, someone has to guard it from the smaller ones. That someone is you. You've been trained in various police and detective skills, such as analyzing a crime scene, writing reports, analyzing the information from reports, and other such talents important for a member of law enforcement.

Magical Space Archeologist Ninja (300, Discount Mage Team Alpha)

The apocalypse has come and gone... repeatedly. Unsurprising, considering how many apocalyptic artifacts have been left lying around, and how many of them were scattered on planets that don't know better than to poke them with a stick until they wake up and start trying to take out the local dimension. Fortunately, you're good at handling this sort of thing. You're a trained archeologist, giving you a talent for defensive, binding, and barrier magic, allowing you to poke a genie's bottle until it wakes up, tie it up, drag it into a pocket dimension until it runs out of power, and then shove it back into it's bottle. These magics cost half the mana that they would for others.

White Devil's Teachings (600, Discount Mage Team Alpha)

You're an expert teacher, and a firm believer of teaching through violence. Weirdly enough, it *works*! By beating people half to death, you can teach them your skills, even awakening their ability to use their Linker Core if they don't already know how!

When In Doubt, Double Down (600, Discount Mage Team Alpha)

The local mana fields make precision spellcasting difficult. Well, fortunately, you have a solution- use more power! By expending twice the power that you normally would, you may reduce any effects that would weaken your supernatural abilities (in a manner other than making you spend more mana, I mean)! This even works for passive abilities- you'll just tire more quickly.

Mage Team Beta Perks

Notable Linker Core (100, Free Mage):

You have a powerful linker core humming within you. You gain 500 MP for spending in the Magic section only.

Basic Combat Training (100, Free Mage Team Beta)

Unlike the Aces, you don't work in teams simply because you like your teammates- though hopefully you do. Instead, you work in teams because otherwise, you'll probably get eaten by a Lost Logia. Because of this, you're an expert at teamwork, able to easily fall into the rhythm of anyone you're working with, to the point where you could shoot into a melee and be guaranteed that you won't score friendly fire.

SET UP! (300, Discount Mage Team Beta)

It's actually depressing how often people go after you while your Barrier Jacket's down. Not that you can blame them- that's when you're most vulnerable, after all. Fortunately, you have ways of dealing with that vulnerability. Namely, you're capable of instantly undergoing your transformation sequences, to the point where you could summon your Barrier Jacket between someone readying an attack and them launching it.

Wards and Defenses (300, Discount Mage Team Beta)

One of the main requirements for holding territory is the ability to defend it. You're capable of putting down wards and magical fortifications with extreme ease, to the point where you could lay them even in areas with twisted mana fields and be assured of their effectiveness. Even if the Alphas are having difficulty going on the offense, you'll still be able to maintain the defense.

Device Meister (600, Discount Mage Team Beta)

While powerful mages might make up the TSAB's velvety fist, it's a Device Meister who provides the spine. You are skilled in the creation and maintenance of TSAB technology, including the capstone that is a TSAB Processing or even Intelligent Device. Further, you can modify them, allowing them to add new forms, or to assimilate devices such as starship cannons in order to deal with the amount of power that might be pumped through them.

Mana Field Compensation (600, Discount Mage Team Beta)

Remnant's twisted Mana Field is perhaps the greatest threat to TSAB forces, and the reason they can't simply order the Wolkenritter to teleport back to call for help. Fortunately, you're here to help. You have a talent for modifying technology and enhancers to compensate for exotic local conditions. Most of the time, this might be used to do simple things, like making your a touch screen actually work underwater, but more exotic uses would include making a Device able to negate the effects of the local antimagilink effects without increasing the energy costs of casting.

Items

3 Lies (50):
You have an endless supply of MREs, also known as 3 lies in one!

Variable Weapon (100, Free Remnant):
You have a Variable Weapon- a specially designed weapon usually capable of shifting between two or more forms, usually for switching between melee and ranged. You may import up to two previous weapons for free, which will combine to form your weapon.

--- **Explosive (100, Discount Remnant):**
Your Variable Weapon doesn't settle for just hitting the target, it hits them *hard.* Upon hitting with the weapon, you may choose to have the attack explode.

--- **Range Increase (100, Discount Remnant):**
Your Variable weapon is designed to keep its foes at range. LONG range. The range of your weapon is heavily extended.

--- **Dust Amplifier (100, Discount Remnant):**
Your Variable Weapon doesn't just use Dust, through unique and strange designs, it can *amplify* it, making it twice as effective as if you'd simply used Dust Sorcery normally.

--- **Dust Storage (100, Discount Remnant):**
Common amongst Remnant's semblance specialists, a Dust Storage system allows the weapon to carry massive amounts of dust, allowing you to go longer before a resupply.

--- **Dust Enchanted (100, Discount Remnant):**
Unlike most weapons, yours doesn't just use Dust as a propellent. Instead, it can use Dust to enhance itself, either dealing additional damage by enhancing it's melee section, or by adding elemental effects to the bullets fired.

--- **Extra Form (100, Discount Remnant, may be taken multiple times):**
You may import an additional weapon, giving your device more versatility.

--- **Semblance Amplifier (200, Discount Remnant):**
Your weapon is not merely a weapon, but practically an extension of yourself. You may channel your Aura through it in order to enhance your Semblance.

--- **Toughened (100, Discount Remnant):**

In a world where Grimm fill the wilds, and a Hunter or Huntress could, at any time, find themselves stranded, increasing the durability of your weapon is an absolute *must.*

--- **Sharpened (100, Discount Remnant):**

Your weapon is significantly more dangerous than most, it's offensive abilities increased across the board.

--- **Dual (200, Discount Remnant):**

Unlike many people, you don't use just one weapon, but two. Your Variable Weapon is capable of splitting into two smaller weapons with the same range of capabilities, though each at around half the power of the original.

--- **Device Enhanced (400, Discount Remnant):**

Now how did you get your hands on this? Your weapon is so advanced that it is very nearly a Device, in and of itself. In fact, if you were to insert an actual Device, it would quickly assimilate the weapon and its properties.

Scroll (100, Free Remnant):

The local version of a smartphone, the Scroll is also capable of interfacing with your Aura, telling you how much you have remaining. This one is particularly special, and can interface with your other abilities from other worlds as well, telling you exactly how many spell slots you have uncast, or how much Zeon is still floating about in your soul.

Dust (200, Discount Remnant):

You have an endless supply of Dust in the four natural varieties, perfect for gaining more ammunition! You also have knowledge of how to synthesize more, and basic knowledge of how to fuse them to create the artificial varieties, though figuring out the end result of those fusions will take you time and effort.

Amplification Dust (400, Discount Remnant):

You have a small box containing about ten uses worth of Amplification Dust. Along with supercharging your semblance in a way remarkably similar to magic, just more controlled, the Dust from this box can be used to supercharge your other supernatural abilities as well. The box refills every morning.

Device (100, Free Mage Team Alpha or Mage Team Beta):

The backbone of TSAB's magic system, a Device is only partially a weapon. While usable for combat, it's also a powerful supercomputer, and for many mages, a loyal friend. By default, your Device is a simple Processing Device. You may import a weapon for its Active Form and a trinket of some sort for its' Passive form. Traits of both items will "bleed over" to both forms- the Active form will usually contain the Passive form in it somewhere, while both forms

will share a full range of traits. A staff designed for sealing combined with a marble will still be able to seal targets in marble form, for example.

--- **Intelligent (100, Discount Mage):**

Instead of the simple nonsapient AI in an ordinary Processing Device, your Device is a person in and of itself. This will allow it to anticipate your needs, or even act against your orders if it's in your best interest, such as putting up a shield to protect you from an incoming blow that you didn't see coming.

--- **Specialization (100, Discount Mage):**

Your Device is specially designed for a single type of function, giving you an extra boost when used for that. Examples include bombardament, ice magic, and Mass manipulation, giving you devices similar to Raising Heart, Durendal, and Graf Elison respectively.

--- **IFF Systems (100, Discount Mage):**

Your Device is fully capable of marking and recognizing allies and enemies as needed. As well as being useful for keeping track of what's going on, this will allow it to warn you if an ally is within your firing arc.

--- **Interface System (100, Discount Mage):**

Your Device is optimized to interface with local electronic or magical systems, allowing it to tap into the local networks or interface with your other technology without any further effort.

--- **Self-Repair (100, Discount Mage):**

Being stranded on some backwards planet overrun by monsters has consequences, one of which is a lack of easy access to supplies for maintenance and repairs. Fortunately, that's not a problem for you. Your Device is able to repair damage over time, as long as it's either given the mass required or sufficient amounts of magical power to work with. Larger problems might require help though.

--- **Cartridge System (200, Discount Mage):**

Almost essential among the users of the various Belkan styles, the Cartridge system allows mages to store mana in specially designed cartridges for later use.

--- **Extra Form (200, Discount Mage):**

You may import an additional weapon or trinket into your Device, giving it an additional form to call upon. Add a cell phone form, or a greatsword! This may also be used to add forms specialized for different types of magic.

--- **Unison System (400, Discount Mage, Requires Intelligent):**

Your Device is no mere intelligent Device, but a full fledged Unison Device. This gives it the ability to create a humanoid form out of mana, which can change in size from “fairy” to “human”, and a 500 CP to spend among its personal abilities. It becomes a full fledged companion, and retains any abilities of it’s base form in all forms.

Uniform (100, Free Mage):

As a member of the TSAB (even if on contract), you’ve been granted a closet full of uniforms of all kinds! In this world, it’ll simply contain the uniforms of Beacon Academy and your TSAB Uniforms, but in other worlds, it’ll contain the uniforms of every group that uses them, from random criminal gangs to school children, to government groups! It won’t actually help you pass for them beyond that though, so even if you dress up as the president, this alone won’t let you get away with it.

Hull Pieces (200, Discount Mage):

While your ship may have crash-landed on Remnant, that doesn’t mean you’re without materials or supplies to work with. You have a small stockpile of enchanted heaven-sent metal, also known as bits and pieces of your ship’s hull. While this could be used to speed repairs, this material could also be used for repairing and upgrading Devices and Variable Weapons. Strangely, your stockpile will restore itself over the course of the week.

Textbooks (400, Discount Mage):

Perhaps the greatest strength of civilization is shared knowledge, and the TSAB does this quite well indeed. You have a stockpile of TSAB textbooks, either stored on your Device or your Scroll, ranging from the basics of their sciences to first contact protocols. Interestingly, these will update whenever you enter a new world.

Companions

Combat Teams (Free/50/200):

In a world such as Remnant, few move alone. Why should you? You may import up to 3 companions to this world, each with an identity of their choice and 800 CP to spend. If you wish for more, you may spend 50 CP per additional companion, or 200 for every companion you possess, above and beyond the standard limit of 8. Combat Teams require support staff, after all.

Unfamiliar Faces (100 CP):

If you wish, you may recruit a member of the local cast. Convince them to travel the multiverse with you, and they shall join you in your journeys.

Supernatural Powers

Aura

The strength of one's soul made manifest, your Aura is the strength you gain and the shape of your soul turned into the Rare Skills that define you. You must spend SP in this section. You gain SP from perks given above. If those are not enough, you may further purchase 50 SP for 50 CP.

Aura Strength- The strength of your Aura. If you later choose to learn Magic, this will affect the strength of your Linker Core. This may be paid for in SP, MP, or a combination of the both. Your rank in this is equal to your Linker Core Rank.

Rank E - Gain 100 SP.
Rank D - 0 SP.
Rank C - 100 SP.
Rank B - 200 SP.
Rank A - 300 SP.
Rank AA - 350 SP.
Rank AAA - 400 SP.
Rank S - 500 SP.
Rank SS - 600 SP.

First Principles (50):

If Aura is an Imaginary Device, then a Semblance is the uniqueness of one's Linker Core shining through. Spells that call upon effects similar to your semblance are cast at a mere quarter of the cost.

Mana Guard (100):

Like all Aura, yours grants you a small resistance to magical effects. Yours, however, is more effective than most, negating weaker hostile spells entirely, and reducing the strength of stronger ones. Furthermore, when a longer duration spell is cast upon you, you may test the strength of your Aura against it, allowing you to shatter the spell if you emerge the victor. Beware, however, for this particular function takes time. It will be of little help against instantaneous spells, instead mostly assisting in forcing binds and other such spells to break and allow you to escape.

Mana Sensor (100):

Although the people of Remnant have not developed true magic of their own, they have developed their own advantages. Sparked by the twisted mana field of the world, your own senses have grown, allowing you to detect passive spells as you pass by them. While any Remnant may sense effects such as Barriers, you may also sense more subtle effects, such as wards or incoming spellfire, giving you enough time to dodge out of the way.

Strength Up (100, Can be purchased twice):

Although all Aura grants a passive increase to strength, yours is especially focused here, granting you more strength than you would otherwise gain. A single purchase would allow you to carry around speaker systems as large as yourself without issue, while two would let you throw them around with ease.

Defense Up (100, Can be purchased twice):

Even though Aura comes with a natural forcefield effect, some Aura are better suited toward defense than others. Yours only decreases by 90% of the amount it should when it takes damage on your behalf. A second purchase reduces this to 75%.

Speed Up (100, Can be purchased twice):

While the increased strength granted by an Aura naturally grants increased speed, yours is especially focused toward moving fast. Even without activating your semblance, you move faster than most, letting you zoom about around twice as fast as you normally could. With a second purchase, you move at four times the speed instead.

Regeneration Up (100, Can be purchased twice):

Even though an Aura grants an inherent minor healing factor, yours is especially strong, allowing you to heal wounds in significantly less time. While this won't help with lost limbs or gaping stomach wounds, lesser flesh wounds or minor burns are less of a problem now. A single purchase would allow you to heal from most flesh wounds overnight, while two would allow you to even restore lost limbs over the course of two to three months.

Semblance:

To construct your Semblance, for each aspect, please choose 1 Type, 1 Effect, at least one level (you may take level 0) of Duration, Area, and Magnitude. Worked examples will be given at the end of the Semblance section.

False Magic (100):

Instead of a straightforward semblance, yours is practically a magic system of it's own. Shnee Glyphs or Glynda's witchcraft would both fall under this category. For every 100 SP, you'll gain 50 MP. Naturally, if you choose this, you need neither Type, Effect, Duration, Area, nor Magnitude.

Type:

Enhancement (0):

Your semblance is very straightforward. Rather than adding some new trick, it generally makes you better in some way, though in some cases, it may have an odd definition of 'better.'

Conjuration (50):

You Semblance doesn't simply enhance effects you're already capable of, but instead grants brand new ones for you to use. This generally involves creating something new. In general, if you're uncertain about the details, creating something falls under Conjuration, while boosting or changing something tends to fall under enhancement.

Effect:

Offense (50):

Your semblance has an effect on your offensive capabilities. Choose a single offensive ability. Examples include Nora or Yang's enhanced strength (this plus Enhancement type), or Glynda's "Magic Missile" attacks (This plus Conjuration type).

Defense (50):

Your Semblance has an effect on your defensive capabilities. Choose a single defensive ability. Examples include Nora's immunity to electrical damage (This plus enhancement type) or Ozpin's forcefield (This plus Conjuration).

Health (50):

Your aura somehow positively affects the health of your target. An enhancement type might be regeneration, while a conjuration type would be something like healing hands.

Mobility (50):

Your Semblance has an effect upon your mobility. Ruby's superspeed (Enhancement) and Neo's "Shatter" type teleportation (Conjuration) are both examples of this.

Stealth (50):

Your Semblance is inclined toward trickery and stealth. An Enhancement stealth semblance might resemble Blake's Shadow Clones, while a Conjuration Stealth semblance might be Neo's Illusions (as opposed to Emeralds, which would fall under Enhancement. Emerald changes your perception, while Neo creates an illusion that she wraps around herself).

Animalism (50):

Your Semblance is more esotoric, and has some of the stranger effects known to Remnant or the TSAB. Enhancement effects include Qrow's bird form (yes, I realize that's not technically a semblance, shut up, I didn't know where else to put it) while Conjuration might include Schnee necromancy.

Force (50):

Your Semblance involves manipulating forces. Enhancement effects include generating a force, such as Nora's ability to generate electricity, while Conjure effects include full fledged manipulation, such as Pyrhha's magnetism manipulation.

Modifiers:

Magnitude:

Magnitude has three levels. Level 0 costs 0 SP, Level 1 costs 50, and level 2 costs 100. At Level 0, the effects are low. A Magnitude 0 Conjure Offense Semblance might shoot a single bolt at someone, while a Enhance Animalism semblance might allow you to gain the traits of your chosen animal. At Magnitude 1, it increases. A Conjure Offense might shoot a dozen bolts, while a Enhance Animism might let you take that animal's form. At Magnitude 2, Conjure Offense could conjure full artillery blasts, such as Penny's laser, while Enhance Animism might allow you to take a 'dire' form of that animal, or grant more flexibility in what form you take.

Targets:

Targets has three levels. Level 0 costs 0 SP, Level 1 costs 50, and level 2 costs 150. At Level 0, the effects are single-target. This is the level for most self-targeting abilities. A Magnitude 0 Enhance Offense Semblance might would boost your strength, while a Conjure Mobility would let you teleport alone. At Targets 1, it increases. An Enhance Offense might let you strengthen your team, while a Conjure Mobility might let you take that team with you as you change your locations. At Targets 2, Enhance Offense could strengthen everyone nearby, while Conjure Mobility might allow you to cut immense portals into the air and shove everyone through them. There are no canon example of a Semblance at Targets 2.

Duration:

Duration has three levels. Level 0 costs 0 SP, Level 1 costs 50, and level 2 costs 100. At Level 0, the effects are instant. A Magnitude 0 Conjure Defense Semblance might summon a shield for a brief moment, while a Enhance Mobility semblance might allow you to teleport once. At Magnitude 1, it increases. A Conjure Defense might last for a minute, while an Enhance Mobility might grant you temporary super-speed. At Magnitude 2, the effect is passive and permanent. Conjure Defense would basically give you a second aura to burn through, while Enhance Mobility might give supernatural speed.

Conditional (0):

Instead of requiring the expenditure of Aura to activate, this facet of your Semblance activates automatically when a certain condition is met, but in return, it cannot be activated outside of those conditions. This is to represent effects such as Yang's strength boost when hit, or Nora's strength boost when electrocuted.

SFX (50):

You may add some sort of special effect to your semblance, such as your hair glowing golden and your eyes changing color, or being able to generate rose petals functionally at will.

Worked Examples:

Nora Valkerye:

Enhance (0) Offense (50) Magnitude 3 (100), Targets 0 (0), Duration 1 (50) with conditional (requires electricity) (0). This would give her super strength at a high level, only affect herself, and last for a minute after the electricity “ends”. This costs her 200 total.

She has a secondary aspect allowing her to generate electricity, though not in any appreciable amounts. This is Conjure (50) Forces (50), Magnitude 0 (0), and Targets 1 (50) Duration 2 (100). This costs her 250.

A Tertiary aspect of her Semblance allows her to ignore any electrical effect. This is an Enhance (0) Defense (50) Magnitude 3 (100) Targets 0 (0) Duration 2 (100) effect.

Finally, she has a purchase of Strength Up (100), granting her increased strength even before boosting herself or being boosted by outside attacks.

Put together, she pays 800 SP to have her semblance.

In addition to this, she purchases a B Rank Linker Core for 200 SP, with 50 SP left over for whatever else she wants.

Ruby Rose:

Enhance (0) Speed (50), Magnitude 1 (50), Targets 0 (0), Duration 1 (50), and SFX (50) This gives her enhanced speed at a high rate, and costs her 200. As the series goes on, she reveals her ability to turn into a tornado, adding a Conjure (50) Speed (50) Semblance with Magnitude 0 (0), Targets 0 (0), Duration 1 (50), for another 150. Finally, she probably has a purchase of Speed Up (100), increasing her final price slightly, as well as First Principles (50) in order to better use speed enhancement magics.

Put together, her whole semblance costs 500 SP.

In addition to this, she purchases an A Rank Linker Core for 300 SP, and then converts the remaining 200 to 100 MP, and purchases another 100 MP with CP in order to afford the Midchildean Magic System.

Neopolitan:

Neo has Conjure (50) Speed (50), Magnitude 1 (50), Targets 1 (50), and Duration 0 (0) for her teleportation aspect of Shatter allowing her to teleport a short distance and carry Torchwick with her for 200, and Conjure (50) Stealth (50), Magnitude 2 (100), Targets 1 (50), and Duration 2 (100) for 350 to represent her illusions.

Her Semblance thus costs 550 SP. As a Criminal, she has 500 SP to work with, so an additional 50 SP was purchased with CP.

Magic

Unlike the people of Remnant, the Mages under the command of the TSAB are extremely versatile They purchase Magic with MP. If you wish, you may spend 50 CP to purchase 50 MP.

Linker Core Rank- The strength of your Linker Core. If you later choose to awaken your Aura, this will influence how much Aura you can call upon. This may be paid for in SP, MP, or a combination of the both. Your rank in this is equal to your Aura Strength.

Rank E - Gain 100 MP.
Rank D - 0 MP.
Rank C - 100 MP.
Rank B - 200 MP.
Rank A - 300 SP.
Rank AA - 350 SP.
Rank AAA - 400 SP.
Rank S - 500 SP.
Rank SS - 600 SP.

Magic System:

Ancient Belkan (200, Discount Mage):

You've been trained in the Ancient Belkan magical combat system, likely by the Wolkenritter. This system revolves around close ranged combat and the use of mass weapons. It is one of the least affected by the twisted mana of this world.

Modern Belkan (200, Discount Mage):

A fusion of the Ancient Belkan and Midchildean styles, this system is most common among the Saint Church. It's focused on one-on-one duels, and has recently experienced a surge of popularity with the advent of the Cartridge system.

Midchildean (200, Discount Mage):

The most common system in TSAB territory, Midchildean magic focuses on long range shooting and bombardament and impressive versatility.

Hedge System (200, Discount Remnant):

Not a true system, this is a hedge-wizard's backwater method of magic usage. Primarily used by the Schnee family, it's one of the few systems designed for use through the Imaginary Device that is Aura. Other users include Glenda Goodwitch.

If you're not a Remnant, this can instead represent one of the lesser known systems in TSAB space. Be warned, however- these lesser systems generally aren't in mass production for a reason.

Enhancements:

Specialization (50):

Like many mages, you've learned the value of teamwork. Rather than attempt to do everything by yourself, you've specialized in a single type of magic, such as buffing magic, bombardament magic, shooting magic, or healing magic. Your efficiency with this type of magic is so impressive that spells of this type cost a mere half of what they should. You may purchase this multiple times for additional specializations.

Cartridge Specialist (100):

You're experienced in the usage of the Cartridge system, allowing you to use them efficiently and effectively.

Barrier Battler (100):

Your magical style asks that you use your magic in somewhat nonstandard ways. You may modify your spells in order to force them to create effects that are somewhat lateral to their normal use- turning a barrier into a weapon to smash people with, for example.

Elemental Affinity (200):

You have an affinity for a single element. Spells of this type cost half, and you may convert low to medium power hits of that type into mana for your own personal use. Taking sufficiently high power attacks, especially when you're not expecting them, can temporarily cripple your Linker Core, however, so be careful. Still, it's better than being dead. This may be taken multiple times for additional affinities.

Familiar Creation (200):

Familiars aren't exactly a secret art, but they're not commonly made, either. You, however, have decided to learn how to make them. You may touch an animal and turn it into a familiar, flooding its' system with magic and granting it an artificial personality and mind, as well as a connection to your linker core so that it may draw upon it to cast spells on your behalf. When created, a Familiar must be bound with a contract. Upon completion of the contract, they will dissolve back into mana and an animal.

Shapeshifting (400):

Either due to study of familiars, an obscure Belkan bloodline, or simple hard work, you're capable of changing your shape into a specific animal form.

Mana Compensation (400):

You're experienced at fighting in Anti-Magilink fields, and thus your magic is less affected by the twisted fields of Remnant.

Deviceless Casting (400):

You're capable of casting spells even without a Device, a rare talent indeed. This makes you difficult to disarm, even if fighting unarmed keeps you from taking advantage of a Device.

Collect and Use (400):

One of the more powerful Rare Skills in the universe, this Skill allows the user to rip the linker core from their foe and consume it, granting access to any spells the victim knew.

Drawbacks:

Continuation (+0):

Have you perhaps encountered the TSAB before? If so, you may choose to have your timeline include the effects of your time in the Lyrical Nanoha jump.

Not An Ancient World Ending Horror (+100):

You have too little ability to control your own mana or other supernatural abilities. Without the assistance of a unison device or other, similar, object, you will find it difficult to use any but the most indiscriminate of those abilities... and adding insult to injury, your aim sucks too.

Mana Flood (+100):

Your Linker Core has an unfortunate defect- it leaks. Heavily. As you move about in remnant, your Core will pump mana into the air around you, which will slowly crystallize into Dust. The mana will also supercharge the semblances of anyone nearby, or enhance the size and strength of nearby Grimm. This will occur even if you would have an E Rank linker Core.

Father's Psychopathic Son (+200):

You believe that murder is the best solution for everything. Or, failing that, abusing people. It's not really the sort of thing that'll make you many friends.

A Simple Soul/A White Devil (+200):

Choose either a Simple Soul or a White Devil. Either way, ignore the information in your origin. If you chose a Simple Soul, then for the duration of the jump, you are Ruby Rose. If you chose A White Devil, then for the duration of the jump, you are Nanoha Takamachi. Expect much awkwardness if you go into the jump without the expected powers.

Does She Look Familiar? (+200):

Like a familiar, your linker core and the body it projects around itself are linked to the linker core of another being, your "Master". When you cast spells, it'll draw on their power, and if they die, you'll either need a new Master, or some way to make your existence self-sustaining, such as by somehow harvesting mana.

Warned (+300):

Hm. It seems that somehow, they know you're coming. Who? Whomever you'd least appreciate knowing, of course. If you're a Student, then Salem will be aware of your interdimensional nature. If you're part of her faction, Ozpin will. And being part of the TSAB will mean that the rest of your government has labeled you a living Lost Logia, and is watching you *very* nervously. The Lady Midday, when it comes, will no longer just be watching Hayate.

Remnants of Power (+300):

It's unfortunate, but it appears that Remnant's field didn't just affect the magic of the MGLN cast. It also affected all your out-of-jump powers! Until the end of this jump, you won't be able to use any out-of-jump powers.

Remnants of a Forgotten Past (+300):

Hm? Jumper? What's that? For the duration of this jump, you will not remember anything about being a Jumper. Expect this to be especially awkward if you've already spilled the beans on your nature to anyone from the continuity drawbacks.

THE END

Ten years have come since you arrived in this universe. What impact have you had upon it, and where will you go from here?

Back Home: In the end the only place you can go is home, and so you return to the universe from whence you came, your perks and items coming with you.

Stay: How could you say no to a universe where little girls make good attempts at being mechs and slightly older girls wield weapons that are also guns? Here your journey will end.

Onward: You may have made new friends or new foes, but in the end, life goes on, and you shall find a new horizon awaiting you. Continue on to another jump.

Notes:

Aura − Simply having an awakened Aura at all provides a number of basic powerups. It grants increased physical stats, a force field to tank your blows, and, with training, a unique power known as a Semblance. It also grants an inherent danger sense, and some resistance to magical effects. Finally, it can be spent in order to heal minor wounds such as small cuts, although major wounds like lost limbs cannot be repaired with Aura alone.

Esoteric Combatant - This is basically a metamagic ability, to allow you to modify your spells instinctively.

When In Doubt − This is enough to have you functioning perfectly normally in all the AMFs in the setting, and at 50% capacity under a “true” antimagic field where magic flat out *doesn’t work.*

Textbooks − These will update to the equivalent of college level texts whenever you enter a new world, and will assimilate that data so you can still use the TSAB sciences in that new world.