

A Jump by Sistercomplexkingpin

Introduction

In this world, a realm exists called Märchenland, a kingdom inhabited by fairy-tale versions of beloved characters. One day, Märchenland is invaded by the Bad End Kingdom, a realm where the antagonists of all fairy tales have gathered. The King of the Bad End Kingdom, Pierrot, aims to impose the worst possible endings on all worlds, including Märchenland, by stealing the Cure Decor, items that embody the power of Märchenland's ruler, the Royale Queen. In a desperate effort to protect her kingdom and prevent the Worst Ending, the Royale Queen uses the last of her strength to seal King Pierrot away, transforming herself into a statue. Just before she turns into a statue, she releases five magical lights to Earth and tasks Candy, the princess of Märchenland, with finding legendary warriors known as Pretty Cures by following these lights.

Meanwhile, the Bad End Kingdom seeks to reawaken their king by harnessing Bad End Energy from the people of Earth to further their sinister plans. Your journey in this world begins one week before Candy first meets Hoshizora Miyuki, a transfer student who is late for her first day of school, and you will remain in this world for a decade. As this world is primarily centered around the Pretty Cures, there aren't many notable locations beyond Nanairogaoka, Japan, the home of the Pretty Cures.

Take these +1000 Cure Points into this light-hearted world of magical girls and fairy tales.

Origin

Any origins can be taken as Drop-In.
Drop-Ins would receive no additional memories besides being fluent in Japanese.

Pretty Cure

Pretty Cure, or Precure, are legendary warriors who emerge when the world is in need, standing against forces of darkness. Whether you start as an ordinary person with the hidden potential to become a Precure or arrive already a Precure yourself, one thing is clear: you are destined to banish evil and protect the hope of the people across the world.

Fairy Resident

As a resident of Märchenland, the world where all fairy tale characters reside. You take the form of a small, adorable creature inspired by a classic fairy tale. As a fairy, you can fly, float, and sense negative energies, such as Bad End energy, when it has been used. Following the invasion, the Royale Queen has tasked you with joining Candy on a mission to gather all the Cure Decor to save Märchenland. Alongside the Precures, you work to thwart the evil plans of the Bad End Kingdom and restore peace to both Märchenland and Earth.

Bad End Subordinate

As one of King Pierrot's subordinates, your goal is to reawaken him and spread Bad Ends to the world. To fulfill this goal, you and your subordinates must gather Bad End energy to bring about the worst possible outcome for everyone. Hailing from the Bad End Kingdom, your appearance reflects a famous fairy tale antagonist, granting you formidable physical abilities and unique powers inspired by your story. These powers make you a match for the Precures in combat. You and the other subordinates have recently arrived on Earth, ready to fulfill the objectives and plunge the world into despair.

You can choose your gender freely for all origins. Your age as a Pretty Cure is 12+1d4. As a Fairy Resident and Bad End Subordinate your age is 13+1d6. You can adjust your age freely for -50 CP.

Perks

Perks are discounted 50% for their respective Race, with the 100 CP Perks being free.

Pretty Cure

Smile Smile! (-100 CP)

This perk grants you boundless optimism, immune to abilities that would induce despair. Even in the most dire situations, you can maintain hope and resilience, fully aware of the seriousness but still able to keep a smile that uplifts others. This effect can be turned on or off at will, allowing you to choose to experience despair when desired.

Instant Transformation (-200 CP)

With this perk, time pauses during your transformation, meaning that no matter how long you take, no second will pass in the outside world. You can take all the time you need to transform, pose, and deliver every catchphrase without worrying about your enemies leaving or attacking what you're protecting.

Legendary Warrior (-400 CP)

This perk significantly boosts your physical abilities even when you are not transformed. You will gain superhuman stamina, agility, and reflexes, allowing you to dodge bullets and become more durable. As you engage in combat, your fighting skills improve rapidly, enabling you to advance from a novice to a seasoned warrior in just a few battles. Moreover, any injuries you sustain, regardless of the severity, will completely heal after a single night's rest.

Miracle Wing Jumper (-600 CP)

This perk allows you to harness the power of the Miracle Lights without needing the support of others. When you activate this power, it instantly heals all your wounds, fully restores your energy, and grants you a more powerful transformation. As a Smile Precure, you can summon the Miracle Wing Decor and the Miracle Wing Puff at will with the powers of the Miracle Lights to transform into an enhanced form. This transformation is so powerful that it can easily defeat and purify world-ending enemies, such as the Demon King or King Pierrot.

Additionally, you can customize the appearance of your transformation, including your outfit, hair, accessories, and other details, as long as the design follows an angelic theme. The Miracle Lights also give you a pair of large white wings, allowing you to fly and hover. You can maintain this transformation indefinitely.

Fairy Resident

Human Transformation (-100 CP)

Regardless of your species or appearance, this perk allows you to assume a human form when desired. You can choose the look of your human form, but it must retain some traits or resemblances to your original form, such as a similar hairstyle or distinct features that hint at your true nature. Even if your natural form is highly monstrous or otherworldly, you can seamlessly shift into a human appearance without sacrificing your powers.

Popping Shapeshifter (-200 CP)

This perk allows you to transform into oversized versions of various ordinary objects and weapons, such as a stapler or shield, and regular animals. You can also increase the size of your animal forms at will. While in these transformed states, you gain enhanced strength and unique properties of the form you've taken. However, despite these abilities, these transformations alone will not be enough to defeat the Akanbe or Bad End Subordinates.

Decor Creation (-400 CP)

This perk allows you to create Cure Decors using your energy. You can produce decor that creates ordinary items like clothes, food, and everyday objects. Creating decors that grant special abilities, such as giving someone energy wings for flight or transforming them into a mermaid, takes a few days. More powerful decor, like the Rainbow decor, requires several months to complete, while decor as potent as the Princess decor may take several years. Although there is no limit to the decor's potential strength, the creation time and energy required increase with the decor's power. However, the decors you created cannot be used to revive the Queen of Märchenland or hatch the Miracle Jewel Egg.

Royale Jumper (-600 CP)

You have become a being similar to the Royale Queen of Märchenland. You can restore hope in those who have fully succumbed to despair, rekindling their courage and resolve. You possess telepathic abilities that allow you to communicate mentally with others and suppress the powers of evil forces or entities made of darkness. Additionally, you can seal away beings, though doing so with those stronger than yourself is immensely taxing. You can also greatly amplify the purification abilities of both yourself and your allies, enabling them to cleanse even beings that were previously resistant to purification.

Bad End Subordinate

Younger Form (-100 CP)

With this perk, you can de-age yourself at will, allowing you to become as young as you desire. Once you choose an age, you will not age further and will remain at that age indefinitely. You can also return to your original age whenever you wish.

Rascally Joker (-200 CP)

This perk allows you to create playing cards with four suits using your energy. These cards are exceptionally sharp and capable of slicing through boulders with ease. You can enlarge them, use them as shields, and even teleport yourself and others through them. Additionally, the cards can absorb energy and release it back at your enemies or trap and capture opponents. While these cards are durable, beings strong enough can still break them. By putting more energy into these cards, you can increase their power and resilience.

Bad End Double (-400 CP)

You gain the ability to create an evil doppelganger of anyone you encounter. These copies closely resemble the original, differing only in their hairstyle and wearing a corrupted version of the original's outfit. They possess a twisted version of the original's personality and retain the same abilities. The doppelgangers are completely loyal to you, following your commands without hesitation. However, you cannot create doppelgangers from beings stronger than yourself. If a doppelganger is defeated, you can create a new one while retaining the previous one’s memories. You are only able to create one doppelganger per person.

Pierrot Jumper (-600 CP)

This perk allows you to create and control a black ink-like substance that you can use for offense and defense. When a being comes into contact with a large amount of this ink, they will feel despair and lose the will to fight. You can also use the ink to form shadowy creatures, powerful enough to match the strength of Precures. Additionally, by using a significant amount of ink to form a pond, you can create a Bad End Titan. These titans are enormous, larger than mountains, and the titans can generate a Bad End Space that gathers Bad End energy, which slightly increases the titan's power.

You can absorb Bad End energy to enhance your abilities. With enough Bad End energy, you can transform into a powerful form similar to King Pierrot’s second revival state. In this form, you gain immense physical strength, allowing you to overwhelm a team of Precures. You also gain the ability to fire laser beams, fly, float, and use the Bad End Canon, a beam capable of destroying the world. However, using the Bad End Canon is extremely draining.

If you absorb enough Bad End Energy, you can transform into a form resembling a black hole larger than Earth. In this form, even a casual slap can tear massive chunks out of the planet, and your energy beams can destroy the Earth with a single strike. Achieving this form requires an immense amount of Bad End Energy. If you die, your companions, followers, or others can gather Bad End Energy to revive you. However, they must gather a substantial amount of Bad End Energy forty times. If you are not successfully revived by the end of your jump, your chain will fail.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
These Items cannot be purchased multiple times, unless stated otherwise.

Pretty Cure

Smile Pact (-100 CP)

The Smile Pact is a compact-like device that grants the user the ability to transform into a Precure. When you're about to transform, a beam of light erupts from you, protecting you as the transformation begins. By inserting the Transformation Cure Decor and saying, "Pretty Cure! Smile Charge!" a powder puff emerges from the device. The device then generates magical powder for the powder puff to use. By spreading the powder over your body, your Precure outfit is formed. Once the outfit is materialized, your hair changes, completing the transformation. Afterward, the beam of light fades, revealing your transformed form. The Smile Pact can be stored within your soul, and you can materialize or dematerialize it at will.

During this transformation, your physical abilities are greatly enhanced. You can leap higher than buildings, effortlessly destroy large structures, and remain unharmed by bullets. Additionally, you can generate and manipulate an element of your choice, whether a traditional element like fire, ice, lightning, or something more unique like holy light. You can use the elemental power to attack, form elemental constructs, fire laser beams, or even reinforce your body to make your attacks more powerful. You also gain access to a purification attack based on your chosen element, which you can activate by focusing your fighting spirit on the Smile Pact.

You can customize the appearance of your Precure outfit, including accessories, color schemes, and hairstyles. However, your outfit must include certain elements: a white tiara with a gem, a white wing accessory on your head, and a ribbon with a golden brooch at the center of your chest. Additionally, you will receive a Transformation Cure Decor that allows you to transform into your Precure form.

Royal Clock (-200 CP)

This ornate white clock with gold detailing doesn't serve to tell time but instead functions as a powerful enhancer for your and your allies' attacks. By inserting the Royal Rainbow Decor into the clock and pressing the top button, the clock's counter will advance toward the number twelve. As it progresses, a fiery phoenix will emerge, boosting any attack you're about to use. This enhancement is incredibly potent, enabling you to defeat enemies that were previously unbeatable. However, the clock does not produce a Miracle Jewel when the counter reaches twelve, and it becomes unusable for several hours after the counter completes its cycle. Despite this, the clock is unbreakable and requires no maintenance. The Royal Rainbow Decor needed to activate the clock is included with the purchase.

Princess Candle (-400 CP)

This white scepter-like sword features the head of a Pegasus with a large wing above the handle and a gem embedded at the top of the sword. Placing the Princess Cure Decor on the sword transforms your Precure form into the Princess form. When this transformation occurs, your Precure form undergoes several changes: your hair lengthens slightly and changes. The tiara turns into a much fancier golden one, the wing accessory shines with a golden light, and a ruffled dress with a ribbon on the back materializes. The ribbon on your chest also becomes larger, adorned with white stripes, and a large halo appears above your head. You can choose the color of your dress and ribbon, and beyond these changes, you are free to design the rest of the Princess form.

This form grants a significant boost to all your abilities, making you powerful enough to defeat a Hyper Akanbe with ease. Unlike other Smile Precures, you can perform the Rainbow Burst purification attack independently, though it is quite draining if you perform the Rainbow Burst alone. Although the sword isn't sharp, you can channel your powers through it, using it as a magic focus for your abilities. The sword is unbreakable and requires no maintenance.
With the purchase, you will receive a Princess Cure Decor of your design. Both the sword and the decor can be stored within your soul and materialized or dematerialized at will.

Ultra Decor (-600 CP)

The Ultra Decor is a Power-Up item shaped like a pair of large wings. When you place it inside your Smile Pact, it greatly enhances your transformation. This boost allows you to defeat Hyper versions of enemies from the Bad End Kingdom, even in your base form. Additionally, it makes you powerful enough to match King Pierrot's strength in your Princess form. When using the Ultra Decor in your base Precure form, your body and outfit will glow with a soft white light, especially your hair. In your Princess form, your hair lightens slightly, your dress becomes more feathery, and you gain a pair of white wings that allow you to fly and float. You also gain a large halo surrounding the lower part of your body. You can change the size of your wings at will without affecting your ability to fly.

You can store the Ultra Decor inside your soul, which allows you to materialize and dematerialize it at will. Additionally, you can absorb the Ultra Decor to empower any non-Precure transformation. Once that transformation ends, the Ultra Decor will reappear. You can also customize the appearance of your transformed form, excluding your base Smile Precure form and your Princess form.

Fairy Resident

Fairy Tale Book (-100 CP)

This magical book records your experiences as a picture book, with endless pages that automatically fill with illustrations of your adventures like a picture book. You can navigate through its pages by thinking of a specific section, and the book will instantly take you there. The book also serves as a mode of transportation. It can absorb you and fly you to any destination you choose. You can pilot the book manually or let it automatically take you to your desired location. The book repairs itself overnight and requires no maintenance.

Regular Cure Decor (-200 CP)

This set contains all the Cure Decors from Smile Precure, each with unique abilities. The Decors can create food, clothes, and other everyday items out of thin air. Some Decors grant the ability to create energy wings for flight or summon small animals. Additionally, the item includes the Decor Décor, which allows you to use the Cure Decors without needing a Smile Pact. The Decor Décor can store all the Cure Decors and is unbreakable. However, the decors purchased here cannot be used to revive the Queen of Märchenland or hatch the Miracle Jewel Egg.

Magical Library (-400 CP)

The Magical Library is a vast, otherworldly space containing every fairy tale. The library is nestled in a grassy field, surrounded by towering trees. The enormous roots and trunks of these trees have been transformed into bookshelves, storing countless books. In the center of the library stands a giant tree stump. This library exists in an alternate dimension and features a gate that can open to any location in the world. To access the library, you must use a customizable Book Door Code. This code requires you to mentally select your destination and arrange books on a bookshelf in a specific way to activate the gate.

You can enter the library from any bookshelf. The books in the library require no maintenance, and natural sunlight perpetually illuminates the space. With your purchase, you also receive a free bookshelf to use with the gate.

Jump Land (-600 CP)

You access a separate dimension as large as Earth, which contains a kingdom of your design. You can customize the layout, buildings, and overall aesthetic of this kingdom, though the buildings themselves cannot have magical properties. The inhabitants of this kingdom are all fairy versions of characters from various fairy tales. They are loyal to you and will follow your commands. These fairies excel at performing mundane tasks such as building, cooking, researching, repairing, and cleaning. They also enjoy reenacting the scenes of the fairy tales they originate from. While the fairies are not highly skilled in combat, the strongest fairy in the kingdom has strength comparable to Pop. If any fairy perishes, they will respawn in a few days.

Bad End Subordinate

Picture Book of Darkness (-100 CP)

This book allows you to create a Bad End Space by crushing a Black Paint of Darkness and smearing one of its pages with it. The Bad End Space alters reality, transforming the world into a Bad End alternate dimension with a different sky. Within this space, beings will experience intense despair, generating Bad End Energy, which the book can collect. The book can store an unlimited amount of Bad End Energy. While inside your Bad End Space, you will receive a small boost in power. The space itself has a radius roughly the size of a large stadium.

The book's pages automatically clean themselves after use and require no maintenance. You will also receive an endless supply of Black Paint of Darkness to create more Bad End Spaces. Beings with strong enough willpower can resist the effects of the Bad End Space. Additionally, you can customize the sky within the Bad End Space to any design you wish.

Switch Rings (-200 CP)

A pair of rings that swap the souls of the people wearing them. When one person wears a ring and another wears the other, their souls will exchange bodies. The swap remains permanent until the rings are removed. The rings are unbreakable and can only be taken off if you choose to remove them.

Akanbe Noses (-400 CP)

You will receive a chest filled with Akanbe Noses, which includes ten red Akanbe Noses, five blue Akanbe Noses, four yellow Akanbe Noses, three Super Akanbe Noses, and one Black Akanbe Nose. The abilities of the Akanbe depend on the object they possess, and the stronger you are, the more powerful the Akanbe you summon will be.

Blue Nose Akanbe: Immune to regular purification abilities and requires a strong purification attack to defeat, though it is weaker than the red nose Akanbe.

Super Akanbe: Much more powerful than the red nose Akanbe, but it's much harder to control and will continue attacking even if you're in the way.

Yellow Nose Akanbe: Slightly stronger than the red nose Akanbe.

Black Nose Akanbe: Far more powerful than the Super Akanbe.

You can fuse with the Black Nose Akanbe to control it directly. The Akanbe you summon are loyal to you and will follow your commands without question. The Black Nose Akanbe does not drain your life force with use, and you can enhance your strength with it. Each week, you will receive an additional set of Akanbe Noses, replenishing the original stock, regardless of whether you've used any. To summon an Akanbe, say the phrase "Come out, Akanbe!" while holding an Akanbe nose and selecting an object for it to possess.

Jump End Kingdom (-600 CP)

You gain access to an alternative dimension, perpetually shrouded in eternal night. The dimension features a large floating island with towering rock formations, and atop the tallest tower sits the main castle, illuminated by a blood-red moon. The island also contains several lava lakes. You can design the castle's layout, structure, and furnishings, and it comes fully equipped with modern utilities. The castle is self-cleaning and repairs any damage overnight. You and your allies can teleport to this dimension at will and exit it to any location in the world.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Drawbacks

Movie Exclusive (+0 CP)

Although the events in Smile Pretty Cure! The Movie: Big Mismatch in a Picture Book! is typically considered non-canon. With this drawback, they become part of the main timeline, allowing you to experience the movie's storyline. If you wish, you can also take characters from the movie as companions.

Clumsy Ditz (+100 CP)

You develop a clumsy and slightly absent-minded nature, causing you to trip frequently. You also tend to space out or lose track of time when you are focused on something or not paying close attention to your surroundings. While this won't affect your performance in battle, it can lead to minor inconveniences in daily life.

Faint-Hearted (+100 CP)

Select a minor fear, such as heights, bugs, or a similar small phobia. Whenever you encounter this fear, you'll experience intense terror, and prolonged or extreme exposure might even cause you to faint. While this fear won't impact you as severely in combat, it may lead to inconvenient situations in your daily life.

Forced Catchphrase (+100 CP)

Whenever you transform, activate an ability, or use an item, you are compelled to announce a catchphrase or state its name. For example, you must say a catchphrase after completing your transformation or call out the names of your attacks and items. Although this may seem harmless, it provides enemies with an opening to strike while you're speaking and reveals the details of your abilities and items to them.

Power Move Exhaustion (+200 CP)

This drawback makes it so that each time your most powerful attack, you will feel drained and need a brief rest before you can continue fighting. This can be particularly inconvenient if your attack doesn't defeat your enemy in one blow. If you use your strongest attacks in rapid succession, the exhaustion may eventually cause you to faint.

Typical Villain (+200 CP)

Like a classic cartoon villain, you are compelled to deliver lengthy monologues to your enemies, eagerly explaining your plans and revealing your goals. Even if attacked mid-speech, you will feel an irresistible urge to continue until your monologue is complete.

Charging Required (+200 CP)

Your most powerful attacks now require a brief charge time before activation. During the charge, you must hold a pose of your choice. While the charge time is short, it leaves you open to enemy attacks, and your opponents can interrupt the attack by breaking your pose.

Bad End Jumper (+400 CP)

Upon entering the jump, a twisted version of yourself will be created, possessing a copy of all of your perks except for body mods. This version is arrogant and believes they are superior to you in every way. A relentless combat machine, they are devoid of worries or doubts and are driven solely by their belief in their superiority. Convincing them to join your side is nearly impossible, as they are impervious to logic or reason. However, if you somehow manage to break through to them, you may recruit them as a companion.

Pretty Cure All Stars J! (+600 CP)

This drawback forces you to participate in every Precure All-Stars movie, from the first to the most recent, regardless of whether the Smile Precures are involved. As a Precure, you will have to defeat the main antagonist alongside your fellow Precures. As a Fairy Resident, you will be tasked with assisting the Precures to ensure their victory. If you are a Bad End Subordinate, you will need to fight against every single Precure that appears or try to survive. If you are a Precure or a Fairy Resident, the Precures will fail if you do not help them.

This drawback guarantees that you will face the most powerful villains the Precure series has to offer or face every single Precure united as a Bad End Subordinate. If you perish during one of the Precure All-Stars movies without a means of revival, you will fail the jump. If you can convince some of the Precures during the time in the Precure All-Stars to join your adventure, you may take them as a companion.

The Story has concluded

What is your choice?

To a New Story

You'll be moving on from this place, to the next world that awaits you.

The Final Chapter

You decided to permanently stay behind in this world, this will be your home for now on.

Back to the Beginning

You'll return to your original world, taking everything you've gained back with you.

Notes

List of all the Cure Decors
https://prettycure.fandom.com/wiki/Cure_Decor