

A Jump by Sistercomplexkingpin

Version 1.0

Introduction

During ancient times, Sky Land, a magical realm of floating islands, was invaded by the Undergu Empire, a nation that worshiped strength and utilized creatures called Ranborgs, created from Undergu Energy, to wage war. The conflict was devastating, with Sky Land suffering repeated defeats and its people losing hope. In desperation, the princess of Sky Land prayed for salvation, and her plea was answered when a hero descended from the skies. This hero successfully repelled the Undergu Empire, ending the war and bringing peace to Sky Land. Since then, the Undergu Empire and Sky Land have been separated, with no contact for three hundred years. Over time, the residents of Sky Land have forgotten the war, enjoying centuries of tranquility.

In the present day, Sora Harewataru, a young girl aspiring to become a hero, leaves her hometown to join the Azure Guards, a group of knights dedicated to protecting Sky Land. Her journey takes her to the capital, where a grand celebration for Princess Ellee's birthday is underway. However, during the festivities, a figure from the Undergu Empire emerges, kidnaps Princess Ellee, and escapes through a portal. Sora pursues the kidnapper, successfully rescuing the princess, but the portal deposits them on Earth, leaving them stranded in an unfamiliar world.

Your time in this jump begins one week before Princess Ellee's kidnapping. You will remain in this world for a decade. Since the main events occur in Sorashido City, Japan, and Sky Land, you may choose either location as your starting point. However, traveling between these realms will be challenging without a method to cross worlds.

Take these +1000 Cure Points to start your journey into this fantastical world!

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, also known as Precure, is a legendary hero who once saved Sky Land from the invasion of monstrous creatures during ancient times. Their heroic deeds ended the war and brought peace to Sky Land, and since that time, no new Precures have emerged for three centuries. You have the potential to become a Precure yourself. Whether you originate from Sky Land or Japan is your choice. Whether you have any connections or personal history within the two worlds is entirely up to you.

Skylandian

You are a native of Sky Land, a magical world where humans, talking birds, and dragons live together in harmony. You can choose to belong to any of these three races, each with unique traits and abilities. If you start in Sky Land, your journey may involve traveling to the kingdom in search of adventure, self-discovery, or new opportunities. If you start in Japan, your arrival there could be the result of falling through a mysterious portal during a storm.

Undergu Underling

You hail from the Undergu Empire, an underground nation inhabited by two distinct races. One race consists of humanoid beings with pig-like features, while the other comprises humans with unique, unnatural skin tones. Members of both races may optionally have horns, a trait you can decide to have. Recently, the Empress of the Undergu Empire issued an order to capture the Princess of Sky Land. You have the freedom to choose whether to follow her orders, oppose them, or forge your own path.

You can choose your gender freely for all origins. Your age as a Pretty Cure is 10+1d8. As a Skylandian your age is 12+2d6, and as a Undergu Underling your age is 17+1d4. You can adjust your age freely for -50 CP.

Perks

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

Pretty Cure

Caring Butterfly (-100 CP)

You possess expert knowledge and skills in caring for infants and toddlers. You can easily discern their needs, such as when they are hungry or require a diaper change, simply by observing them. You know the most effective ways to soothe them, educate them, and keep them happy. Your expertise includes diaper-changing techniques and understanding the specific foods and preferences of the baby in your care. Infants under your care are notably calmer, happier, and less prone to distress, creating a nurturing and joyful environment for their growth.

Battlefield Cleanup (-200 CP)

This perk ensures that any damage to the environment or inanimate objects during a battle is fully restored once the battle ends. No matter how severe the destruction, whether the complete annihilation of planets or the erasure of objects, everything will return to its original state. You can toggle this perk, turning it on and off, or apply it only to yourself or your allies.

Prismatic Light (-400 CP)

You possess an inner light that naturally draws people together. Friendships you form are unbreakable by external forces and can only end if you choose to sever them. These bonds also strengthen quickly, allowing you to become close friends with others in just a few days.
This perk enables you to heal emotional trauma, clear doubts, and lift sorrow from others by sharing your feelings. Your healing powers work on all beings, even those who would normally be harmed by the usual healing methods. Additionally, the effectiveness of your purification abilities is greatly increased.

Untainted Sky (-600 CP)

You gain an unbreakable will to overcome any mental interference or difficulties. This perk also grants immunity to powers that corrupt your body and mind, allowing you to use such corruptive forces to enhance your abilities instead. By doing so, you can gain new powers and transformations based on the corruption without experiencing any negative side effects. Additionally, you are immune to possession. Any being attempting to possess you will either fail or become trapped inside your body. You can also use conflicting powers, such as corruption and purification abilities, simultaneously without suffering any adverse effects.

Skylandian

Puni Bird Tribe (-100 CP)

With this perk, you can choose to be part of the Puni Bird Tribe, a group of talking birds who traded their ability to fly in exchange for a human form. However, this perk allows you to retain the ability to fly in your bird form. You may design your bird form to your liking, though most members of the Puni Bird Tribe are small, round birds. Additionally, you can roll into a ball to increase your speed while traveling on land in your bird form.

Azure Guardian (-200 CP)

With this perk, you can become a member of the Azure Guards. You will gain expert swordsmanship and superhuman physical abilities, including the strength to break boulders, leap great distances, and withstand immense damage to your body. Additionally, you will have exceptional balance, enabling you to ride any animal without falling off.

Sage of the Sky (-400 CP)

With this perk, you will gain extensive knowledge of Sky Land's history and techniques. This includes the ability to craft potions to remove curses, open portals to other worlds, and utilize the ancient art of Sky Land Divine Fist, a technique capable of perfectly splitting a boulder in two. You will also be able to identify various artifacts just by looking at them. Additionally, you can understand and memorize the content of any book simply by flipping through its pages.

Jumper of Destiny (-600 CP)

You now possess powers similar to Princess Ellee, granting you the abilities of the original Precure. You can levitate yourself and others, take on a baby-like form, and communicate with animals. Your physical abilities are greatly enhanced, nearly matching the strength of the Precures.You can transform into a Precure by assuming a praying position without needing a Sky Mirage. While transforming, you become immune to attacks. In your Precure form, you are physically stronger than a team of Precures.

In Precure form, you can summon an impenetrable magical barrier called Majestic Veil, float, fly, fire energy projectiles with purification properties, and move at incredible speed, almost like teleporting. You can also perform Magic Hour's End, a powerful attack where energy covers your hand like a sword, allowing you to slash and instantly purify enemies. Additionally, you can create Skytones, which allow others to transform into a Precure if they have a Sky Mirage, or grant Precures new attacks, with the strength of the Sky Tones depending on the energy you invest in them. Unlike other Princesses, you can create a Sky Mirage for someone else every year. You can design your Precure outfit and appearance. As a being similar to Princess Ellee, you can decide to resemble her creator, Princess Elleelain, if you wish.

Undergu Underling

Ignored Appearance (-100 CP)

This perk allows you to blend seamlessly with those around you, regardless of appearance or species. Whether you have horns, unusual skin tones, or even resemble a humanoid pig, people will perceive you as one of them. You can interact with others, get a job, or go to a restaurant without issues. You can also toggle this perk on or off.

Undergu Magic (-200 CP)

You gain the ability to perform various magical feats using Undergu Energy. These include generating smoke, cursing others into an eternal slumber, creating illusions, opening portals to other dimensions, and summoning thunderclouds to strike enemies with lightning. In future jumps where Undergu Energy is unavailable, you'll need to rely on your stamina, mana, or other equivalent resources to perform these spells.

Ranborg Summoning (-400 CP)

You can use Undergu Energy to summon powerful beings called Ranborgs. Their appearance and abilities depend on the object they possess, but they all have a robotic face with a black mask and glowing yellow eyes. The Ranborgs will follow your commands without question. If they are not defeated by purification, they leave behind the energy used to summon them, allowing you to summon them endlessly at no cost. You can choose the object a Ranborg will possess. You can also allow them to possess others as long as they are willing or unable to resist. Additionally, you can let a Ranborg possess you, gaining increased power while retaining control. In future jumps without Undergu Energy, you will need to use stamina, mana, or another resource to summon Ranborgs.

Incarnation of Undergu (-600 CP)

You become the Incarnation of Undergu Energy despite there already being one. As Undergu Energy itself, you possess limitless reserves of it. You can manipulate this energy to fire beams, trap enemies in a dome that seals their powers, shoot energy balls, create energy constructs like spears, form barriers, and open portals for defense or travel. The energy is also poisonous, poisoning anyone it hits. Additionally, you can transform into a large energy snake, granting you the ability to fly and greatly enhancing your physical abilities.

If you have the Ranborg Summoning perk, you can upgrade the Ranborgs you summon into Kyoborgs, a much stronger version. You can also possess others, taking control if their will is weaker than yours. However, if their will is stronger, they can resist or ignore your possession. As the Incarnation of Undergu Energy, you cannot be killed by any method except purification.

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

Cloud Bread (-100 CP)

You receive a case containing six white, cloud-like breads with sweet, yellow fillings, all baked by Nijigaoka Mashiro. This unique bread is made using Mashiro's exclusive recipe and cannot be found anywhere else. The bread is exceptionally delicious and nutritious, safe for infants to consume without issues. Eating it will not cause you to gain weight. Each time you open the case, fresh, newly baked bread will appear.

Sky Mirage (-200 CP)

The Sky Mirage is a pink, microphone-like transformation device used by the Precures. Its default form is the Mirage Pen, a versatile tool that can write on any surface without requiring ink. When transforming, a separate dimension forms from the Mirage Pen and turns into the Sky Mirage. The user then inserts the transformation Sky Tone into the device and speaks into it. This triggers a change in the user's hair, after which they must perform the sequence hop, step, jump on the platform provided by the Sky Mirage to form their Precure outfit. Once the transformation is complete, the dimension fades, revealing the user in their Precure form.

As a Precure, your physical abilities are significantly enhanced, allowing you to outrun cars, jump great distances, and break large boulders with a single strike. You can also choose an additional ability, such as super speed, prismatic light projection, flight, or the ability to form energy constructs. In addition, you gain a powerful purification move related to your chosen ability. You can design the appearance of your Precure outfit, your Precure form, and even your transformation sequence. With this perk, you will also receive a transformation Sky Tone of your design. The Sky Mirage and the Sky Tone are unbreakable and require no maintenance.

Colorful Action Mix Palette (-400 CP)

A device resembling a painter's palette, with four colored buttons and a dial. By inserting the appropriate Sky Tone, you can empower yourself and your allies by pressing two buttons and spinning the dial. Each combination of buttons has a unique effect: pressing red and white increases physical strength; pressing red and yellow grants temporary immunity to others' powers; pressing blue and white lets you control the temperature to freeze or ignite enemies; pressing blue and yellow heals injuries; pressing yellow and white boosts speed; and pressing red and blue creates fireworks and summons butterflies. If all buttons are pressed simultaneously, a powerful purification attack is unleashed. The Palette and Sky Tone are unbreakable and require no maintenance.

Majestic Chroniclon (-600 CP)

A purple book created by the first Precure. It allows you to perform the Majestic Halation, a powerful purification attack that fires a large beam capable of purifying nearly anything. While this attack usually requires multiple people, you can perform it alone, though it will be more tiring. The book also enhances the power of your abilities when in your possession. The book can stop time for everyone except yourself and anything you touch. Additionally, the book allows you to experience and interact with events from the past. You can customize the appearance of the Majestic Chroniclon. The book is unbreakable and requires no maintenance.

Skylandian

Baby-Rearing Supplies (-100 CP)

You will receive an endless supply of diapers, baby powder, formula milk, and other necessities an infant might need. In addition to these supplies, you will also receive a crib that ensures maximum comfort, a baby bottle that refills itself with formula as needed, and a baby carrier that can float and fly, moving according to your will. These items are designed for optimal comfort and convenience, self-cleaning, and require no maintenance.

Crate of Sky Jewels (-200 CP)

You will receive a crate with dark azure gemstones known as Sky Jewels. These jewels come in various shapes, such as ovals, hearts, stars, and pyramids. Sky Jewels generate Kira Kira Energy, which has purification properties. This energy can be used to power machines and devices. When embedded in weapons, the jewels enable them to shoot energy balls, summon lightning, or make swords glow with energy, increasing their sharpness. You can also use the Sky Jewels to power any of your machines. A new crate full of Sky Jewels will be delivered monthly.

Skyland Castle (-400 CP)

You will receive a large floating archipelago made of pink rocks, with a kingdom on the central island. You have complete control over the layout, design, and appearance of the kingdom, including all buildings, roads, and structures within it. The buildings inside the kingdom are fully furnished, and you can choose the design and style of the furniture. The castle, located at the heart of the kingdom, is exceptionally large and visible from all the surrounding islands. You can decide what facilities the castle includes, as long as they are ordinary and do not have special properties.

Mirror Pad (-600 CP)

A small, hand-held mirror has multiple functions. You can use it to view anywhere and observe any person you have previously seen. It allows for communication with people in other worlds and can create portals for traveling between dimensions, but this requires energy to operate. Additionally, the mirror functions as a camera and photo album, storing the pictures you take. The mirror can also create a powerful potion that cures all diseases and curses. It can generate a barrier to ward off evil beings and repair existing barriers, but these abilities require the collection of Kira Kira Energy. The mirror is unbreakable and never requires maintenance.

Undergu Underling

Friendship Dolls (-100 CP)

This collection of dolls, crafted by a certain empress, resembles the Precures and Princess Elleelain. When someone looks at the dolls, they are reminded of their happiest memories. For those without such memories, the dolls bring a sense of peace. Whenever you make a new friend, you will receive a doll representing them. The dolls are self-cleaning and require no maintenance.

Haunted Plush Toy (-200 CP)

A plush toy shaped like an animal of your choice possesses its consciousness and is incredibly loyal to you. It desires to play with you and see you smile. The toy can fly, float, manipulate objects with telekinesis, influence dreams, and speak. You can decide on both its appearance and personality. The toy counts as a follower, and if it is ever destroyed, it will reappear, fully intact, the next day.

Undergu Gemstone (-400 CP)

A black gem that glows red when activated and can be fused onto your forehead, creating the appearance of a third eye. The gem enhances your magical abilities, allowing you to cast spells through it for greater power. Additionally, it grants the power to teleport to any location you've visited, including other dimensions. The gem is unbreakable and can be attached to wands or other objects, transforming them into magical foci.

Memory Alter Chamber (-600 CP)

This chamber, designed to fit a single person, uses Undergu Energy to alter the memories of anyone placed inside. The changes are permanent and cannot be undone. When someone uses mind-reading abilities on the person, they will only perceive the altered memories as the original, with no indication of the changes. You can restore the person's original memories at will. Additionally, the chamber functions as a slow-healing device, though it is more effective as a preservation chamber. It operates without requiring energy and never needs maintenance.

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

It's Hero Time! (+100 CP)

You will develop a hero complex driven by a strong sense of justice. You are unable to ignore those in need, feeling immense satisfaction from helping others, especially without expecting anything in return. In critical situations, you won't hesitate to sacrifice yourself, even if it means enduring injury or giving up your life to protect someone.

Socially Awkward (+100 CP)

You will struggle to communicate with those you don't already know, feeling an intense urge to avoid social interactions. When engaging with strangers, you will constantly second-guess yourself and worry about whether they have a negative opinion of you. Initiating conversations will feel difficult, and social situations may cause you anxiety.

Strength Above All Else (+100 CP)

You will believe that strength is the only thing that truly matters, prioritizing power above everything else. You will have a deep disdain for those you consider weak. If you are defeated by someone you see as weak, it will cause you significant distress, possibly even a mental breakdown. You will view yourself as the strongest, and losing a battle will be so shocking that you will struggle to comprehend it.

Broken Wings (+200 CP)

You will lose the ability to fly for the duration of this jump. This restriction applies regardless of whether your ability to fly comes from physical traits, magic, or perks. While this won't hinder your daily activities, it will make fighting flying enemies significantly more challenging, especially if you lack ranged attacks.

Culture Shock (+200 CP)

This drawback causes you to lose all knowledge of modern technology. You will no longer recognize or understand light bulbs, cars, televisions, or computers. While this lack of understanding may not affect you if you live in Sky Land, it will make life on Earth challenging, as even something as basic as a traffic light will be unfamiliar.

Explanation Dump (+200)

If someone asks about your goals or the reason behind a peculiar action, you are compelled to give a detailed explanation that even a ten-year-old can understand. Once you begin explaining, you cannot stop until you finish, even if you are under attack. Additionally, if the person asks follow-up questions, you are obligated to answer all of them.

Young Again (+400 CP)

You will be transformed into an infant-like form. In this state, performing basic tasks without a caretaker will be incredibly difficult. You will need to relearn how to walk and speak, and obtaining food or ensuring your survival will be nearly impossible due to your small size and lack of strength. Without someone to care for you, your chances of survival will be dire.

Comedic No Longer (+400 CP)

This drawback shifts the world's tone to a much darker and grittier atmosphere. Blood and gore will be more prevalent in battles, and enemies will become significantly more malevolent. Civilians may suffer casualties if you are not vigilant, and enemies will no longer fight alone, often teaming up with their Ranborgs. Additionally, adversaries may target innocent people or your friends to manipulate or threaten you.

Vessel of Darkhead (+600 CP)

You will become the ideal vessel for Darkhead, the incarnation of Undergu Energy. While Darkhead is initially unaware of your existence, however, the moment he sees you, he will recognize you as his perfect host. He will abandon his current plans and dedicate all his resources to possessing you. If Darkhead successfully takes over your body, you can reclaim it through a battle of wills. However, if Darkhead remains in control at the end of the jump, he will replace you as the Jumper.

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.