Mahou Sensei Negima Jump V1.02

Welcome to the world of Mahou Sensei Negima! Most of this world is just like the one that you're used to, but with a few exceptions. First, Magic exists! Mages, and magical beings, mostly live in another "magical world" that can only be reached in a few travel points. Some mages have formed NGOs and try to make the world a better place, but most are isolationist. However, the largest population of mages in the "real world" is the teaching staff of the Japanese Mahora Girls Academy, where you've just been accepted as a student or teacher! This school is incredibly advanced, far beyond the world you know. For some reason, the magic and superscience studied here hasn't spread to the rest of the world. But you've just been accepted as a student or teaching assistant there, so that might change. But with a class including vampires, robots, half-demons, ghosts, and several students with mysterious pasts, your time here will certainly be interesting either way.

Here's some points to help you outfit yourself for class!

+1000 CP

Backgrounds:

Where did you come from? You probably have a life and history prior to your attendance to Mahora. Here's your chance to choose it.

Drop-In: Free:

You wake up one morning somewhere in Japan, with a note in your hand instructing you to report to Mahora Academy for class placement. You have no additional memories to aid you (other than fluency in Japanese) but none to hold you back either.

Scientist: 100 CP

You are a genius scientist in Mahora Academy's science track. You've already turned down offers from CERN and the honorary degree MIT tried to tempt you with is sitting in your closet somewhere. After all, Mahora has much better equipment, and so many more challenges….

Warrior:100 CP

Fighting, for fun, coin, or blood, is your life. You may be a dedicated martial artist and student, or a child soldier or gladiator who's fought their way to a new life, or a ninja-in-training. While Mahora doesn't offer quite the same pace as you're used to, it at least has some very tough people to spar with.

Mage:100 CP

You've been exposed to the secrets of the Magical world in one way or another. You may have worked with one of the NGOs, or been saved by Ala Rubra. Maybe you just have a mage as a parent? In any case, you have skill at magic, and a focus. Mahora, as the leading bastion of magical learning in the Old World, is your home for now.

However, your backgrounds aren't everything. In addition to the source of your powers, you should probably select your position in any partnerships that you may form in this world. Mages often form partnerships or "Pactios" with people, a mutually beneficial relationship that gives one party a powerful artifact and the other a boost to their magic. Even if you're not a mage, you may be able to form similar partnerships. This choice is free, and in addition to any backgrounds you've selected above.

Magister/Magistra: The stereotypical "mage" part of the partnership, the Magister is the glass cannon. They are the more dominant personality in the Pactio, who sends power to those they bond with and can summon them to his side. While not always true, most Magisters need the help of those they Pact with to survive the battlefield until they release their most powerful spells and abilities.

Minister/Ministra: The sword- and shield-bearers of the magical world, the first duty of a Minister is to protect his vulnerable partner. Though not all Magisters need the protection, the Minister is the subordinate or bodyguard of the Magister, empowered by their might and using artifacts granted by their position in the Pact. Using the power shared between them, Ministers are often whirlwinds on the battlefield, masters of combat forms martial, magical, and technological, and experts at using their pact-granted artifacts of might.

Age, Gender, and Companions

You have been selected to join in Class 2-A with the new child teacher, either as a student (if female) or as an assistant instructor (if male). You keep your current gender, or may become female for free or male for 100 CP. If you choose to change gender, you may also select your age, but all others must roll 1d8 and consult the following:

1: 12

2: 13

3+4: 14

5+6: 15

7: 16

8: Your Choice!

You may freely import companions to join you in Mahora Class 2-A, though they will probably not appreciate being turned into a 14-15 year old girl; Any companions you import are so converted, but do not count against the 8-companion limit in this Jump, and gain the memories and powers associated with their new form.

Skills:

Of course, if you were NORMAL you'd never go to Mahora. You've got some special talents to make you different from the herd. What are they?

Talented: 100 CP, Free Drop-In

You are superhumanly talented at some strange hobby or skill. You may be the best swimmer in the world, a truly awesome cook, or be able to shred a guitar like no-one else. Though it may not have direct applications to combat or survival, it's always good to have a hobby!

Fortune-Telling: 100 CP

You can meditate and gain a brief insight into someone's future, allowing you to tell their fortune. You don't get more than a sentence or two of insight, and it may not make sense until the prophesied events happen, but at least you know something! Also, you can make a lot of money doing it at fairs and the like, though people won't always like it if you tell them the truth…

Fit: 100 CP, Free Minister

You are at or near peak human ability in most physical attributes. You're an Olympic-level runner, are extremely tough, and are significantly stronger than your frame would suggest. While this alone is not enough to make you a superhero, expect to be able to keep up with most of the threats you could find in this world.

Pactio: 100 CP, free Magister:

You have a single pactio with a person of your choice, a companion or someone already present in the jump without a partner of their own. This pact strengthens you both; you can share strength or magical power through the bond, have a telepathic communications if you concentrate, and can even teleport to each other. Further, the Ministra of the pair gains the ability to summon a powerful artifact from the Items section, gaining 100 CP of credit towards an Artifact. If your Magister or Minister is not already a Companion, they become one, able to follow you from world to world.

Genius: 200 CP, Free Scientist

You are a genius scientist. You analyze of even extremely unusual technology, and your mastery of "normal" earth sciences is unparalleled. You could probably get accepted at CERN right now for your mastery of physics, and your experiments with lasers and robotics are already passing the best the real world can offer.

Chi: 200 CP, Free Warrior

Manipulation of Chi, the spiritual energy within yourself, is natural to you. You can use it to supercharge yourself, from being able to out-wrestle those much larger and stronger than you to making extraordinary martial arts truly supernatural. You are able to make nigh-impossible feats, such as firing chi blasts, a matter of fact.

Magic: 200 CP, Free Mage

You are a skilled mage, master of at least ten or so spells. You can fire magical arrows that serve as blasts of light, electricity, or another element, and can use spells to disarm people amongst other effects. You must use a short incantation, probably no more than eight or ten syllables, before casting spells; more powerful spells require longer incantations. You can learn new spells, but it does take work.

Weapons Master: 200 CP

You are a skilled wielder of one category of weapons. You may be an expert swordsman, a bo master, an excellent shot with handguns, a skilled sniper or a trained support gunner. You might even use an odd weapon such as a whip. In any case, your skills are very impressive, just on the border of superhuman. You could probably win world medals in your competition of choice, or hold your own against three or four similarly-armed foes on the battlefield.

Flash Step: 200 CP

You can use the technique known as "instant movement" or "ground contraction." You take a single step that propels you up to 15 feet, moving so fast that you leave an afterimage at your original location and appear to teleport to the new spot. However, if you lose control you can go flying off into the distance, and it's easy for quick and intelligent foes to trip you up. On the other hand, you can go flashing across a battlefield and easily get behind other's guard.

Teacher: 300 CP

You are unparalleled in your skills at teaching others. You can teach mundane subjects easily, and have reached the mastery of the educational experience that allows you to impart truly arcane skills. Teaching idiots to understand university-level subjects requires just a few days of study, and you can even plan out sessions of hellish training to teach others to use magic, ki, and other abilities that are superhuman but learnable.

Ninja Training: 400 CP

You are a well-trained ninja. You are a dead shot with shuriken and kunai, and can certainly win a swordfight with a ninja-to, assuming you're up against normal humans. Your stealth abilities and hand-to-hand training are also masterful. If you have access to Chi or magic, you may be able to integrate such abilities and use illusory doubles for a distraction.

Pactio Master: 400 CP

You somehow have an "in" with the Pactio Committee, and can form as many pactios as you want. A brief ritual, such as sharing blood or a kiss, will let you form strong bonds of brotherhood with as many people as you like. You can share strength with them, and either you or they will obtain a powerful artifact. You can choose to be the Minister or Magister of each bond separately.

Secret Techniques: 400 CP

You are the master of a supernatural style of master arts. You may be a user of Iaiken, punching so fast that the air pressure of your fists knocks out opponents from yards away, or you may use strings to control your enemies like puppets. Perhaps you're just a true master of ancient Kung-Fu, able to defeat crowds with your simple but effective flurries of strikes, or trained in the arts of the Shinmeiryu school of demon-slaying swordsmen. In any case, a smart opponent will do anything they can to avoid closing in.

Kanka, 600 CP

You have mastered the ability to combine the magical energy around you with the spiritual energy within. Combining Ki and Magic takes just a moment's incantation, but you supercharge yourself with a blaze of light. You can levitate temporarily, and have brutal increases to your strength and speed. Your punches leave craters and you can walk on water. This state is completely independent from the ability to "normally" use magic or ki.

Gift of the Twilight Imperium: 800 CP, Discount Drop-In

You are INCREDIBLY resilient to magic. In fact, any and every form of magic simply cannot effect you unless you will it to do so. Blasts of force hit you and do nothing, and while fireballs may threaten your clothes you will not even feel the heat. With training, you can even weaponize this ability, forcing summoned or magical creatures to fade away when you strike them. You can choose to be affected by a particular bit of magic, but doing so feels unnatural.

Gift of the Legendary Hero: 800 CP, Discount Warrior

You are a physical brute, a nigh-impossible being overflowing with vitality. Your punches leave craters you could fit inside, and kicking your way through a battleship is a reasonable feat. You could probably survive in hand-to-hand combat with the likes of Jack Rakan for at least a few seconds. As long as you see it coming and have time to brace yourself, you can even ignore powerful explosions and block blades with your bare fists. You still need some form of training to fight effectively, but your sheer specs are incredible.

Gift of Chao: 800 CP, Discount Scientist

Science and Engineering, and the so-called "physics" that go with them, are your playthings. You can make truly incredible machines, from sentient robots complete with soul to flying tanks equipped with

powerful lasers. You can make bullets that suck the target into other dimensions, and teleporters and other impossible feats are within your grasp, if you spend some time to study.

Gift of the Thousand Master: 800 CP, Discount Mage

You have magical power in abundance. It overflows from you, supercharging even the most basic spells, and can even increase the strength of magical forms from other worlds. While a normal Mage may fire off 7 Magical Arrows of Light, you fire barrages numbering in the hundreds, and can even cast truly ancient and powerful spells able to destroy small armies (assuming, of course, that you know them and can speak ancient Greek or the other languages required for the incantations).

Combat Monster: 800 CP, Discount Minister

You are a true beast when it comes to combat. Ranged or melee, it matters not; your skills and talents are almost beyond comprehension. Sniping bullets out of the air or blocking sword blows with your fists, when you are protecting your allies almost nothing can stop you; a hundred men is just a fair fight. However, unless you ARE protecting those who you have bonded with, whether they're Pactio Partners or your other Companions, you're just a little beyond superhuman. You are insanely skilled, and your skills grow even greater when defending your allies.

Harem Protagonist: 800 CP, Discount Magister

Wherever you are and wherever you go, you seem to develop a harem. Not necessarily sexual, you just always end up with a group of surprisingly talented people who would do almost anything for you. They fall into your life, on purpose or by accident, within a few months in any new place. It's probably just your natural charisma, or maybe all that good karma catching up to you. While you don't NECESSARILY interfere with canon or destined romances, you can probably use this as a tool to do so if you wish, so long as you put in a little effort. You can't necessarily choose who is attracted to you, so you may well end up with an enemy who loves you but must fight you anyway.

Items:

While skills and powers are always useful, sometimes you need the tools to get the job done.

Age Pills: 50 CP

You have a small supply of, and know the herbal recipe for, two types of illusion-based pills. They generate an illusion of yourself five to ten years older or younger than your body actually is. This functions according to whatever body you're currently in. While it's easy to fool the unaware by walking around as a toddler, you still look recognizably like you if people pay close attention; after all, it's still your body, just a younger version of it.

Focus: 50 CP, Free Mage

You have a focusing device, necessary to use your magic. It may be a spellbook you must read from, a magic wand you must point at your target, or a staff you must brandish.

Lab: 50 CP, Free Scientist

You have a small mobile laboratory, perfect for experimentation and prototype construction. No more than two or three small rooms worth of space, but filled with high-tech equipment, you have the perfect setup to continue to SCIENCE on the move. It's an ideal place to make robots or attempt to unravel the secrets of cloning.

Weapon: 50 CP, Free Warrior

You have a mundane but useful weapon. A large sword, a sniper rifle, or a set of throwing daggers. While very useful for handling everyone with near-human toughness, you may have trouble defeating giant robots or powerful magical abominations without some impressive skills. Fortunately, you or your allies are very likely to possess those skills.

Unique Focus: 100 CP

Your focus for your magic is special and useful in another way. It may be something like a ring, allowing you to carry your magic through punches and use it anywhere, or it may have other magical properties of its own, such as allowing you to fly.

Magic Gun: 100 CP

A pistol, rifle, or bazooka that fires blasts of magical force. You can channel your magic through it to fire more powerful blasts, but it starts with enough force to shred a car. Runs off of an internal magical supply that slowly recharges, unless you're channeling your power.

Airship: 400 CP, Discount Drop-In

You somehow have the keys to a large airship docked at, and being studied by, the school aeronautics club. Over 20m long, this ship is powered by magic and has full cabins for 12, including fully functioning restrooms. It flies up to 900 mph and can reach the higher limits of the atmosphere, but cannot function in space. A pair of light lightning blasters will serve for defense. Unfortunately, it's shaped like some kind of fish…

Robot Partner: 400 CP, Discount Scientist

A fully armed and equipped robot ally is yours to command. It may be tank-sized and heavily armed, or humanoid and disguisable as a classmate, but in either case it'll back you up in a fight. If you're able to get a powerful mage to help you, you may even grant it sentience and a soul, in which case it becomes a Companion.

Spellbook: 400 CP, Discount Mage

This ancient spellbook is a true repository of magical knowledge. It contains spells in languages since lost that can wipe out armies or save worlds. If you can cast magic, this book will help you learn dozens of new and powerful spells very quickly. Though it's terribly indexed, you can also use it to help identify other spells used against you and identify the weaknesses and strengths of magical creatures and artifacts.

Artifact: Discount Warrior for one purchase

You own a magical artifact, probably due to a Pactio bond with someone. It can be stored in extradimensional space and retrieved with just a word, and is almost indestructible. You may select from the following, or try to create your own with the same power level for 100 CP.

Iris Tormentum: 100 CP

This pair of semiautomatic pistols are able to generate and fire special ammo. In addition to firing standard .45 bullets and low-velocity nonlethal rounds, they can fire special magic ammo such as magic-cancelling shots that seal the target's power or Ghostcutter rounds that can hurt spirits and other immaterial beings.

Diarium Ejus: 100 CP

This magical book records the thoughts of a target. You must know the target's name, and they must be within 15 feet, but the ability to read surface thoughts is very useful. You must actually READ those thoughts, though; they are not directly transmitted into you, but into the book.

Veloces Calceamenta: 100 CP

A pair of running shoes that grant incredible speed, the Veloces Calceamenta let you run at up to 300 mph. So long as you continue moving, your momentum will even allow you to run on surfaces you couldn't stand on, from ceilings to water. Though of limited combat potential, running away is always a viable option.

Shinchintetsu Jizaikon: 100 CP

This heavy staff can change size with very few limits. You can be carrying it as a pencil one moment and hitting someone with a telephone pole the next. It's also surprisingly durable for wood, even against magical weapons or lasers. On the other hand, it doesn't grant any magical ability to wield it better, so you need to be STRONG to use it to its full potential.

Infirmaria Cum Traumate: 100 CP

This huge needle contains magical infusions that can perform a number of tasks, according to the user's will. When used to inject a person, the patient can be healed far more rapidly, or their natural abilities can be enhanced to a superhuman level. It can also be used to deliver poison or similar negative effects, causing the injected person to become very disoriented and eventually fall unconscious.

Tengu no Kakuremino: 100 CP

Based on an old children's story, this cloak actually serves as a portal to a tiny extradimensional apartment, with room for 3 or 4 very friendly people. In addition to the obvious uses for stealth and travel, one can shunt attacks here with skill, so long as you're not keeping anything in the apartment that you don't want destroyed.

Oculus Corvinus: 100 CP

This artifact is actually seven independent items. Six independent golem spy drones, each about the size of a toddler, can fly up to 200mph at your direction and record and transmit video, audio, and other information to you with your special controller. They are powered by magical reactors, so you don't have to worry about endurance, and have advanced stealth abilities.

Imperium Graphices: 100 CP

An inkpot, quill, and sketchbook, anything you draw with this artifact becomes real. The more detailed the drawing, the more effective the construct. Though you have a lot of utility available, your golems cannot be sentient, and any damage your creations take is transferred to you at a 100:1 ratio.

Flabellum Euri and Australe: 200 CP

This pair of magical fans can heal almost any wound. As long as the target's brain (or equivalent) is still functioning and they're used within 3 minutes of the injury, the target is healed with just a few seconds of concentration and a burst of pure magic.

Adiator Solitarius: 200 CP

So long as this opera mask is held to your face, you are totally invisible. It's the "perfect disguise" for yourself and anyone you are touching. So long as you don't touch or interact with others, you are nigh-impossible to discover even through scent or magic.

Sceptrum Virtuale: 200 CP

This "Virtual Staff" is perhaps the ultimate hacking tool, and comes with magical AI support for its functions. So long as it has power, it enables the user to enter cyberspace and thus perform data manipulation at a greatly accelerated rate. The user will quickly become a supreme hacker.

Ensis Excorsians: 200 CP

A huge steel fan, this weapon is only as effective as a large club against normal humans. Against magic, though, or creatures created or powered by magic, it's a legendary tool of destruction. Able to block even the most powerful spells and dismiss summoned creatures and constructs with a single swipe, this Harisen can even hurt powerful demons with ease.

Al-Iskandria: 300 CP

A two-part artifact, Al-Iskandria consists of the targeting system for a powerful satellite laser and the satellite itself. The small pistol-shaped (and cat-themed) designator allows precise strikes with the satellite, able to fire blasts capable of destroying everything within 25 meters of the target point, with a cooldown measured in tens of minutes. The satellite has a complicated AG system allowing it to achieve orbit and reentry by itself, as well as reorient in orbit.

Hero Of A Thousand Faces: 600 CP

This legendary artifact turns into any melee weapon you want it to. Any blade, axe, or thing for hitting other things nearby you can imagine. You can go from swordfighting with Excalibur to using maces to toss around whole crowds given a few seconds and an effort of will. Creating huge swords to cut through battleships or pneumatic fists to outpunch mecha are similarly possible, so long as you have the strength and constitution to lift them.

Drawbacks:

Everyone wants more skills, but sometimes you just don't have the points. These let you get more! But they're going to hurt you to do it…. You can take up to two drawbacks.

Idiot: +100 CP

You're an idiot. Simple statement of fact. You may be very good at science or other things, but if so, you're a savant. Your IQ is in the mid-80s, and you will have to REALLY study to pass exams, even if you have an eidetic memory. You can be perfectly sociable, so long as people don't expect INTELLIGENT conversation.

Control Issues: +100 CP

Your abilities sometimes trigger without your control. If you have magic, you'll randomly disrobe everyone nearby; you might keep activating your ki and sending people flying while trying to get ahead in the lunch line; if you have scientific might at your side, your inventions always seem to rebel. While you'll never kill anyone this way, you'll probably get into a lot of fights that could be avoided. Abilities you bring with you are more controlled, but still might trigger accidentally.

Sleepwalking: +100 CP

You are an incurable somnambulist. You always wake up to find you've walked somewhere else. Though you won't ever walk off a cliff in your sleep, waking up suddenly to find you're on the edge is a possibility. And any roommates you have PROBABLY won't appreciate being woken up constantly by your clumsiness.

Debt: +200 CP

You owe a great debt to a person or organization. You may have been purchased out of slavery, or still be paying for that time you accidentally nuked Yellowstone, or just owe a personal debt to the Headmaster. You'll have to put in at least an hour or two of work every day to pay off your debt, financially or honorably. Ducking out on it is probably not a good plan.

Drawn Into the Love War: +200 CP

You have fallen for the new teacher who you're working or studying with, Negi Springfield. Unfortunately, you're not the only one; all of your companions and, basically, the rest of the class have as well. You're now stuck in what would be called a love triangle, but is really more of a horrid non-Euclidian shape. And you're competing with some pretty impressive and dedicated people.

Jumperzero: +200 CP

Rather than having your own fleshy body, you're instead locked into a magically-animated doll of wood and cloth, no more than two feet high and dressed in a maid costume. You still have all of your senses and sentience, but it'll take powerful magic being fed into you (either from the environment or a willing mage) to give you the ability to do more than talk and move your head. Even when you regain motion, there are some things you just can't do (or can't appreciate) in a doll's body.

Blank: +300 CP

For some reason, you've lost all your memories. While you have a few spotty memories of your past life in this world, all memories of previous jumps are locked away for your time here. While you're still likely to make friends with any companions you've imported, there's no guarantee; no matter how people try to remind you, you don't remember your past.

Sealed: +300 CP

Your powers have been sealed upon arrival to this world. You are blocked off from accessing any superhuman or supernatural abilities. While you may still have truly impressive skills and technology, you will certainly be limited by having the impressive physical might of an early teenager. You may be able to access your Warehouse, but it'll take work. All of your companions are similarly sealed.

So, you've made it 10 years, have you? Without accidentally dying or getting erased from reality? That's pretty impressive. All your Drawbacks fade away, and any background memories you may have are now just that; memories that you can draw on if needed, rather than the shape of your personality. What do you do now?

Stay Here:

This is a pretty nice world, and there are a lot of nice people here. Why would you leave? You can help fight off the Martian invasion that you're pretty sure is coming…

Go Home:

This world doesn't need you. Your home does. You can wake up at home, just as though you'd never left, but with all your powers and allies that you've gained.

Keep Moving Forward:

There are always new places to go and new people to meet. Take your companions and skills from this world and Jump to a new place.