手品先輩

てじなせんぱい

MAGICAL SEMPAI JUMPCHAIN

And now, welcome to the world of ma-

...She threw up.

You'll soon be arriving at Tanenashi high school, a standard Japanese school, albeit one that makes club attendance mandatory. They have clubs for everything here - chemistry, running, even fortune telling, but the once-popular magic club is on its last legs. The enthusiastic Sempai is currently its only member, and her inability to succeed at even the simplest trick while being watched makes attracting new members difficult. If only she had an assistant to help her out...

You'll be spending the decade in this lighthearted world of short skits and wacky characters, and it'll be up to you to decide on what role you want to play.



Ah, looks like the club funding has finally been allocated:

+1000CP

ORIGINS

You may choose a single origin from which you will gain discounts on perks and items. All origins can be taken as a Drop-In, preventing you from gaining any new memories, and gender can be freely chosen, as can age within the range of 15-18 or 18+ for Staff (or freely if you are a Drop-In).

Magician - You're a real-life magician. Not the spellcasting kind, the kind that can tell you what your card is and make a coin disappear. You're pretty good at what you do and ready to breathe new life into the local magic club with a host of novel tricks and zany ideas. Be warned, Sempai is known to get competitive, and she's a sore loser.

Assistant - You just wanted to find a place where you could slack off. Now you're embroiled in the world of magic, dragged around by Sempai on her harebrained schemes to make this dead-end club popular again. You don't have much interest in this whole magic business yourself, but perhaps you might end up learning a thing or two while getting the club president out of whatever trouble she's gotten herself into now.

Street Performer - You're not quite a magician, although you certainly have a similar enough skillset to make checking out the local magic club a good idea. As a street performer you earn money through impromptu shows. Perhaps you pose as a statue and collect tips, or make balloon animals for a fee. Just know that Sempai is not going to react well if you're planning to rebrand her club's image.

Scientist - Magicians are the worst. They take fascinating scientific principles and obscure them with flashy showmanship to trick naive bystanders. As a member of the chemistry club, you believe in rational explanations, equations and simple logic. If you wanted to put on a show you'd do a far better job than these caped imbeciles. Perhaps you should just join the magic club yourself and prove that to them.

Staff - Unlike the others, you won't be joining any clubs at all. That's because as a member of staff, you instead serve in an advisory role for the local clubs. You'll help out with paperwork and ensure clubs fulfil the necessary conditions to be approved, while offering a more personal helping hand inbetween teaching classes. The magic club could certainly use an advisor if it's to have any chance of getting off the ground, but I wish you luck getting any changes past Sempai.

PERKS

Discounts for your origin provide 50% off the price of the perk, and the 100CP perk for your origin is free.

Emotes (Free) - You have an impressive ability to emote, jumper, far beyond what should be physically possible. When you're confused, your eyes become swirls, when you're feeling cute, you might find yourself appearing as a chibi version of yourself, with smoke coming out your ears as you get annoyed, and your soul physically floating out of your body when you're feeling drained. At your discretion, these exaggerated emotes can either be as weird to others as they should by all rights be, or they'll be treated as normal unless you point them out.



Skits (100CP) - In this world, things tend to unroll in the form of brief light-hearted comedy skits with no real consequences for anyone involved. With this perk, this structure will follow you into future worlds, and you'll find that no matter how serious or time-sensitive your situation is, you and your allies will always have time for the short consequence-free comedic scenarios which pop up every now and then to leave everyone smiling or stuck halfway up a tree yelling to be let down.

Jumper's Tricks (100CP) - Actual magic is so dull compared to magic tricks, wouldn't you agree? With this perk, for every single supernatural power or genuine magic spell you possess, you know an entirely mundane magic trick themed around it. If you could cast a fireball, you might know a trick to make it seem as though your hand is on fire through a forced perspective. Or if you could resurrect the dead, you might know a wonderful coffin escape trick that involves burying yourself alive before emerging unharmed from behind a nearby tombstone. You may wonder what the point of such tricks is when you can do the real thing, but where's the fun if there's no rational explanation behind your miracles?

Enchanting (100CP, Free Magician) - You're cute. Real cute. Maybe even cute enough to put up with the problems your escapades end up causing on a daily basis. Your appearance is without fault and you haven't got a physical blemish in sight. If you'd like, you can also adjust your physical proportions to any size (within reason) you find most appealing, and give yourself a standout cute feature like a fang or unique hairstyle.



Magic Teacher (200CP, Discount Magician) - You have an incredible theoretical knowledge of magic tricks. You fully understand how to pull off every commonly known magic trick, and can even innovate and design your own incredible tricks which leave people scratching their heads at just how you were able to do it. The only problem is that this doesn't cover the practical training needed to pull these tricks off without messing up, but it shouldn't be that hard to learn with all the groundwork laid out...right?



You Suck (400CP, Discount Magician) - You're really bad at this. Like *really* bad. Luckily, people don't seem to mind. In fact, people never seem to care if you're bad at the things you do, treating you as though you were about average. If you put on a show and botch every trick, the audience will still applaud at the end and leave feeling as though they got their money's worth, and even if you slacked around for your entire workday you'd still be treated as a perfectly average employee. Even so, you *do* still have to show up.

Infectious Enthusiasm (600CP, Discount Magician) - There's something about you, a kind of relentless enthusiasm that leaves others with little choice but to go along with your insane plans. Not only are you able to sweep people along and force them to get involved in the things you care about, in doing this you're also able to imprint your passion onto others, causing them to rapidly grow to love the things you do with the same intensity (even if they refuse to admit it). With this power, you'll have the magic club bursting with life again in no time!

Cool Guy (100CP, Free Assistant) - You have a solid reputation, thought of as a very cool guy by all those who've heard of you. Even better, it's highly difficult to damage this general consensus, no matter what weirdos you hang out with or what embarrassing antics you get up to. You might make one guy think of you as a loser when he sees you hanging from a tree in your underwear, but you'll find that your general reputation barely changes as a result.



Straight Man (200CP, Discount Assistant) - Every comedy duo needs a straight man, and you're the best. You're able to give off a strong impression that you're the most normal person in the room at any given time, and always know the funniest way to shut down any insanity pointed in your direction, whether it be via a quip or raised eyebrow. You're still able to get involved in gags, but with this perk you'll always know how to direct the comedy and avoid being the butt of the joke.



Quick Learner (400CP, Discount Assistant) - You aren't that interested in learning magic, but it's hard not to pick up a few things. You're able to passively learn new skills without trying, no matter how little attention you pay while being taught or how halfhearted your attempts to practice. Just don't let Sempai know you've overtaken her.

My Assistant (600CP, Discount Assistant) - For some reason, people love to take you under their wing. No matter how terrible a student you prove to be, anyone who isn't outright hostile to you will relish the opportunity to walk you through their skills and occupations. Even those who pride themselves on working alone will break and offer to help you out if you show a bit of persistence, and your mentors will quickly grow attached to you and more willing to divulge their industry secrets as you continue to express enthusiasm and show steady progress as their assistant.

Statuesque (100CP, Free Street Performer) - No, this doesn't refer to your appearance. It's about your impressive ability to imitate a statue. You have incredible patience and willpower, enough that it's easy for you to stand in one spot for hours at a time, not even moving your eyes at all the people passing by. You'll never get bored during these prolonged waits and if you need to fill some time can likely earn some pretty good cash performing with this power.

Fundraising (200CP, Discount Street Performer) - The goal of street performing is to raise money through donations from onlookers. Whenever it comes to getting people to voluntarily give you their money, you'll find that people are much more generous than usual towards you. Whether you're putting on a show or simply begging on the street, you'll quickly find your bowl full of coins. Even in places where such things are illegal, you'll have no issues from the law regardless of the size of the crowd you draw.

Psychological Tactics (400CP, Discount Street Performer) - First ask them for something big, then when they say no they'll agree to the smaller thing that you actually wanted in the first place. You're a master of all kinds of psychological warfare, able to get what you want without people even realising you wanted it in the first place. Ingeniously manipulate your way into victory - whether that be winning a war or getting a girl to try on a skimpy swimsuit.





Hostile Takeover (600CP, Discount Street Performer) - When it comes to taking over organisations, you're a force to be reckoned with. When you enter a group with the intention of seizing control of it, you'll find that luck favours you in doing so. Even if you join at the bottom, you'll find that the opportunities to rise up the ranks come thick and fast, and that fate conspires to free up spaces for your frequent promotions. When you're in charge, you'll find little resistance to the sweeping changes you had planned to make from the start. With some initiative and maneuvering on your part, you could become CEO of a medium-sized corporation in under a year, and for a small high school club? You'd be able to seize control before the day is done.

Fun Facts (100CP, Free Scientist) - Everyone loves to learn! For any topic, you have a small collection of factoids to share to anyone who will listen - they're sometimes weird, sometimes shocking, but always fun! Even people who don't care about such things will pay attention to your newsflashes, and they have a tendency to stick in the heads of those who hear them. And who knows, maybe one of those facts could end up helping you out of a sticky situation someday. Educational!



Experimentation (200CP, Discount Scientist) - Some would say you're good at magic tricks. They would be sorely mistaken. You're actually highly skilled at creating experiments to showcase scientific principles, such as making a water bottle stand on one corner or crush itself, or creating a vacuum cannon by expelling air through a box. While this knowledge would certainly be useful for a magician, it's even more useful for teaching science in an engaging way. You'll find that teaching through practical methods like this has become far more effective than usual, and your experiments are a great way to get people interested in the wonderful field of science.



Scientific Eye (400CP, Discount Scientist) - Magic isn't real, and so there's always a rational explanation for any tricks a performer may try to pull on you. You have an incredible eye for trickery and deception, able to quickly unravel schemes and figure exactly how tricks were pulled off with just a few brief moments of deduction. This includes an understanding of the more complex scientific principles used to pull off many magic tricks, so you can understand and explain exactly how the illusion was pulled off.

Watermelon Splitting Technique (600CP, Discount Scientist) - Madara-style watermelon splitting secrets! One: understand the tilt of your body. Two: train your three semicircular canals. Three: memorise the terrain. You have an abnormally powerful sense of balance, sensory perception, and spatial awareness, enough that you could feasibly function at close to full capacity even after a long period of spinning while blindfolded. Even if you found yourself in the middle of an earthquake you would still be able to move around with little difficulty, and if you were to get blinded in a fight, you could finish the job without any disadvantage thanks to your keen senses.

Imitation (100CP, Free Staff) - ...is the highest form of flattery. You're amazing at doing impressions, imitating and exaggerating people's voices, mannerisms and even the kinds of things they usually say. You can even decide what effect you want to produce when you do these impressions, such as flattering, mocking or embarrassing the target of your mimicry. Of course, this perk could also be very useful if you wanted to actually impersonate somebody, but imitations among friends are a lot more fun.





Too Noisy (200CP, Discount Staff) - Jobs usually require you to... do a job? Not for you. You're able to get away with outrageous behaviour in the workplace, ignoring your workload, yelling in the office, and all-round general misconduct. Even spending the whole day helping your sibling with her club and not even showing up to work would earn you little more than a light reprimand.

Advisory Role (400CP, Discount Staff) - An advisor has to be good at advising. You're highly skilled at giving feedback and advice to those trying to improve in any endeavour, always knowing what they should work on and how they should best go about it to better themselves. You're able to do this even if you have no knowledge of the pursuit in question, and this even works on yourself, making learning new skills easy. Just be aware that receiving feedback isn't enough to improve - they need to actually learn from it.

Sibling Rivalry (600CP, Discount Staff) - A good big sister always takes an interest in her little sister's affairs. When it comes to those you consider family or have a similarly very close relationship with, you'll find that anything they can do, you can do to an equal degree of skill when they're around you. If your sibling was a magician, you'd be just as good in a magical duo act, and if your best friend was an inventor you could easily lend a hand when they're in their workshop. Now go out there and show your support!

ITEMS

Discounts for your origin provide 50% off the price of the item, and the 100CP item for your origin is free.

Magic Outfit (100CP, Free Magician) - Your very own magician's outfit in a design of your choice, although we recommend a hat and cape. It's full of secret compartments for your tricks, and you'll find that people have no issue with you wearing this even in places where you should have a uniform, such as a school or formal occasion. If you would like, you may import an existing outfit to give it this effect and a magician's costume alternate form.

Doves (200CP, Discount Magician) - A cage full of well-trained doves. They're capable of following basic orders and can easily be trained for magic tricks. They don't need to be fed or otherwise interacted with when not in use, and they'll soon reappear if they're ever lost or killed, although they might show up in some unusual places...

Magic Clubroom (400CP, Discount Magician) - Your very own magic clubroom, complete with all the props a growing magic club could need. While in this room, you'll find that you're always on top form, allowing you to make much quicker progress when it comes to training or studying. For now this is a room attached to the school, but in future jumps it can either be connected to one of your existing properties or become a warehouse attachment.

Behemoth-kun (100CP, Free Assistant) - Your very own stuffed toy weasel. It's irresistibly fluffy and easily maneuvered around your body to make it seem like it's moving of its own accord, making it the perfect companion to an aspiring magician. It'll only have this bond with you and those you want to be able to tame the toy, however, and anyone else who tries to play with it will find it slipping out of their control and often getting lost in their clothes.



Club Funds (200CP, Discount Assistant) - A small envelope which refills itself each month with your club's funding. The money you'll find inside starts out small, but increases alongside the total membership of any groups or 'clubs' you're responsible for running. With a large enough club you could live off the money from this envelope, and if you were the leader of something major, like a city or even a country, you'd find more money pouring out of this envelope than you could ever hope to spend. Well, it's good to have high hopes, I suppose.

Book of Hypnosis (400CP, Discount Assistant) - A guidebook detailing how to hypnotise others. Follow its instructions closely and you'll find it highly effective, allowing you to put people into trances, convince them to follow instructions and even somewhat rewrite their personality and beliefs (although some things, like stage fright, are just too ingrained to be rewritten). Keep in mind hypnosis only works on those who willingly enter a trance state, so you can't use it on just anyone.

Balloon Animals (100CP, Free Street Performer) - An infinite supply of balloons of all shapes, sizes and colours. They blow up supernaturally quickly, and you never run out of breath from doing so. If you're willing to learn how to mold them, you could use these balloons to create all kinds of things, and maybe even make some money in the process.



Dolls (200CP, Discount Street Performer) - A collection of perfectly-crafted ventriloquist's dolls designed after all the major figures of your life, updating with each jump. Not only can you learn all kinds of… intimate physical details from the anatomy of these dolls, you'll also find that when using them as a ventriloquist, it's easy to make them speak without appearing to move your mouth at all. If you'd like, you can even have conversations with a doll as though the real person was there, and you'll always be able to do a perfect imitation, although you might look insane to anyone watching.

Club Website (400CP, Discount Street Performer) - Every good club needs a website. This webpage with a design and function of your choice is incredible for promoting your brand, getting huge numbers of pageviews without the need for any work on your part. Anything at all you advertise on this site is far more popular than it would otherwise be, and with a bit of smarts you could probably figure out some effective ways to monetise the site itself.

Supercooled Cola (100CP, Free Scientist) - This self-refilling minifridge in your warehouse contains bottles of various kinds of sodas, but there's something special about them. Through the scientific supercooling phenomenon, drinks taken from the fridge will freeze over as soon as they're opened before gradually turning back into a liquid form, making these drinks perfect for those boiling hot summer days.

Fireworks (200CP, Discount Scientist) - A collection of fireworks of every variety imaginable, all laid out on a mat. You can pick and choose from this collection and the mat will refill itself over time. When fired, these fireworks will always go off without a hitch, producing beautiful sights and even elaborate patterns in the sky with only a little coordination on your part. Just be careful when it comes to open flames around the mat, unless you want to feel the combined blast of a hundred fireworks going off at once.

Laboratory (400CP, Discount Scientist) - Your very own science lab, featuring all the chemicals and equipment you could expect to find in a well-funded high school. When performing experiments and other precise procedures in here, you'll find yourself far less likely to make mistakes, and failures tend to go out with a fizzle rather than a boom within these walls. For now this is a room attached to the school, but in future jumps it can either be connected to one of your existing properties or become a warehouse attachment.

Improved Quick-Change Routine (100CP, Free Staff) - A collection of outfits with a special function. Each one can be worn over one another with no noticeable change or discomfort to the wearer, and with each pull of a string a layer can be shed to instantly change into the outfit underneath. The layers default to a series of increasing risque get-ups, but you're welcome to customise the design of each outfit layer, or import existing outfits to give them this layered quick-change effect.



Minivan (200CP, Discount Staff) - One of the benefits of being an adult is the fact that you can drive. You own the keys to a new minivan, which is always parked just round the corner when you need it. It doesn't need refueling and is perfect for long road trips, and if it's ever totaled or lost you'll find it'll soon be back in action again. Get your seatbelts on, kids.

Staff Room (400CP, Discount Staff) - A comfortable staff room perfect for hanging out and cooling off after a hard day of teaching. It contains comfy couches, coffee machines and a surprisingly broad range of luxuries, with room for a crowd. Attempts to relax in this place are always a success, and you'll find stress slipping straight off of you in just a few minutes spent here with a cookie and a cup of coffee. For now this is a room attached to the school, but in future jumps it can either be connected to one of your existing properties or become a warehouse attachment.

COMPANIONS

Come on in! We're always welcoming new members.

Club Application (100CP each, 300CP for 8) - New faces, are they here to join? For each purchase of this option (with a discount for bulk purchases), you may either import a companion or create an OC companion with an appearance and personality of your choosing. They receive an origin of their choice and 600CP to spend on perks, with the appropriate discounts applied.

Assistants (100CP each) - It'll be hard to drag Sempai away from her magic club, or Maki away from her beloved brother. But if you want to bring someone with you, this is the way to do it. For each purchase of this option you may pick a single character from the world of Magical Sempai. You'll be guaranteed to meet and quickly get involved in many escapades with them over your time here, and if they so choose at the end of the jump they can come along with you as a companion.

Sibling (100CP) - You have a sibling, slightly older or younger with enough similarities to clearly be related to you. Their personality is mostly complementary to yours, but you'll notice that they adore you. Like, really adore you. Like, to a creepy level. They'll deliver you handmade food, search through your trash, make dolls of you, and get furious on your behalf if someone even thinks of speaking rudely to you. If you can put up with their obsessive love, you'll find they make a useful (and loyal) companion, with all of your genetic abilities and a willingness to follow your orders with gusto.

SCENARIO

Optionally, you may take the following scenario for an extra challenge:

Sempai's Dream - This club is in a pretty dismal place, and its sole member isn't doing much better. Though she'd never let it stop her from trying, Sempai is completely unable to successfully perform magic in front of others, and even techniques like total hypnosis seem unable to help her. Your job here is twofold: first, to find a way to help Sempai get over her stage fright and become the great magician she knows she can be, and second, to boost the Magic Club's membership and return it to its former glory. If you can manage all that, you'll be able to take any and all members of the magic club along with you into future jumps at no cost, either all sharing a single companion slot or each having their own.

DRAWBACKS

Take some flaws to get more points. There is a drawback limit of +800CP.

Crossover (+0CP) - The Magical Sempai comic has had brief crossovers with both Kaguya-sama: Love Is War and Please Don't Bully Me, Nagatoro-san. If you have found your way into either of those settings, or any similarly mundane high school jumps, you may find familiar faces among the school population here, occasionally intersecting with the antics of the magic club and recalling their previous experiences with you. Maybe you should ask if they're interested in joining the club?

Ecchi (+100CP) - This place is… dangerously lewd. Without ever crossing the line into explicitly sexual, the girls' failures to perform tricks will often lead them to have wardrobe malfunctions, end up in compromising positions right as someone else walks in, or otherwise publicly embarrass themselves. Now you're not immune to this effect, and will frequently find yourself in these situations. Even if you aren't as ashamed of nudity as the others, you'll find that each instance is deeply embarrassing.

Shy (+100CP) - Are you actually going to join the magic club, or just hang around in the corridor and listen to them have fun? You're cripplingly shy, almost entirely unable to strike up a conversation. Luckily, there's a lot of highly social people in this world who will be happy to drag you along into their messes, and this drawback will lessen the more you get to know someone, until you're entirely comfortable talking around them. This only applies to actual conversations, and will have no effect on your showmanship when it comes to performances, although fans may be shocked when they try to speak to you off-stage.

Fat (+100CP) - You have one singular physical characteristic, something undoubtedly negative, which everyone immediately notices when they see you. Maybe you're really fat, or shockingly ugly. Either way, expect some pretty major reactions when people meet you for the first time, although friends will certainly get used to it after a while.

Stage Fright (+200CP) - You have stage fright to rival Sempai. No matter how good you are with your powers, perks, and skills, your competence takes a nosedive the moment you try to use any of them in front of others, and you'll find a way to mess up even the simplest of tricks. And just the prospect of performing in front of a crowd will lead you to vomit your guts out. You might be able to slowly get over this, but it will take the better part of the jump to get over your condition.

Fake Magic Only (+200CP) - Using your powers is cheating, jumper. With this drawback, all your supernatural abilities have been lost, leaving you with only powers that a human being could feasibly possess. Any magic tricks you perform from now on will have to be just that - tricks, being carried out through actual sleight of hand and trickery rather than a hand wave and a wand.

Assistant's Curse (+200CP) - Talk about being a pushover. You just can't say no to anyone, finding yourself dragged along on everyone's crazy schemes and plans with any attempts to talk them out of it coming to nothing. Your status as a doormat will be taken advantage of by pretty much everyone you meet here, as you find yourself a magician's assistant stuck in a box with swords coming in from all sides one minute, and then a mascot handing out flyers the next. And when these plans inevitably end in disaster, as you said they would from the start, you'll find that it's you who has to mop up the mess and explain the magic club's actions to the principal.

ENDING

By your choice, the jump can either end upon your graduation (or an equivalent amount of time for staff or those who drop out) or after a full decade has passed. Regardless, it's time to decide what happens next.

New Chapter - Not quite done with this world? You can end your chain and stay here if you would like, upon which your affairs back home will be sorted and you'll be given another 1000CP to spend for your retirement. Take the magical world by storm, jumper.

Series Finale - No shame in knowing when to quit, jumper. You can return home and end your chain if you would like, upon which you'll receive a refresher on your original memories to help you out.

The Show Must Go On - If you're ready to move on, you can step out into your next jump, leaving the magic of this world behind. As you do so, I'd ask that you check your pocket. Was that your card?

NOTES

- v1.0. A jump by Greeny.