Yamada and the Seven Witches

It's time to go back to school jumper! But what fun would an ordinary school be for someone like you? This place has something very special: Witches! These aren't your run of the mill, mixing cauldrons, covered in warts Witches though. These are ordinary students who are filled with a desire and whose desire has influenced which Witch power they gain. The witches come in groups of seven, with each group having a minor variation of the same seven powers. The student council has colluded with the witches to make sure they are completely hidden from the general public.
A month after you land in this world, Yamada will have an unfortunate collision with a witch, accidentally kissing her and thereby discovering the witches existence.
It should be noted that the witch powers cannot be erased. The current witches may lose their powers, but another random seven people will immediately gain powers.
These special powers only work for people that attend the school. Drop out or transfer and they lose access to the ability, with it transferring automatically to someone else.

Location

You start off at the entrance to Suzaku High. Where you go from here is up to you.

Origin

Ordinary Student
You are just an average, everyday student. There is nothing special about you. This is the Drop In option.

Club Member
You are a member of a club of your choice, and yes this can be the supernatural investigation club, although be warned that Yamada and Co are unlikely to join if you are already a member.

Delinquent
You have the visage of a roughhouser. Even if you don't act like it, the only people who would ordinarily socialise with you are other delinquents.

Witch [300]
When you entered this school you had a certain desire. This desire then manifested as a Witch's power that would allow you to better achieve that which you want. Take Self-Doubt for no extra CP.

Perks

Ordinary Student

Bottomless Stomach [100]
You don't seem to put on any weight, no matter how much you eat. You still are limited by how much your stomach can hold, but excess sweets won't start to make you gain weight.

Concentrate! [200]
You can keep focused even if surrounded by loud noises or flashy distractions. Even as people wrestle on the floor in front of you, you can just keep studying. This is also quite useful for casting spells.

School Idol [400]
You ever notice how in these types of stories, there's that one student who everyone knows about, whether this be good or bad? That's you. You just have a way of sticking out, far removed from a sea of blank faces. This also manifests in the one academic subject of your choice, which you are now just brilliant at.

Honour Student [600]
You are one smart cookie. Top of the class almost without fail. Your memory is improved to near perfect and you learn much faster, becoming one of the top students in the country. Alongside this comes the ability to put together things quickly and easily, solving puzzles and catching subtle clues like a pro.

Club Member

Just Keep Smiling! [100]
Even when you are really sad, or know something bad happened, you will be able to keep a smile on your face, not letting people see the hurt beneath. You can put on a mask of emotion well enough to fool most anyone.

Skippin' Class [200]
Sometimes you just can't afford to be in class at certain times. Similarly, you may have to skip out on a job for one day to take care of some 'business'. Now people will not question why you are absent, and will assume you have something important to do. This won't last forever though. Don't show up for a few weeks and suddenly people will be asking questions you may not like.

Trust [400]
You and your friends have strong bonds of trust. Even if they were to lose all memories of you, part of them would still know that you are their friend and that they should trust you. This has the bonus effect of making them far better at snapping you out of any unnatural or influenced behaviour and vice versa.

Club Leader [600]
Not only are you one of the best when it comes to whatever it is your club does, but you also have a natural knack for leading. You have enough charisma to sway an entire school, filled with a whole range of different social groups, and are great at organising and managing your subordinates. A true leader among men.

Delinquent

Aura of Violence [100]
You can appear more frightening and menacing at will, making ordinary people shy away from you or become more likely to give in to your demands. Improper or repeated use of this may get you labelled as someone who is violent or angry, even if you aren't.

Surprisingly Kissable [200}
Despite any rumours about you, or odd behaviour you may exhibit, people are actually quite amiable to the idea of kissing you. Show them that you are a good person and they may start developing feelings for you.

Old Fisticuffs [400]
Sometimes the best way to resolve a problem is with violence. A punch here, a kick there. You can brawl it up like the best of them, easily taking on groups of 4 or 5 other delinquents, even if you happen to be weaker than them. As a certain delinquent would say, fighting isn't always about technique or strength, but about fighting spirit! The more fighting spirit you feel, the better you will fight.

Copy [400 CP]
Copy a single power from someone via kissing them. You may only have one copied power at a time. Powers that are usually activated upon contact like this will instead active for you, protecting you from their effect. It should be obvious, but this power is useless if no-one has any special powers. This may give you the power, but it will not give any of the skill or knowledge on how to use that power beyond the most basic harnessing of it.

Cut & Paste (requires Copy) [400 CP]
Your Copy power is now upgraded. You can choose to not just copy, but steal a power from someone by kissing them. you can also paste the acquired power onto someone else. By doing so, you will lose access to the power. Powers of the same type will override one another, with the most recently acquired being the one to remain.

Witch

Witch Power [Free] (Witch Only)
Gain one of the seven witches power. This power may be invoked on a target by kissing them on the lips (or their equivalent if they lack them). See below for more details.

Blend In [200]
Despite using their powers in a really obvious way, most people only seemed to notice the witches when it was presented to them on a silver platter, usually in the form of a kiss. With this perk, people are less likely to notice your more overt uses of power unless you do so right in front of them.

Physical Contact [400]
You may choose to have your power be activated by some other form of contact, such as head-butting or hand holding. This can also apply to other powers that would normally require a specific type of contact, such as having to touch a specific part of their body.

The Original (requires Witch Power) [600]
As the first and original Witch, you may choose to grant up to 6 other people one of the witch powers that you do not possess. While they are within the same city as you, or an equal distance, they will be able to use these powers as they wish. Any further and the power fades until they re-enter the radius.

Witch Powers (check wiki for better details)

You may choose to gain 100 CP by rolling 1d7 for your power instead of choosing

1: Telepathy

The ability to interact with other people's minds. Uniquely, one may use a humanoid toy as a medium for the kisses instead. This can manifest as the ability to link minds together to make a communication network, basic mind reading, or flat out mind control, though limited to one person at a time

2: Precognition

View a vision of the future of whoever you kiss in your dreams. This future can either be changed by you, or another witch, but not by others unless they have some form of precognition themselves.

3: Retrocognition

View the past of who you kiss and potentially interact with them, changing the past. The target must be kissed again to return to the present. This can come in several forms. One let the witch see the most traumatic moment of the targets past. Another travelled back in time to the moment the target was last unhappy.

4: Body Exchange

The simplest power, this forces you to swap bodies with whoever you kiss. The ability follows you between bodies. Be careful as others may force a swap by kissing you.

5: Charm

This can invoke an emotion into those you kiss about yourself. This could be things like love or fear. Maybe you can make them infatuated with you, such they will do what you say?

Maybe you make them unable to control their anger? Choose now what emotion you will invoke.

6: Invisibility
Makes you invisible to your target. They cannot see or hear you at all once kissed. The memory of the kissed is also erased if you wish, such they will not even know you are invisible to them.

7: Amnesia
Makes either the target forget about the something of your choice, or everyone to forget about them. It only require you to kiss them to invoke either effect. An unfortunate side effect of use of this power is that everyone will also forget you if this is used. Witches with this power are usually charged with keeping the existence of witches a secret. To help them with this, they can see witch hats on every witch and can tell who has been affected by a witch by an image of the witch overlaying them.

Items

Witch Hat [50]
A stylish stereotypical witch hat. With a wide brim and cute bow, this would be good for a sunny day, or cool halloween night. This hat will never break or rip or tear.

Lip Balm [50]
Great for keeping your lips soft and smooth, perfect for a chaste kiss. Can also change your lips to any colour you wish. If willing, this colour may be washed off.

Infinite notepad [100]
A book with an infinite number of pages, the size of a normal notepad. Can choose which page to open on.

Club Supplies [100]
A box filled with general supplies for whatever club you may be a part of. If you are part of the archery club, this could contain a bow and some arrows. If you are not in a club, this is filled with basic school supplies such as notepads, pens and some mundane books that you would find interesting.

Council Member Badge [300]
A small little badge to show that you are a member of the student council. With this, people will not question your authority unless you are doing something very out of place.

Diary of memories [300]
A deceptively small book filled with all of your memories, whether forgotten, suppressed, or not. Only you can read it, unless you give someone else permission.

Ritual Room [600]

Inside this church like room is a large circle. If seven people with powers stand at equidistant intervals around it, their powers can be harmonised and combined in order to perform one act of truly powerful magic per jump. A separate person will then be able to use this power to invoke a minor wish.

Supernatural School [600]
While an ordinary school building by all rights, this place has a way of attracting the supernatural. This school now belongs to you, following through your jumps with you as the principle. Depending on the jump you may attract youkai, and demons, or maybe espers, or elves. No matter what, the school will likely be quite varied in both students and staff.

Companions

Import Companion [50]
Import up to 8 companions for 50 CP each, who get 600 CP to spend in any section they wish.

Canon Character [100]
If you can convince them, you can take any one character with you for future jumps.

Witches Seven [400]
You can take seven witches of your choice on future jumps, if you can convince them. Alternatively, you may import up to 7 companions into the position of the Witches. For the purposes of the jump, Yamada and Ushio count as Witches, as do any witches that may lose their powers later on.

Drawbacks

Self-Doubt (Mandatory Witch) [+100]
There is some aspect of yourself or situation that you just don't like. This could be things like your appearance, or weight, or even what other people think of you. With a bit of help, this problem can potentially be resolved. While this problem will not define you, it will influence how you behave to a reasonable degree.

Food Lover [+100]
There's just one kind of food that you are obsessed with. If you could, you would eat it for nearly every meal. You'll even get into arguments and fights with people who disagree with how great it is.

School over the Holiday [+100]
Schools out! For everyone but you. Every holiday you'll have to take a test, to make sure your grades are doing well. Over the longer holidays you will have to attend special catch up lessons. Even if you are a genius, you just somehow manage to fail the test that lets you relax over the holidays.

Dark Past [+200]
You have a dark or violent past, or at least, people think so. Most people dislike you for this, and even people who know little about it are weary of you.

No respect! [+200]
People just won't respect your privacy, always invading your personal space, checking what you are doing, and looking through your journals. They won't even act sorry about this, constantly making snide remarks along the way. Some of the more 'friendly' of your friends might even go as far as to grope you, though not in public.

Who are you? [+200]
Two years into the jump, everyone will forget who you are. They'll know you exist but as one would know a random person walking down the street, as just a stranger. You will have to work hard to make them regain their memories.

Who am I? [+300]
You forget any and everything about the jumpchain, including having powers or who you were before. As far as you know, you are a normal person in this universe. It will be up to others to help you remember, especially when some of your powers start to pop up.

Notes:
For the duration of the jump you will only keep your witch powers for as long as you go to the school. Once you graduate you may keep the powers for the rest of the jump.
Post jump you will be able to keep the witch power indefinitely, but fail to graduate in jump and you will be unable to keep your power for future jumps.

For the amnesia witch power, it is noted that you can remove the memories from people, but you will not erase their feelings. Erasing the memory of someone's love, will still leave them with love towards them.

In canon, when Shiraishi leaves the school, all the witch powers quickly fade and disappear, as she is the 'Original Witch'. Unless you or a companion take the 'Original Witch' perk, your witch powers will also fade for the remainder of the jump. Post jump it will return and will not depend on an original witch to continue to function (unless the power was granted to you by a companion who took Original Witch).

With the Copy power, something like copying the ability to cast magic will only give you the ability to cast magic, not teach you any spells.

By Lone Spartan, hope you enjoy.
Special thanks to NuBee for all the help with this