Generic Magical Girl Jumpchan

by ltmauve

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So you may have noticed my outfit is looking a bit more frilly and has a lot more bows than normal. Do you know what it means?

That's right! You're going to a magical girl series. Which one?

Well, there are countless magical girl stories out there, usually centered on a few girls protecting a single town (or just part of a city). A story without relativistic whips, all the cosmos being corrupted, or training sessions involving attacks with energy levels usually associated with nuclear weapons.

A simple story about girls in school and their double lives. A story that's about to get an expanded cast, with your arrival. It will be ten years while you're here, so take +1000 Cute Points (CP).

Episode One

The first episode of an anime establishes the setting and characters. Unless you took Defenders of the Multiverse, in which case see that for more details.

Origins

Pick one. This determines your place in the world. Any Origin can be a "drop-in" with no history or memories of this world. If you are drop-in and of school age, you will be registered with an appropriate school at your location.

Mahou Shoujo

You are a young girl who has just discovered, or is about to discover, that she has magic powers. (Probably)

You fight monsters (probably) while attending school with your friends (hopefully) and living a double life to some extent. Draw strength and determination from your dreams, Mahou Shoujo!

Supporter

In a lot of magical girl stories, this is usually associated with the mascot, a small, cute animal who gives the girl her transformation trinket, dumps an entire truckbed full of exposition on her, then has minimal plot relevance after that.

But this is also the Origin of friends, bosses, and other people who can't stand with a magical girl on the battlefield but still have her back.

You might have some magical abilities, but you usually use them in support of actual magical girls rather than fighting yourself.

Dark Kingdom

Taking this origin doesn't automatically align you to the forces of evil. Remember, evil is a choice.

You are associated with darkness or evil in some way. You might be a monster or a “dark” magical girl. Or you might be a human collaborator with dark forces. Who knows?

Whatever the reasons, you are of the dark.

Age

Your age depends on what Origin you took - Mahou Shoujo can be anywhere from 8-17, while Supporters and Dark Kingdom get a much wider range. Pick an appropriate value depending on exactly what your role and history are. Dark Kingdom’s “dark magical girls” are also limited to 8-17.

Gender

You may maintain your current gender or switch to being a girl/woman for free.

Location/Setting

Pick one of the options below or roll 1d8 for +50 CP. Non-drop-ins will start waking up in their homes, while drop-ins will start by waking up on a train or bus into town, or waking up under some bushes.

All settings will take place in civilization of some scale.

1. Urban

A city, a dense concrete jungle, bustling with life and clamour.

2. Fields

A town in a wide-open field. Buildings are far apart and rather low, so there isn’t really a benefit to roofhopping here. On the other hand, there is space for some devastating fights to happen and only wreck some land.

3. Mountains

A mountain village, among trees. Careful not to wreck the one road up the mountain during your fights.

4. Island

A town or city on an island. Beach episodes won’t require a lot of travel.

5. Forest

A town found in a forest. Have you considered tree-hopping instead of roofhopping?

6. Historical

Want to be a magical girl in Sengoku-era Japan? Sure. Want to be a magical girl somewhere and somewhen else in history? Eh. I’ll allow it.

7. Space

Magical girls in spaaaaaaace! Okay, I’m done. Exactly as it sounds. Either on another planet, or on a space station or habitat.

8. Mash-Up

A combination of any the above. Sengoku Japan in space! Urban mountains! The possibilities are limitless! (Actually, they aren't.)

Roll two more times, rerolling duplicates, if rolling.

Perks

Perks are discounted by half if the buyer is of the correct origin, with 100 CP perks discounting to free. The exclusive Form perks are not discounted to their respective origins.

MAgical Detection And Ranging (200 CP)

The ability to detect magical phenomena is certainly useful for someone whose job depends on magic. You have a sense for magic, being able to detect heavy usage (like, say, a fight or a bunch of attacks) of magic at long range (across town, roughly) and being able to tell the magical power levels of others at close range.

The Power Of Friendship (500 CP)

The power of friendship is strong. Not only do you simply gain strength from your allies being on the battlefield, you also gain strength from each other's emotions. The stronger you feel about your fight, the greater the boost to your abilities, and the less you tire in battle.

Your friends and allies also benefit from them, for what is the Power of Friendship but something that can be shared? Not only will the boost automatically be mirrored to your allies on the battlefield, but you can also permanently gift a copy of this to any of your friends and allies.

While there is no upper limit to the boost, it fades once battle ends. If you have not yet reached the limit of your power, you may keep a small fraction of this boost as a permanent gain. This also acts as a training booster, increasing gains in power and technique, when you train with friends.

This is the capstone booster, extending the power of the 600 CP perks for each origin by unlocking special subperks if those perks are purchased. Sharing the Power of Friendship will not unlock those subperks, though.

Mahou Shoujo

Form of the Queen (200 CP, exclusive Mahou Shoujo)

This isn't a form, but a super mode for whatever form you currently have. You grow taller, more regal, and more commanding in presence. Your clothes follow suit. In this form your allies gain clarity of thought and strength of will from your presence. In addition, your strength increases by half again from activating this form.

You can maintain this form for a few hours at first, and will need to take a long break if you overdo it. The time you can spend in this form will extend with use.

Cute Girls Doing Cute Things (100 CP)

You are a cutie. No two ways about it.

Of course, being physically cute is only half the picture - you also have to act cute. While you now have that down pat, you can easily switch between acting cute and not acting cute. Your insight into cuteness also gives you a head start on figuring out how to act un-cute, if you want to cancel out the cuteness of your body.

At any time you receive a new form, you may choose to increase the cuteness of it.

Silver Millennium Lining (200 CP)

Where others see unmitigated disaster, you see hope. You can find the good in any situation, the ray of light in darkness. You are more cheerful and harder to afflict with despair, sadness, or terror.

In addition, regardless of what kind of mental afflictions you do have, you can always overcome them and make a full recovery given time.

Everything Is Gonna Happy (400 CP)

There is no point at which things are so bad you can no longer fix them.

No one is too far gone for your redemption, though they must accept it.

No one is too dead for you to heal or resurrect, though you have to take the time to heal them all the way up.

No curse can resist your purification in the end.

Juggernaut of Light (600 CP)

Stopping you is extremely difficult. Up to three times, you may keep going after being otherwise taken out of the fight.

Magic depleted? Actually, your tank is suddenly full.

Spine broken? Just pop it back in place.

Decapitated? Well, it'll leave a scar, but that's fine.

This takes a moment to kick in, with lethal blows taking several critical moments. Using a charge will, in addition to reversing whatever took you out of the fight, partly replenish your other combat resources. (Such as magical energy, physical and mental stamina, and health.)

You can recover charges at one every week (if from nonlethal K.O.s) or one every year (if from lethal K.O.s). Charges used for nonlethal K.O.s will recover first. If you use a charge, you'll be exhausted the next day as your system recovers from the strain, but this has no long-term consequences. Charges also recover at the end of a Jump.

The Light In All Of Us (The Power Of Friendship)

When your allies fall in battle, you can bring them back. Whether it's non-lethal or lethal, you can get them back in the fight, applying the effects of a charge of Juggernaut of Light on them without using up one of their own. It takes a moment for nonlethal K.O.s and several moments for lethal K.O.s.

In addition, your allies can also do this on their own, so if you get downed they can get you up. You maintain awareness of the battlefield even while "K.O.ed," and if you want, you can delay using Juggernaut of Light to let your allies get you back up.

Supporter

Form of the Toy (200 CP, exclusive Supporter)

Let's face it, if you have to assist your magical girl while in school and you're some small cute animal, you're probably going to run into trouble from the rules.

This makes you smaller, cuter, and completely unremarkable. If you activate this mode while as a human, you'll wind up as a child. If you activate it in an animal form, you'll wind up as a smaller version or potentially looking like a plush toy.

But this mode does make you magically and physically weaker, so if you need to fight you should probably drop this.

Henshin (100 CP)

You gain two more forms at the start of this jump, for a total of three. One will be an ordinary human form (or at least easily disguised as such,) but the other two are obviously not human, and are related in some way. For example, a wolf and a puppy.

The two nonhuman forms have boosted attributes in some way. For example, a tougher wolf form and a puppy form with boosted healing magic.

At the start of future jumps, you may adjust your forms and boosts they provide.

Dark Kingdom Origins may take Henshin for free if they do not take Transformation Trinket for free.

Harmless (100 CP)

A small, cute animal will be usually considered cute and harmless, even if a pet hamster can still make you bleed.

You know how to make yourself look harmless, and when you do, you won't be attacked as long as someone else more threatening is around you. Of course, that doesn't work if you start fighting yourself, but it's great for keeping yourself from being prioritized.

Supportive (200 CP)

Sometimes, all you can offer is an ear to listen with and a shoulder to cry on. But even that can be enough. Whenever you take the time to listen and understand someone's problems, they will come away from the talk feeling at least as hopeful and mentally healthy as you are.

Exposition Truck (400 CP)

Bringing a magical girl up to speed on the monsters she's about to fight is tricky. Fortunately, you can condense infodumps by a factor of a dozen, somehow conveying all that information into a mind much faster than the brain can handle.

In addition, you know pretty much all of your faction's history. Even the bits lost to time. Even the incidents buried under countless lies. Even the facts that couldn't have written down because the person who knew them was killed right after they learned them. All included. Make sure your magical girl is never caught off guard.

This doesn't give you enough detailed knowledge about all of your enemies' abilities unless your faction was able to figure them all out. It doesn't give details of lost technology or lost magics either. It would let you know that such things are possible, though it would be up to you to figure them out again.

Gear Up to F*** That Noise (600 CP)

Transformation trinkets are the backbone of a magical girl's combat abilities. And someone has to make and upgrade them. That someone is you, by the way.

You know everything about the magical artifacts of this world. This isn't just rote knowledge of what to do, you have the experience and intuition like you personally have made all kinds of transformation trinkets. This leads into you being to innovate and improve transformation trinkets well beyond what they can already do, if you put in the time and effort.

In addition, you can combine other kinds of magic besides this world's into personal equipment you make (not just transformation trinkets.) Though you don't gain any extra experience, using aspects from another magical system shouldn't take you more than twice as long as normal.

Finally, you can create transformation trinkets that awaken magic in the user, even to those that have no innate talent or potential for it. Users awakened this way will be completely dependent on the transformation trinket to start with, but after a decade of use will be able to use the magic on their own.

More complex items will take more time, material, and resources to create. In addition, it will take roughly a decade before you can make transformation trinkets that grant a basic level of skill.

Intelligent Devices (The Power Of Friendship)

What better friend is there in combat than a weapon? You can make sapient equipment, and the better you know the intended user, the better you can tune the new personality to work with the user. The more compatible the equipment is with the user, the more comfortable the user will be using it, and the less training they'll need for it.

In addition, with a sufficiently compatible personality in the equipment, it will become bound to the user, constantly returning when needed and incapable of being destroyed while the user still lives. And if the user returns from death, so can their gear.

The level of sapience is up to you to decide during the design stage. You may want an armor that only gives feelings of danger to allow the user to dodge better, or a staff that is not only a good magical focus, but a peer to the wizard that uses it.

Dark Kingdom

Form of the Monster (200 CP, exclusive Dark Kingdom)

This isn't a form, but a super mode for whatever form you currently have. You grow bulkier, more fearsome, and possess a more intimidating presence. Your clothes follow suit. In this form your enemies lose their nerves and confidence in your presence. In addition, your strength increases by half again from activating this form.

You can maintain this form for a few hours at first, and will need to take a long break if you overdo it. The time you can spend in this form will extend with use.

Spooky Scary Skeletons (100 CP)

You are scary, intimidating, and downright fearsome. While some of that is due to your current form, whatever it is, the rest is due to your mannerisms, stance, and demeanor. By

leaning into this behavior, you can be terrifying. By leaning away, you wind up less terrifying (at least for this body.)

Whenever you get a new form, you can decide to make it more intimidating.

The Darkness Of Society (200 CP)

You are skilled at analyzing systems for weakness. Whether that system is a society, a company, or a security system guarding a powerful dark relic, your perception automatically picks up the relevant details to find the weak points.

You still need to observe the system, in order to get enough raw data, but it is significantly easier for you compared to other people.

Creepy Moth On Your Window (400 CP)

You are a master infiltrator. Not only does this cover short-term infiltration, but also long-term infiltration. Acting, knowing how to lie, and a few other topics that form the basis of infiltration operations. You could become a respected member of a magical girl's support team if you put in the time.

This also allows you to cloak your power, either making it feel like a normal human or just making yourself feel weaker to those that can sense magical power.

If you use power above the set power of your cloak, it won't work and your full power will be detectable for that time.

Break Them By Talking (600 CP)

Magical girls always like to talk about peace and love. But you can talk, too. And the more you listen to someone talk, or read what they wrote, or examine their art, the more you know how their mind goes together.

Following immediately from that knowledge is the concept of how to break them with nothing but your words. Take confidence and turn it into cowardice, take hope and turn it into despair.

Burn the Web (The Power Of Friendship)

But why settle for driving one girl to despair when you can get them all?

Whenever you act on your knowledge of someone's mind, you gain equal insight into the minds of their friends and allies. This lets you quickly apply your headology to an entire team in rapid succession, preventing anyone from reversing it.

Powers

You gain +400 CP to spend in the Powers section only. These, by default, will only work while transformed by a Transformation Trinket or in a nonhuman form of Henshin.

In addition, all of these provide a baseline of skill in their respective areas.

Physical Enhancement (free)

Magical girls have to be fit. But when a monster is bearing down on you on your first night, that's a bit late to hit the gym. Fortunately, your power includes some basic enhancements.

Muscles a dozen times as powerful, capable of letting you lift cars without hurting yourself, tossing people through walls, and running across rooftops.

A full-body reinforcement by the same factor, protecting you from your new strength, as well as making most enemy attacks into lighter punches. Not completely ignorable, but you'll take a good beating without going down.

Enhancements to balance and reflexes, as well as some acrobatics training settled into your mind so you can use your new abilities to roofhop and stand on telephone poles without issue.

Work-Life Balance (50-200 CP)

Most magical girls have no ability to mix their transformed and untransformed modes. Once they lose the frilly outfit, they are nothing more than ordinary girls.

You are different.

For 50 CP, you retain Physical Enhancement at all times. In addition, you also retain passive benefits from other alt-forms in all alt-forms.

For 100 CP, you can use your active powers even while not transformed, but they are harder to control and weaker. This also applies to powers that would otherwise be locked to other alt-forms.

For 200 CP, there is no difference between your transformed and untransformed state, except for your appearance. And there is no difference between your alt-forms, except appearance.

Talent (50 CP, two free Mahou Shoujo)

Can be purchased multiple times. Cost increases by 50 CP for each purchase of Talent already purchased for that package. Free Mahou Shoujo purchases can only be used on packages that do not have any Talent on them already.

Each purchase of this allows for increased talent - skill, control, versatility - with one package you purchased below.

It's not more power, but it is more oomph. Talent also means you train faster in the areas of the package, even if you're using skills and powers granted to you elsewhere. Each purchase is a roughly +70% training boost.

Arcane Attacker (200 CP)

Let's face it, shooting your enemy before they can punch you in the face sounds like more fun than getting punched in the face.

You shoot bolts of magic, maybe from your hands, or maybe from a crossbow or bow. It doesn't exactly matter what you're using.

You start off with a basic magic attack at range, and with time and practice can figure out new attacks and tricks to make your enemies lives unpleasant (and hopefully short.) The basic shot starts with the power of a rifle shot, an effective range of a couple blocks, and a fire rate of one every other second, on average.

Conniving Corruptor (300 CP, 150 CP Dark Kingdom)

Rather than going for a direct approach, you go for the sneaky approach. This package covers destruction of magical effects, as well as hostile manipulation of magical effects. Turn a summon against its creator, or just cause a forcefield to fall apart. Put in the time and practice and be able to pick magical locks, or spoof the identification systems on artifacts.

With decades of practice towards one goal, you could alter the type of energy someone has or alter the way their mind works.

Crowd Control (150 CP, 100 CP Dark Kingdom)

While this won't take someone out of the fight for good, sometimes you need some space to breathe. This package includes a variety of methods for making people stay still or go over there. Zones of force, magical manacles, slowing spells, it's mostly there.

You can figure out new tricks for this with time and practice.

Defensive Determinator (150 CP, 50 CP Supporter)

Yes, the tank is an important part of party composition. You tank via forcefields, which allows you to tank at a distance and tank even when your enemy is so rudely attacking someone else.

You start with basic forcefields that you and your allies can move and attack through, while those you don't want to have free lines of fire and movement have to break them first. Put in time and practice, get out new forcefields and tricks.

If you want to create defensive barriers to protect an environment, then this is a good start.

Elemental Evocation (200 CP)

Giving offense, defense, and crowd control in one package, you have the ability to manipulate and generate one element, like fire or metal. This starts with fairly basic manipulations - reshaping, splitting, merging - and a limited amount that can be generated or controlled -approximately a ball big enough to fit yourself in. Time and practice will allow for more complex manipulations, a broader category of what you can manipulate, and greater generation of your element.

Still, your element will have one area (offense, defense, or crowd control) that is comparable to the dedicated package, with the other areas starting weaker.

Healing Hands (150 CP, 50 CP Supporter)

Let's face it: you are going to get beat up here. Same goes for your friends.

The basic powers of this package are healing injuries, and with time and practice you'll quickly master healing illness, and eventually get to reversing curses.

Melee Master (200 CP)

You are a martial artist of some sort. Whether that be through a sword, staff, nunchucks, or some other weapon, you get up close and personal with your opponent before beating the stuffing out of them (potentially literally.)

Or maybe you follow the path of Hibiki Tachibana, Kokoro Aichi, and Subaru Nakajima and just CAST FIST. Either way.

You gain proficiency in one martial art, as appropriate for your weapon. Not true mastery, but that will come with time and practice. You also receive a bit of experience in a few related styles, just so you have a few options if your normal moves aren't working out.

This package also doubles your strength and triples your toughness when active, because you are going to be getting hit quite a bit when you go to zero range. At this level, it takes rifle rounds or similar to leave bruises, and your blows hit like a car crash.

Summoning Specialist (200 CP, 100 CP Mahou Shoujo)

Sometimes you just need backup. The summoner package allows for summoning or creating temporary allies. It starts at two allies just below your own power level, or a dozen weaker allies. At the start, you will have to micromanage them. Time and practice will raise the (absolute) power level of the summons, their numbers, and their ability to act independently.

Items

Gain +200 CP for the Items section only. The same discount scheme as the Perks section applies here.

Items will self-repair over the course of three days if damaged, or be replaced/returned in a week if lost, stolen, or destroyed.

Mahou Shoujo

Transformation Trinket (100 CP)

You know what this is. The amulet or whatever that a magical girl uses to transform. Although recent series have started turning the girls' phones into the transformation trinkets. Weird. Most magical girls have a different appearance when transformed, but there are plenty of examples where the "transformation" is just an outfit change and instant hairstyling. Uses this once transforms you into your magical girl form. Using it again transforms you back.

For most girls this also enables them to use their powers (see the Powers section and Work-Life Balance).

You may import existing magical amulets into this, and if your transformation trinket is some other object, you may import anything of that type of object into it.

Dark Kingdom Origins may take Transformation Trinket for free if they do not take Henshin for free.

Raniment (free/100 CP)

The raniment of a magical girl is usually frilly, will probably have ribbons or a bow, and almost always has a skirt. (I suggest you follow my lead and at least wear shorts or something underneath. See?)

While those might sound impractical to some Jumpers, especially those with more combat experience, don't worry: your raniment will never get caught in something, trip you up, or interfere with your movements. It'll even make sure your hair never does that either.

In addition, the raniment is technically a form of armor, so you can import existing armors into and import the transformation trinket into other armors later.

For 100 CP (even for Mahou Shoujo) the raniment will become actual armor, increasing your toughness while you are transformed.

Armaments (free/100 CP)

For most girls, this is a simple scepter or wand. But different girls are different people with different weapons. Some might have swords, some might use some might just have brass knuckles integrated into their raniment. Take up to as many power packages have been purchased.

You can import any of your personal weapons into your armaments, and can later import armaments into future weapons. Armaments can be materialized to hand while transformed. Materializing a weapon will also repair it, though that will cost a small amount of magical energy.

For 100 CP (even for Mahou Shoujo) your armaments can boost one of your power packages at a time, and you can switch between them at will.

Masquerade (100 CP)

A filter added to your transformation that makes it impossible for anyone to connect your transformed and untransformed appearances unless they actually see you transform, or you tell them.

100 CP is also the cost for Mahou Shoujo.

Wardrobe of Cute (100 CP)

A wardrobe containing about a dozen different outfits that fit you. Each one is fairly similar to contemporary, local fashion, but exceptionally well tailored and with little details that take it from “plain” to “cute.” The outfits are also chosen to go well with your own appearance and sense of fashion.

Cafe (200 CP)

Or maybe it’s an arcade, or a rose-encrusted debrief garden where children go to share details of their secret activities.

Still, this place is never crowded and always has a space for you and your friends to discuss things in privacy. Your conversations can’t be overheard here. During this jump you don’t own it, but the owner likes you enough to give you discounts.

At the start of future jumps, you may choose what form this takes, as long as it is appropriate to the new jump.

Supporter

Money (100 CP)

May be purchased multiple times. Only the first will be free for Supporter.

Let’s face it - the magical girl’s rich friend is something we see a lot of. Take a trust fund with the equivalent of $10,000 USD, with an additional $6,000 added each year. When you make additional purchases, the amounts double each time.

Staff (200 CP)

May be purchased twice. Only the first will be discounted for Supporter.

A collection of researchers, drivers, maybe a doctor, and other completely noncombat professions to assist you in supporting your friends. Their salaries are all paid, they have a decent expense account to draw from for supplies and equipment and other purposes like getting to paywalled journals

They are very loyal to you, but still might be vulnerable to magical corruption.

A second purchase makes this a dedicated organization for the purpose of assisting magical girls, significantly larger in scope and resources, that you lead or at least have an influential position at.

Dark Kingdom

Wardrobe of Evil (100 CP)

A collection of several outfits that are designed to make you look more intimidating and scary. Each outfit is tailored to fit you very well. There are also several sharp business suits, or whatever outfit signifies to the society you are in that you have great social standing and power.

Mercenary Retainer (200 CP)

May be purchased twice. Only the first will be discounted for Dark Kingdom.

A contract entitling you to use the services of a dark mercenary corporation. It appears you have a credit with this company, letting you use them a fair amount without needing to pay. Or, this is an agreement with your superiors to let you borrow some muscle.

You can request a dozen armed human mercs, or six “weak” monsters, for use in your schemes. The troops aren’t elite, but they are professional. If any of them die while carrying out your orders, you’ll have to wait a week before requesting more firepower.

If purchased twice, you have access to a team of up to 36 humans or half of that in weak monsters.

Companions

Only the Jumper may make purchases in the Companions section.

Bringer of the Supernatural (free and exclusive Mahou Shoujo)

Where’s your mascot, magical girl?

Create or import a Companion with the Supporter Origin. They have 1000 CP to spend, as well as all stipends. And they might actually have your transformation trinket right at the start of the Jump.

Helpful Child (free and exclusive Supporter)

What is a mascot with no magical girl?

Create or import a Companion with the Mahou Shoujo Origin. They have 1000 CP to spend, as well as all stipends. And you might need to give them their transformation trinket, preferably before they run into a monster.

Right And Left Hands (free and exclusive Dark Kingdom)

What is a dark general without subordinates?

Create or import two Companions with the Dark Kingdom Origin. They have 800 CP to spend, as well as all stipends. If you are in an actual hierarchy, they are under your direct command. Even if not, they’re still obviously answerable only to you and those you answer to (if you even have those.)

Form the Quintet (100 CP)

May purchase twice

Import four companions, each with 800 CP to spend, as well as all stipends. They get to choose their own origins.

Extended Cast (free)

Requires two purchases of Form the Quintet

Import as many existing Companions as you want. Each may copy the build of a Companion using Form the Quintet. However, they may change the purchases in the Powers section, as long as their new section subtotal does not exceed the old section subtotal and the new options have already been purchased by the Jumper or another Companion from one of the purchases above.

Drawbacks

Companions receive a portion of Drawback CP, which is determined by the (non-stipend) CP from their import option. Divide that by 10 CP and that's the portion of Drawback CP each one gets, rounded to the nearest 50 CP. Companions are also affected by Drawbacks, except where noted. If a Companion is unaffected by a Drawback, they get none of the CP from it.

Defenders of the Multiverse (+0 CP)

Oh, did you have a specific story in mind to go to? In which case, go ahead. Generally speaking, only "one town" stories count. Nothing too crazy as far as either protagonist or antagonist powers go. Also, no going to a story that already has a Jump.

You don't pick or roll for a location, instead going to that town. Your age is set to the same age as the protagonists if a Mahou Shoujo, "friend" Supporter, or Dark Kingdom "dark magical girl." Others should set their ages appropriately.

This may prevent you from taking other Drawbacks, depending on the details of the story.

In Which I Watch (+0 CP)

Requires Defenders of the Multiverse

Rather than staying for 10 years, your stay here will last as long as the story does.

Magical Girl Series (+400 CP)

Cannot take with Rookie's First Day

You lose access to all advanced technology. Anything more advanced than the technology in the setting is locked down and unable to be interacted with. Item imports of items that exceed this threshold will be delayed until the end of the Jump.

In addition, any powers or perks you have that are not related to your purchases here are also sealed, as if you didn't even have them.

Rookie's First Day (+600 CP)

Cannot take with Magical Girl Series

You are starting fresh this Jump, with only your perks, powers, and items that you purchase here for use. All your items are put on lockdown, unable to be interacted with. Any item imports are delayed until the end of the Jump. All your powers and perks from before this are sealed, as if you didn't even have them.

Henshin! (+100 CP)

Your transformations are sealed behind various phrases that you have to speak aloud in order to get them to work. Each phrase must be, at minimum, ten words.

I Explained Without Telling Them About Magic (+200 CP)

So your parents - you do have parents, by the way - might find out about you being a magical girl. And that would just be the worst thing to you. Forget about a painful death, your parents finding out about your new job would be far worse.

And it'll take work to maintain that masquerade, as your parents are immune to effects that fiat the separation of your identities. If you use a body double to have "civilian you" and "magical girl you" in the same place that works, but if you just rely on "can't tell they're the same people" effects then your parents won't buy it.

Actually, that death would be pretty bad, because girls dying isn't that common and a magical girl and a normal girl dying at the same time? Yeah.

School Daze (+200 CP)

The Jumper's age must be between 8-17. And you have to go to school and pass. If you don't pass, you'll get kicked out. Of the Jump, keeping nothing from here. Any Companions in the same age bracket are also affected.

Monster of the Week (+300 CP)

Expect one attack by monsters or Dark Kingdom agents per week. At least. And even if you're Dark Kingdom, expect to be at risk from them.

Defeat Equals Friendship (+400 CP)

You must redeem all people the forces of darkness send to your town. None of them will die, and even if you don't defeat them, they must be redeemed.

No matter how frustrating it is. And no matter how much your allies hate it.

If the story chosen for Defenders of the Multiverse does not have any people as enemies for you, you cannot take this.

Defeat Equals Friendship With Benefits (+400 CP)

All defeated enemies won't die, and will instead become yandere for you. That you will be whichever member of your party who defeated them, or, if someone not part of the party defeated them, a random member of your party.

On the other hand, if you can get them to just chill and stop being yandere, they'll automatically come along with you.

If the story chosen for Defenders of the Multiverse does not have any people as enemies for you, you cannot take this.

Attention of the Dark Kingdom (+600 CP)

Somehow, you've gotten the attention of the forces of darkness. Or at least you will soon, regardless of any plans to avoid them. And then their focus will shift onto you.

If you face attacks from monsters, they will grow more cunning, more coordinated, and completely obsessed with you, and not in a good way.

If you face attacks from people, they will focus their efforts entirely on you. They will take you seriously. They will not give up on destroying you until you defeat them entirely.

If the story chosen for Defenders of the Multiverse does not have either monsters or people to fight, you cannot take this.

Conclusion

Sequel Series
Move on to your next Jump
Season End
Return to your home
Long Runner
Stay here. You've found friends and home.

Oh, and have a few gifts.

First, an anime and manga of your adventures here. I can get a functional copy of any creative team you want to do the work.

Second, I'll pass on either the anime or manga to an "In which I watch"-er or "In which I read"-er of your choice, and then give you a copy of their result.

Third, you get a soundtrack based on your adventures here. All Companions get at least one track of their own, if not more.

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Notes

The power level of created amulets granted by Gear Up To F*** That Noise is limited to the most powerful of the component magic systems.

Work-Life Balance does not grant the passive benefits of Henshin forms to all alt-forms, as the Henshin forms aren't alt-forms.

Some Magical Girl series taken through Defenders of the Multiverse may have “clarketech” magical girls. In which case, your magical girl powers count as both technology and magic for the purpose of perks. It counts as technology for world interaction purposes.