Camp Petal for Gifted Girls

By KinKrow

Greetings, young woman, and welcome to Camp Petal, a fourteen week getaway for ladies of talent and skill to unlock their inner potential. Camp Petal gathers the most capable witches as Camp Counselors to teach young women how to harness their magical ability, and utilize it for means both practical and pleasurable. Camp Petal is filled with a variety of physical and magical activities for campers to do between lessons, challenging all to perform at their best. We are here to help you become the very best you can become, and give you the knowledge and tools to reach beyond even that.

Just remember, talent and skill can take you far, but friendship, and *skinship*, are magic.

Take these- (1000CP) -to build your complementary camp preparation kit.

Age and Gender

Given the circumstances of some camper's arrival, it has been noted that some don't match the demographics of Camp Petal's residents.

Camp Petal's leadership is understanding of these circumstances, and willing to give a free sex change to female for all entrants otherwise inclined, and a de-aging to 15-19 for any Camper applicants.

Entry to Camp Petal is forbidden to those who refuse, although temporary transformation to male is accepted for certain… *recreational activities.*

~Home Setting~

This section determines the 'genre' of the universe you, or your Origin hail from. You can roll to select a Setting at random, pay 100 CP to pick, or based on your Primary Elemental Affinity.

1. **Mundane**

   Also known as 'the real world', to those ignorant of the greater multiverse. Free to Drop-In's and Normal Affinity.

2. **Cosmic**

   Whether falling under 'Cosmic Horror' or not, these universes know of the endless depths of the cosmos surrounding them. Free to Ghost or Fairy.

3. **Cyberpunk**

   'Near-future' to Mundane universes, these worlds are defined by information networks and cybernetics. Free to Steel, Electric, or Bug.

4. **Medieval Fantasy**

   Castles, royalty, set against a backdrop of powerful magicks define these settings. Free to Ground, Ice, or Rock.

5. **Sci-Fantasy**

   A little broader than most Settings, Sci-Fantasy covers a wealth of settings that have both Scientific and Mystical traits. Free to Electric, Fairy, or Water.

6. **Space Opera**

   The intricate dance of politics and exploration of space itself. Free to Flying, Psychic, or Dragon.

7. **Urban Fantasy**

   Almost indistinguishable from the Mundane setting, save for the fact that magic exists and persists in a hidden state in the modern era. Free to Dark or Poison.

8. **Xianxia**

   Not simply limited to the Xianxia genre itself, this is the general stop for martial artists that fight using their life force. Free to Fire, Fighting, or Grass.

~Origins~

Drop-In: [FREE]

Or the 'normal camper', although that's a bit debatable given you were invited to a camp due to your magical potential. Drop-In's don't have any alien memories or mindsets, but likewise don't have a Home Setting they come from; either joining Camp Petal partway through their Jump, or get the invite delivered to them as their first Jump.

Ordinary Camper: [FREE]

Ordinary although hardly 'normal'; you're more what Camp Petal generally aims for as campers. Amongst the marvels found throughout the universe, you come from one that's fantastical to many others, although it's simply home to you. Whether good, bad, kind, or cruel, Camp Petal saw potential shining bright through you, and gave you an opportunity to unlock that very potential.

Elemental: [-100]

You get a choice for this Origin: Monster, or Familiar. Camp Petal has a dungeon with monsters that are attacked for profit by the campers, and if they should fail against them are subjected to the dungeon monster's pleasurable 'mercies'. Familiars, on the other hand, are summoned as partners and friends to campers. Whichever you choose, both Monsters and Familiars are physically attuned to their Magical Affinity, leading to heavily reduced casting costs in that Element.

Camp Councilor: [-200]

What's cooler than spending about three and a half months at a magical training camp for hot, willing teenagers? Having graduated said camp, and coming back time and again to teach magic to hot, willing teenagers. Once upon a time, you got an invite to Camp Petal, and have fond memories of the friends (and enemies) you may have made. During your time there, you impressed the camp leadership enough that they kept an eye on your progress, and sent a second invite later, this time to teach new generations. You hardly had to think about it before accepting. To you, Camp Petal wasn't just a time in your life, it defined your life.

~General Perks~

No discounts for General Perks.

Mana: [FREE]

Not be confused with normal magical energy used to cast spells, although the name is shared, the Mana gifted to you at Camp Petal is spiritual energy. An Essence bubbling up from the depths of your soul, capable of increasing your ability to learn, grow, and adapt in the various fields of Magic. This powerful energy welling up in your soul... is completely useless to you. You are capable of transferring it to other people for them to boost their growth, and they too are able to share their own Mana with you. As per standard of all witches in Camp Petal, you are freely granted awareness of this energy, and the ability to share and take it from others. The only caveat is that it's gained through physical and intimate relations with other, rather than simply sharing energy between people. Incredibly... *rigorous* testing has shown sex to be the most expedient, efficient, and pleasurable method of draining and gaining Mana.

Arts and Crafts: [-200]

You're something of a dab hand at making things. Forging, crafting, cooking; if there's a preexisting recipe, blueprint, or methodology of design, you're capable of finding more efficient ways of doing them. Whether it's needing less reagents for rituals or finding alternatives, testing out changes to Poison recipes, or shifting the designs of Rock artifacts or Steel machines, you'll always be able to use less effort than an equally talented witch. This doesn't help you revolutionize fields or generate new ideas on your own, however, merely polish preexisting ideas. If you were to create a new potion or artifact, however, Arts and Crafts will help you better that creation.

Research and Development: [-300]

Study how to violate the natural order of our world, but with friends! When you work with other people, you collectively gain a boost to research ability. Undertaking a group project will result in all research participants operating at peak efficiency, with an increase in deduction, brainstorming, and testing. There are very few problems that can't be solved with time and study, and if you and you fellow researchers work together, you'll find it takes less than half the time it otherwise would have without this perk.

~Drop-In Perks~

50% cost for Drop-In's, with the 100CP Perk being free.

Let's Talk it Out: [-100]

Hey, you're pretty good at that social thing that the camp councilors keep going on about. From small talk to polite arguments, you can simply talk to people in a manner that has you becoming acquaintances within a few minutes, and friends within a few days. Of course, if you had a good understanding of them, you could use this to, say, get a little closer to them. *Physically closer*, to clarify.

Calm and Collected: [-200]

Somewhat odd given that you're a normal person from a normal word, you're fairly good at shrugging off emotional turmoil. This is good for when interpersonal relationships get messy, but also good for when things start exploding and you need to figure out how to get out of the situation safely, without panicking or going into shock. You still feel emotions, you're just capable of thinking clearly despite them.

A Friend in Need: [-400]

Is a friend indeed. You're incredibly perceptive to others, understanding their heartfelt feelings they want to share, but quite can't put into words. This ability boosts if you know people going through a turbulent time, allowing you to cut to the base of what their problems are, and help them solve them. At first glance this seems a purely selfless ability, but people are often quite thankful for helping solve their problems, willing to offer payment, help, or even sex in return.

Skinship is Magic: [-600]

Mana, whether given or taken, is used to great effect to help a witch grow in ability. You however, have come to a sort of realization, an epiphany of the highest order; the process of exchanging Mana feels better when you care about the people you're with, even if you weren't to gain any benefits from Mana itself. Ironically enough, this has strengthened the amount of Mana you give and receive, as long as you and the people you have sex with truly care about each other, in addition to Mana's learning increases growing stronger for you and your lover. Should you have more than one lover, this effect will spread between them as well, albeit to a slightly lesser degree.

~Ordinary Camper Perks~

50% cost for Average Campers, with the 100CP Perk being free.

Good Looks: [-100]

While you might be the average sort of person Camp Petal usually invites, the girls invited are usually quite attractive. You, on the other hand, can be considered *above average* compared to those attractive campers you'll be spending your time with. You are, in a word, gorgeous; a beauty that many of the girls here wouldn't mind 'spending time with'. If you were to transform into a male, you'd have an androgynous appeal, a little feminine, but still highly attractive.

Coven and Lovin' It: [-200]

While Camp Petal doesn't *force* the activity, it's generally expected that campers will spend time... getting close to one another. Okay, no dancing around it, this is a camp filled with horny lesbian witches, where the method of mana regeneration taught uses affection and closeness. This perk is mild in effect, but it gives you the ability to spot girls that wouldn't mind a more open relationship. It doesn't give you the ability to ingratiate yourself, but if you have good looks and are nice enough, well sometimes that's all it takes to make a relationship bloom.

Work Hard, Play Hard: [-400]

All work and no play makes campers very dull girls; it's good then that you're particularly good at both. This perk gives you the mental ability to bottle up a portion of emotion to enhance focus and mental clarity for working/studying, and to later 'burn off' the stored emotion in a healthy manner; partying! Storing emotion is safe, and burning it gives a degree of protection from strenuous activities to burn it off. You'll suffer light hangovers at worst, and get an increase to stamina for 'private' parties, as it were.

Survival of the Hottest: [-600]

To those outside the know, Camp Petal's residents seem like a ragtag group of invitees, with no common theme to match them. To those in the know, they're all important characters from 'fictional' universes. As a relatively important person of your own universe, you have a high chance of surviving... a lot of things, actually. Demon attacks, alien invasions, or the occasional camper screwing up and summoning a tentacled horror. To sum up, you are very good at avoiding Bad Ends, and that increases the better prepared you are for survival without the perk.

~Elemental Perks~

50% cost for Elementals, with the 100CP Perk being free.

Inner Well: [-100]

As something a little distant from the more 'civilized' races, you're closer to magic. Inner Well gives you a deeper reserve of magical energy, and an easier time training yourself to hold more. It's not a massive increase, sure, but you can train it more easily than even the best Camper could.

Primal Sensorium: [-200]

You have *fantastic* senses, and not just a few, but all of them. From taste to scent to balance, any and all senses you have receive a major increase that put those of normal beasts to shame. More than just that, you also get new sense based on any Affinity you choose from the Prodigy tiers. Fire Affinity would receive thermal vision and external awareness of heat, Grass Affinity would gain the ability to sense life energy, Normal Affinity a further boost to senses, etc.

Fae Weather Friend: [-400]

You are capable of creating a spiritual bond with and individual that fosters a connection between the two of you. This allows you to know each other's location, share each other's senses, communicate at a distance, and share energy with one another. Of course, if you were less inclined towards friendly relations, the bond could be one way; with only you receiving their senses and location, in addition to being able to keep them at three fourths their energy reserves, draining the rest for yourself.

Affinit-ease: [-600]

Putting the 'element' in Elemental, you are absolutely incredible with magic and your chosen Affinities. Magic in general costs you a little less, the decrease in cost increasing with your magical proficiency in that particular area. A Novice would only gain a minor boost, while a Prodigy would only begin to feel a dip in mana with the highest orders of spells. In addition, you're able to enter a 'super form' tied to your element, increasing your durability, strength, and reaction time. **[Take one purchase of Prodigy Tier for free in the Affinity Proficiency Table.]**

~Camp Councilor Perks~

50% cost for Camp Councilors, with the 100CP Perk being free.

Hot For Teacher: [-100]

Is it the self-confidence? The maturity, the experience, the sense of general understanding that comes with having taught several groups of witches already? Whatever it is, you have the distinctive presence of an attractive, desirable authority figure. Beyond looks or actions, there's just a presence to you that's incredibly attractive to people in positions below you, and if you enter relations with someone because of it, it never entirely goes away.

Administrative Duties: [-200]

Frankly, while it's rewarding and the perks are nice, being a Camp Councilor isn't an easy job. Many of the girls come from wildly different cultural origins, and they often come into conflict for it. It's fortunate then, that you have a talent with paperwork, schedule creation, and other assorted administrative tasks that almost borders magical in and of itself; that'll leave plenty of time to help the Campers.

The Helping Hand: [-400]

It wasn't just your knowledge on magic that got you the gig as a teacher at Camp Petal, you're good at teaching people. Able to pick apart their faults and strengths as students, you can quickly bring them up to snuff on any subject you yourself know. You can easily teach students at a rate 5x greater than they would be capable of on their own, which should help with the fact that Camp Petal is only about three months long.

Petal to the Metal: [-600]

Sometimes things go wrong. Honestly, it's to be expected at a crash course camp for magic with so many subjects. Occasionally an outside force will get uppity, a ritual the Campers perform goes wrong, or on more rare instances a dungeon monster will go on a rampage. Camp Petal didn't just hire you for your talent as a teacher and administrator; they hired you for your wealth of combat experience, ability to enforce order, and provide a sense of safety to keep the Campers from making things worse than they already are. **[Take a second discount for Affinity Proficiency, of any Tier you choose. Select one of your Proficiencies, and you gain a lifetime of experience and mastery over that subject.]**

~Affinity Proficiency Table~

50% cost for discounted Affinity, with the discounted Novice Tier being free.

Affinity Proficiency determines your natural skill and talent in a particular area of magic. Camp Petal's magical teachers will help teach you despite your ability and hard work can overcome lack of talent, but the boost in natural ability will save you effort in studying a school of magic you may find yourself particularly interested in. As the rank of Proficiency increases, your ability to create new spells and theories increases as well. Each Affinity is described after the Proficiency descriptions, and the Proficiency's apply to each listed magical Affinity.

You are allowed one discount per tier, unless a capstone perk states otherwise.

Novice: [-100]

You're easily capable of picking up the basics of the chosen Affinity. While this doesn't help you master it, you'll easily learn the foundations for later spells.

Disciple: [-200]

From the beginning to some of the middling rankedspells and theory, you're a student your teacher would be proud of. This doesn't help your understanding of high-level Affinity theory, but with the knowledge gained, you can manage it with hard work.

Adept: [-400]

Forget about any difficulty learning your magic, from start to end you simply *get* whatever it is your Affinity teacher is trying to teach you, and you can more easily branch out into original spellcrafting.

Prodigy: [-600]

You don't simply understand the Affinity you've chosen; you take to it like a fish to water. Your natural skill and talents are such that it impresses your teacher, and with a bit of effort they'd be more than happy to collaborate with you. A Prodigy wouldn't simply master an Affinity, they're more than capable of reaching revolutionary advancements in the field.

~Affinity Descriptions~

Fire

Fire Affinity governs the element of fire, and is powered using emotion and passion as fuel. Generally used to for destructive purposes, high level conceptual applications can 'burn' things away, such as 'healing' yourself via burning an injury away.

Grass

Grass Affinity relates to nature, and the life energy that flows between plants. Requiring a resolute and stoic mindset, witches can use this magic to heal, accelerate growth, or leech energy from unwanted life, shaping an ecosystem to her whims.

Water

Water Affinity governs the element of water, and requires a calm mindset. Conceptual applications relate to motion, and the passage of time. Rather than altering the forward flow of time, witches alter the forward passage; making time pass faster or slower. This high level application of temporal alteration requires stringent control of emotions, however, to control time to any great degree safely.

Normal

Normal Affinity governs the connection between humanity; asking and answering what is 'human'. With it, witches can reach their maximum 'unaltered' potential, learning skills quicker, or reaching peak human abilities. Given Normal's relation to connection between humans, Normal witches are often empathetic and compassionate, and find it easier to 'slip into the crowd'.

Flying

Flying Affinity governs the element of wind, and requires an optimistic, lighthearted mental state. Physical and conceptual applications are capable of manipulating the weight of things. Useful for defense, Flying magic makes it easier to dodge, and lighten any attacks, later conceptually applying to energy or mental attacks.

Bug

Bug Affinity governs survival and adaption of the body and mind. It requires a desperate need for survival, the often-viewed ugly desire to live. Not a particularly easy or happy mentality, Bug alters the body to change to match and overcome obstacles.

Poison

Poison Affinity governs change, and corruption. It requires a clinical, detached, and equally charismatic mindset to use. Poison witches study the world through measured gaze to create resulting changes larger than the effort put in, the corruptive changes often spreading without further input necessary. While often viewed distrustfully, it's often Poison that creates cures and supposed 'purifications', which are merely counter-corruptions designed to return something to its natural state.

Ground

Ground Affinity governs elemental earth, in relation to soils and plains. Requiring a sense of responsibility, realism, or duty, Ground witches are capable of amplifying mass, weight, and density, with higher applications affecting gravity.

Rock

Rock Affinity governs elemental earth, in relation to stone, and its use for creating enduring objects and tools. Requiring a firm will, Rock witches often embrace history, whether studying the past or looking to creating things that endure the test of time. Rather than the more freeform offensive and defensive casting of Ground, Rock magic focuses on creating magical objects, whether crystalizing mana into crystals, or grinding magical 'circuitry' into rock form to create magical artifacts. Rock magic is often used in conjunction with other magics due to its effectiveness in making magical objects.

Steel

Steel Affinity governs elemental metal, and requires a scientific, technical, or innovative mindset to effectively use. It alters material from one state to another to easily create necessary supplies for engineering. Steel witches are often stubborn visionaries, ready and willing to change the world with their innovations, pursuing progress at all costs.

Electric

Electric Affinity governs elemental electricity, with conceptual emphasis on extreme acceleration. Requiring an active, impulsive, or excited mentality, Electric witches often find themselves acting before thinking, and acting at speeds faster than the human eye can perceive.

Dark

Dark Affinity governs elemental darkness and shadow, hiding and tricking people. Dark magic focuses on deception, and mental trickery; easily capable theft, removing evidence, or setting traps unreasonably fast. Novices are capable of 'hiding' someone's memories and redirecting their attention, while Masters are capable of retroactively planting traps, stealing powers, or making particularly unfair magical bargains and contracts. Operating somewhat like sleight of hand tricks taken to supernatural degrees, Dark operates best when people don't know how the spell works. Dark witches finding it easier to cheat, when no one knows they're cheating.

Fairy

Fairy Affinity governs illusions and sensory deceptions. Requiring a mindset that the world is somewhat fictional, thus freely open to editing, Fairy witches are often storytellers and actors in equal measure, with the world around them seemingly bending to match their story as they tell it.

Psychic

Psychic Affinity governs mind and knowledge, requiring and inquisitive or studious mindset to master. Through Psychic magic, the mind becomes a limb to affect or sense the world surrounding you. Through it, you learn of your friends, enemies, or simply of your surroundings, until they've learned so much it all feels almost like an extension of themself. Psychic witches are often driven by a desire to learn more or achieve a degree of control over their lives.

Dragon

Dragon Affinity governs authority, whether divine or draconic in nature, and requires a certain elevated self-opinion; with Dragon witches of being prideful, confident, dominant, or simply assertive. Through expense of mana, and the belief that they are better, they become better than they previously were for a time. Dragon is often used in conjunction with other Affinities, changing their spells to Dragon and gaining in strength. Through Dragon, a weak Fire spell can become a torrent of all-consuming fire. Witches often find the Affinity difficult to master, and those that do find it all too easy to come into conflict with others of the Dragon Affinity, an instinctual desire to contest who is truly 'the best'. The divine nature of the Affinity allows for temporary creation of new physical laws, or long term in the case of Master witches. Masters often find themselves on the level of gods and dragons, with the distinction between the witch and god or dragon no longer being easy to define

Ice

Ice Affinity governs elemental ice, and the ability to freeze time to move between instants. To an Ice witch, even fleeting instants can be frozen, apprentice witches able to slow and stop bullets, with Master witches able to freeze lightning, physically grasp and redirect it, before letting the lightning bolt fire at the direction aimed.

Fighting

Fighting Affinity governs the body and soul in relation to each other, and the soul's ability to strengthen the body. Requiring an introspective mindset and a degree of self-awareness, witches must understand their bodies and limits, before drawing on their soul to break those limits. To move your body using Fighting is no longer a passive biological process, but an act of magic, with every action being something akin to a spell. A Fighting witch will often move in ways that don't seem possible, as their bodies perform acts no normal body is capable of. Fighting witches often study Normal, finding that the boost to their bodies natural limits only aids in Fighting's enhancement.

Ghost

Ghost Affinity governs rejection of the rules of the world, and requires a mental state of detachment; believing that you aren't part of the worlds rule. While it's highly inefficient to alter the rules of the world, removing yourself from standard rules is well within reach. The earliest uses are invisibility, intangibility, and possession. Masters of Ghost magic find it a simple to task to travel between realities, or exist in dimensions that should be impossible for them to survive or be part of, as they're 'beyond' the rules of that world, and consequences for being there.

~Items~

One 100CP Item is free, one discount per price tier.

Besties [-100/-200/-400]

A bit of a break in Camp petals rules, you're allowed to bring companions in with you to learn magic. The [-100CP] allows two people to come with you, and can be taken as your free Item. The [-200CP] purchase allows five companions, and the [-400CP] purchase allows twelve companions. If you were so inclined and had that many companions, purchasing all three tiers would allow you to bring in twenty-five companions, effectively buying a camp vacation for you and your friends, without any other girls. The Councilors would be a touch miffed, but also amused given this is the first time it has happened, and it would provide them with a new and different experience from the normal campers. Companions jumping in with you can choose an Origin and get [600CP] to buy perks or Items with. Other Campers or Councilors can join you as companions for free, but they'll lose any pre-camp abilities (see Notes).

Affinity Pamphlets [-100]

A series of eighteen small pamphlets containing the basics of each magical Affinity. Each pamphlet has a small runic circle you can store a charge of mana in to give someone magic. The first two Pamphlets you read grant Novice Proficiency towards the corresponding affinity of the Pamphlet used.

'Fictional' Entertainment [-100]

A variety of media related to each of the individuals that you'll meet at Camp Petal. From book, to movies, to games, there's more media here than you could sort through in the time you have available at camp, and it isn't just about the people at camp in particular.

Set of Wands [-200]

You get three wands, each attuned to a magical Affinity. When these wands are used to perform magic, they mildly lower the mana cost of spells relating to the wand's Affinity. Can be shared with others to use.

Assorted Oils and Perfumes [-200]

This little collection isn't for rituals, but is used for magic. They ensure relaxation, pleasure, and a general good time between consenting witches. Mana gains when using oils/perfumes are increased half again greater than what you'd get without them.

Heritage Rituals [-200]

A small notebook, with twelve small sections, each applying to a different animal of the Zodiac. Incredibly simple to perform, and safe to use, the Heritage rituals within change you from a normal human to an animal-like person of the ritual used, such as a catgirl or dragongirl. Transforming into a particular kind of animal gives you a boost related to the type of transformation. What's particularly interesting about this Item is that normal heritage rituals permanently change you, but performing the rituals within this Item can change you between animal types if you have the Heritage Rituals notebook with you at the time. That said, you'd lose the Affinity boost of an animal type after transforming into a different kind.

Rituals for Dummies [-400]

Containing several entry-level rituals novice witches find useful, such as mana bonds to enhance regeneration between individuals, or mild Affinity enhancers, the real meat of the book is the information on how rituals function, how different Affinities relate to each other in rituals, and how to create new rituals. If you ever wanted to create a ritual to turn yourself into an angel, a phoenix, or shoggoth, this would be a good place to start. You'd need to get the materials to use in any normal or transformation ritual yourself, however.

Adept Textbooks [-400]

A collection of textbooks regarding high level theory and spells for each of the eighteen magical Affinities. Dense with information, but written to capture the interest of readers, they grant the Adept Proficiency with the first textbook opened. The Proficiency boost is only gained once per person, although there's no limit to the number of people that can use the books for a Proficiency boost.

Magical Staff [-400]

Used for much the same purpose as the wands, although more powerful. The Magical Staff gives a heavy reduction to all mana costs, from all magical Affinities. The only drawback is that you only have the one staff, and only one person can use it at a time.

Dungeon/Item Shop [-600]

Now you can traverse the dungeon to earn coins and practice magic at your own leisure, even after leaving Camp Petal. The Item Shop is on the first floor and generates items based on monsters you kill, but you still have to pay for the products with coins, the price inflated due to labor making the items.

Camp Petal [-600]

Your very own off-brand Camp Petal, which is staffed by unaging homunculi that understand whichever Affinity they teach. The camp is maintained by the homunculi, and can either be used as a normal camp to generate income, or a magical school in other worlds, as per the wishes of the original Camp Petal founders.

~Drawbacks~

600CP limit.

Petal Academy for Gifted Witches: [+0]

You know that whole 'camp' thing? Toss it out the window, poof, gone. You've got four years of magical school, with optional college-grade classes that transfer to whatever universe you're from or want to move to.

Camp Stamen for Brilliant Boys: [+0]

What an absolute sausage fest, but hey, maybe that's your thing, no judgement. Instead of female camp councilors, female campers, and female dungeon monsters, everything is now the opposite. Handsome grown men teach the classes, young hunks are learning magic, and the dungeon monsters probably have too many phallic organs. Have fun, young wizard.

Clumsy Witch: [+100]

For the duration of your time at camp, you're lightly cursed to trip, stumble, and bumble actions that require dexterity. This may not seem too bad, until you factor in the fact that many rituals require precise actions. Dexterity-enhancing magicks don't help either.

Needy: [+100]

You really, *really* like people, and not in the conventional way. You like being close to them, talking with them, and are generally just desperate to not be alone. This tends to bother a lot of people, although that isn't necessarily always the case.

Foot-In-Mouth Disease: [+200]

Those lovely charisma enhancing perks? They don't work for the duration of camp. In fact, you're a little bad at the whole 'talking to people' thing while here. Suffice it to say that in addition to some mildly hurt feelings, this will make it slightly more difficult to regenerate mana the conventional way.

Mana Drain [+200/+300]

Simple enough in theory, although annoying in practice, your mana retention is simply terrible. Whereas normal witches can keep mana in reserve, for the duration of you time at camp, you'll find that you actively leak mana into your surroundings without casting. Time and practice will rectify this, but you'll only manage to fully resolve it by your third month here. For an additional [+100CP], the problem can't be rectified until the end of camp, and you'll need constant mana regeneration to both excel in class and perform your own independent magical ventures. At least it'll be pleasurable?

Dungeon Fever: [+200/+300]

You've got a certain scent about you, lovely and attractive, although only to dungeon monsters; you can expect to be swamped in monsters. For an additional [+100CP], boss monsters will smell you and venture away from whatever area they inhabit to check out that delicious scent. If you don't dungeon dive every few days, the monsters leave to find you.

Heavy Mana: [+300/+400]

There's something about your magical energy that's thick, and tough to use. You have difficulty casting spells, and the expenditure wastes half again as much mana than it otherwise would. For an additional [+100CP], the mana cost is twice as much, and you have a slightly more difficult time focusing on casting due to the focus needed to move your mana.

Easily Distracted: [+400/+500]

All these classes, all this information, why focus on it when you'd rather be *doing magic*? You have a difficult time paying attention to lessons, including things like 'safety precautions' and 'you really shouldn't do this'. Ah well, experience is its own teacher. For an additional [+100CP], you forget important facts at bad times.

Anti-Affinity [+500/+600]

Pick one of the Magical Affinities. You now are so overwhelmingly horrible at it, that your magic regularly causes destructive incidents that are dangerous to other campers, and yourself. These incidents don't happen too often the first week, but will escalate in frequency as time goes by, and will only stop once you reach a mastery of the chosen Affinity. For an additional [+100CP] these magical flareups happen the first day of camp, increase in danger, and are prone to happen during mana regeneration. It will be difficult to find partners willing to regenerate mana with you when they know that sex is dangerous for them.

Camp Petal for Damsels in Distress: [+600]

Ah… well, if you want the points that bad, this doesn't count towards your drawback limit, although I'm not sure you'd want anything else added onto this. Camp Petal is, for the most part, generally quite safe. Not anymore. This particular set of campers are all the sort of characters that get kidnapped, killed, and generally put in danger, and it has had something of an effect on how your time at camp will be. If you're a Camper or Elemental, any and all 'plot armor' perks are deactivated and you need to survive dungeon monsters that will murder you without a thought, weekly invasions, and the *very regular* magical screwups the campers will now perform. If you're a Camp Councilor, you need to keep at least 50% of the camper population alive by the end of the Camp, using only your talent and ability, no protection perks. That's fourteen weeks of invasions, assassination attempts, monster attacks, and dealing with the 'common sense' of girls right out of cautionary tales. Good luck.

~Farewell from Camp Petal~

Camp Petal thanks you for your time studying here, and offers you three choices.

Go Home:

Just, wake back up at home. You never left, so it would seem, except for the wealth of magical power you have. If you studied the correct magicks, you could travel out to reach the friends you made at camp.

Camp Petal is Hiring:

Maybe your teachers were impressed enough to hire you for on-the-job training, or maybe you have tenure as a Camp Councilor. Whatever the case, Camp Petal is willing to give you housing and a fat paycheck to help teach the next set of Campers coming in.

Hit the Road:

So, other universes are a thing; which is *neat*. With the magicks taught here, you should be able to explore other universes, or make a deal with a benefactor to help you reach places you otherwise wouldn't be able to on your own.

~Notes~

- Big shoutout to NaughtyBanette and Cthulhu Fartagn for helping me make this Jump, and other members of QQ for chipping in.

- Camp Petal is a summer camp staffed by powerful witches hired from across the multiverse, choosing campers from across the universe.

- Reflecting Jumpchain's ability to be used as either a serial or single use CYOA, the Drop-In Origin has two slightly different camp 'invitation' styles. If you're a Jumper, the camp is extending you an invitation as such, while using this doc as a single use CYOA means the camp is extending the 'real you' an invite.

- The 'Affinit-ease' perk in the Elemental tree counts separately from your chosen discounted Affinity. Whichever Affinity you pick as your 'primary' is what affects 'Primal Sensorium', and Affinit-ease's super mode, with effects similar to those listed in the perk description.

- Prodigy Tier proficiency is a bit like Azula with Fire, or Emily with Normal in the original Quest. Their understanding of their chosen Affinities were near savant-like, to the point their Affinity teachers were impressed by them.

- For those that didn't cotton on, the magical Affinities are based on Pokemon Types, cheers!

- Camp Petal is filled with different characters from fictional works, you can go with those in the original quest, or go wild on your own. The only real rule is that the camp teachers need to be related to the Affinity they teach in some way.

- Purchased Items that are stolen are returned within a day, and if broken are auto-repaired after three days.

- Campers can join you as companions for free, with the stipulation that they give up any pre-camp abilities before joining you. So not 'free', but goddess and similar power levels aren't getting a ride along.

- https://forum.questionablequesting.com/threads/camp-petal-for-gifted-girls-multi.7080/ The link to the Camp Petal Quest, for those wanting to read the 'canon' setting.