

Twisted-Wonderland Jumpdoc v1.2 by Kamico and JesterFoxFlame

Welcome to the Night Raven College, Jumper! For three years this prestigious boarding school shall be your home, with the fourth year being reserved for apprenticeships in numerous companies and agencies of this world. Full of magical, scheming, dangerous students, here you shall learn how to use your magic powers!

But not all is good. A magicless student was chosen by the Dark Mirror to arrive at NRC, and, perhaps not by their presence, seven Overblots shall shake this school this year.

An Overblot is a dangerous thing, a form taken by those who overuse their magic and let their negative emotions “blot” their magic completely, their appearance changing to inky, twisted reflection of themselves. Moreover, an entity, an Overblot Phantom, appears alongside them, having a stitched-together body and head of ink-leaking glass. If one doesn’t break out of this state, they’ll run out of magic and die, the Phantom discarding them to continue rampaging.

Have 1000 (Tuna) Can Points to spend. You start in the Sage’s Island, Night Raven College, Dark Mirror Chamber, inside a coffin-shaped Gate, thirty minutes before the Entrance Ceremony. Your Age is set to 16, your Gender is the same as last Jump, but can be Male for Free.

Races:

Human

A vanilla human! The most numerous race in the world. You don't have any glaring advantages or weaknesses. Must've been used to being this race, right?

Beastman

A beastman! You're stronger, faster and more durable than a human. Choose an animal, you now have ears and a tail of that animal, as well as some instincts. Be careful with too strong smells and too loud noises, as well as some dietary restrictions.

Merman

A merman! You can now swim and breathe underwater. Nice voice not included. What kind of a fish you're spliced with is up to you. Must use special potions to survive on land.

Fae [200CP]

You're rather long-lived! Also very magical. And quite stubborn. And have concealable wings. And have an ability to connect to the land for more power! You may choose the type of fairy freely, however Dragon Fae, the pinnacle of power, costs 100CP more.

Dorms: Choose freely. Any can be taken as a Drop-In.

Heartslabyul

Heartslabyul, founded by the severity of the Queen of Hearts, is home to the law admirers. The spirit of Heartslabyul is for those who follow the rules, as well for those who are booksmart and do things by what the textbook says. Just be careful to remember all 810 of the Rules of the Queen of Hearts…

Savanaclaw

Savanaclaw, founded by the stubbornness of the King of Beasts, is the embodiment of masculinity. Savanaclaw is home to the chaos fanatics, whose rules are exactly the lack of it, answers every question with violence, and simply sees that physical strength (or maybe, how big your biceps are) is all that matters. However, they are also oddly street-smart and pragmatic, and, at times, chivalrous, making them good sportsmen.

Octavinelle

Octavinelle, founded by "pity" of the Sea Witch, is home for those who work with the capitalistic/commerce mindset, including to flourish yourself at the cost of others' benefit. In order to do their scammy schemes, whereas Heartslabyul is home to the booksmart and Scarabia is home to the street smart, Octavinelle is home to those who have both.

Scarabia

Scarabia, founded by meticulous planning of the Sorcerer of the Desert, is home to the cunning people who are the masterminds behind the puppet king, as shown in their insignia, a snake biting the palace. Supposedly filled with cunning people with a high self preservation sense.

Pomefiore

Pomefiore, founded by hard work of the Beautiful Queen, is home to the elegant pharmacists and the neurodivergent artists. Pomefiore is all about self improvement, to develop yourself for the sake of yourself, so that one day you can say "I am me" proudly. In Pomefiore, you are expected to have a taste for beautiful things, to create art, be it craft art or performance art, not just that you're beautiful yourself.

Ignihyde

Ignihyde, founded on the perseverance of the King of the Dead, is home to tech geeks. They are also introverted, hard to approach, and keep their knowledge to themselves, as well as it's home to the internet addicts, it is also home for the weebs. If you are a scientist, this is a place for you to flourish, as, if caught doing experiments, at most your dorm members will ask to join in.

Diasomnia

Diasomnia, founded on the elegance of the Witch of Thorns, holds a knightly code of conduct to their dorm. Diasomnia also values magical power, intelligence, and honor/sportsmanship, though they still value bond and family more, not abiding to law for the sake of it like Heartslabyul.

Ramshackle

Not satisfied with any of these? You can choose this! It's a bit dusty and ruined, but it's a valid thing. It'll attract a lot of attention, mostly negative ones, though.

Perks:

Miscellaneous:

Free Local Magic
A power to make miraculous things happen, however with a cost in burning mana with a byproduct in Blot, which is like exhaust.
Post-Jump you'll be free of Blot accumulation, but in the meanwhile, you'll have to be mindful of it.

Free Unique Magic
Your very own made-to-specification spell! Proceed to the Unique Magic Builder.

500 The Greatest Wizard There Will Be
In all worlds there is an idea about what "excellency" is. This one is not the exception. There is Excellency... and then there is you. You mana reserves are at least fifty times bigger than a normal mage, your stamina is virtually endless, your self-restrain and control are so good that your mind is calm and steady at fault and you can put a good basic defense against most of influences trying to make it anything else, along with a photographic memory and a natural perfect execution of all kinds of mental activities or magical processes.
This is a Capstone Booster.

Heartslabyul:

100 Friendly
You seem to make friends very easily, even with people that normally wouldn't be friendly with you. Blame it on your high Charisma, or your cute face, you invite a friendly disposition to most people by default and in all but the worst of circumstances, can make them at least hear what you have to say and expect no foul intentions from you.

200 Split Card
More hands make for an easier job! And now you can make up to 12 clones of yourself! They share your knowledge, capabilities and durability. However, this is a double-edged sword, because they also share your power pool and you cannot reclaim them, and their dissipation is unpleasant, but all things considered, it's still seriously useful!

400 Doodle Suit
Now you can overwrite the properties of things for a short time. Whatever you can think about: your body, physical objects, minds, magic spells…The only catch here is that the more magical or heavier in conceptual sense the property, the harder it is to overwrite… but as your power and control grow stronger, you will see these limits weaken.

600 Off With Your Head!
Let's get back to basics, ok? This is nullification of people's powers down to their Body Mod or equivalent, taking the form of a collar of your design. Perfect to deal with these smug guys who are always boasting about their "cheat skills" and "unbeatable techniques"!

Capstone Boosted:
Now you can collar and uncollar people with a thought, as well as adjust the nullification to target specific powers.

Savanaclaw

100 Athletic
Your Strength, Agility, Endurance and Speed are all boosted! Your experience gains from sport-like activities are boosted a little, too. Physically you are in excellent shape and anyone would say that you're a perfect specimen of whatever species you are.

200 Beastly Senses
Look at these sharp eagle eyes and that canine sense of smell! You get a bonus to all senses, including those outside of the five main ones, such as any "sixth sense", preexisting instincts and magical or metaphysical senses. Your reflexes will be boosted too, to better complement your new sensory input.

400 Laugh With Me
Now you can puppeteer people! At first you'll need to act out the motions you want the victim to make, but with practice you'll be able to do this with merely an exertion of willpower.

600 King's Roar
Reduce things to dust with a steep sacrifice of mana and a touch. The only catch is that it needs to be possible for you to physically touch it - no metaphors here about "touching the hearts of people" or "our souls touched each other". So, you cannot affect concepts with this one. Besides, it's exhausting, with each use being equal to running a mile, and, in this Jump only, Blot Generation-heavy.

Capstone Boosted:
Now you can turn to nothingness even things a person cannot normally touch, like emotions or fireballs - as long as you in particular can still touch those.

Octavinelle

100 Generous
You give a constant impression of being kindly and generous: this makes people drop their guards around you with almost supernatural speed, unless they are predisposed against you. Naturally, this also acts as a big boost to your Charisma. Who would say no to such a kindhearted and open-minded person?

200 Shock the Heart
You can now, by looking in a person's eyes, make them answer truthfully, just like if you were speaking right to their hearts! People with high willpower or mental defenses can resist this, but even they still won't remember you using this perk, almost like everyone just expected that being honest with you was just the way things are…

400 Bind the Heart
You now can deflect spells! It's almost as good as being immune, as they cannot land on you now. Once raised, this shield cannot be overwhelmed for any quantity of spells thrown upon you and, unlike Floyd's version, this always works perfectly.

600 It's a Deal!
Now you can seize any trait of a living being, as long as you can think of it as a discrete thing. It is, however, mana-costly, exhausting (and this time, fiat-backed to be so), and, in this Jump only, Blot Generation-heavy. The latter can be reduced if you actually bother to make an agreement with the person you are taking this from to give it to you.

Capstone Boosted:
Now you can seize any trait of a thing to add to yourself or give to another, and the stamina cost goes slightly down to simply tiring.

Scarabia

100 Smart

You're very, very smart! With this perk, you have all the required levels of intelligence, good judgment and knowledge to be seen as a genius in your own right for whatever society you are born in. Your Wisdom and Intellect gain a great boost, too.

200 Servant Capabilities

You can do everything a servant can, flawlessly, of any servant position there is. This gives you an instinctive understanding of the different abilities needed to fulfill your duties and a good perspective about the hierarchy of any group you are in. This also makes you less noticeable and more discerning of people's hearts, as any good servant would be. In addition, your actions most of the time will give you the chance to endear yourself to anyone who would be considered your "Master", no matter if this is a merciless monster, someone with really bad trust issues or just a generally unpleasant person who doesn't get along with people.

400 Schemer

You are capable of executing even the most complex schemes flawlessly. Disruptions to your plans seem to solve themselves, be it by sheer chance or by other pawns, and you don't even need to monitor your plans all that much - everyone does their part as if by script. The world is a theater and you are the Scriptwriter.

600 Snake Whisperer

Mind-control, invisible and unnoticeable to the target, as well as very subtle to the onlookers, if not lasting too long. The limits are that you must: look in the eye of the affected the whole time you give out the command, spend a lot of mana on each affected, cannot overpower the will of individuals with tenfold your own power and higher, and, in this Jump only, this Perk is Blot Generation-heavy.

Capstone Boosted:

Now you can decide on how permanent the mind-control is, as well as not requiring the eye contact to affect the victim, only requiring the information to be passed to the target (be it by voice or telepathy).

Pomefiore

100 Beautiful
You're so beautiful, one might fall in love at first glimpse! And people would never have it in any other way. Your Charisma gains a great boost, and all people can't help but be attracted to you (whether platonically or sexually is up to you).

200 Poison Master
You can brew any kind of poison from any kind of ingredients. You have an innate understanding of the harmful properties of the most innocuous and everyday used ingredients, being even capable of brewing poisons of things you could find in a kitchen. However, the rarer the ingredients, the more potent the poison…

400 Sleep Kiss
You can now put people into enchanted sleep in an indestructible glass coffin that also can heal just about anything with time (as long as the brain is intact or the heart is still beating naturally)! A scrape takes barely a few seconds, but to regenerate a limb or an organ will take months. No one, however, can bring out the person inside until everything is healed. Perfect for a situation where a companion is put in a near-death state and you have nothing but time at hand.

600 Fairest One Of All
Now you can give any fairytale (or Disney) villain a run for their money! You can cast any kind of curse on an object, then make the object pass the curse on a victim when the conditions are met. Comes with an ability to lift any kind of curses in case you have a change of heart. Exhausting, mana-costly, and, in this Jump only, Blot Generation-heavy.

Capstone Boosted:
Now you don't need a carrier object - you can just curse anyone or anything with any kind of a curse.

Ignihyde

100 King of Games
A complete mastery in all things games, especially videogames. It comes with a encyclopedic knowledge of most of typical games in any world you are born in and a natural gift with any related abilities to excel in competitions of any kind, so long as it is still a game (i.e: to have a incredible skill for videogames entails to have a almost perfect hand-eye coordination.)

200 Magic Engineer
Now you can seamlessly blend magic and technology! Magitek at your fingertips! It might take you some research (as with any genius and world-changing advancement) and a few tries, but it'll be integrated no problems and with all the upsides of both parts! The best of two worlds!

400 Blot Burner
Sure you are fed up with all this Blot Generation, aren't you? Well, suffer it no more! With this perk, Blot and Blot-like things accumulated dissipate much faster… oh, let's say ten times as quickly. Post-Jump the downsides that come with your powers are lessened up to ten times. In other worlds, this can be used to dissipate natural detritus or corruption of other kinds of energies or just fight out the natural backlash of using magic.

600 Gate to Underworld
You can now open a Gate leading to an empty Underworld of your design (choose now), with your imagination being the only limit; a Bullet Hell (Ha!) scenario, a neverending tea party with ever-refilling tea cups and pastries or even an actual Heaven to enjoy with your friends and Companions. Handy to keep souls and prisoners in too! You can summon the Gate anywhere with just your will.

Capstone Boosted:
Now the Underworld is not limited to the design you've chosen upon taking this Perk, but changing according to your will and whim.

Diasomnia

100 Knightly Visage
You shall become the very image of a gallant knight, like the ones of the stories of old and fairytales! Or, at least people shall think so; people holding on for a hero will always welcome you and defer to your knightly command to take charge of any situation. Sir Jumper knows better, after all. Your Charisma receives a great boost!

200 Strange Cook
You can now produce delicious (if strange) food out of practically anything edible! Just don't tell anyone what techniques or ingredients you used. You can also make normal food you make seem weird even if that has no actual alterations.

400 Veteran
You've been at this for a while, huh? Maybe you trained for all your life, or maybe you're used to surviving on your own, or maybe you've been fighting for your life. Thing is, your skills have been honed by experience and it shows! In celebration of this, all your skills and perks count as 'trained for a hundred years more', now!

600 Fae of Maleficence
Like Wishcraft, this is a loosely-defined 'blessing' that can be anything you want! Basically, as long as you pay a very steep price with magical energy, you can cast anything you want: creating a whole forest of sleep-inducing thorns, rewinding time for individual people, reconstructing a ruin ravaged by time and elements… However, this is also very exhausting, and, in this Jump only, Blot Generation-heavy.

Capstone Boosted:
Now your wished-for spell will end up the best possible thing in the situation, as if by God's providence - be it by a healing spell eliminating cancer too, or the restoration spell including the data in the computers.

Ramshackle

100 Janitor?
You now can be ignored at will. Not actually a SEP-field, as you'll be still remembered, if hardly so. It comes with an innate understanding of the comings and goings of most people in a place, but nothing out of the ordinary and everyday routines.

200 Dream Sequence
Now you have precognitive dreams! They're a bit confusing, but always on-point. It comes with the necessary Lucid Dreaming ability and you will never lose sleep even when having nightmares. Can be toggled off.

400 Magic Resistance
Selectively nullify the effects of any magic (be it spells, potions or weirder things) applying to you. Defaults to 'not affected' if you don't know the effects of a spell or if you don't know it was affecting you. If you can feel it or know about it, you can nullify it.

600 Mirror Magic
Now you can make snapshots of whatever magic you perceive, allowing you to use the effects on your own! Not analyze and copy, just copy, though. If the magic itself has no visible shape, you will need to observe the caster using it. Comes with a natural photographic memory of all magics you have copied. Costs and drawbacks, even those you are unaware of, still apply.

Capstone Boosted:
Now you gain an understanding of the copied magics, as well have the costs and drawbacks not apply. Have fun!

Items: +200CP for this section only

Misc:

Free — Magic Pen
A tool to use local magic and track Blot levels. Tipped with a magical crystal in the color of your Dorm, this pen does not need to be refilled ever!

Free — Uniforms
Includes Ceremonial Robes, Standart wear, PE suit, Lab Protection and your Dorm Uniform. In other worlds, this can be shapeshifted into uniforms of any school or institution your Jumper goes to.

Free — Magiphone
A latest magiphone, powered by a magic stone! Can be recharged by any energy you have access to, gets signal everywhere (unless there is magical interference) and can get in Internet even in place where such networks don't exists (i.e: watching a Magicam video in King Arthur's times)

50 — Five Million Madol
Exactly what it says on the tin. Purchasable many times.

100 — Event Wear
A type of costume that is based on one of the many, many TWST events! Purchasable many times, once for every event out there.

100 — Endless Tuna Cans
For all your tuna-loving friends! And for bribes to Grim. Not even a connoisseur of fish-based products and tuna dishes will have anything but praises about the quality of this tuna.

400 — Wishing Stars
Once per Jump/10 years, cast a Wish spell upon these suspiciously Saint Quartz-shaped stars, then release them into the night sky! The wish will come true, as if the world conspired to make it happen.

600 — The Sage's Island
Has infrastructure, including two of the very best Magical Schools. They're rivals, mind it though. It comes with all the respective personnel to run smoothly both places and the materials, such as books, seats, desks, chalkboards and such.

Heartslabyul

100 Flamingo-and-Hedgehog Croquet Set
In all the colors of the rainbow! The animals don't need food and water, and are entirely placid. The gates are unexciting mundane objects, however. It's up to you to provide the field.

200 Unbirthday Tea Set
A set of porcelain teapots and enough teacups for everyone involved in the tea party. It never runs out of tea, sugar and pastries. No mont blanc, though. Comes with a supply of Eat Me Cakes and Drink Me tinctures. Don't worry about the dormouse in the spare teapot, he is cute! (just don't mention "cat" with him near).

400 Magicam Account
A very popular (and well-paying) Magicam account, detailing whatever you want! In further Jumps it'll adapt to the local reality. It also brings you a steady trickle of fame and money, that will double should you actually make an effort to be an influencer! In Jumps with a Masquerade-style secrecy, it will have an effect to make everyone but the craziest conspiracy nut believe any magic recorded in this are just really good special effects, unless you want to turn it off, too. It's not like your fans are gonna leave you because you turned out to be the real deal all along, right?

600 Mirror Dimension
An access to a mirror dimension that is populated by nothing but ghosts and has copies of every thing in the world! Reading and eating is a pain, however, as everything is L-R reversed there. Besides, you are still vulnerable to environmental damage and dangers, like the heat in a volcano or drowning in water. Spy at whoever you want through the mirrors (but remember that anyone with the means to detect scrying would end up noticing you), make a civilization, or use it as a Warehouse - use it however you want to!

Savanaclaw

100 Infinite Amounts of Sandwiches
All kinds of sandwiches can be drawn from the thin air. Even the rarest and tastiest (or without custard or tomatoes!). Updates every Jump with any new kind of sandwiches there can be in your current world.

200 Assorted Sports Knicknacks
Anything and everything pertaining to sports is ready for you! Be it heavy exercise equipment or magical items or even steroids, it is in this Warehouse Attachment. However, it cannot be used for anything but sports - surely you understand.

400 Vargas Camp
The Vargas Camp, complete with Vargas himself, shall follow you on your chain! No one cannot use magic on the grounds, except YOU and Vargas.

600 Afterglow Savannah
Your very own country! It's poor in greenery and population, but rich in underground resources. Roughly Algeria-sized. In future Jumps, it can be retconned as always having been a part of the geopolitical framework and have all the expected diplomatic relationships you could expect it to have in a certain context.

Octavinelle

100 Merman-to-Human Potion
It allows you to change your form to that of a merman and back. Refills monthly. If there are Mermen in other worlds, you can use it to change to these particular types of merman, too.

200 Fishbone Pen
This is a self-refilling never-ending pen! In either silver or pearl casing. It also serves as a power focus in a pinch, as well allowing to write on thin air and change the colors of the ink.

400 Monstro Lounge
A nice place to hang up with your Companions, your own Monstro Lounge bar, complete with tweel cooks and staff. Don't worry about paying them, but they won't leave the premises. In future worlds it's very possible for you to meet plot-relevant characters here. Now with alcoholic beverages!

600 Golden Contracts
A stack of magical parchment, refilling monthly, attuned to the magic of Azul's that allows YOU to set unbreakable (for the other party, as long as the parchment is intact) agreements.

Scarabia

100 Golden Accessories
A set of accessories made of solid gold. Nothing very special, but they're enchanted to not chafe, take stains, and be light, as well as fetching a neat sum if you sell them. They make you seem more fancy and interesting!

200 Flying Carpet
It's a bit faded, but it works like a charm, allowing you to fly! You could fly around the world in one night and crossing over intercontinental distances is an one hour journey at most. Might or might be not the same carpet as the one in the Aladdin world.

400 Personal Servant
A fully-loyal Servant of yours! He has the Scarabia perk line up to and including the 400CP one, and counts as an Item and Companion both, not taking up a slot. He (or she) can be fitted in almost any backstory your Jumper will have in future worlds, always having the perfect excuse to be your Servant and confidant, no matter how absurd it would be.

600 Jumper Conglomerate
A multi-billion conglomerate of which you're the owner! It gives you a lot of money each year even if you don't interfere with its operations, but multiplies the yield tenfold if you do decide to lead it! It comes with the expected connections and backstory inside the world in future Jumps.

Pomefiore

100 Poison Set
A set of reagents and implements for field-brewing poisons, fully restocked every month. Doesn't have extremely rare ingredients or bulky apparatuses, but you can summon this out of thin air!

200 A Wall of Pictures
A magically self-updating wall of pictures of all the people of interest you've met, together with observations. If they change their looks or grow older, it can create multiple pictures so you can compare the differences in their appearance.

400 Apple Plantation
A plantation Warehouse attachment where all kinds of apples are present. Golden Apples? Yes, yes they're there. Zap Apples? Yes, even if it's the wrong franchise for them.

600 Mira Mirror
An ultimate search system in the form of either a smartphone or a mirror. Knows all about the present and previous worlds, except secrets that are only in the owner's heads. Still, you will need to induce the search yourself and it's not instinctive.

Ignihyde

100 Magical Computer
A top-of-the-line computer that can outperform any modern one! Runs off any kind of energy you can feed to it. Mostly for gaming uses, it can support scientific programs equally well. Any kind of magic or tech perks focused on bettering tools can affect it too.

200 Magic Wheel
A D-Wheel… whoops, wrong franchise. A magical one-wheeled motorcycle running off any kind of energy. Summonable out of thin air and similarly dismissable. Its durability scales to slightly harder than you.

400 Tartarus
A copy of the underwater Isle of Woe will now follow you from Jump to Jump, complete with STYX Headquarters, including laboratories, cells rated for Overblot Phantoms as well as genius staff, placed somewhere remote. I'm sure you'll find a use for all of this.

600 Android Replica
An android replica of… someone. Maybe it's you, maybe it's your long-dead brother - up to you, really. The thing is, once per Jump, if you die, you will wake up in this mechanical body with all your perks intact. Comes with a lot of customizable Gears!

Diasomnia

100 Sword
A mildly magic-resistant sword. It doesn't need any honing and stays in top shape with no maintenance. It will respawn in your Warehouse if broken and return to your hand from anywhere instantly if you want to.

200 Shapeshifting Weapon
A weapon that changes shape and weight according to your will! The change is as fast as your own thoughts and reflexes and can react based on your instincts. It can imitate magical weapons' visage but not its effects. I'm sure you'll find a use for it.

400 Aurora Ring
A ring with a fascinating property: it can dispel any kind of magic! It glows in the presence of malicious spells, too, with the aurora-colored light growing in intensity with its power. Just touch the enspelled item or person, and any unwanted magic shall be gone!

600 Twisted Wonderland
Your very own Dreamland! You are in full control of what everyone experiences there and who is invited, as well as capable of keeping everyone asleep as long as you want. However, if the target is not asleep by any means, you cannot invite them to your Dreamland. You can fuse or Import it into any other mental worlds you get in future Jumps.

Ramshackle

100 A Scholarship Letter
Can be used to enter any school, college or university on a scholarship (yes, even Hogwarts). It's up to you, however, to keep up your grades to keep it.

200 Ramshackle Dorm
A dormitory which, due to the state of disrepair, was abandoned, despite its solid build and foundations. If you want a completely restored and furnished Dorm, pay 100CP more.

400 Monster Familiar
Can use magic and is completely loyal to you, if snarky. Has the Ramshackle Perk Line up to and including the 400CP perk. Counts as an item and a Companion, not taking any slots. What monster species it is up to you and can be changed to in future Jumps without need to take an Origin.

600 Ghost Camera
Take a photo - then you can use a single spell or power expression of the photographed subject per photo, no drawbacks attached. The photos connect the subject's soul to yours, too, if you can use that. Can be deflected with a strong enough soul magic powers.

Unique Magic Builder: +200CP for this section only

Choose any effect for the magic (be it something simple as telekinesis, or something complex as manifesting pre-programmed leaden golems) and 1 for each of the following attributes:

	Horrible (+100CP)	Bad (+50CP)	Average (Free)	Good (-50CP)	Best (-100CP)
1. Magic Consumption	So mana-consuming, it can leave you dry in seconds	Very mana-consuming, can leave you dry in minutes	Can use for an hour non-stop	Can use non-stop for several hours	Can use freely
2. Blot Generation	Leads to Overblot in seconds of use	Leads to Overblot in minutes of use	Leads to Overblot in an hour of use	Leads to Overblot only if you use it very hard	Doesn't lead to Overblot
3. Power	Barely there, like cleaning dust off a shelf	A weak spell, like cleaning clothes	A common spell, like a fireball	A strong spell, like Smite	A tremendous spell, like Baleful Polymorph
4. Versatility	Does one thing only, in special circumstances	Does one thing in all situations	Can be useful in daily life	Can be useful in most situations	Can be used to get any kinds of effects
5. Ease of Use	As hard as mental trigonometry	As hard as mental multiplication	As easy as mental addition	As easy as counting to 10	As easy as breathing
6. Range	Self	A few meters	Up to 500 meters	A few kilometers	A few dozen kilometers

Also, you can add miscellaneous attributes (Hereditary, Aesthetics, etc/-50CP per) and Restrictions (+50CP each).

For example: [Meet in a Dream] - allows entrance to another's dream when asleep

Magic Consumption	Good (-50CP)
Blot Generation	Good (-50CP)
Power	Average (+0CP)
Versatility	Horrible (+100CP)
Ease of Use	Good (-50CP)
Range	Best (-100CP)
Restrictions	Must be close emotionally (+50CP)

Companions: they receive 600CP and a free Dorm and Race (except Grim and Hornton)

Free Grim
A cat-like monster that has an unfortunate tendency to get addicted to eating Blot stones. Has his own magic and is very attached to you, whom he calls ‘best underling’. In future Jumps he may develop a taste for other corrupting energies.

50 to import/create 1

200 to import/create 8

400 to import/create as many as you want

100 to recruit a canon companion, no questions

200 Hornton
A mysterious Dragon fae that is very powerful in every sense sans common one. He isn’t very good with technology either, but very knowledgeable about magic, being able to understand it in a little time even in future Jumps. Might or might not actually be the Briar Valley prince, Malleus Draconia.

Drawbacks:

+0 (Mandatory) Blot Generation
In this world, magic usage carries a danger with it - using it generates an inky substance within the caster's body called Blot that is capable of overwhelming the caster and causing a dangerous state called Overblot. During this Jump only, your and your Companions' usage of any kind of magic also will generate Blot - and you'll have to either expel it by out-of-Jump means or wait for it to dissipate. Or you can use non-magical powers to solve the plot, that's not prohibited.

+0 Yuu?!
You're taking the place of the Protagonist, lucky you! Good luck in solving everything this world throws at you, including the Overblots, as fate will conspire to make you deal with them.

+0 Teacher
Taking this means you'll be teaching in NRC. Hopefully you have SOMETHING to impart upon the unruly students! Take 2d8+16 for Age.

+100 Blank Soul
Congratulations, you're magicless! Not that it's a bad thing, mind you, many in this world are too. You lose access to any Magic systems and Perks you have, and Local and Unique Magic perks are locked this Jump.

+100 Clueless
No memories for you and your Companions of all the Disney and Yana Toboso franchises (and the records will appear blank)! Just them, don't worry. No using items to remind yourself about them, too, they will appear blank.

+200 Monster
Disregard the Race choice. You're now a Monster! Maybe you're a contemporary of the Great Grim, or maybe something weirder… in any case, you're gonna face discrimination and ridicule from your fellow students. Better either get in their good graces or put them in their place!

+200 Narcolepsy
You can fall asleep at any time and place, against your will. Sure, you won't fall asleep at a life-threatening place or time, but anything else is a fair game. You still get benefits of sleep related perks, so long as they cannot make you wake.

+300 Anemone
You got scammed by Azul! Now you have to work at the Monstro Lounge for your entire enrollment at Night Raven College while being paid half the normal wage. He is however *'generous'* enough to ensure your working hours don't cut in with your school life. To add insult to injury, you have this anemone growing out the top of your head.

+300 Running Low On Power

Your perks are running low on power juice! If you don't carefully ration them, you'll lose them in three or so years, until you're a magicless, normal person. Don't worry, your Body Mod stays with you. You still benefit from any perks that let you be more efficient and cost-effective with your powers.

+400 Overblot

You start out Overblotted! You are rampaging and acting on your darkest, deepest fears and desires. Good luck to whoever is trying to restore you to sanity, because if they don't, it's Chain Failure as soon as your magic runs out. As soon as you're calmed down (no matter who or how) and your Overblot Phantom is defeated, the Overblot (this Drawback) ends.

Ending Options: Stay

Go Home

Continue

Notes: [Athletic]'s boost applies to all Alt-forms.
Blot Generation is basically like exhaust from mana usage - the more mana you use, the more Blot you generate; however, negative emotions cause Blot to accumulate faster. It's basically Grief from PMMM, only it accumulates within the body of the caster or special Manastone, and dissipates with time. Be careful with your magic usage!
Blot Burner can also dissipate Grief in PMMM Jump, at the same speed as it does Blot.
If you Overblot, be it by drawback or naturally, post-Jump you'll be able to summon the Overblot Form and Phantom as a super-mode by using negative emotions and so on as fuel.
Any kind of Blot Generation, be it just magic or Unique Magic, will go away next Jump.

Changelog:

v1.1	Added Mandatory Drawback of Blot Generation for Magic Usage Fixed some wordings in Perk descriptions Added Capstone Booster and gated the more outrageous 600CP perk effects behind it
v1.2	Fixed Intro to mention Age Added weaknesses to Beastman and Merman descriptions. Fixed Drop-In wording in Dorm Selection Fixed Veteran wording Overhauled Unique Magic Builder