Little Witch Academia Jumpchain



by Faucheusestar

Little Witch Academia takes place at Luna Nova Magical Academy, a prestigious school for young girls training to become witches. Having been inspired by a witch named Shiny Chariot, a girl named Atsuko "Akko" Kagari enrolls at Luna Nova Magical Academy to become a witch, but struggles due to her non-magical background. This all changes when she discovers the Shiny Rod, a powerful magic relic left behind by Chariot.

Take **1000 Choice Points** to fund your adventures.

Starting Location

you arrive near the Luna nova school

Age and Gender

Freely choose your own age or gender… but it's a girl's academy so if you want to go as a man...
You'll have to be really good at dressing up so put on this pretty dress and wig Jumper.

Origins

Drop-In [Free]
You are dropped in this new universe with no background, memories, or documentation.

Teacher [Free]
You are a Luna nova academy teacher, maybe a new teacher?

Student [Free]
You have just started your school year as a student of the Luna Nova magic academy.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General

School is important for your future. [Free]



It's hard enough learning all these strange spells and crazy recipes, only to have everything stop working on your next adventure. Luckily for you, all the spells and skills that classic witches do, like potions (ingredient also), are now fiat backed.

Drop in

Not so lost after all! [100 CP | Free for Drop in]

Do you feel like you're lost? Don't worry, you have a strange luck that always helps you find people heading in the direction you want to go. All you have to do is follow them!

It wasn't a pie… It's a tart! [200 CP | Discounted for Drop in]

Your exuberance should annoy a lot of people, yet people are strangely patient with you. They will give you another chance to prove yourself, at least you won't be fired right away!

Constanze's knowledge [200 CP | Discounted for Drop in]



Like Constanze, you are an expert in magitech. You can customize any magical item by adding technology to it, combine several of them, and all your techno-magical inventions are guaranteed to work (fiat backed) and will be more effective than their purely magical versions.

Unlikely competence [400 CP | Discounted for Drop in]



You automatically master any skill needed to operate your creations, whether you made them yourself or helped others make them. You start at an average level, but the more you create and the longer/more impressive your creations are, the faster you will progress. This includes knowing how to pilot a mech if you created one for example.

My magic is believing in it! [600 CP | Discounted for Drop in]

You have an almost unshakeable determination as long as you continue to believe in your dreams you could spend entire seasons waving your wand, constantly failing to cast a spell, without it demoralizing you in the slightest. What's more, if you keep trying without giving up in a situation that would normally be a lost cause, you will find that you have just enough time instead of running out of time, and that the situation will work in your favor a little more.

Teacher

Diploma in magic [300 CP | Free for Teacher]
You already know the theory and spells taught at Luna Nova, such as talking to fish/ravens... However, this does not equate to mastering magic like Dina.

It's definitely not Shiny… [200 CP | Discounted for Teacher]
Just like Shiny, if there is an artifact that must choose a person, or a magic that only the chosen one can obtain, you are eligible... So believe in your magic and believe in the artifacts that believe in you!

Chosen One [200 CP | Discounted for Teacher]
Just like Shiny, if there is an artifact that must choose a person, or a magic that only the chosen one can obtain, you are eligible... So believe in your magic and believe in the artifacts that believe in you!

Best teacher [400 CP | Discounted for Teacher]
Students sometimes need a little help, but even in seemingly hopeless cases, you can help them! Whether it's finding useful clues in old archives or creating a practical lesson that launches them into a daily adventure that will ensure they understand the day's lesson through adventure rather than long hours of intensive training.

Modern witch [600 CP | Discounted for Teacher]
You are a pioneer of magic who can transform any magic, no matter how ancient, into a version that can be industrialized and used with modern means. Whether it's drones, networks, or smartphones, you can easily manufacture them, and the magic becomes more effective. Just be careful to keep everything under control!



Student

Language expert [100 CP | Free for Student]
You are a true language expert who can perfectly decipher even ancient dragon runes, as well as speak fish, raven, and any other strange, magical, and/or extinct language.



Specialty [200 CP | Discounted for Student]
You are particularly skilled at a type of magic or something like mushrooms, just like Sucy, or something else like spirits, for example. This perk would also act as an amplifier for items, knowledge, perks and power related to the chosen theme.

Reckless witch [200 CP | Discounted for Student]
You excel in the most athletic and risky aspects of magic. You know how to fly on a broomstick and perform impressive tricks, or even fight with a sword.



No Suci (souci/worries) [400 CP | Discounted for Student]
Your guinea pigs... I mean friends will probably not take kindly to you testing your experiments on them, casting spells on them, and doing all sorts of “normal” activities on them… No worries, this won't cause any more problems or damage... apart from a few humorous and harmless effects that only last a few minutes.



Sleeping Jumper [600 CP | Discounted for Student]
You can manifest a strange dream world in the real world, similar to Suci's, but representing yourself. This also allows you to transform into a powerful dragon, although in this state you are much more honest about your true feelings and lose all inhibitions!



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. In addition you obtain 300 CP only spendable on items

Drop in

The Chariot cards [100 CP | Free for Drop in]



This card game contains twenty different cards describing valuable information and magical spells, each corresponding to a creature/artifact/event/spell that is important to you and that you are destined to encounter. What's more, the things you see on the cards are more effective for you and will be fiat backed once you find them! In your next jumps, you will get a new additional deck as well as a playable version for other types of card games.

Secret base [200 CP | Discounted for Drop in]



Whether it's hidden under your bed or anywhere else, you realize that you have a huge underground facility that shouldn't be able to fit in such a tiny space, fully equipped to build your inventions and even a vehicle bay.

“Blue print” [200 CP | Discounted for Drop in]



This collection of “blueprints” mainly contains drawings that look like they were made by children, with chunni names like “the ultimate weapon.” Strangely enough, however, seeing them ignites your creative spirit and inspires you to create functional versions. With each jump, you get a handful of them, along with several normal plans of innovative technology, like all those created by Constanze here.

Shooting Star [400 CP | Discounted for Drop in]



The legendary magic broomstick is faster than a fighter jet and can fly freely anywhere without worrying about magic power. This one is an identical copy of the original and just as spirited, even if it likes you and will catch you in mid-flight before you crash if you fall.

Stanship [400 CP | Discounted for Drop in]



It is a flying ship equipped with magic cannons that can transform into a mecha using magical energy... Fortunately, it has been improved so that it does not fall apart during a single transformation!

Claiomh Solais /Shiny Rod [600 CP | Discounted for Drop in]



This is a replica of the legendary wand that can greatly amplify magic through emotions (spiritual energy), use magic anywhere, and unlock its seven forms one by one as you gain a deeper understanding of the seven phrases.

Teacher

Teacher's salary [100 CP | Free for Teacher]
This is the equivalent in local currency of a teacher's salary, as well as all the materials you need to teach your classes. It comes with an fairy laborer who will do all the boring work for you... just don't tell Akko, or she'll try to organize a workers' strike!

Sorcerer's Stone [200 CP | Discounted for Teacher]
It's a magical artifact with the capacity to absorb and store magical energy from the Ley Lines. To perform magic in this era, you need to be close to one of these stones or have a battery, although it draws its energy from ley lines, this one can operate at a lower level without them and can power about one magic academy with it.



Fafnir's contract [200 CP | Discounted for Teacher]
This acknowledgment of debt, clearly states that a faction/patron owes you a substantial amount of money, sufficient for the monthly repayment to cover the entire funds required to run a magic academy.



A familiar [200 CP | Discounted for Teacher]
Your own familiar could be something like Alcor (Shiny's bird), the bear guarding the fountain, or another creature of similar strength that can take on both a Chibi form and a larger form.



Last Wednesday Society [400 CP | Discounted for Teacher]
Maybe you already want to retire, probably because of Akko's silliness! This might help you. It's a shop selling magical items or other things. There's even a nice café inside and all the necessary staff.



Luna Nova Magical Academy [600 CP | Discounted for Teacher]
Your own basic magic academy is a copy of Luna Nova, but you can have a different equivalent one. Everything in it, from grimoires to teachers to fairy, is fiat backed and will work anywhere. People without any magical powers can also learn magic here.



Student

School supplies [100 CP | Free for Student]
This includes all the school supplies for the magic academies you visit, containing the ingredients for the potions you study, the uniform, a wand, as well as books and other more traditional supplies.

Suci's bag [200 CP | Discounted for Student]
A bag that is larger on the inside, containing many potions or other items related to your interests. Although the power of these items is never better than what you can create, the container recharges every week.

Dungeon [400 CP | Discounted for Student]
This is a large dungeon and dying here will bring you back to the surface with only a few injuries. The dungeon is filled with monsters, treasure, and magical items in varying states of deterioration. The items you find are based on the jump you select when entering and the difficulty increases as you descend, as do the treasures.



Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP. The first three companions are free.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Witch friends [Free]
The witches here come in groups of three, and this witch will be one of your trios, the little witch will have a theme to choose from as well as great competence in her specific field and a fun personality. Whatever her theme, she will be a great friend



Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

The script... I haven't read it! [+100 CP]
If you've already seen this series, you've forgotten what's going on... Maybe that's why Diona is so good, she also took this drawback! Or not.

Mute [+200 CP]
You can't speak it risks being a problem, at least the teachers are understanding and you won't need to speak fish or anything else although you still have to understand it.

Desperate case [+400 CP]
Wouldn't you have gone to a Shiny Chariot show as a child? For what ? Oh for nothing! However, you are really bad at magic to the point that it is almost suspicious... Surprisingly, if you practice hard you could eventually get past this drawback but it will take several seasons and a lot of determination and effort.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse. Cannot be taken Partial Lockdown [+400 CP].

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note

Claiomh Solais /Shiny Rod form:

• *"Noctu Orfei Aude Fraetor"* **Shiny Arc**: it's a bow that can summon arrows that create portals taking you wherever you want to go. If a monster eats the arrow, it explodes in a fireworks display, even if it is immune to magic.

• *"Phaedoari Afelgorr"* **Shiny Ax:** It's a large axe that can be used to launch a frontal attack and dispel illusions.

• *"Arae Aryrha": A powerful metamorphosis spell that can also transform the staff into an object useful for the situation, such as a grappling hook.*

• *"Mayinab Dyssivyrdd"* **Shiny Sprinkler:** by using it to mix a potion, it works even with inferior quality ingredients and the ingredients were not recovered by following the method to the letter. What's more the potion affects everyone it is sprinkled on.

• *"Civilladura Lelladebura"* **Shiny Balai:** A very fast magic broom

• *"Llyonne":* Shiny Rod manifests golden light tendrils from their respective stars that can heal most severe of wounds

• *"Fasannciel Shearila»:* Invoke the Great Triskellion, which merges with the shiny rod. You can use World Altering Magic, allowing you to resource the area, causing nature to flourish and restoring it, or giving it other effects of your choice (although without a colossal source of energy, this only affects large areas).