

Welcome to the world of Miraculous Ladybug!

In this world, there are ancient and powerful spirits related to grand concepts. These are known as Kwamis, and they have gone about for many years, wielding their amazing cosmic power, invisible to humans. 5000 years ago, the "Order of the Guardians" was founded around protecting the "Miraculous," jewelry that allowed humans to speak with and harness the power of the Kwamis. For hundreds of years, the Miraculous have been passed down to people who were worthy of wielding them and keeping them safe from those who may wish to use their power for evil...

But who cares about all that! There are two–person love squares and magical girls and teen drama to be experienced! You 'll be arriving the day that Master Fu gives the Ladybug and Cat Miraculouses to Marinette and Adrien.

Take **+1000 CP** to get you through this.

Origins

If you have the appropriate Origin, Perks, and Items, you can replace a character from the show if you'd like.
Gender is free to choose no matter what Origin. You can keep the same age you were before or be 18 unless specified otherwise by your Origin.

Drop-In

You are new here. Whether you want to stay out of this "magic fate of the world" stuff, or just want to confuse people by having non-Kwami magic/sci-fi powers, you are ready to enjoy this world from your own fresh perspective.
As the **Drop-In**, you get a **+300 CP** Perk Stipend.

Miraculous User

One of many super-powered individuals running around with Kwamis in their jewelry. And maybe having some teen drama on the side.
As a **Miraculous User**, you get a flat discount of **500 CP** to any one **Miraculous** (can go into the negatives and give you back CP for your purchase).
Take **A Child In Soul** and **A Child In Body** Drawbacks for no CP (making you a teen physically and for the purpose of the Miraculous cooldowns) or pay **300 CP** to not do that.

Villain

Whether you're more of a Hawk Moth or a Lila Rossi, you're bad news. Okay, well technically this Origin doesn't require you to be evil in any way, but if you are evil, you'll certainly enjoy what is to offer in this Origin.

As a **Villain**, you either get the **Butterfly** or **Peacock** Miraculous for free, or get a **+200 CP** Stipend. You also get **The Absolute Power** for free, so you have something to look forward to if you get your hands on those elusive Miraculous.

Guardian

A Guard of the Miraculous and one of the few remaining Order members. Or you can be unassociated if you want to, and just have that sagely wisdom about you.

As a **Guardian**, you get either a **+200 CP** Perk Stipend, or a **+400 CP** (Non-Miraculous) Item Stipend.

Perks

General

Wielder of the Miraculous [200/400]

Most people only have the potential to wield a couple Miraculous at a time, any more than that causing damage to their body, mind, and possibly soul. You, however, are able to use up to five at a time without any issues, or up to eight with training and abilities from elsewhere for handling such strains. This is, by itself, an incredibly powerful ability, if you can get your hands on a few of them, but for an additional **200 CP** you can wield as many of the Miraculouses as you want at the same time. This also continues into future Jumps with items/artifacts which aren't supposed to be used all at once by yourself (Infinity Stones, Ninjago's Golden Weapons, etc) and Post-Jump, this ability allows you to combine super-modes or other transformations into a single enhanced state with the benefits of both. You still have to get your hands on the items and be able to use the super-modes but once you do, you'll be able to handle it without consequence.

The Absolute Power [200]

It is said that when you get both the **Ladybug** and **Cat** Miraculouses, you are able to get one wish at a great cost. All you have to do is force Tikki and Plagg to reveal their True Forms, and then request that Gimmi, the fusion of the two, Kwami of Reality, does the same. Gimmi will then allow you to make your wish. Now that's overpowered as

heck (especially since you can just BUY them in this Jump) so normally you are not allowed to ever use this power, even if you have both of the necessary Miraculous. This includes people using this power under your command in any way. You allies can still use it behind your back but can't do it to wish for things that are explicitly for you, as well as still having to deal with the Sacrifice inherent to making a wish as well as the whole "destroy and recreate the universe" thing.
Anyways, taking this allows you to use it once every three Jumps or once every 30 years, without worrying about the downsides. See Notes for the full list of limitations.

Superpowers [Various, Discounted to Drop-In]

What's with this obsession with the French kids? There are other superheroes and villains in the Miraculous universe with their own powers. Pick from each price tier to get superpowers. Can be purchased multiple times for different powers:

300: Technopathy (touch-range), Aerokinesis, Door Portal Creation, Magic Hot Dog Creation (powers granted by hot dogs are random and not very powerful)

400: Cryokinesis, Supersonic Flight, Electrokinesis, Plant Manipulation/Creation

500: Technology Absorption, Super Speed (enough to run 120 mph)

700: Majestia's powerset (flight, strength enough to tackle buildings, super breath enough to do the same, laser beam eyes with great precision)

Android [500/600, Discounted to Drop–In]

You, much like the teen hero Aeon, have a robotic alt!form of your design. You get the Technopathy and Supersonic Flight **Superpowers** from above as well as laser beam eyes with the power and precision of Majestia. You can also do scans to gain information on others and can edit your own memories. You won't be able to see Kwamis and you'll be vulnerable to hacking, electric attacks, and magnetic attacks. You can disguise yourself as a human while in your Android alt!form. These powers and weaknesses are only available while in this alt!form. For an additional **100 CP**, you can see through the Miraculous' quantum masking meaning you'll know the identities of Miraculous users by looking at them (probably not a good idea honestly).

Kwami Form [1000, 800 for Drop–In and Guardian]

You are no mere mortal, you are a Kwami, an abstract concept made manifest! While your form is small and sprite–like, you possess awe–inspiring power.Ordinarily imperceptible to living beings (and selectively intangible), a Kwami becomes visible when tethered to a Miraculous. While the Miraculous serves primarily to limit their powers, a Kwami's abilities can be channeled through them in a more precise, controlled fashion. Upon purchase, you can choose one of the two following options:

New Face: Select a **Miraculous** you have purchased to link to. You gain access to the full powers of whatever Miraculous you chose, becoming its Kwami. If you have multiple Miraculouses, you may freely switch

between the forms associated with each Miraculous. If you possess the **Wielder of the Miraculous** Perk, you may choose now to combine your Miraculous (and your Kwami forms) into one, bestowing the powers of multiple Miraculous to you. Your powers over the concept associated with the purchased Miraculous(es) are very uncontrollable, even if you have 'control over your powers' Perks (though they do help, and stacking a few of those may be effective). The trade–off is that they are incredibly powerful. The Kwami of destruction, Plagg's slightest touch was enough to shake the foundations of Paris and destroy several buildings, and it is said that he is the one who (accidentally) took out the Dinosaurs. You will only have access to your almost solar system–level Kwami abilities as a Kwami but even in your non–Kwami alt!forms, you will have an affinity and resistance to things related to your concept (a **Rabbit** Kwami in human form would be able to perfectly tell time and be resistant to temporal manipulation for example). Taking the Perk this way grants a flat discount of **400 CP** on any one **Miraculous** (can go into the negatives and give you back CP for your purchase). Stacks with **Miraculous User** discount.

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Jumper Kwami: Want that insane cosmic power boost without changing your whole thing? Say no more! You are now a Kwami representing the concept that is yourself! All of your Perks and powers are boosted, but only the top 5 or so most iconic of your abilities are boosted to the true, ridiculously strong levels. Similarly to the above, all of your powers are very uncontrollable, even if you have 'control over your powers' Perks (though they do help, and stacking a few of those may

be effective). Your non–Kwami alt!forms don't obtain such a general boost as your Kwami form, however those few abilities which are majorly boosted in your Kwami form are still minorly boosted in your non–Kwami forms. You can choose an animal or other theme to have your form based on, as well as an appropriate activation phrase for your Miraculous. You can also choose a form for your Miraculous (has to be small enough to be comfortably held/worn by normal humans). The Tool (cannot be a sci–fi or magical device outside of the normal effects of being a Miraculous Tool) and Power (any of your abilities, decided when you take this Perk) for the user. At the start of each Jump, you can decide again which ability is your Miraculous ' Power. If your User has the **Miraculous Growth** Perk, then they can learn to access more of your abilities as Miraculous Powers over time. For an additional undiscounted **200 CP**, you gain Conceptual Immortality. Once per Jump or every 10 years, you can come back to life in your Kwami form if killed. You return at the location most associated closely to you (a church in your name, a place you always visited, or even just a place with a photo of you). This does not work if you are killed by someone/something which can kill concepts, or if there are no locations which have anything to do with you whatsoever.

Either way, your linked Miraculous can be used by anyone who has them and says the activation phrase, forcing you to power their transformation. You are not conscious during this, and are only released if the deactivation phrase is spoken, they time out (unlikely if they 're an adult who doesn't overuse your Power), or they are killed.

When you are released, you remember everything that happened to your user during the transformation. If someone uses you to stay transformed forever (requiring some form of immortality and for you to be in a Jump which could last forever) then this counts as a Chain Failure. Once they are linked as your user (by transforming for the first time), when they are untransformed, they can give you commands that you are forced to follow as long as they are an adult, have enough mystical know–how, and have a greater willpower than you. This stops working if you switch alt!forms but if they forbid you from switching forms then, well... you better hope the Jump ends soon. You will also have an immeasurably powerful True Form which can only be reached by your User instructing you to "reveal yourself". This will be a building–sized eldritch form with wings and several arms. In this form you will have access to the *full* universal–scale power of a Kwami. This form can only last up to 20 minutes each day. For an additional undiscounted **200 CP**, your Miraculous Tool can cure corrupted or malignant objects and creatures just like the Ladybug Miraculous.

Drop-In

Mundane Talent [100]

Pick a fairly mundane field like baking, fashion, computer programming, music, etc. Your skills in it are increased to ridiculous levels. The only limitation is that this talent cannot be dedicated to a skill meant expressly for use in combat. You may buy this Perk multiple times (only the first purchase is discounted), choosing a new talent each time.

The Streets of Paris [100]

They're beautiful, especially if you know all the nooks and crannies. And you do. Now if you spend enough time in any city–sized area, you will learn the streets by heart, and all the nice little places in the more secret areas.

Surprisingly Skilled Teenage Fighters [200]

You've been expertly trained in some form of combat. This could be one of many specific martial arts, fencing/swordplay, or even military training. Your chosen skill will be taken to a level that surpasses casual ability and becomes enough for a normal human to be on even ground with a Miraculous user in a fight, not counting super powers. You may purchase this Perk multiple times (discounts persist), selecting a new combat discipline each time.

Love Shapes Be Damned [200]

Oh my god the shipping around this show is so insane, I 'm not even going to touch on it in this flavor text. If you also want to stay as far away from this nonsense as possible, take this. This guarantees that if you are in a situation where romance is obscured by silly drama (be it love shapes, tsundere misunderstanding, or Romeo and Juliet type drama), it is resolved in the most satisfactory way for all parties (usually via some communication). This Perk does not make people fall in love if it 's one sided (instead allowing the one with the crush to healthily accept non–reciprocation) but if the one who isn 't interested would fall in love if they gave the other person a chance, then they are more likely to do so.

Background Character Backup [400]

Oftentimes, Ladybug will need the help of the background characters to help. You are now prepared to heed that call. When you assist someone in a battle, your teamwork and synergy becomes significantly boosted, as if you had fought with them for years. If someone else is helping you, it also helps your teamwork but not as much.

Oh Ok, I Guess That 's Over [400]

And you 're just expected to move on from being almost drowned or turned into a supervillain or being killed and then brought back to life along with the rest of your monk temple decades later... yeah weird stuff happens here. The point is that you 'll have to keep moving even if this weird stuff happens. You are now able to keep your trauma away

for later, not letting it affect you. This can't be done indefinitely of course, you'll still have to deal with these feelings eventually, but now you can do it at a safe time and place with those who care for you instead of in the middle of a school day or some such. This Perk protects you from the negative effects that normally come with bottling up your emotions. If you didn't have this Perk, bottling your emotions up would be bad (Hmm? Why am I looking at you that way? No reason Jumper, just take care of yourself okay?). These emotions are undetectable and essentially do not exist while bottled up this way meaning you can't be akumatized from them.

Calm Heart [600]

In this world, akumas are sent out to prey on negative emotions. So it's lucky that you have good control over your emotions. Not that you are a sociopath, you still feel emotions. Instead, you are always perfectly aware of your emotions, and you will be able to tone them down at will. Whether it be fear, anger, or even happiness if you wanted to. Additionally, even when you do feel emotions, they do not control your actions. This also makes you immune to outside emotional effects, as well as resistant to mind control effects.

Everyday Ladybug [600]

There's something special about you, Jumper. A kind of natural charisma that drives others to live out their dreams and be the best people they can be. You have an unparalleled ability to bring people together, connecting them with bonds of friendship and more as

naturally as breathing. Just your presence can inspire ordinary people to do things like stand up to an army of supervillains despite not having powers of their own. Your mere presence brings hope and confidence to others, raising their spirits such that their feelings could drive off approaching Akumas. Even without powers, you're your own kind of superhero, Jumper.

Miraculous User

Punbelievable [100]

The art of the pun is one of the simplest yet most effective tools in a superhero's arsenal. Puns and quips are an easy means of reducing stress in yourself and your allies, while having the opposite effect on your enemies, riling them up and making them more likely to slip up. You have a particular talent when it comes to improvising puns and quips in just about any situation, and the effects they have on both allies and enemies are slightly enhanced compared to normal tomfoolery.

Excuse Me [100]

When it comes to leading a double life, whether as a superhero, a villain, or something else entirely, few things are as important as being able to make up a good excuse. For you, excuses are easy to come up with on the spot. Additionally, as long as you're making an excuse for either being late or bailing on someone, people are likely to accept your words as long as they aren't being presented with immediate evidence that disproves your claims. As a bonus, you also have an easier time getting hiding spots to transform. Even if your hiding spot is less than ideal, you won't be spotted, no matter how many lines of sight you leave open, so long as you're hiding behind something.

Quantum Masking [200]

You now have a seemingly magical ability to have people not recognize you. You see, if you have any sort of mask on, you can activate this ability to don an alternate persona. Others will not recognize your voice, face, hair, eyes, etc. When people can only hear your voice, you can choose if people recognize you as you or one of your personas. Just be careful, people can still connect two and two if they see you don that mask or take it off, and also if you tell them. Glasses count as a mask for this ability. Miraculous users already gain this benefit from their transformed state.

Spin to Win [200]

Everyone here seems to be able to spin their weapons really quickly. As in, fast enough to act as a barrier against energy beams or a bootleg helicopter turbine to lift yourself into the air. Now, you too have mastered the art of spinning things really fast to cartoonish ends. Your maximum spinning speed depends on how strong you are at the time.

Just a Normal Jumper, With a Normal Life [400]

But there's something about you that no one knows yet, because you have a secret don't you Jumper? When you live a double life, both sides tend to drain on your time, inevitably leading to exhaustion, burnout, and mistakes. Good thing you're well–equipped for dealing with those problems. Your ability to multitask and manage your schedule is improved, as is your stamina, allowing you to go longer without sleep or rest. Furthermore, you have a good level of natural

mental and physical fitness, making it easy for you to stay on top of academics or career assignments and to sprint from one obligation to another as needed.

Gentleman's Battle (400)

Long transformation sequence? Want to make puns in the middle of battle? Maybe have a mid-fight conversation to try to reform your opponent? All these things take time and focus that you don't necessarily have in battle, since your opponent is likely to go for the throat if you stay still for even a moment. With this Perk, your opponent will have the chivalry to wait for you to finish your flourishes just as they will assume that you will respect theirs. This has its limits though, particularly underhanded foes or those who have significant determination will be able to push past it, and if they do, you become much more focused and effective against them. Both effects will stop working if you do not treat them with the same respect in return.

Miraculous Growth (600)

It is said that the only limits on the Miraculous' abilities are those that are set by the user themselves. Now, you can use that truth to your advantage. Once per Jump or every 10 years, whichever comes first, you can invent a new ability for your Miraculous. It must have something to do with your Miraculous' domain. It also can't be too ridiculous. It'd be nigh impossible to set hard limits in this Perk, so I'll just ask you to fanwank responsibly. It can't be as good as the **Ladybug**'s 'fix everything at the end of the episode' power though.

Making Your Own Miracle (600)

Powers alone aren't enough to create a miracle. It takes creativity, deductive instincts, and the ability to think on your feet. Good thing you have all these things in spades. Like Marinette, you have a remarkably high aptitude for making and executing complicated, multi-step plans, and making use of anything you have on hand to bring victory. You can MacGyver what are functionally Rube Goldberg machines on the fly, putting together seemingly random objects and sequences of events to bring about your desired outcome. Whenever you need to complete a specific, difficult-to-achieve task, objects and people that can be put to use in attaining victory will appear highlighted to your sight, helping you pick out the things you need to achieve your goal. This works on long-term goals too, although less effectively.

Villain

Mwahahaha! [100]

Wow, that is so hammy. You can now really project that villainous feel, be it through monologue or even the classic evil laugh. Of course, you don't have to be evil, you can just be grand. Nothing evil about a little style after all.

Hmmph [100]

Oof, that was cold. You are now able to make incredibly scathing remarks, and dish out a powerful glare of disappointment. These effects also push their targets to be better, if you wish. It's not a huge effect, and it's a pretty mean way of doing it, but given enough time, it can make a normal kid into a piano–playing, emotionally abused, fencing, supermodel.

Nepotism [200]

You're related to someone famous or politically powerful, and have a degree of social influence as a result. You can't use this to become related to anyone SUPER important (like the Emperor of Mankind), but minor nobility will be your norm. If there is no equivalent, you simply get a bunch of the local currency. Either way, people in positions of authority are more likely to bow to your whims and requests, giving you preferential treatment. This probably wouldn't allow you to break the law, but you could get pretty close.

In Exchange... [200]

You are now an expert at making deals that are appealing. It is also way less likely for you to get cheated out of a deal. You can use this to get someone to collect ancient powerful artifacts for you in exchange for getting them with their high school sweetheart for example. Or just be really good at bartering. If you betray someone's trust in regards to a deal, this Perk will no longer work on them..

Reinvention [400]

You are quite the genius when it comes to reinvention. You can repurpose and reconfigure even magical artifacts like the Miraculous given information on how they function (like through the Guardian book) and the required resources/technology to modify them. This will work for other magical artifacts as well. Modifying artifacts this way will *always* be a trade–off. You can give it new applications (like being more portable, allowing access to Powers without transformation, can transfer Powers wirelessly) but it will come with other problems (no tools, no superhuman physical boost, no built–in Kwami storage requiring external devices). The only exception is aesthetics, which can be modified without any trade–off.

Cooldowns are for Chumps [400]

You are not going to allow your abilities to stop working just because you used them. Abilities with cooldowns of less than 1 year are halved. As an adult with a Miraculous, you'd have to seriously overwork that thing to not be able to use its power anymore. Allows a child to use

their Miraculous twice per transformation, although their detransformation would come sooner than normal if they did.

Manipulative (600)

You have taken the practice of deception and turned it into an art form. When it comes to manipulating people, only Lila Rossi herself could properly compare. You can easily devise plans to instill specific responses in others, driving them to act in exactly the way you want them to. This could be used to maneuver victims into the perfect position for being akumatized, or simply as a way to get people to give you what you want. On top of that, people have a tendency to believe you when you speak. The idea of fact–checking your claims simply never occurs to them unless they're directly confronted with evidence against them or your claim is particularly ridiculous

Live to Fight Another Day (600)

You need to. It can't end now. This Perk gives a mild boost to your willpower, but mostly grants you great perseverance. Additionally, as long as you have a goal in mind, you and your ~~goons~~ ~~underlings~~ allies have a small amount of plot armor. This plot armor needs to sort of recharge depending on how intense the trouble was. Escaping adversaries once a week would be easy, avoiding sprays of gunfire once a month would be possible, and it can save your life from a seemingly inescapable situation around once a year. You'll always know how much you can get away with at any given time, and it won't deplete if you just get lucky the normal way, or are skilled enough that

you didn't need the plot armor to escape successfully. Careful not to rely on this though... many a villain have underestimated their opponents, leading to their doom. After all, if you have enough plot armor to save you from gunfire, and they pull out a Mini-Nuke launcher, you're gonna be in trouble.

Guardian

Respect Your Elders [100]

Whether or not you are elderly (as long as people don't think that you are mentally a child), people will respect your opinion more than they would normally. Especially when you say something wise sounding.

Still Have That Sense of Humor [100]

Some people get a little too serious after many many years of living. You, on the other hand, will never lose your sense of humor to the ravages of time. No matter how many decades you live, your sense of humor and ability to enjoy life will persist (unless your life really *does* suck).

Kwami Mastery [200]

You know the ins and outs of Kwami. You'll get along with your Kwami a *lot* better if you're friendly with them. This also increases your ability to command them, forcing them to do as you say in the way that you intend rather than being able to wiggle out of it based on your wording. Additionally, if you took **Kwami Form**, your Kwami form's power is slightly more controlled.

Protective [200]

There's a reason they were called the Order of the *Guardians*. You are now an expert in hiding and protecting important objects or people. You even get a small power boost when acting to protect them, such

that a normal human could fend off a Miraculous user for a little while. You also have a number of more modern practical skills, such as creating new identities for yourself and staying under the radar.

Long-Lived (400)

Like members of the Order of the Guardians, your lifespan is dramatically extended compared to that of a normal person's. While you aren't immortal, you age far more slowly once you reach your prime, and will do so more gracefully than before. You won't start to experience the effects of old age until you start pushing against 200 years old. A second purchase (discounts persist) will mean that old age will no longer have effects on you at all and once you reach old age you will simply stop aging.

Mirakung Fu (400)

You are now an expert in Mirakung Fu, an ancient technique practiced by Guardians in case Miraculous users go rogue. It is mostly Kung Fu (about at the level of **Surprisingly Skilled Teenage Fighters**), although it is several times as effective as it should be against superhuman targets. In this Jump this includes Miraculous users and akumatized targets.

Ancient Arts (600)

You have all the training of an initiate member of the Order of the Guardians. This training comes with a variety of skills relating to the Miraculous and their Kwami. You know how to heal Kwami when they fall ill, how to repair damaged Miraculous, how to perform anti-akuma

meditations, and are well–versed in the lore pertaining to their creation. Within a few years of study, you could even make your own types of **Special Kwami Food** if you have the ingredients. Given time and practice, you may even be able to create Miraculous of your own, though such feats will remain out of reach until this Jump is complete. These Miraculous can be used to entrap (willingly or otherwise) spirits in future Jumps, though they must be in a weakened state if you wanted to link them forcibly. Alternatively, you can link them to a concept to create a Kwami of that concept native to the Jump you are in. These Kwami will be confused and young so you may want to talk to them a bit so they don't start blowing shit up by accident.

Wisdom of the Guardians (600)

You become incredibly good at teaching people. This includes morals, fighting, magical arts, science, and general wisdoms. Within your 10 years in any given Jump, you can surely make a great impact on anyone you take under your wing, bringing them back to the light and bringing out their full potential. You can even pass along certain fiat–backed techniques such as certain magic or martial arts techniques you've bought over time. You can also tell just by looking at someone how virtuous they are, and, inversely, how evil they are. Useful if you start handing out infinite power.

Miraculous

Ah yes, the ever sought after Miraculous. It's likely one of the reasons you even came to this Jump!

These are copies of whichever Miraculous you chose, not the originals, unless you choose to replace their users. The associated Kwami are not the original (if you get the **Ladybug** for example, you will not get Tikki, Tikki is still with Marinette), do not count as Companions, and are created with a personality and gender of your choosing. You can get **+50 CP** to get a random personality and gender instead. Nobody will find the copied Miraculous strange, though you will definitely still be targeted for your fancy accessory in the same way any other Miraculous user would. Of course, again, none of this applies if you choose to replace a character.

All Miraculous provide the user with a magical girl/boy transformation, which causes the user to don a guise based on both the animal of the Miraculous in question and the design they want subconsciously. This usually takes the surrounding culture into account, meaning it can (if you'd like) change appearance Jump to Jump. These forms are under the effects of **Quantum Masking** meaning that no one will connect your super identity (optionally one per version of your outfit) to your civilian identity unless you want them to. The exception is highly advanced (more so than almost any technology in this Jump) scanning systems will be able to see right through your disguise. This

weakness does not apply if you actually have the **Quantum Masking** Perk.

All Miraculous also provide their users boosted strength, speed, and durability, though different types may lean further into specific attributes than others; the Ladybug Miraculous is an all–rounder, the Fox Miraculous provides greater agility, the Turtle Miraculous provides more durability than average, and so on. Every Miraculous comes with its own version of a Miraculous Tool, an omni–purpose item that serves as the transformation 's weapon, while also functioning as a phone, a database, a rebreather, and much more. Finally, each Miraculous possesses a key ability, a Power built around the manipulation of its domain or attribute. Using a Miraculous ' Power requires being able to call out the Power 's name. Once the Power is used, it cannot be used again until the user transforms again (usually after their Kwami has eaten as well) and the Miraculous will enter a countdown before forcibly detransforming. However, the Power can be used almost indefinitely if the user is an adult (this is a matter of maturity rather than age so a teen can count and an 18 year old can not).

When not in use, a Miraculous may enter a disguised state, making it more difficult to recognize for what it really is, though this is largely limited to a change in coloration. A Miraculous is almost indestructible, being impossible to destroy with anything less than a Cataclysm, planet–level damage, or something which can specifically destroy magical things.

Dog [200]

Concept: Adoration

Form: Collar

Tool: Ball

Power: "Fetch" – Summons an object that was hit by the Ball. The Ball will fly any distance and phase through objects to retrieve the object within a couple seconds at most.

Pig [200]

Concept: Jubilation

Form: Pink Anklet

Tool: Tambourine

Power: "Gift" – Summons a box which, when opened (either by the user at will, or by the target opening it normally) shows the target's greatest desire in a pink orb. This makes them happy, dispelling any negative emotional effects/creatures. It can also be used to distract or stall.

Horse [300]

Concept: Migration

Form: Glasses (become Sunglasses)

Tool: Horseshoe

Power: "Voyage" – Summons a portal to any location.

Mouse [300]

Concept: Multiplication

Form: Pendant Necklace

Tool: Jump Rope

Power: "Multitude" – Allows you to shrink down and create clones of yourself. The more there are, the smaller they are. Their scale and power isn't exactly proportional (Two clones is more like 2/3 size and power each, three is more like 1/2, and twenty is more like 3/20). Any more than twenty begins to become infeasibly small.

Dragon [300]

Concept: Perfection

Form: Choker

Tool: Sword

Power: Allows the user to transform into and control one of 3 elements: Wind, Lightning, or Water. This lasts a few moments each. One element cannot be used more than once. The countdown does not start until all three charges are used. If the user is an adult, all three will continue to be available and using each charge will only be as tiring as 1/3 of a Power.

Fox [300]

Concept: Illusion

Form: Unsubtle Necklace

Tool: Flute

Power: "Mirage" – An orange–white ball of energy will come out of the Flute and the user can then throw it to create a hyper–realistic illusion of their choice. The illusion can be as big as a building and lasts for a few minutes. It can react to things (such as answering questions) to a certain extent. It can also be directly controlled by the user.

Turtle [300]

Concept: Protection

Form: Bracelet

Tool: Shield

Power: "Shell–ter" – Summons a green force field. It can be up to the size of a building and withstand up to an RPG or two.

Eagle [300]

Concept: Freedom

Form: Talon Necklace

Tool: Bullroarer (look up a video of someone using it)

Power: "Liberation" – Fires a golden feather which frees its target from something that is holding them down. This can only free the target from mental/spiritual things such as magical nightmares, personality traits, possession, and stuff like that. These effects are permanent except for

personality traits which will reset after 24 hours unless the target (in their unaltered state) would want to stay freed. The effects can also be canceled by uttering the phrase "Cool Down". This is notably one of the American Miraculous.

Snake [400]

Concept: Intuition

Form: Bracelet

Tool: Lyre

Power: "Second Chance" – Marks a point in time by sliding the snake on the Miraculous. If the user slides the snake back into place within 5 minutes, they reset time back to the marked point, only the user retaining their memories. Contrary to the name, time can be looped as many times as they want within that 5 minute time limit. Only once the 5 minutes are up will the cooldown start.

Tiger [400]

Concept: Elation

Form: Panjas Bracelet (look this one up if you don't know what it looks like, its awesome)

Tool: Bolas

Power: "Clout" – Fills the user with a sudden burst of energy, courage, or fighting spirit, and more importantly, charges their super fist of doom! Powerful enough to destroy a small building in a single blow and scales with the user's strength.

Bee [400]

Concept: Action

Form: Hair Comb

Tool: Spinning Top (as big as a baseball)

Power: "Venom" – Produces a magical attack shaped like the Spinning Top around the user's hand filled with a paralyzing Venom. This venom is not chemical, so the target doesn't even necessarily need to have blood or muscles for it to work (a sentient machine or a spirit would be a valid target for example). It freezes the target like a statue, unable to move even via someone else trying to pose them.

Prodigious [400]

Form: Necklace

Description: This isn't technically a Miraculous, but instead a separate device for containing and utilizing the power of spirits. These spirits specifically are known as the Renlings, eight ancient beings, whose forms the user can access with the appropriate virtue. The Prodigious can transform the user into the following animal forms: Bear;Calmness, Monkey;Compassion, Eagle;Confidence, Horse;Honor, Mantis;Patience, Snake;Courage, Tiger;Discipline, and finally Dragon;Justice. The Dragon form has the powers of the **Dragon** Miraculous at a much less limited scale. Unlike a Miraculous, the Prodigious requires no phrase to transform or detransform. It also does not provide a tool. You can have the actual Prodigious without having to replace anyone if you'd like, Fei Wu will simply know that her task of protecting her father's cave is over, and Hawk Moth will never end up looking into it.

Monkey (500)

Concept: Derision

Form: Head Circlet

Tool: Ruyi Jingu Bang (a staff)

Power: "Uproar" – Summons a toy–like object of some form which when thrown at someone using superhuman/supernatural abilities, will disrupt their powers. It won't make their powers stop working necessarily, just become so wacky and unpredictable as to be useless, as if turned into a gag power (for example, littering predictions with hallucinations, turning destructive beams into party–hat summoning beams, etc).

Ox (500)

Concept: Determination

Form: Nose Ring

Tool: Mallet

Power: "Resistance" – Makes the user invulnerable to superpowers. This means it cancels out the effects of Miraculous Powers, akumatized abilities, and other magical abilities *directly* used on the user. This power also protects what the user is equipped with but only if they were equipped with it when they activated the Power (so if you put on a ring after using Resistance it would still be vulnerable). Post–Jump this will nullify anything that is explicitly magical/mystical even if it's down to a science, but it won't work on anything that's explicitly scientific even if it works like magic. This means it will cancel out Doctor Strange's spells

but not Superman 's laser eyes. This Power lasts until detransformation or until the Power is used again.

Goat [500]

Concept: Passion

Form: Hair Clips

Tool: (Large) Paint Brush

Power: "Genesis" – Creates any object/collection of objects that the user wants by painting the general shape of them in the air (usually only requiring a couple strokes). The user can make multiple objects with one use of the Power by making them in a group, such as creating a box full of certain items. These objects can be produced farther away to make them bigger due to perspective. The technology in these items cannot exceed normal Earth (ie not Miraculous Ladybug 's Earth) standards unless the user personally knows how the technology would work. Created objects are technically made of magic and so magic disrupting/absorbing/detecting effects will work on the constructs. For this reason I wouldn 't suggest only eating food created by Genesis for too long, or a lot of the cells in your body could be erased by antimagic. The only other limit on these objects is that they cannot be magical/supernatural in nature (so no creating chaos emeralds or infinity stones) outside of the fact that they are technically made of magic.

Rooster (500)

Concept: Pretension

Form: Thumb Ring

Tool: (Large) Fountain Pen

Power: "Sublimation" – Grants the user any Power they can think of within limits. It has to be describable within one sentence. It cannot be a Power of any of the other Miraculous. It cannot interfere with another Kwami 's magic, which mostly just means that any magical effect of a Miraculous or Kwami cannot be interacted with by the Sublimation–created power. Other than that it is only as limited as an akumatized ability could be, which is to say you won 't be able to run faster than the speed of light or punch planets open but otherwise just need to be creative and fanwank responsibly. This Power lasts until detransformation or until the Power is used again. This means you cannot have two Sublimation Powers at the same time.

Rabbit (600)

Concept: Evolution

Form: Pocket Watch

Tool: Umbrella

Power: "Burrow" – Creates a portal to a personal subdimension known as the Burrow. This is the only Miraculous whose power is not once per transformation even if the user is not an adult because "time works weirdly" (although using it this way seems to have odd temporal side effects on its user post transformation). The Burrow is a golf ball–like sphere with a platform with dozens and dozens of inactive

portals along its surface. These portals lead to various locations throughout space and time, and can be opened and manipulated to show different places in space–time only by someone using the Rabbit Miraculous. The Burrow also allows people inside it to resist paradoxes and other temporal effects for a time. Rabbit Miraculous users can cause their time traveling to be non–disruptive (not change anything), working in a bootstrap manner. They can instead choose to change things in a disruptive manner (changes events) in Jumps which allow for it (this one included). Warning though, other Rabbit Miraculous users will be using the Burrow as well, and you're likely to run into them (especially the current user if you haven't replaced her). Try not to make any enemies among them, especially by messing with time in a disruptive manner...

Peacock [600]

Concept: Emotion

Form: Brooch

Tool: Hand Fan

Power: "Amokization" – Summons a 'Sentimonster' which is a creature born from someone's emotions. This is done by turning a feather into an 'amok' which can fly about a city's distance, through doors and windows and such, to get to an object belonging to the target. The object becomes the controller for the Sentimonster which is summoned. The user has a telepathic link to their target. The user can also destroy a Sentimonster and/or amok at will, whether or not they were the creators of these things. Lets you sense emotions even when disguised.

Butterfly (600)

Concept: Transmission

Form: Locket Brooch

Tool: Cane

Power: "Akumatization" – Grants the target super powers using their strong emotions. This is done by turning a butterfly into an 'akuma' which can fly about a city's distance, through doors and windows and such, to get to an object belonging to the target. The object becomes the source of the target's powers and triggers their transformation. The user has a telepathic link to their target. The user can cause pain in the target or take their powers away. The user can also deakumatize an akuma at will, whether or not they were the creators of the akuma. Lets you sense emotions even when disguised.

Ladybug (800)

Concept: Creation

Form: Earrings

Tool: Yo–Yo

Powers: "Lucky Charm" – Summons a useful arbitrary object. It will take some creativity to figure out how to use a banana to defeat Doc Oc but if you get a Lucky Charm, it can help you in your goal with some quick thinking.

"Miraculous [Hero Name]" – If there is damage caused by whatever conflict the Lucky Charm was summoned to defeat, the user can throw the Lucky Charm object in the air and say Miraculous Ladybug to turn

the Lucky Charm into a swarm of magic ladybugs with restoration power that repair all damage from the crisis. The restoration power is also capable of healing those who are hurt by the target or their own powers, even going as far as to bring people back from non–existence. This ability will only fix damage they caused or damage caused by others trying to defeat them. For more limits on this power (although there are basically none), check the wiki. This power starts the detransformation countdown even as an adult.
The Yo–Yo can cure corrupted or malignant objects and creatures.

Cat [800]

Concept: Destruction

Form: Ring

Tool: Staff

Power: "Cataclysm" – The user's ring–wearing hand gains a dark energy. Anything that that hand touches (up to the size of a large building), turns to ash. Yes, anything. Okay technically Sentimonsters are not one–shot for some reason, but anything else. Okay and other Miraculous users are resistant enough that (without further magical strain) they would survive another month or so. Also it doesn't affect gasses or liquids. But literally anything else! Destroyed in one go. Once activated it cannot be canceled except by detransformation.
You also get night vision while transformed.
If you have **The Absolute Power**, then this cannot be bought with the **Ladybug** Miraculous. You'll need to take the actual **Cat** Miraculous, or have a Companion buy it.

Custom [Variable]

This is a pretty straightforward customization system. You can choose an animal or other theme to have your Miraculous' Kwami based on, as well as an appropriate activation phrase for your Miraculous. You can also choose a form for your Miraculous (has to be small enough to be comfortably held by normal humans). The Tool cannot be a sci-fi or magical device outside of the normal effects of being a Miraculous Tool. Any but not all of those can be copied off of another Miraculous (such as having a pig necklace with the tool of a staff but you can't have a cat ring with the tool of a staff). As for the power it holds, that's up to you. A Miraculous with a situational ability like the **Dog** or **Pig**, costs only **300 CP**. A Miraculous with a useful ability like the **Horse** or **Dragon**, costs **400 CP**. A Miraculous with a hax ability like the **Snake**, an ability which scales up like the **Tiger**, or which can be used on most anything like the **Bee**, costs **500 CP**. A Miraculous with an ability which affects other powers (a metapower, you might say) like the **Monkey** or is just generally a little useful even to Late-Chain Jumpers costs **600 CP**. And finally a Miraculous with a very unique ability which could make you a heavy hitter all by yourself such as the **Rabbit** or **Butterfly** Miraculous, it costs **700 CP**. You cannot gain a Miraculous as powerful as either the **Ladybug** or the **Cat**. For **200** additional **CP**, your Miraculous Tool can cure corrupted or malignant objects and creatures just like the Ladybug Miraculous. This can be one of the Miraculous that have been shown but has not been used in the show.

You can import a magical artifact to become a Miraculous assuming that it is a valid form for a Miraculous.

Items

Home [Free, 200 to keep]

All things considered, you probably need somewhere to stay here in Paris, so you get a home for free, with amenities and enough replenishing food for you to survive. If you are a minor, you can optionally get parents as well. If you don't get parents and are a minor, people won't find it strange that you live alone. What was that? You want to take the parents with you as well? Well home is where the heart is I suppose. If you pay to keep the home you can take the parents as a dual companion as well I guess (kinda weird though, aren't you older than them?).

Alliance Ring [Free/50]

You can have the lovely Alliance ring which is basically just a really good smartphone that requires very little input and is incredibly easy to use. You can have one for Free (although you'll only get it when the Alliance rings come out or when the Jump ends, whichever comes first). You can instead pay **50 CP** to get an Alliance ring at the beginning of the Jump that is not connected to the Alliance network and is more customizable. You can also import another personal computing device of yours into this **50 CP** version if you'd like. Can be purchased multiple times, **50 CP** each.

Merch and Such (50)

You get plushies of all the characters including yourself and your companions, figurines of the same, and a tv show in any format you have available to you of both the original show, the show with you in it, the original show as an anime, and the show with you in it as an anime. Yes, I *am* very generous Jumper, and humble too.

Butterflies/Feathers (50, Free with the Peacock and/or Butterfly Miraculous)

Why do these cosmic forces require these things? How bizarre. Anyways here's a Warehouse Extension which is a room containing floating white Butterflies or Feathers. The Butterflies are not actually alive so don't worry about their well-being. There are about 10 of your chosen things in the room, which replenishes each week. Can be purchased multiple times to get 10 more of either, or if you want to have both types. Your first purchase of the respective type of thing is free if you have the associated **Miraculous**. If you have both, then you get one free purchase of each.

Kwami Food (100, Requires Kwami Form or a Miraculous, Free for Miraculous User and Guardian)

Kwami's do not technically need to eat, but it does make them recharge their **Miraculous** Power faster, and they just enjoy it in general. This is a weekly replenishing supply of your Kwami's favorite food. Plenty enough for a Kwami that's not being overworked, but not nearly

enough for a full person. Can be purchased multiple times if you have multiple Kwamis to feed (discounts persist).

Special Kwami Food (400, Requires Kwami Form or a Miraculous, Discounted for Miraculous User and Guardian)

These treats (in the form of your Kwami's favorite food) have a special brew baked into them that causes the Kwami to obtain special effects when eaten (by the Miraculous user or the Kwami). The Miraculous user can say the phrase "Power Up" when one of these is locked in and it will transform their suit to have new abilities. The effects are color coded as follows:

Green – Gives a scuba suit allowing for underwater breathing

Blue – Resistance to freezing temperatures and a pair of retractable ice skates

Purple – Gains spacesuit–like plating, a jetpack with retractable wings, and a helmet that provides breathable air

Red – Gives a jetpack with retractable wings and adjusts to pressure, allowing for high atmospheric travel and high wind conditions

Yellow – Specialized material allows for electricity to pass around it harmlessly

Orange – Grants fire resistance, allowing you to walk on lava

Pink – Makes the suit armor–like, able to withstand even gunfire with ease

You get one of each, and they replenish at the start of every week. Can be purchased multiple times (discounts persist) if you have multiple Kwami or if you just want more than one set.

Jumpatama [200, Discounted for Drop–In and Miraculous User]
A Kwagatama is a small charm that can be made by a Kwami. The Kwamis gift them to their Miraculous users as a symbol of friendship. The process of making it is actually a little gross but it's the thought that counts. Anyways, you now have a Jumper equivalent. It is a small charm which is your favorite color and is shaped like one half of a yin/yang. When you give this to someone, they understand its meaning and it greatly strengthens your bond. Unlike most items, the Jumpatama only replenishes whenever someone becomes special enough to you that you wish to give it to them as well, whether or not you know that you feel that way.

Cataclysmic Orb [400, Discounted for Drop–In]
Be careful with this Jumper. You now have in your possession a dark orb with a portion of Plagg's destructive energy contained within a fragile glass–like material. When you smash it against something (causing the glass casing to dissipate harmlessly), you can transfer that energy into that thing such as your hand, a sword, or an important object you need to protect (the orb can infer which "thing" is your target, such as inhabiting the bullet and not the gun). The next valid target to touch it, will be destroyed via Cataclysm, up to the size of a building (the orb can also infer which "thing" is your target in this case, such as destroying the cell bars and not the whole prison). These replenish once per Jump or every 10 years.

Lucky Heirloom (400, Discounted for Miraculous User)

This item is the gift that keeps on giving. At the start of each Jump, an item will come into your possession. While seemingly ordinary, this item can provide some means of clearing a seemingly unwinnable (or at least very difficult) situation, similar to the Lucky Charm power of the Ladybug Miraculous. Perhaps it happens to be the key to unlock a special door or reminds the villain of their child. While it won't automatically guarantee victory, it will be a useful plot device.

A Business (200/400/600, Discounted for Villain)

This tiered item grants you a steady stream of revenue, a business that you own and thus reap the profits from. The more you spend on it, the bigger and more profitable the business is. For **200 CP**, this can be a fairly small business, like a non-chain bakery or some other store. For **400 CP**, it can be a luxury hotel or some other business that appeals to more expensive tastes. For **600 CP**, your business can be something akin to a corporate empire, which can provide you with money and resources equivalent to what Gabriel Agreste's company and Tsurugi Industries can accomplish working together. For an undiscounted **100 CP** more, this business can also act as a flawless front for any secret activities you might be getting up to.

Miracle Box (400, Discount for Guardian)

This is a container, customized to your personality, with 16 slots on it. These slots are perfect for carrying important items, which fit inside no matter the size. No one but you or someone you trust can open these

compartments. While they are in these compartments, they cannot be detected in any way. No omnipresence or divination or teleportation ability will be able to pierce its confines.

Companions

Inseparable Duo [Free]

Every hero/villain needs their closest ally. Import one (and only one) Companion this way. They get **800 CP**, any Origin, and associated Stipends, as well as any CP you decide to donate to them at a 1:1 ratio.

Returning Cast [50 each, max 200]

And of course, the rest of your crew needs to come with. Import each Companion for **50 CP** each or **200 CP** to import all of them. They each get **600 CP**, any Origin, and associated Stipends.

New Team Members [50/100 each]

If you want to take people from here, you can pay **50 CP** and then convince them to come with you. They can't take their Miraculous with them... or at least they aren't supposed to since it throws the universe out of whack after you leave. The Kwami, at least, will not want to come with. If you can (somehow) convince the Miraculous user to do so anyways, *and* get the Miraculous away from Master Fu/Marinette, then I'm not going to stop you. You can instead pay **100 CP** for them to leave behind a clone of the appropriate Miraculous, so no one will object to coming along with their Miraculous. You must also pay the **100 CP** to bring along the various people with non-Miraculous superpowers such as Majestia, Techno-Pirate, Uncanny Valley, etc.

You cannot get Ladybug, Cat Noir, or Hawk Moth through this method.

Senti–Son [200, must be at least 35 years old at the start of the Jump] The power of the **Peacock** Miraculous creates life from emotion. Usually the mind of the Sentimonster created from this magic is animalistic or robotic. If the Sentimonster is created in the form of a person, it will be appropriately smarter (although no more conscious than before). However, something truly special happens when... okay this is a little weird but you can actually create a Sentimonster fetus inside of a person's womb and it will grow up to be an actual sentient conscious person, half their mother and half the desires of the "father" (the Peacock's user). What this does in practicality is create a person who is physically very similar to their mother, is slightly resistant to Cataclysms, and who technically counts as a Sentimonster. This means they have a controlling object (an object which is connected to their life force, and whose holder can use it to command them) and that they can be released from their existence by someone wielding the Peacock Miraculous with a snap of their fingers.

Anyways, you get one of those! You can choose many physical and mental traits about them now but they will be 13 years old and cannot be too far from your own personality and body (so they can have different eyes and sex but will still be very recognisably like you). They get **1200 CP** to spend in this Jump. However, they do not get an Origin, they cannot buy Items (besides Miraculous), they cannot get Companions (obviously), nor can they buy **Android** or **Kwami Form**. The trick is they can also spend their CP on inheriting any

Perks/Powers you've purchased in the past (undiscounted even if you got them discounted when you were in the Jump). Free Perks/Powers cost **25 CP** to inherit. They can't inherit alt!forms. They can take Drawbacks like any other Companion and use the CP in this Jump or to inherit more. You choose what their controlling object is, either a mundane object or something you import. The controlling object just has to be small enough to hold and (unless you import the item) it cannot be dangerous.

Robo-Daughter [200, must be at least 35 years old at the start of the Jump]

While sentient robots do exist in this world, nothing is quite to the technological prowess of Aeon, the android daughter of Majestia in New York City. You now have an android who is similarly grateful to you and looks up to you for guidance. This child of yours has any physical appearance you choose as long as it is humanoid. You can also choose some base values and one or two traits for them but most of their personality will be built based on how you treat them over time. They have the **Android** Perk (obviously) which can be optionally at either **500** or **600 CP** level (at no extra cost). They get **1000 CP** to spend in this Jump. However, they do not get an Origin, they cannot buy Items (besides Miraculous), they cannot get Companions (obviously), nor can they buy **Superpowers** or **Kwami Form**. Also **Mundane Talents** and **Surprisingly Skilled Teenage Fighters** are discounted for them (to **50 CP** and **100 CP** respectively).

Cat Blanc [400]

The Cat from an alternate timeline will find themselves as your Companion after their timeline is averted. This version of Cat Noir has been unnaturally enhanced by the addition of an akuma. This has, along with the pure white aesthetic, allowed him to access the full power of his Kwami directly through his Mega Cataclysm. This is not good and barely controlled. However it is also incredibly powerful, with him accidentally destroying all of France and cracking the Moon in one shot. He threatened to take out the whole world when he was charging up on purpose and it's unclear if he meant the planet or the universe. Besides its raw power, it can also be used at range, unlike the normal Cataclysm. This version of Cat Blanc has attached himself to you to a similar intensity that he was attached to Ladybug (although not romantically unless you two are the same age and you would want that) which is to say he is obsessive, protective, and clingy. Still, he's also unfailingly loyal as long as you don't betray him (or *appear* to betray him). Cat Blanc's akuma has also fused permanently to his bell, and his Miraculous has him permanently transformed, meaning there is no way to revert him to Cat Noir or Adrien (at least not without a lot of effort on your part). Due to his unnatural nature in this timeline, beings attuned to time (such as users of the **Bunny** Miraculous) will be unsettled by him, here and post-Jump. He is also immune to precognition for the same reason.

Ladybug and Cat Noir (600)

Wow, you're leaving this place with *the* Ladybug and Cat Noir? Alrighty then. Unlike the main export option, a copy of Tikki and Plagg + their Miraculouses will be created when you leave so the universe is fine. Additionally, all the future things that Ladybug and Cat Noir were supposed to do are taken care of safely despite their absence. See why this costs so much CP? What a hassle. You can get one or the other for **400 CP** instead.

Drawbacks

No drawback limit, but don't get yourself killed. Drawbacks which apply to Hawk Moth will also apply to any other villain with the Butterfly Miraculous (like Lila). Drawbacks are removed at the end of the Jump.

Continuity Toggle [+0]

For toggling the continuity of Adventures or the other comics.

Fanfic Toggle [+0]

For placing you in a fanfic world (although this world cannot be significantly less dangerous than canon).

Miraculous World Toggle [+0]

You can now begin in any of the locations featured in the Miraculous World specials instead of Paris.

Movie Toggle [+50/100]

For placing you in the continuity of the musical Miraculous Ladybug and Cat Noir movie. Among other minor changes, this world is seemingly less dangerous, as Ladybug and Cat Noir can consistently, by themselves, take care of every villain Hawk Moth akumatizes without really using Lucky Charm or Cataclysm regularly. There's never a need for temporary heroes, and everything but the main plot (which is fully resolved within a couple months) doesn't really happen.

There will be more threats to match the danger of show canon after Gabriel Agreste is defeated, but you will no longer have metaknowledge to assist you. If you have a Miraculous, you can instead choose to take this Drawback for **+100 CP**, in which case your Kwami will become annoying and/or gross like Plagg is in the movie and your Miraculous gets a random nerf (like the Miraculous Ladybug requiring Marinette to absorb love energy to activate).

Era Toggle [+100]

The modern Ladybug and Cat Noir are not the first heroes to hold the Miraculous and use it to the benefit of others. There have been several Ladybugs throughout history, and by taking this Drawback, you may choose to have your Jump take place in one of those eras instead. Most other Drawbacks you take will be adjusted accordingly to fit the era you choose and there will always be a Hawk Moth.

To the Future [+100]

With this, you 'll be sticking around for a bit longer than before Jumper, and there are more than a couple new threats headed your way. The adult Ladybug and Cat Noir face off against much stronger foes, which aren 't even always akumatized. This extends the Jump by 10 years.

Still a Magical Girl Show [+50, Requires Superpowers]

Your Superpowers are now only accessible after an activation phrase and transformation sequence. Can be taken by Companions.

Parlez Vous Français? [+100]

You're in Paris, so it's only natural for everyone to be speaking French. Unfortunately, you do not speak French. Any Perks associated with instantly or quickly learning languages are disabled with regards to learning the French language, though generalized intelligence and memory buffs and the like are not. You can still learn the language, but it will take time. Can be taken by Companions.

Uncanny Valley [+100]

An occasionally triggering effect that makes people's faces look a little...off. Not all the time, but sometimes you'll notice people's eyes seem a little glassy, their mouths moving too mechanically. If taken with Blind, this will manifest through your sense of hearing, with people's voices spontaneously taking on an artificial quality for brief moments.

Let's Not Be Weird About This [+100, Requires Senti–Son]

If you have the valid parts for it, you can carry your child to term over a full pregnancy. Lowers the age requirement for **Senti–Son** from "35 years or older" to "22 years or older". Certain Perks which don't make sense for a baby to have will not develop until they are older, although without **To the Future**, they won't grow up to 13 by the end of the Jump (obviously).

Clumsy [+100/+400]

You drop and trip over things all the time. This won't affect you in combat or crisis situations, but will make your everyday life a bit

messier... unless you take an additional **+300 CP** to make it trigger during combat as well. I hope you can compensate for that. Can be taken by Companions.

Wider Wings [+300]

Hawk Moth has recently made the dazzling discovery that there are more than two dozen people in Paris. Unfortunately for you, this means that attacks will be more often than usual and it 'll be harder to tell which of Dave from Accounting 's accessories need to be destroyed to deakumatize The Pencil Pusher. Cannot be taken if Hawk Moth would not be your enemy for any number of reasons (such as you replacing him).

Awkward [+100/+200]

Like Marinette 's tendency to get tongue–tied around Adrien, you have a special flavor of trouble interacting with people you 're attracted to. You stumble over your words, saying the wrong thing all too easily and have difficulty being open and forthright. For an extra **+100 CP**, this difficulty applies to everyone you try to speak with. As a small mercy, the effects are reduced, but not fully negated, when you have a Miraculous equipped. This is worth **100 CP** less if you aren 't going to be interacting with anyone you are attracted to this Jump. Can be taken by Companions.

Egotistical [+100]

You have an immensely inflated sense of self–importance. Other people should be grateful for the chance to so much as stand in your presence. Your ideas are the closest thing to perfection, and any failings are obviously other peoples ' fault. It 'll take some serious personal growth to shake this habit. Just be careful not to backslide. Can be taken by Companions.

A Child In Soul [+100, Can only be taken if you buy a Miraculous or are forced to by the Miraculous User Origin]

You now have a child–like spirit. This is not a good thing in the context of using a Miraculous, as you will not be able to use your Miraculous Power more than once per transformation. This won 't have a significant effect on your thought process unless you were already very responsible and mature in which case the difference will be noticeable. You can eventually grow out of it technically but you 'd need a lot of inspiration and it would still take the better part of a year at least (though more likely it will take several years). Can be taken by Companions.

A Child In Body [+100]

You 're a high school student now. Keep your age the same if you are younger than 18, roll 13+1d4 for age, or be 13. This will come with all the physical annoyances that puberty brings for your current biological sex. Don 't worry, you 'll grow out of it eventually. Can be taken by Companions.

A Child In Mind [+100, Requires A Child In Soul and that your age is 18 or younger]

And now your mental age and maturity will have taken a hit too. Mood swings, impulsiveness, pettiness, poorly–thought–out decisions, and so on. You can grow out of this, but making mistakes is part of growing up, and it 'll take more than a little bit of life experience to make it stick. This drawback overrides **Love Shapes Be Damned** and **Respect Your Elders** (obviously). It weakens the effects of **Oh Ok, I Guess That 's Over**, **Calm Heart**, and **Just a Normal Jumper, With a Normal Life**. Can be taken by Companions.

You Know! For Kids! [+200/+300]

No killing, no sex, no cursing, or really anything that would exceed a TV14 rating. For an additional **+100 CP**, no one else is required to follow these restrictions. Can be taken for only the **+300 CP** version by Companions.

Status Quo [+200/+300]

It 's been so many seasons and things are mostly the same somehow. With this Drawback, no matter what you do, the status quo will be maintained. Hawkmoth still cannot achieve his goal, the love multi–angled thing continues to exist despite everything, both teams cannot truly defeat each other and so on. Everytime you try to force one side to win, or for any of them to know another one 's identity, it ends up being reset in the end. Either literally time traveling to reverse

it, memory–wiping it, or the characters being killed off and replaced with alternate versions of themselves, they will be stuck doing the same routine each week until you leave. Although some changes are allowed, they're superficial at best, just a change of scenery. For an additional **+100 CP**, you will have an irresistible compulsion to try to change things anyways, or at least be roped into the main conflict regularly. The ride never ends.

That Look About You [+200/+400, Requires a Miraculous]
There 's something about you, perhaps your looks, perhaps the way you act. Whatever it is, people 's first impression of you when transformed is that you 're a villain. You can shake people of this belief after a few encounters. Unless you want an extra **+200 CP**, in which case you 'll never be able to convince people that your Miraculous alter ego isn 't a villain. Cannot be taken if you actually *are* evil.

Blind [+400/+200]
You 're blind. You can make up for this disability with your other senses, but nothing you do will return your sight. This Drawback is only worth half as much if you have Perks and abilities that significantly lessen its impact such as high–end sonar, earthbending with seismic sense, psychic abilities that tap into the senses of those around you, etc. Can be taken by Companions.

Overwritten [+100/+400/+600]

Normally, the wish granted by Gimmi has to destroy the entire universe and then recreate a new universe in which your wish was granted. Lucky for you, your gracious and ever–humble Jumpchan hand waves this effect away, here and in future Jumps if you bring those Miraculous with you. Taking this Drawback for **+100 CP** means that it does destroy and recreate the whole universe around you if you use it. You, and any entities which could survive such an event would be the only one who are not killed. For an extra **+300**, you are also unprotected, meaning if anyone uses the wish and you can't survive through other means, it's a **Chain Failure**. This is worth a final additional **+200 CP** if taken with **The Absolute Power**.

Damaged Miraculous [+400/+200/+600, Requires a Miraculous]

Somehow, your Miraculous has been damaged in the same way as the Peacock Miraculous. The act of using it even once places a serious strain on your body. Using it more than once per week could have life–threatening consequences. Even if you get your hands on a copy of the Spellbook or have **Ancient Arts**, you will not be able to fix it, though the damage will go away once the Jump ends. If you take this Drawback as a Kwami it is worth **200 CP** less. Your user using your Miraculous will cause you to experience an illness of your own, and if your user dies from overusing your Miraculous, you will also perish yourself. This Drawback is worth an additional **+200 CP** if you have also taken the **Wider Wings** and/or the **True Demon** Drawback. Can be taken by Companions.

Match the Genre [+400]

All of your out–of–Jump Perks and abilities that exceed peak human abilities (and also **Kwami Form**) are now locked behind a magical girl–esque transformation sequence, which is in turn tied to a special non–Kwami–powered Miraculous. You will be unable to use any major abilities more than once per transformation, and activation of such an ability will initiate a five minute countdown to the forcible deactivation of your powers. You will need to give your Miraculous time to recharge between transformations, though this period can be shortened by eating. If you have a Miraculous, you may designate it the vessel of your Jumper powers in addition to the abilities it normally bestows, or you may choose to have your Jumper powers occupy their own unique Miraculous. Perks that bestow knowledge are exempt from this power–locking. See the Notes section for details. Can be taken by Companions.

Kwami Form Lock [+400, Requires Kwami Form, Incompatible with Match the Genre]

You can no longer shift out of your Kwami Form. Can be taken by Companions.

Full Perk Lockout [+200, Requires Match the Genre or Kwami Form Lock]

And now, you have no access to your out–of–Jump powers at all, restricting you to just your Body Mod and what you 've purchased

here. For **Kwami Form: Jumper Kwami**, it means you only have access to the uncontrollably strong major powers and not any of your minor ones.

Locked Up Tight [+200, Requires Match the Genre, Incompatible with Full Perk Lockout]

The Miraculous containing all of your out–of–Jump powers is now locked up inside the Miracle Box under the protection of Master Fu. The only way you 'll be getting it now is in situations where Ladybug feels your powers are necessary to defeat a villain. Your Miraculous is guaranteed to only be given to you when the time comes, but you will also be rendered incapable of stealing it or refusing to return it to Marinette once the mission ends. You will be the only one Marinette does not want to keep their Miraculous full–time after defeating Hawk Moth.

Item Lockout [+400, Only +200 with Match the Genre and/or Full Perk Lockout]

You lose access to all out–of–Jump items and your Warehouse for the duration of the Jump.

Trouble Magnet [+200/+400]

Even if you have nothing to do with the events surrounding their creation, you somehow manage to be at the scene of Akumatizations more often than not. Your friends, their friends, their parents, your parents... everyone you know on a personal level will, at some point, be

Akumatized. Companions are exempt from this Drawback's effects unless you take +200 more CP to include them on the list in which case they will also get +200 from you taking this.

A Miraculous Must Not be Used Selfishly [+400, Requires a Miraculous]

You cannot use the powers of your Miraculous for anything other than the service of others. If you choose to use them for frivolous or selfish ends (even small conveniences), the actions you take while doing so will have a ripple effect, triggering increasingly severe consequences in both the immediate and longer term. Be careful, Jumper. The consequences for even a minor act of selfishness could have results that can only be described as Cataclysmic. Can be taken by Companions.

No Secret Identity [+200/+400, Requires a Miraculous]

Everyone knows who you are under the mask, Jumper. This makes you an easy target in your personal life. This Drawback gives extra +200 CP if taken with **Locked Up Tight**, as Marinette would have to be truly desperate to risk bringing the Jumper Miraculous to you. You'll only be getting your powers back when there really is no other option.

The Best-Kept Secrets [+200]

A lot of the plot could be quickly derailed with just a small application of foreknowledge. So let's get rid of it, shall we? You lose any and all knowledge of the plot. Honestly, you really should take this for your own safety unless you are 100% confident that you will never get mind

controlled, mind read, or akumatized during your stay. Can be taken by Companions for no CP.

Pre–Jump Amnesia [+200, Requires The Best–Kept Secrets]
You've forgotten everything about Jumpchain. As far as you're concerned, you were born into this world, and this world is the only one out there. Whatever backstory you have in this world, that's all you've got. Might be a bit confusing if you get all your Jumper powers. Can be taken by Companions.

Full Amnesia [+100, Requires Pre–Jump Amnesia]
Now you have no memories whatsoever. Be careful who you trust. Can be taken by Companions.

Easily Akumatized [+400]
Your defenses against being turned into an Akuma are disabled for the duration of the Jump (including **Oh Ok, I Guess That's Over** and **Calm Heart** if that wasn't clear). The threshold required for you to be evilized is substantially reduced as well. It would take the mind of a monk or a saint to keep you from turning at least a few times. Can be taken by Companions.

Senti–Jumper [+500/+600/+700]
Much like the two blonde boys of the Agreste family, and the **Senti–Son** Companion, you are now half–Sentimonster. This gives you very few advantages, one of which being slight resistance to magic such

as Cataclysms (does not help with **Terminally Cataclysmic**). It has many weaknesses though: if your controlling object is destroyed then you will die, your controlling object can be used by anyone who picks it up, and anyone with the **Peacock** Miraculous can release you from existence. You choose what your controlling object is, either a mundane object or something you import. The controlling object just has to be small enough to hold and (unless you import the item) it cannot be dangerous. If your controlling object is in your Warehouse, you are not allowed to close it. If the item is imported, it cannot be something that you can summon/desummon, that would be loyal to you, that no one but you can hold etc. For **+100 CP**, you can no longer import your controlling object, you are no longer able to hold it, and you can no longer put it in your Warehouse at all. For an additional **+100 CP** on top of that, your controlling object has to be held by someone. If it is ever not on someone's person for more than a week each month, it will crumble to dust, and so will you. Can be taken by Companions (besides **Senti–Son** obviously) for **200** less CP.

A Feast Fit For a Jumper [+400/+600]

You have an intense, burning hunger dwelling within you, a desire that can only be satisfied by consuming Miraculous. This hunger will start small, and will only grow each passing day. By the start of your tenth year, it will be agonizing, defying any resistances you have to pain and hunger. This Drawback gives increased points if taken with **To the Future**, due to the Jump becoming roughly twice as long. Can be taken by Companions.

Terminally Cataclysmic [+500/+700]

It is unfortunate, but you have been Cataclysmed. Thankfully, you had some magical protection on you, even more than Gabriel Agreste did when he was hit with the same attack, but it couldn't help with everything. The Cataclysm will slowly spread throughout your body, making you weaker and weaker until you die. Any 1–Ups or other such abilities which could revive you from your death do not heal the Cataclysm, only postpone it for another couple months. By default, it will spread slowly enough that it will fully kill you by the 15 year mark. This means that at default Jump length, you will leave just as it encroaches on two thirds of your body, reduced to a third of your strength, but not dead. The danger is that this affliction is accelerated by magic. It spreads 1.5x as fast while using a Miraculous, and using a Miraculous Power will cut your timer by two weeks at a time. Your other magical/supernatural powers from other Jumps will similarly speed up this process when used. This adds up over time, until your death approaches. You can slow its spread with magical/supernatural healing, although it can only slow it down to about 0.1x speed and can never reverse it. Not even the Miraculous Ladybug or Gimmi could save you at that point. This is worth **+200** more CP when taken with **To the Future** because you are now *required* to slow your affliction in order to survive. Can be taken by Companions.

Chaos Theory [+600, Requires the Rabbit Miraculous]

Having the **Rabbit** Miraculous allows you to hop (heh) freely and safely through time. But now you 'll have to protect time as well. Whether it 's something about your unnatural insertion here or just the natural way that time works in this universe, the timeline will sometimes shift on its own. The new timeline will be much worse than the original, with some sort of disaster occuring. And it 's your job to set things right before you fade from existence. Once the timeline changes, you have 6 hours before you are erased from time. This slows by 4x in the Burrow (giving you 24 hours). You have to figure out what small thing changed to make this new timeline, and then fix it. If you 're lucky, another Rabbit user may show up and help you, if they 're in the temporal neighborhood. This will happen at least 6 times throughout each year.

A True Demon [+600/+700/+800]

For all his malicious methods and cruelty, Hawk Moth could be far more dangerous than he has shown himself to be. With this Drawback, he 's become utterly ruthless and deadly effective. He has complete and total control over his akumas, which are all far stronger than they originally would have been, and he has no qualms about using their powers to lethal effect. Hawk Moth 's reign of terror has cast Paris into a state of perpetual fear, making it far easier to akumatize the populace. Mayura 's Peacock Miraculous is similarly enhanced, and she suffers no drawbacks from its use. If this Drawback is taken with **Wider Wings** you get an additional **+100 CP**, and another **+100 CP** with **No Secret Identity**. If this Drawback is taken while you are against the heroes

instead, the effects are inverted, rendering the heroes far more competent than normal, though without any extra ruthlessness, while making the villains noticeably less ruthless, reducing their effectiveness as villains. The combination of these effects makes akumatizations harder to pull off.

Scenarios

Accepting Scenarios at all gives a small bit of **CP**. The Scenarios are mutually exclusive.

Tales of Ladybug, Cat Noir, and Jumper (+300)

Consider this a special little challenge that throws you into the heart of the plot and keeps you there. It makes the Jumper one of the guardians of Paris alongside Ladybug and Cat Noir. Your involvement is now required in some form to resolve most Akuma incidents (at least 80% of them). This gives a discount to taking the **Ladybug and Cat Noir** Companion export. A new **Chain Failure** condition is added as well. If Hawk Moth obtains the Cat and Ladybug Miraculouses and succeeds in using them to make his wish, it constitutes a **Chain Failure**. Additionally, before the Jump ends, you must successfully defeat Hawk Moth and recover both of the lost Miraculous. Failing to do so will not result in a **Chain Failure**, but will prohibit taking this Scenario's rewards.

Requirements: In order to take this Scenario, the Jumper must possess at least one **Miraculous**, be 18 or younger, must take the Drawback **Best-Kept Secrets**, and either **Match the Genre** or **Kwami Form Lock** Drawbacks (**Full Perk Lockout** recommended). In the case of the former, you become a Miraculous user in the same way Ladybug and Cat Noir do on the day you arrive. In the case of the latter, the Jumper's Miraculous user receives the Jumper Miraculous on the same day and fills the role. If the Jumper has bought multiple Miraculous, they can designate one to be their 'canon' Miraculous, which will play

the role of the one granted to them by Master Fu if they are a user or their own Miraculous if they are a Kwami.

Rewards: Choose two of the three options listed below:

–Get **Ladybug and Cat Noir** for Free. They only take up one Companion slot instead of two.

–Your **Miraculous** becomes integrated with your body. Can be taken twice to integrate more than one.

–Your **Miraculous** is now accessible when faced with power/item loss Drawbacks but not in Gauntlets. Can be taken twice to grant this effect to more than one.

–**+300 CP** worth of Items and/or Perks in this Jump to be given only upon winning the Scenario. Can be taken twice.

Jumper Moth (+100)

An alternative challenge that serves as the villainous counterpart to the previous Scenario, this one also puts you into the heart of the plot, but on the side of the villains instead. You must now take on the role of a primary villain within the story of Ladybug and Cat Noir, though you have some freedom in how you choose to do so. Upon selecting this Scenario, choose whether you wish to be an independent villain, a true ally to Hawk Moth, or a treacherous ally to Hawk Moth. The choice you make will determine the Scenario 's win conditions. Get **The Absolute Power** for Free or, if you already have it for Free, a **+300 CP** Stipend. If you choose to be an independent villain or a false ally of Hawk Moth 's, the Scenario can be cleared by acquiring the Ladybug and Cat Miraculous. If you choose to be a faithful ally of Hawk Moth 's, the Scenario can be cleared by allowing Hawk Moth to make his wish. Any wishes where Hawk Moth Sacrifices himself (such as the wish he ends up making at the end of Season 5) are not acceptable for this win condition. Being defeated by Ladybug and Cat Noir and having your Miraculous placed inside the Miracle Box constitutes a **Chain Failure**. Failing to secure the Ladybug and Cat Miraculous by the Jump 's end will not result in a **Chain Failure**, but will prohibit you from taking this Scenario 's rewards. If you have chosen to be a treacherous ally of Hawk Moth 's, Hawk Moth successfully making his wish also constitutes a Scenario Failure, but not a **Chain Failure**. If you have bought either the Ladybug or Cat Miraculous (or both via Companions) in this document, they won 't satisfy the win conditions, as only the genuine

article will work. Use of **The Absolute Power** will be prohibited until this Scenario is won.

Requirements: In order to take this Scenario, the Jumper must possess at least one **Miraculous**, must take the Drawback **Best-Kept Secrets**, and either **Match the Genre** or **Kwami Form Lock** Drawbacks (**Full Perk Lockout** recommended). In the case of the former, you become a Miraculous user on the day you arrive. In the case of the latter, the Jumper's Miraculous user receives the Jumper Miraculous on the same day and fills the role. If the Jumper has bought multiple Miraculous, they can designate one to be their 'canon' Miraculous, which will play the role of the one they own if they are a user or their own Miraculous if they are a Kwami.

Rewards: Choose two of the three options listed below:

-You may bring both **Hawk Moth** and **Mayura** as Companions, plus their Miraculouses and Kwami, with the benefits of **Miraculous Growth**. They only take up one Companion slot instead of two. You can only take this if you were a faithful ally of Hawk Moth.

-Your **Miraculous** becomes integrated with your body. Can be taken twice to integrate more than one.

-Your **Miraculous** is now accessible when faced with power/item loss Drawbacks but not in Gauntlets. Can be taken twice to grant this effect to more than one.

-**+300 CP** worth of Items and/or Perks in this Jump to be given only upon winning the Scenario. Can be taken twice.

Recover the Miraculous [+100]

Upon taking this Scenario, all of the Miraculous that would normally be held within the Chinese Miracle Box have been lost, exempting the Ladybug and Cat Miraculous, which will be gifted to Marinette and Adrien as normal on the first day of the Jump. Gathering these Miraculous now falls to you, Jumper. Before the Jump ends, you must retrieve every lost Miraculous and return it to the Miracle Box, including the Butterfly and Peacock Miraculous. Any Miraculous you have purchased in the Miraculous Section of this document are treated as copies and will not count towards completion. Whether it arrives in the hands of a villain or a hero is up to chance, but there will be a mixture of both. If the user is a villain, you must track them down, defeat them, and take their Miraculous. If they are a hero, you will have the unenviable task of persuading them to give it up willingly... unless you're a villain, in which case you could probably just beat them up and steal it. Almost all of them will fall into the hands of adults, and all of them will be at least as naturally competent with their Miraculous as Cat Noir was with his. Failing to gather every Miraculous before the end of the Jump will constitute a **Chain Failure**. To keep this Scenario from demanding that you scour the entire globe, you can pay **300 CP** to guarantee that each missing Miraculous will be found and eventually make its way to Paris, or wherever you end up if you choose **Miraculous World** and/or **Era Toggle**.

Rewards: If you successfully gather all the lost Miraculous, you will be named the new **Guardian of the Miracle Box**. As such, you will receive a free copy of the **Miracle Box** item and one copy of each canon

Miraculous of the Chinese Miracle Box as described in the Miraculous Section, including the **Ladybug** and **Cat** Miraculous.
However, you will not be able to use these Miraculous yourself (except the ones that you purchased yourself) because the Kwami of those Miraculous would find it to be unprofessional and arguably dangerous to be used by the Guardian directly. Instead, you are expected to distribute them to others to use on your behalf.
Technically, you could use the powers of these Miraculous, but their Kwami 's would only really allow you to use their power in an emergency or if they really like and trust you. It will be easier (but not easy) to convince them to allow you to use their power if you only plan on using one or two at a time. No mind control will work on them and your commands can 't force them to do this specifically. Charisma perks will also be lessened significantly against them.
You also gain a staff which points to the Miracle Box, as well as any of the Miraculouses you give out.

Notes

–This Jump was heavily inspired by (and by "inspired by" I mean a lot of it was copied from) u/mrbadoatmeal 's unfinished Ladybug Jump. Big thank you to them for allowing me to copy things, I hope ya 'll like the finished product (give suggestions if not).

–Sometimes I say Miraculous, sometimes I say Miraculouses. I am silly like that.

–The Origin replacement option would break certain Scenarios/Drawbacks. I try to be as clear as possible about what 's incompatible with what but I can 't think of everything. If you think a certain Scenario/Drawback doesn 't make sense or is rendered useless by your replacement option, be a good sport and assume it 's incompatible.

–When someone that 's not you uses the wish you get from the **Ladybug** and **Cat** Miraculous, the wish:

> –Cannot interact with/nor supersede Jump things such as CP, Drawbacks, or Perks.
>
> –In that same vein, it cannot do anything that isn 't explicitly possible according to local Jump metaphysics unless you have that thing fiat–backed through a Perk/Item (ex. you cannot wish for a Quirk power if you are in Warhammer, but you could if your Companion has a Quirk).

—Cannot be a magic rule ("I wish that every time someone does something wrong, they feel bad about it").
—Cannot grant a power ("I wish to fly") unless the power has a source ("I wish to fly with a built in jetpack").
—Can destroy up to a universe.
—Can create up to a universe.
—Can make things invulnerable.
—Will generally infer correctly how you'd like to do things ("I wish for my own planet" will not give you the deed to some gas giant on the other end of the observable universe).
—Counts as Reality Warping for abilities for which it matters (such as Reality Warping Immunity) not Magic or anything like that.
—Must Sacrifice, ie do something equivalent and opposite to balance the universe. The wisher can choose what specifically to Sacrifice as long as what they choose is a valid Sacrifice. If they don't choose, Gimmi will choose instead.

—When you use the wish as described via **The Absolute Power**, it also:
—Cannot make living things invulnerable.
—Locations created by the wish can come with you into future Jumps.

—You can guesstimate the potency of the **Superpowers** by their price tier and the very small amount that each power shows up in canon.

—To be clear, you can link yourself to a **Custom Miraculous** via **Kwami Form: New Face**. Fanwank responsibly.

—The **Wielder of the Miraculous** Perk at first tier will allow you to combine up to five **Miraculous** when it comes to **Kwami Form: New Face** but you need to have the upgraded version of **Wielder of the Miraculous** to combine more than that.

—If you have any type of alt!form merger along with **Kwami Form: New Face** then your Kwami powers are slightly lessened and slightly more controllable due to being diluted unless your merger specifies that there is no loss in effectiveness.

—If you have any type of alt!form merger along with **Kwami Form: Jumper Kwami** then your powers are between your normal non—boosted form and your boosted Kwami form. Your most iconic powers are strong but not as strong as if you were full Kwami form. Your other abilities are only slightly stronger.

—Either version of **Kwami Form** being alt!form merged will give you full access to the true flight that Kwamis have, and the selective intangibility as well, though that one requires effort and concentration. Additionally, your Miraculous would function as if you were in Kwami form at all times, meaning you can be used for transformation or commanded via its user.

–A possible choice for **Mundane Talent** is internet savviness. Maybe start a successful blog.

–In regards to **Miraculous Growth**, fanwank very responsibly.

–A good rule of thumb on who would be too important for **Nepotism**, named characters are generally off–limits unless they are especially unimportant.

–**Nepotism**'s "a bunch of the local currency" is roughly double enough to live comfortably.

–**Mouse** power scaling is not literally exactly two clones to 2/3 etc, those are just rough guesstimates for comparison. Fanwank appropriately.

–On the **Rooster**, fanwank responsibly. If you think a Sentimonster or akumatized villain couldn't have it, then you can't either. Fanwank. Responsibly.

–The Burrow is a pocket dimension outside of time in future Jumps. It is accessible to those who could breach pocket dimensions and know of it. Either that or meta abilities which would allow them to detect your spying. Just don't use this to spy on Deadpool or Pinkie Pie Jumper, I don't think it will turn out well for you.

–You could technically do Senti–impregnation on willing targets using the Peacock Miraculous but probably don't do that without a good reason and also be responsible with any life you create.

–In regards to the **Custom Miraculous**, fanwank very responsibly.

–Despite their names, **Senti–Son** and **Robo–Daughter** can be any sex or gender you'd like.

–**Senti–Son** cannot inherit any Perks which are dependent on other Perks from the Jumps they originate from unless they also have the required Perks.

–Okay I know the **Miracle Box** says "which fit inside no matter the size" but that's a bit of an exaggeration. The max is the size of a printer. If you look up or build a humongous printer to exploit this size parameter, I will throw a brick at you really hard *and* it won't work.

–The **Miraculous World Toggle** does not make you safe from Hawk Moth's shenanigans. Hawk Moth will get a box which functions as a portal to whichever city you are in. He will never question this or use it in any way that is not to akumatize people wherever you are. Don't think you can cheese the **Wider Wings** or **True Demon** Drawbacks with that.

–Assume that there is a Hawk Moth equivalent in whichever Era you **Era Toggle** to. And that you arrive the day this version of Ladybug and Cat Noir get their Miraculouses as teens. Etc.

–About **Let's Not Be Weird About This**: Don't be weird about it.

–Anti–heros or otherwise morally gray Jumpers can benefit from **That Look About You**.

–Yeah I had to address the Transporter Problem which results from the wish somewhere, so I figured I'd make it a Drawback. As to why it gives so little CP, it's mostly because you can just make sure that nobody ever makes a wish (which is already the objective of the show), or put stuff in your Warehouse. To be clear, it only gives you points back for **The Absolute Power** if **Overwritten** is at the "it kills you too" level.

–Since the Miraculouses will attempt to recreate everything after destroying it all (if you take **Overwritten**), but cannot affect Jump things like fiat–backing, it will kill any Companions/destroy any Items, and then recreate 'as close as it can get' copies of your Companions/Items. This means they don't have fiat–backing, nor any of their Perks/Powers that the Miraculous wish could not recreate through non–fiat means. Don't worry! Your *actual* Companions/Items (fiat–backing and all) respawn as usual since they were destroyed and

that's how Jumpchain works... leaving you with both the recreated *and* respawned versions of your Companions/Items... awkward...

–Examples of knowledge–granting Perks that are not sealed away by **Match the Genre** include most tech–tree Perks. This exemption does not include Perks that allow for the rapid accumulation of knowledge.

–While we're on that topic, based on some of the feats performed by people without Miraculouses, your abilities when not transformed are locked down to peak human or perhaps very low–end superhuman. For example, Kagami has been shown to slice cleanly through a tree using a bokken (a weapon that *has no edge*) and her mother has been shown to be more than her equal in combat despite being completely blind. On the mental side of things, Max, a high school student, has created a fully sapient artificial intelligence, all crammed into a flying robot the size of a soda can. Somehow. With the resources of a high school student. So even when not transformed, you can match feats of roughly this caliber, provided you would be able to do it before taking the Drawback.

–**Best–Kept Secrets** is recommended for anyone who isn't just here to get stronger (though I respect it if you are). Knowing both Ladybug and Cat Noir's identities, plus Hawk Moth and the Miracle Box and such, trivializes a lot, and makes you a huge target. Imagine if you got akumatized even once! It'd be the end of the world just by the knowledge you would grant Hawk Moth.

–The **Miraculous** body integration Reward is especially useful as a Kwami. It means no one else can control you or use you to transform. Of course that means that you won't be able to transform your friends even if you want to anymore but still.

–You can choose how your Miraculous is integrated into your body, for example, as a tattoo, or perhaps its cybernetic, or under your skin, or something less horrific.

–Replacing someone who has a Miraculous in the **Recover the Miraculous** Scenario will spawn a copy which must be recovered so don't try to be cheeky with that.

–You certainly could give all of the **Recover the Miraculous** Miraculouses to one Companion or some such, but remember that most people can't handle such strain, mentally, physically, or spiritually.

–You have a very good day and take care of yourself <3

CHANGELOG

V1.1 -Darkened the red, added staff to Recover the Miraculous rewards

V1.2 -Spelling, grammar, and general wording changes to make things clearer
-Simplified ages for Origins
-Buffed Miraculous User's flat discount from 400 to 500
-Buffed Wielder of the Miraculous' base form from two to five since that seems to be closer to how it works in the show
-Renamed True Miracle to The Absolute Power
-Buffed The Absolute Power from once per Chain to once per three Jumps
-Added the Superpowers from the Miraculous New York team as well as an Android alt!form
-Specified how Miraculous Growth interacted with Jumper Kwami
-Lowered the price of Conceptual Immortality from 400 to 200
-Renamed Just a Normal Jumper, With a Normal Life to Quantum Masking and then renamed Teen Hero Survival Package to Just a Normal Jumper, With a Normal Life
-Removed I'll Get Them Next Time… and placed its effect in Live to Fight Another Day
-Swapped the price of Cooldowns are for Chumps and Manipulative
-Gave Cooldowns are for Chumps a buff for child Miraculous users
-Added Reinvention perk
-Kwami Mastery now has a more specific effect on your ability to command Kwami
-Replaced Judge of Character with Mirakung Fu, moving the effects of Judge of Character into Wisdom of the Guardians
-Ancient Arts now includes anti-akuma meditations
-Added a specification that Miraculous have the Quantum Masking effect
-Nerfed the durability of the Miraculous to better match the show
-Added the concept associated with each Miraculous
-The Mouse Miraculous now has a soft limit rather than a hard limit on clones
-Added the Prodigious as well as the Eagle, Ox, Goat, and Rooster Miraculous
-Added the strange fact that the Rabbit Miraculous ignores cooldowns
-Changed it so that you can buy both the Ladybug and Cat Miraculous as long as you don't have The Absolute Power
-You can now import an artifact to become your Custom Miraculous
-Added the Alliance ring item
-Lowered the price of Cataclysmic Orb, Lucky Heirloom, and Miracle Box
-Added the option to take a Miraculous user with you as a Companion without exploding the universe
-Added an option to purchase Ladybug or Cat Noir rather than the duo together

-Added the Senti-Son (and related drawback), Robo-Daughter, and Cat Blanc companions
-Added fanfic and movie toggles
-Added drawback to go with the Superpowers
-Removed Casting Limits drawback
-Added drawbacks: Status Quo, Senti-Jumper, and Terminally Cataclysmic
-Split the effect of A Child In Body on a Miraculous user into its own drawback A Child In Soul
-Match the Genre now locks away Kwami Form as well
-Added CP reward option to the first two scenarios
-Added a stipulation about the faithful to Hawk Moth resolution of Jumper Moth
-Added the ability to use the Miraculous of the Recover the Miraculous scenario reward under certain conditions