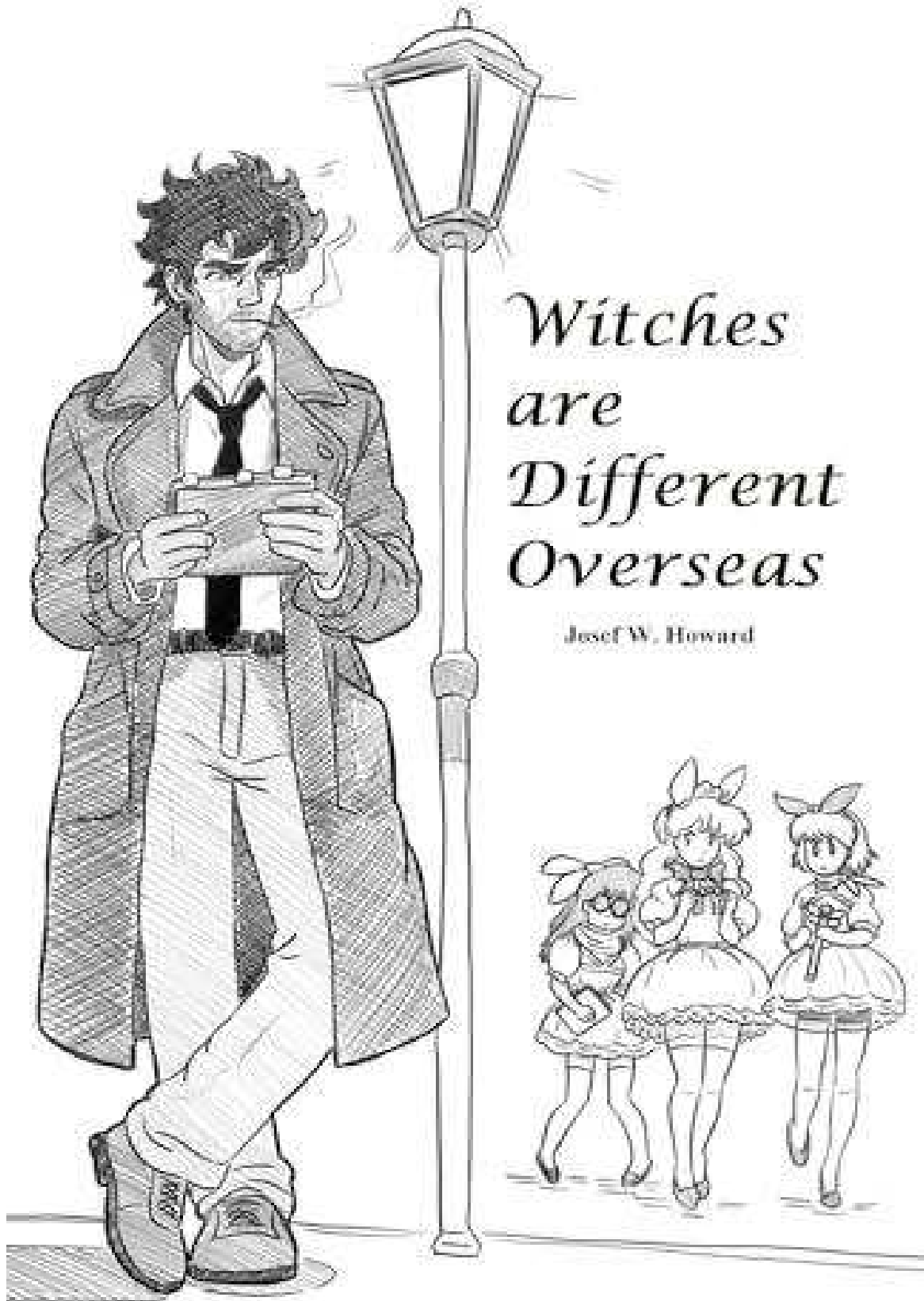




Novel by Josef W. Howard, Jump by Aehriman

In all his years as a Private Magical Contractor, cleaning up the messes of elder wizards, Bram Hollywood has seen and done many strange and harrowing things. But nothing could prepare him for when disrupting a ritual by the latest batch of cultists sends him to Japan, in what appears to be another world (the Magical Association still exists, but has zero record of him).

Rather than let a wizard turn to street crime, the Japanese branch of the Association hooks Bram up with a quiet job as a handyman at a Junior High School while they sort things out, and a quieter job of monitoring and protecting a particular girl - who turns out to be a member of the newest trio of magical girls. So a gritty and grounded wizard private detective is forced to become the grumpy reluctant mentor to three “witches” with far more power than sense. He can adjust to Japan, it’s the magical girl tropes that are gonna kill him.

Have **1,000 cosmos points** (cp) to get you through this.

- ORIGINS -

Choose one.

Wizard - The world used to make sense. Sure, there were scary gribblyies in the dark responsible for the alarming number of missing persons, but that was all part of the job. Then you got sent to this new reality.

“Witch” - You have magical powers! Sure you need to transform into a poofy dress first, but that’s just how it works, right? With your fairy friend, your magical wand and the limitless power of the cosmos, you will fight for love and justice!

Dark Magical Girl - Not everyone is blessed by the stars. Sometimes if you want power you have to *take* it. At least, that’s what the creepy voice from the shadows said, and they’re never wrong. Oh sure, sometimes those who walk the dark path get

consumed for their magic, but you're obviously much too special and clever to have to worry about that, the creepy voice from the shadows said so!

- LOCATION & TIME -

You start in Hanaoka (Flower Hill) a mountain town in Japan, about an hour's train ride from Kyoto, on the 31st of March, 2005.

- AGE, RACE, SEX, ETC. -

Make it whatever works for you. We don't judge.

- FRIENDS -

No one can put a price on good friends. As such, recruit anyone you want.

Old Friends - Bring in any Companions from previous Jumps with 800 cp of their own to spend. Companions cannot take drawbacks for more points.

Bram Hollywood - A magical private eye from another world. Skilled in enchanting and divination, and making things go boom. Think a less horny version of Book one Harry Dresden, and you're basically there.

Inoue Hana - The first person Bram talks to in Kyoto is a policewoman and single mother, native to Hanaoka, who used to be a magical girl herself in her teenage years. Hana is quite sharp, but knows when to let some things slide.

Asakawa Natuski - Another former magical girl single mom, part of the same team as Hana, who teaches social studies at Spring Bloom Academy. She grows her own, terrible tea leaves.

Inoue Hinamari/Magical Girl Hina - The green magical girl of the trio. Hina is spirited, and a little hot-headed.

Askawa Naomi/Magical Girl Nao - The blue magical girl of the trio. Quiet and observant, the nerdy girl of the group.

Tanaka Mio/Magical Girl Mio - the pink magical girl of the trio. Obviously the leader; has a lot of heart.

- PERKS -

Translation Spell (Free!)

An easy spell for international travel, you read and hear everything in your native tongue, while people hear you in theirs. Does tend a little to the formal and/or old-fashioned, don't be surprised if everyone speaks like a British butler when English is your language.

Clean-Up (-100 cp)

For reasons we're not going to dwell on, you've become highly skilled in spells used to cover up any evidence of a magical battle. A general cleaning spell that works great on scorch marks, bloodstains and taking care of any fingerprints or loose DNA samples. Spells to instantly spackle over holes in drywall or levitate support beams back into place. And a handy one that opens a bottomless pit in the ground, where you can store corpses and easily retrieve them, but mortal authorities never will.

Sexist Magic System (Free/400 cp)

Witches and Wizards are just female and male magic users, however, while they use the same magic and broadly the same spells, their experiences are *very* different. Wizards tend to top out at 'destroy a large building' levels of power, but can recharge with a short breather and maybe a meal. They tend to enchant a lot of amulets and talismans to make up for their lack of raw power in the moment.

Witches have enormous mana capacity, enough to nuke cities, but it can take months to *years* to fully charge up, so they're only dangerous with lots of prep time or an outside power source they can tap.

You can have either magic for free - yes, the one for the other sex if you want - and the *other* boon (quick recharge or vast mana well) for 400 cp, an extremely potent combination.

Handyman (-100 cp, free Wizard)

You are a skilled plumber, electrician, carpenter, mason, auto mechanic and construction worker. You can repair surfaces and maintain or fix most household devices and systems, and at least diagnose the problems with others. It may not be glamorous, but even if dumped in another world you have skills to fall back on.

Simple Solutions (-200 cp, discount Wizard)

Sometimes the best answer to an extended transformation sequence really is just to shoot them. When stranded in another world, seek out what magical government exists and ask for help. You have a gift for coming up with short, simple and effective solutions to problems.

Magical Knowledge (-400 cp, discount Wizard)

You have a lot of experience in magical matters. You know what the common spirits and monsters are, and how to avoid giving offense. If dropped into a totally strange new world, you know how to start looking, and how to distinguish the legends that ring true or hide a grain of truth from later exaggerations and bad translations. You're a dab hand at divination, enchanting and potion-making, those skills that give Wizards information and let them become dangerous with some prep-time. Finally, you're a really good mundane detective.

Daddy's Home (-600 cp, discount Wizard)

Bram may not love being a mentor, but he's actually really good at it. You're a skilled teacher, able to quickly form lifelong bonds with your pupils, who learn five times

faster than they normally would. You know when one of your students or former students is being threatened or is in a tough spot, even from the far side of the world, and know exactly what to say when they're having an emotional crisis.

Your paternal air makes you really good at helping reform people who aren't evil, they just made some bad choices. It can also be really attractive to the right kind of person.

Upbeat (-100 cp, free Witch)

Every cloud has a silver lining! Even in dire circumstances, you can smile and cheer others up - you also find it really easy to get and stay motivated. After all, what are magical girls for if not to be beacons of light in a dark world?

Impolite (-200 cp, discount Witch)

In fact, the existence of magical girls is common knowledge in Japan, and has been for generations. But it's considered terribly impolite to discuss in public, or to try and find a magical girl's identity. Especially with foreigners, these are the private affairs of young girls, after all. And once the Japanese have decided something is rude, well, it simply doesn't happen. Period.

You benefit from this kind of protection about your powers and identity. People may know, but they take pains to never really *know*. If you know?

Fairy Friend! (-400 cp, discount Witch)

Bram would say that fairies are treacherous tricksters who will whisk you away to their world to make you dance forever or flay you for boot leather, but the familiars really are just as sweet as they seem. You tend to bring out the best in people, so fairies and dragons and homeless people treat you really well, if you remain polite and friendly and don't provoke them.

Fighting Evil By Moonlight (-600 cp, discount Witch)

Above all. Magical girls are protectors of joy and innocence. Your fights never have meaningful collateral damage, you always arrive in the nick of time to save people,

who never suffer from whiplash. Your magic is particularly good at healing and purifying, and is painful to beings of pure evil.

Juvenile Delinquency (-100 cp, free Dark Magical Girl)

You have all the skills an aspiring criminal needs. Picking pockets, picking or breaking locks, stealing cars, breaking and entering. How to win street fights, how to gamble, where to fence goods. And, of course, how to look cool.

Proactive (-200 cp, discount Dark Magical Girl)

Villains act, heroes react, that's the way of things. You're good at coming up with plans, even on the fly, and at least the initial steps always seem to go off seamlessly.

Poltergeist Paradise (-400 cp, discount Dark Magical Girl)

You have a strong affinity for shadow magic, easily animating the darkness into limbs or minions which can touch but not be touched. The problem is, they're easily hurt or dispersed by bright light and powerless in total darkness.

King Me (-600 cp, discount Dark Magical Girl)

You aren't dumb. You know that evil will oft evil mar, and that the forces that empowered you are just using you. So what? You're using them too, and if you can do it just a little better, well, that means you *win*. You can tell when people are trying to con you, and how to turn it against them so you're the one laughing and counting your money, or supernatural powers, or whatever they hoped to gain.

- ITEMS -

Have +200 cp just for this section.

Automobile (-100 cp)

A car of your choice, within reason (remember this is 2005), that never needs refuelling or maintenance.

Home (-100 cp)

A small house, more like an apartment that isn't part of a larger building. But it's someplace to cook your meals and rest your head, utilities and taxes and such all taken care of. Also has magical wards so no one meaning harm will find it.

Wallet (-100 cp)

A wallet with a good local ID and ¥50,000. In future Jumps this updates into local currency and ID forms, with the wallet or coinpurse also shifting to blend in.

Water Bottle (-100 cp)

Hydration is important! This water bottle is always handy when needed, and can instantly switch to salt water, which is good for dispersing ghosts.

American Wand (-200 cp)

A .44 Magnum Desert Eagle. No search will find it if it's not in your hands, it never runs out of ammunition and is always handy when needed. Be careful though, the Japanese police will have pointed questions if they catch you with it.

Fixed Income (-200 cp)

The dream. A trust fund that pays out each month enough to support a middle-class lifestyle with a small family, whatever that means in the world or era you land in, you won't have to work.

Hoki-Kun (-200 cp)

A flying broomstick. Seats three, comes when called. Oddly friendly for a cleaning implement, like a big puppy dog.

Magic Lenses (-200 cp)

Bram's most often used magical device, if only because they don't do any good in his pocket. These contact lenses or shades allow someone to see curses or poisons as scary black mist. Yes, this includes mundane poisons.

Magic Wand (-200 cp)

A focus that makes magic faster, about three times stronger, and much easier to cast. Can be jewelry or something else instead of a wand if you prefer.

Dark Pearl (-400 cp, free Dark Magical Girl)

A gem that can be used to corrupt sources of magic or artifacts, which is rarely directly useful to you. More immediately practical, it can *steal* magic from artifacts, increasing its powers. There's no real limit to how many powers you can stack onto the thing besides the number and type of magical objects you can obtain. Properly absorbing and utilizing the powers can take a couple weeks, though.

Spellbook (-400 cp, free Wizard)

A lot of the best spells take some advance setup, but there's seldom time in a crisis. This is where a spiral-bound notebook comes in handy, full of pre-drawn magical circles for a wide variety of utility and combat spells, the very best you can cast. Just slap the circle and charge it with mana, and you're off to the races.

Zodiac Gem (-400 cp, free Witch)

Obviously needed to be one of the Zodiac Gems! You have a jewel attuned to a particular constellation, which resonates with cosmic power, effectively letting you tap all the stars in it for energy, thus letting your mana reserves continuously and instantly refill. You do, however, need to transform to activate it.

- DRAWBACKS -

Bail (+0 cp)

You can leave once Witchling-Purple is saved from Nekoko, or it becomes impossible to save her.

X-Treme Bail (+0 cp)

Or maybe you want nothing to do with this setting whatsoever. Fine, you can Supplement this Jump or otherwise use it to visit any urban fantasy or magical girl setting, whether or not they have a Jump.

Stay A While (+100 cp)

Alternatively, you can hang but for another decade. This may be taken up to six times, mages of all sorts tend to age gracefully.

Awkward (+100 cp)

You are socially awkward and keep winding up in uncomfortable positions that make people assume the worst. Like manhandling a school nurse who is really a monster.

Great Bamboo (+100 cp)

You have a distinctive physical feature that makes you stand out in a crowd. People who have never had a conversation with you will know you as the giant or the one with the scar.

Adulting (+200 cp)

You have a responsibility to help people in need, especially children. There's always some kind of drama going on, and you're always gonna be involved.

Disability (+200 cp)

You have a serious one. Maybe you're deaf, or blind, or mute, or down a limb. This cannot be healed by magic, but maybe mitigated in some ways. This may be taken twice.

Filthy Habit (+200 cp)

You have a terrible habit, like smoking or alcoholism. Magic can help you manage most of the long-term health problems, but not the cravings or hangovers or awful breath.

Isekai'd (+300 cp)

You arrive in this world as a Drop-In, with no connections, no resources, and no Items or Warehouse access, just your purchases here and anything else brought from a magical girls Jump.

Magic is Different Overseas (+300 cp)

Your powers and perks from other Jumps don't work in this new world. Just your purchases here, and anything else brought from a magical girls Jump.

Me And My Shadow (+300 cp)

You're something different, not from around here. The local supernatural nasties can sense it on you, practically *taste* it, and their divinations all return one word - Jumper. To steal your powers and chain would be no simple task, requiring subtle manipulations that break you down as a person to nothing and/or grand rituals, but the rewards are true immortality, multiversal reach, limitless cosmic power with a little patience. They will be motivated to try.

- END -

What now? Go home, settle down, or on to the next Jump?