Happiness Charge Pretty Cure Jumpchain by Kamico and JesterFoxFlame

Welcome to the Blue Planet! This world is very similar to the modern-day Earth, but Magical Girls called Pretty Cure exist, empowered by the Love Crystals that a god of the planet, Blue, sometimes distributes. However, not all is love and peace in these times: the Axia Box, that was sealing an ancient evil, was opened in the recent past, and the Blue Sky Kingdom was overrun by the villainous Phantom Empire, the Dark Generals of which are now attacking the rest of the planet via Saiarks - monsters made from capturing a civilian in a mirror and capable of hostile terraforming!

Here, have +1000 Charge Points (CP). You'll be here for 10 years.

Gender: You may be female for free, otherwise remain the same as you were.

Locations: You may roll for +100CP

1) **Japan, Pikarigaoka**
Home to future Happiness Charge Pretty Cure and the dwelling of Blue, this sleepy town has quite a history with Pretty Cures!

2) **America, Houston**
Home to Bomber Girls Pretty Cures and the most populous city in Texas and in the Southern United States.

3) **England, London**
The capital and largest city of England and the United Kingdom, as well as home to Cure Continental, an Alice Liddel-looking Cure!

4) **India, Agra**
The city on the banks of the Yamuna river in the Indian state of Uttar Pradesh, about 230 kilometers south-east of the national capital Delhi, and home to Wonderful Net Pretty Cures, a pair of programmer Cures.

5) **France, Paris**
Bonjour! This is the capital and most populous city of France and home to the very competent Cure Earl of the Merci Precure!

6) **America, Hawaii**
Home to Alo~ha Pretty Cures, a team of newbie Cures that somewhat struggle with their duties. Would you help them or their nemesis, or even stay neutral?

7) **Phantom Empire**
Formerly Blue Sky Kingdom, the stronghold of the Phantom Empire. Unless you're a General, it's likely you'll be quickly captured and imprisoned in a mirror.

8) **Another Planet**
Yellow Planet, also known as Venus, with its monstrous pressure, temperature and acidity. Hope you have a way to survive and to get back to Earth.

Origins: Any Origin can be taken as a Drop-In

Pretty Cure
Having come into contact with a Love Crystal, you have become a Pretty Cure, a Protector of this world! Fight the Phantom Empire in the name of Love, Hope, Kindness and Justice! Your age is either 14 or 1d8+10 years

Fairy
A white panda-like creature with a large ladybug-like backpack and a colored curl on the forehead (colors of the bag, clothes and the curl are up to you). You are the one to support and dispense power-ups to Pretty Cures. Your age is irrelevant as long as you are not a helpless child.

Dark General
A servant of the Phantom Empire, driven for some reason to spread despair and sorrow. Will you help the Empire overcome the Precure and plunge the Blue Planet into darkness, or will you betray and turn on Mirage and her Generals? Your seeming age is 1d10+16 - after all, you've been sealed in the Axia Box for a while!

(500CP) God
Huh, are you perhaps Yellow, the God of Venus, a sibling to Blue and Red? In any case, you are unaging, can be understood by any sentient being, live even on inhospitable planets and in vacuum, and travel across the cosmos rather quickly. Your youthful age is merely your outward appearance.

Perks: For the corresponding Origin:
100CP perk is free, the rest are 50% off

Pretty Cure: **(100CP) Pretty Cure Transformation**
A transformation form. Has a black vest with a white bow at the back, golden brooch in front and a pink hip bag, but otherwise up to you to design. No matter what your physical and magical powers are, when you are transformed, they will be increased tenfold.

(200CP) Combat Effectiveness
In many moments of your life, words will not be an option. In this world, there are people who seek to defeat and imprison you, so you will have to defend yourself. With this perk, your combat skills are at such a level that you could even defeat Saiarks and Generals on your own.

(400CP) Purity of Heart, Mind and Body
If there is one thing that characterizes a Pretty Cure, it is their determination and purity. It's simple: with this perk, your heart is incorruptible, your mind unassailable and your body unbreakable. And what would a Pretty Cure be if it can't give some of that purity to the world? Now, if you wish, you can extend your purity to your friends and enemies alike, eliminating corruption and all negative influences on them.

(600CP) Forever Jumper
Humanity's potential to never give up, even in the face of an invincible enemy, is marvelous. Some would even say, it’s something capable of achieving a miracle. And now, you embody it! This form carries the hopes and love of all creatures on Earth. All the accumulated power of all those honest wishes, the united effort of their hearts, endows you with the strength to challenge almost any opponent. With this glorious strength, you could now even be an adversary to an existence as powerful as Red himself.

Fairy:

(100CP) Enemy Sensor
You can sense the Phantom Empire's actions via sixth sense in a considerable (at least a town's worth) distance. In other words, this will translate into being able to sense when some dark magic or evil influence is being used or some hostile enemy is nearby.

(200CP) Mundane Skills
It can't all be superpowers and magic, right? Maybe you already had a hobby before you started this adventure or thought it would be nice to have something basic to fall back on if magic wasn't enough. Whatever the case, you can now learn any mundane skill in a month, reaching beginner-level proficiency in it, and mastery - in a year.

(400CP) PreCard Generation
People say that karma always eventually pays off for good deeds. And when it comes to PreCards, this couldn't be more true! For every significantly good thing you and your Companions do, from helping someone in need to fighting the Dark Generals, you will accumulate Civilian PreCards. Every 500th PreCard, however, will be a Pretty Cure PreCard, allowing you to empower an ally into a Precure, granting them the 100CP perk and item of that perkline!

(600CP) Combat Form
Surely you know PhanPhan or Phantom, the Fairy who fought off and defeated entire teams of Cures by himself? Such a being is a force to be reckoned with. And with this perk, now you are too! Now you can turn yourself in a human form powerful enough to fight against any Cure in this world and have a good odds to get the undisputed victory even against a team!

Dark General: **(100CP) Saiark Creation**
With this power you can now capture a civilian or defeated enemy inside a mirror and use it to summon a powerful giant monster - Saiark! The first instinct of these monsters is to hostilely terraform the vicinity, seeking to transform whatever world they are on into a landscape of your choice and fight your enemies.

(200CP) Teleportation
Exactly what it says on the tin. Now you can teleport. The possibilities are virtually endless, as many as your imagination and willpower can conceive. Other than that, you'll need a clear image of where you want to go before you teleport. With this, the sky (and beyond?) is the limit.

(400CP) Dark Heart's Desire
Be it power to turn things into sweets born out of sweet tooth, a power to weaken your opponents out of desire to be #1, or even telekinesis out of laziness, this is a personalized power born of your twisted heart. Don't wank this too hard, or your Benefactor will have some words with you.

(600CP) Dark Descent
All sentient beings have at least a little darkness in their hearts. It is something as natural as that some plants can be healing or poisonous depending on how you mix their leaves. And now this darkness responds to you. You can gather the power of darkness in the hearts of all sentient beings in the world, and with every bit of darkness you gather your abilities will increase in equal measure. Isn't it true that good and evil are often two sides of the same coin? Thus, this form is the ultimate realization of this fact. If something like the Forever Form, the crystallization of love and hope of living beings in the World of Blue exists, it's only right that something like this, the Dark Form exists! Empowered by all the internal malice of living beings in the world, this Form has enough power to fight one on one against the Forever Form or even a God.

God:

(100CP - free to God) Support Magic
Shouldn't a God support his Champions? Even in your weakest state, certain manners must be respected, and you have the power to do so via barriers, healing and buffing spells and the creation of power-up trinkets. You may not change the fate of the world, but you'll always have the power to catch your Champions when they fall and to be here for them when they need that little extra push.

(200CP - free to God) Old and Patient
You are a God of a Planet, meaning, you're actually very, very old… even if you don't look like that at all. This means you've outlived a lot of other lifeforms that you met or, perhaps, even saw the genesis of. Not only this patience is in itself a superpower, this also means you can stay sane, relatable and understandable to beings that are like mayflies to you no matter what, even if the inside of your head is filled with eldritch secrets.

(400CP) Immortality
It is natural for a god to not age or die of natural causes as long as his planet exists - and now you are also one such individual. You still can be killed, but it'll take a planet-buster firepower to accomplish.

(600CP) God's Champions
Now you, as one of the Gods, have the power to endow sapient beings with your energy and transform them into new forms fit for your needs as the will of the planet. Whether they are Pretty Cures, Fairies, or Dark Generals, they will receive the respective 100, 200 and 400 CP-worth perks of their origin.

Items: For the corresponding Origin:
100CP item is free, the rest are 50% off

Pretty Cure: **(100CP, free and mandatory for Pretty Cure) PreChanMirror**
A transformation trinket in the form of a white and pink mirror with a rolling bead inset in the lower part. Compatible with and required to use the PreCards. Comes with Pretty Cure PreCards. In other Jumps it can transform into other objects that are easier to disguise within the setting or connect with other transformations that may be available.

(200CP) Pretty Cure Weapon
A weapon of your own! It is up to you how it looks, and it can be resummoned every time you transform. Usually it's a LovePreBrace, but it can be anything. The attacks can be set to 'nonlethal' and 'purification'. You can Import other items in this.

(400CP) Civilian PreCard Collection
These cannot grant wishes, but can transform you into a member of any mundane (or not-so-mundane, like ninja) profession, granting you all the skills required to fulfill that profession. With each new Jump they will be updated to adapt to all the typical professions of the setting, giving you an incredible amount of professions with each new Jump you visit.

(600CP) Shining Make Dresser
A power-up item of your Magical Girl type, allowing you and your Companions to achieve Innocent Forms (that are twice as strong as a normal Pretty Cure)! However, its most useful feature is to be able to keep anything inside sealed, safe and sound! Granted, you need to somehow get that something inside, but surely you'll find a way.

Fairy:

(100CP) Accessory
An indestructible accessory that is absolutely YOU, serving as an unique identifier. Cannot be lost. When you wear it, even those who are mad at you can't help but think you're cute as a button and will either ignore or forgive you for minor inconveniences.

(200CP) Your Bag
A hammerspace for things not too big to fit inside this ladybug-like bag. Cannot be lost or destroyed, and can be hidden as a pocket on your clothes in other Alt-forms. Ideal for storing every one of your useful fairy tools and anything else you might need for your adventure here.

(400CP) Hiding Veil
A long piece of sheer fabric that, when wrapped around someone or something, lets them remain unnoticed. However, abilities made to see even though these kinds of camouflage, like True Sight, are still a weakness.

(600CP) PreCard Wish
A single wish, limited to resources of the universe it was used up in. Cannot grant an Oldwalker Spark, or equivalent things. Does not regenerate. Choose carefully when you want to use it.

Dark General: **(100CP) Combat Uniform**
A set of clothes that are comfortable and indestructible. When you use them, you will find that most people in any setting will treat you with more deference and may even feel that you are in control of the situation. In addition, your enemies will be more easily intimidated in battle.

(200CP) Choiark Crowd
About… oh, let's say 100 Choiarks. They all count as a single item. They require no food or water or sleep and can survive anywhere… Even if they are no stronger than a mundane human, and their only saving grace as combatants is that most people don't seem to take them seriously so they can get a lucky hit on an unexpecting opponent. Besides, they can regrow their numbers each day. Can be bought multiple times, every time multiplying the amount of Choiarks by 10, still counting them as a single item.

(400CP) Villainous Lair
A fully-furnished and stocked place somewhere otherwise inaccessible, capable of storing all your Companions and Followers, where you can teleport in and out anytime. Can be a Warehouse Attachment. You need to wait for a day to change the exit teleport place.

(600CP) Quirky Miniboss Squad
A set of three Generals of the Phantom Empire, their appearances, powers and characters up to you. They count as a single item and/or Companion, and have the 100, 200 and 400CP Perks of the Dark General line. They have the option of Importing in future Jumps in the closest similar group where they can play their Miniboss Squad act if you want it to be so.

God:

(100CP - free to God) Cure Line
A pink self-replicating (when you need another copy) smartphone, that can contact the copies made no matter what. Charges from your powers. Can Import other phones into this.

(200CP - free to God) Embassy
A nice mansion that belongs to you, somewhere on Earth. Here, you also are protected by law, unless you break it in a particularly bad way. In other Jumps, you can expect an answer from other countries and political entities if some enemy of yours tries to break in there in any way.

(400CP) Cross Mirror Room
A Warehouse Attachment full of floating mirrors that act as scrying tools and portals to anywhere not protected against scrying and teleportation. You can access it from any mirror or even reflective surface big enough to fit you.

(600CP - free to God) Your Planet
You are a God, and here, that means that you have a dominion over a (barren, rocky) planet - and, as long as your planet doesn't harbor life, you can change and configure everything related to its atmo-, hydro- and lithosphere at will. In future Jumps it will always be in the same solar system as the planet you start on. Once per Jump or 10 years, whichever longer, you can be resurrected through this Planet's connection to you.

Companions:	Each imported/created Companion gets 600CP to spend You may not import/create more than one God Companion	
A Partner	Free	to import/create 1
A Team	100	to import/create 8
A Corps	400	to import/create as many as you want
A New Friend	50	to recruit a canon companion

Drawbacks:

Mundane Start (+100CP)
The perks bought in this Jump won't be available to you and your imported Companions from the start - instead you guys'll need either a Love Crystal (as a Precure or Fairy), exposure to Phantom Empire (as a prospective General) or even contact with your Planet (as God) to gradually earn them in-universe. You'll definitely get a chance to enter the game, but you'll have to move and think fast. Don't worry about losing the Perks, though, if you fail to gain them this Jump, they'll be available in the next one.

Cowardly (+100CP)
Exactly what it says on the tin - you become a coward! Sure, this can be overcome with sufficient willpower, but otherwise you'll be easily frightened and won't stay to fight. Or maybe your answer to conflict becomes less a "run-or-fight" instinct and more a "cornered rattlesnake" one. Let's hope you have some loyal friends who can understand why you back down from so many everyday problems.

Memory Lockout (+200CP)
No memories of Pretty Cure universes for you, Jumper!... and for your Companions and Followers, as well blanking the DVDs and so on. Why is this so cheap? Well, this is Pretty Cure. The plot will be solved by a team of plucky Pretty Cures from Pikarigaoka soon-ish.

Power Lockout (+200CP)
No beforehand-gotten Perks and Items for you, Jumper and Companions! You can use your Warehouse, but it's empty and without attachments. The other part of the usual drawbacks. You didn't think you'd get to stomp this setting, right, Jumper?

Lonely (+400CP)
Now you are incapable of working together with anyone, being a lone wolf. Fine for a God, really bad for a Dark General, and disastrous for a Cure or a Fairy.

Choiark (+400CP)
Disregard your Origin choice. You're now a Choiark, a mook of the Phantom Empire! Good thing you don't need air, food or water, and is caable of surviving anywhere. The Alt-form, Perks and Items you bought this Jump will arrive to you after this Jump.

Sealed (+600CP)
You and your Companions and Followers are sealed somewhere on Earth in a small container, incapable of anything but talking to the holder of your prison. Even if you get out, you'll start out weakened, requiring months of recovery to restore your full powers. If you can't get out of the seal before the Jump ends, it's a Chain Fail.

Un-Jumper (+600CP)
This Drawback is different for different Origins:
Pretty Cure and Fairy:
By the blessing of Red, a General of the Phantom Empire has gotten a copy of all your powers by fusing with your reflection, on top of the 100, 200 and 400CP perks of the Dark General line! They are also a complete opposite of you in every way, and very hostile to you, trying to seal you in a mirror until the dissolution of Phantom Empire - or until the Jump End, if the Empire wins.
Dark General:
By a blessing of Blue, a plucky Pretty Cure and her Fairy Partner have gotten a copy of all your powers by fusing with your reflection, on top of the 100, 200 and 400CP perks of their Perk lines. They will challenge you relentlessly, trying to purify you and thus make you permanently lose the perks you bought this Jump.
God:
A dark power from the depths of the cosmos has returned to finish its job! Having devoured all life on your and Red's planets in the past, this God of a Wandering Harvest Star possesses approximations of all the powers you have and wants to devour you, Red and Blue whole. If the God of Wandering Harvest Star defeats and devours Blue and/or Red, they'll get even more powerful, and if they do so to you, it counts as a Chain-fail.
All:
In any case, you can use any method in your reach to defeat them, be it killing, beating in a fair fight, ambushing, or even pulling some good ol' Power of Friendship and Love and maybe making a new friend (or something more?). In the case you get them on your side, you can take the Un-Jumper(s) as companion(s).

Ending: Stay Here

Return Home

Continue Jumping

Notes:

Dark Heart's Desire
Unrestricted Path to Victory out of 'I want to know what to do' is wanking it too much. Nerf it.

PreCard Wish
PreCard Wish scales with the resources of the universe it was used up in - for example, in Dragon Ball Z it would be able to grant anything Dragon Balls can grant, or even do something like Beerus's Hakai, affecting multiple (all) timelines.

Choiark Crowd
If you want to, you absolutely can spend all your CP on this item, up to 10^37 Choiarks (if you are a Dark General and also take all the Drawbacks). I don't know where you'd keep them, however, because I doubt they'll fit in your Warehouse. Why am I allowing it? Because I find this 'exploit' hilarious.

Quirky Miniboss Squad
These can be Jessie, James and Meowth in Pokemon Anime if you want - to give an example of their Import options.

Cross Mirror Room
By default, there are as many mirrors as you need to oversee all of your own planet. If you travel to another planet (such as Blue's Planet), that will add as many unprotected mirrors as there are on that planet. Be free to disregard this.

Your Planet
By default, this is Venus/Yellow Planet, but it can be another rocky (non-gaseous) planet. As soon as your planet becomes inhabited, you'll be locked into the configuration that supports that life.

Sealed
By default, the holder of your prison is a young Pretty Cure. How naive is she, and how much she knows about you is up to you, but she always knows that she is forbidden to open your prison.

Un-Jumper
Out of the options, only the Wandering Harvest Star can give you a Chain-Fail. You can take the Wandering Harvest Star as your Un-Jumper in any Origin, risking Chain-fail.

Changelog:

v1.1
- Allowed Drop-Ins for any Origin;
- Expanded description of Dark General Origin;
- Changed God Origin's cost from 1000 to 500CP;
- Reworded Purity of Heart, Mind and Body perk;
- Reworded Enemy Sensor perk;
- Reworded Mundane Skills perk;
- Renamed PreCard Creation into PreCard Generation;
- PreCard Generation no longer gives you PreCard Wishes;
- PreCard Generation now allows you to empower a Pretty Cure every 500th card;
- Exchanged Authority Growth for Old and Patient;
- Switched Immortality and Old and Patient's prices;
- God's Champions are no longer free for God;
- Made PreChanMirror mandatory and free for Precure;
- Clarified Innocent Form's power in the Shining Make Dresser item;
- Combat Uniform's respect effect now extends to most people;
- Reworded Choiark Crowd description;
- Slightly reworded Embassy item;
- Cross Mirror Room no longer free for God;
- Made Mundane Start allow for gradual growth in power;
- Made Lockout drawbacks more consistent;
- Fixed Choiark drawback wording;
- Sealed was expanded;
- Un-Jumper was reworked.

v1.2
- Changed Age mechanics;
- Added 'allspeak' effect to God Origin;
- Added healing to Support Magic;
- Gave the 500th Card PreCure a free Trinket;
- Added note about Dark Heart's Desire;
- Made clearer Creation/Import of Companions;
- Added 'no more than one God' restriction to create/import Companion;
- Added 'by fusing with your reflection' in Un-Jumper.