MAHOU FRAMEWORK BODY MOD

V1.7

BY JAMES THE FOX

Magical Girls. Mahou Shoujo. Those young heroines who fight evil in pretty outfits with sparkly magic. And of course, those rarer counterparts, the Magical Boys.

Have you ever wanted to run a Jumpchain centered around your Jumper being a Mahou Shoujo or Mahou Shounen? Well, look no further, fellow Jump-chans! Someone's wished upon a star, and this Body Mod is the answer.

Have you ever wanted to be a Magical Girl or Magical Boy, to draw out the potential of every Magical Girl Jump out there, and damn whatever theming future Jumps want? Well, my esteemed Jumpers, your prayers have been answered!

You'll receive ***1000 Body Points (BP)*** to get you started, and can take any and all Chain-Drawbacks to gain more BP and their Bonus Effects.

SUPPLEMENT MODIFIERS

Growth: You lose ***500 Body Points (BP)***, and can't take Chain-Drawbacks marked with ✨. However, the Jump-Drawbacks seen in this supplement can provide half their Character Point (CP) reward as BP, each Jump (this disqualifies them from granting you CP for the Jump). You can gain up to 200BP this way per Jump.

Mahou-Defining Jump: You lose ***300 Body Points (BP)***. The Perks you acquired (or will acquire) in your first actual Jump becomes a part of your Body Mod, with any superhuman or magical abilities becoming part of your **Magical Transformation**, remaining at full power even if you're using a **Mahou Wardrobe**. If you took this before your first actual Jump, you may use Drawbacks from that Jump to gain BP for use here (this disqualifies them from granting you CP for the Jump)! In the case of ***Growth***, you may treat your chosen Jump Doc as if it were part of this one. You may not take other Modifiers except ***Growth***.

Mahou-Defining Frontload: You lose ***500 Body Points (BP)***. You may select another Body Mod, or a Jump Doc, and receive half its normal budget. Your purchases there become part of your Body Mod, with any superhuman or magical abilities becoming part of your **Magical Transformation**, remaining at full power even if you're using a **Mahou Wardrobe**. You may take Drawbacks from that Doc to gain BP/CP in the Jump Doc, or for BP for use here, making the Drawback a permanent part of your Body Mod. You cannot take Power/Item/Companion Loss Drawbacks or Drawbacks dependent on or affecting the nature or characters of the setting (for example, **Homura's Revenge** from Mahou Shojo Madoka Magica (Witch Timelines) requires Homura's Time Loops, as well as the characters Madoka Kaname and Kyubey, and so cannot be chosen). Scaling Enemies or Enemy Factions are allowed – they become Jumpers themselves, following you along your Chain. In the case of ***Growth***, you may treat your chosen Jump Doc as if it were part of this one. You may not take other Modifiers except ***Growth***.

Mixed Framework: You may combine this Body Mod with another **Framework Body Mod**, sharing 1000 starting points across both. Maybe you're interested in becoming some kind of mecha-calling Super Sentai? You may not take same-named Drawbacks or Drawbacks with incredibly similar descriptions. You may not take other Modifiers except ***Growth***.

KEYWORDS

Everything below will have a variety of keywords attached to them, which are defined below.

[Perk]: A power of some sort. Magic, skills, traits, etc.

[Item]: An object of some sort. Trinkets, weapons, vehicles, places, etc. If broken, it will return to you in about a week, unless otherwise stated.

[Stat]: This adjusts your stats – anything that would push you past a peak, mundane human is restricted to peak human while untransformed.

[Mundane]: Available while not within your Magical Transformation.

[Magical]: Only available while within your Magical Transformation.

[Multi-Buy]: You can buy this multiple times.

[Spell Cost: X] or ***[Spell Cost: X<]***: This is or has a spell you have to actively cast. X is the base cost needed to cast it once. If the Spell Cost is X<, you may pour more MH into the spell to get bigger effects.

[Passive Cost: X per Y] or ***[Passive Cost: X< per Y]***: This is or has an effect that remains ongoing. X is the magical cost per Y, which is a unit of time.

[MH Restoration]: This speeds up your magical replenishment, or provides an alternate source. Unlike your baseline MH replenishment, these can work even when you're using magic.

[Empowered]: This Perk is upgraded by your Magical Transformation. If it also has ***[Multi-Buy]***, the upgrade doubles however many instances of the Perk you have. Otherwise, the upgraded effect will be in the description.

[Upgrade: X]: Requires and upgrades the attached Perk or Item. X is whatever purchase is required.

[Discount With: X] Is discounted with ownership of the attached Perk or Item. X is whatever purchase discounts this one. If a Discount pushes a Perk's price below 100BP, it becomes free.

[Meta]: Affects some aspect of future Jumps.

PHYSICAL STATS

The base stats listed here are your stats within your Mahou Transformation. For physical stats, this Body Mod peaks at “peak human” stats while untransformed, before any additions from other Body Mod enhancements (such as the SPECIAL reward from the various Fallout Scenarios). The full physical stats you buy here, and all magical abilities you buy here, are by default only available within your Mahou Transformation. Otherwise, what would be the point?

You may invest as much BP into these base stats as much as you like.

You get an additional stipend of **100BP** to spend in this section only.

STRENGTH

By default, your relative lifting strength – represented by your max capacity for a single-rep deadlift – is 80% of your body weight. Assuming no speed powers, you can at your best punch with 130% of your body weight in force.

The average punch speed of a human is about 3 meters a second, with a peak of about 20 meters a second. Each time you spend BP on **Speed Up** *or* **Strength Up**, your punching speed goes up by half a meter per second.

For scaling purposes, any Perks you acquire that modify your strength operate on these percentages as follows, in this order:

If a Perk simply vaguely states your strength is improved, or if it states a general level of strength you’ve already attained, add X% to your relevant percentages, where X is two tenths of the Perk’s CP value. For example, a 600CP strength perk that doesn’t clearly describe the Perk’s effect on your strength in general would give 120% to your lifting strength and punching strength, while a 400CP punching perk would grant 80% to your punching strength but leave your lifting strength alone. You get what you pay for!

If a Perk says “you can lift X Times your weight/size/etc” it adds its percentage to your relevant strength percentage. If it gives something like “you have the relative strength of a spider,” look it up, you’ll probably find it! If it gives a specific weight such as “you punch with a force of 1000lbs”, divide it by your weight to determine percentages. If it says you can hit with the force to destroy an earth-sized planet,

well, there are fine folks who have calculated that out (the answer is about 59.44 zettatons, by the way), go forth and learn!

If a Perk says “your physical strength is doubled/tripled/multiplied by X,” multiply your percentages accordingly.

Drawbacks likewise subtract and divide your strength accordingly.

Strength Up (1BP)
[Stat] [Multi-Buy]
For every BP you invest into this stat, both lifting strength and punch force percentages increase by 1%. Peak Human stats, attained at 200BP, are 280% of your body weight in relative lifting strength, and 330% of your body weight in punch force.

SPEED

By default, your endurance running speed is about 8 Kilometers Per Hour (or 5 Miles Per Hour), and you can manage about 50% more at a sprint for about 10 seconds before needing to rest your muscles.

Peak human endurance running speed is 20 KPH (or about 12 MPH), with a sprinting speed of about 45 KPH (or about 28 MPH), again held for about 10 second bursts before needing to rest.

The average punch speed of a human is about 3 meters a second, with a peak of about 20 meters a second. Each time you spend BP on Speed Up *or* Strength Up, your punching speed goes up by half a meter per second.

Any Perks you acquire that modify your speed operate on these stats as follows, in this order:

If a Perk simply vaguely states your top speed is improved, or if it states a general level of speed you've already attained, add X% to your sprint percentage, where X is two tenths of the Perk's CP value. For example, a 600CP sprinting perk that simply says your top speed is improved improves your sprinting speed by 120%, but a 100CP or free Perk that grants the same would only give 20% more. You get what you pay for!

If a Perk says "you can run at (60MPH/Mach 1/Lightspeed) speeds without tiring" and you haven't yet reached that speed, convert it to KPH and add that amount to your endurance running speed. If it does not specify that it is a sustainable running speed (such as by claiming that the speed is easily reached, doesn't tire you, or some similar implication), instead convert it to KPH then divide by 1.5, then add that to your endurance running speed.

If a Perk says "your speed is doubled/tripled/multiplied by X," multiply your speed stats accordingly.

Speed Up (1BP)
[Stat] [Multi-Buy]
Boost your Sustainable Running Speed by 1 Kilometer Per Hour, boost your top speed compared to that speed by 1%, and boost your ability to maintain that top running speed by 1 second.

REFLEXES

Your reaction time, by default, sits around 280 milliseconds. Peak human reaction time tends to become available around your early twenties, peaking at 170 ms before declining with age.

Perks that increase your reaction speed or reflexes increase your reaction time by a number of milliseconds equal to a tenth of the CP Cost, unless the Perk gives a more explicit number. This reaction time cannot dip below 1 ms – that'd be precognition, and that's a whole different thing!

Reflexes Up (1BP)
[Stat] [Multi-Buy]
For each BP spent here, you reduce your reaction time by 1 millisecond, with your Magical Girl form being able to surpass the 170 ms peak.

MAGICAL STATS

Magical Energy. Aether. Spirit. Power. Mana. MP. The fuel that keeps a Mahou casting and blasting. This is an obviously valuable set of stats to invest in. Like with physical stats, you may invest BP into your magic in any amount you like. Unlike with physical stats, there's no realistic baseline here, and so… let's attempt to quantify your purchases here.

You'll be boosting your **Magical Capacity**, your **Magical Potency**, and your **Magical Regeneration**.

For all stats here, we'll be using "Magical Hours" or "MaHou" or "MH" of Magical Energy, an entirely proprietary unit of measurement. It is named such because a baseline **Magical Transformation** requires one unit of MH to last for one hour.

You get an additional stipend of **100BP** to spend in this section only.

MAGICAL CAPACITY

A Mahou Shoujo's magical capacity is arguably the key to them being able to last on the battlefield. For free you have 100MH to use while transformed.

Perks that give magical reserves of some kind but which aren't explicit about the potency grant you MH equal to half of their CP value – for example, a 600CP Perk that gives someone magical energy boosts your capacity by 300MH. At minimum, you'll gain 100MH from a Perk like this. Otherwise… well, use your best judgement and consider the following:

The average untrained person in a world that has magic will have about 10MH to their name – a trained but neophyte mage, or a genin ninja in Naruto, or a LVL 1 mage in the average RPG, will have closer to the 100MH you start with for free, while more skilled but otherwise standard mages should have a few times more than that. Truly inhuman reserves, such as having some kind of demon sealed inside you and having access to that power, or being the kind of mage who trained their reserves for a thousand years, would be needed to hit something like a thousand MH. The average lower-case god would also sit around this level, while higher beings may have the equivalent of about ten thousand MH to play with. Cosmic beings – the sort that actually created their universes – would have at minimum a hundred thousand MH to use. At barest minimum.

If the amount you'd interpret getting according to a Perk's description is less than the "per CP" option, or if you can't easily grasp how much the Perk is offering, you may take that amount instead.

Perks that multiply your existing reserves are applied after all additive Perks.

Capacity Up (1BP)
[Stat] [Multi-Buy]
Every BP you spend to boost your maximum Capacity gives you 2MH. As a reminder, it costs 1MH per hour to maintain the average Magical Girl transformation, so with what you got you could hold your transformation for four whole days without cease, so long as you did little else magically-intensive.

MAGICAL POTENCY

This is how you get the big booms of love and justice. This determines how dense you can make your magic, and thus the more bang you get out of a single MH.

A Mahou's capability for potency is generally divided between what potency levels they are capable of refining their magic to – we simply call these Potency Classes, or just Classes. You may buy any Class listed below to gain talent with controlling magical energy refined to that level of potency.

It costs a certain amount of MH to hone the rest of your pool to a higher Class. It's possible to shift gears between Classes you've already honed, in case you need to shift down to a lower Class for a few seconds. Potency Classes last about an hour before needing to be refueled.

Attempting to refine the power of your MH to a Class you don't have talent in is possible, but will cause your magic to become unreliable – likely to overcharge or undercharge, or explode on accident. You'll likely produce a magical aura that damages the things around you. Be careful of collateral damage!

If you buy a Class without buying its weaker Classes, you are not able to reliably control your magic to those weaker Potency Classes – so decide carefully whether you want to only be able to use combat magic at "personal scale" and "blow up everything everywhere scale" with no in between.

Adept (A) Class (Free)
[Stat] [Passive Cost: 0]
Your MH is largely unrefined at this point, and not especially potent. A single MH laser will likely tickle, but 10MH will generally be enough to feel like you mean it in a fight against your average human or other creature. You'd have to invest a lot of magic to tear through common building materials.

Blockbuster (B) Class (100BP)
[Stat] [Passive Cost: 10 Per Hour]
With this level of refinement, even your weakest spells hit with enough force to tear through walls, and proper combat magic is like to start tearing up buildings with each spell, to say nothing of a Jumper Buster, which could easily rip up significant chunks of city block.

Citybuster (C) Class (300BP)
[Stat] [Passive Cost: 50 Per Hour]
Extraordinary care is needed at this point, and careless Mahous inevitably destroy themselves trying to wield this power without the proper training. It's said that at this point getting hit with your average attack magic is roughly equivalent to being struck by a small nuclear bomb, and your defensive magic can guard against the same. A Jumper Buster could legitimately obliterate a city at this point.

Landbuster (L) Class (500BP)
[Stat] [Passive Cost: 100 Per Hour]
When tuned to this level of refinement, great care must be placed on your every spell. Even your weakest spells are to be feared by civilizations, causing widespread devastation wherever you shoot. With enough magic invested, you could pierce a mountain with a Jumper Beam, or shatter it entirely with a Jumper Buster.

Meteorbuster (M) Class (500BP)
[Stat] [Passive Cost: 200 Per Hour]
Your magic, if allowed to run amuck at this level, could lead to extinction events across the planet. At the same time, you could cut through asteroids the size of a continent with a Jumper Beam, and reduce it to space dust with a Jumper Buster.

Planetbuster (P) Class (500BP)
[Stat] [Passive Cost: 200 Per Hour]
Your Jumper Beams could cut an Earth-sized planet in half, and your Jumper Buster is easily capable of wiping any planet in the solar system from the face of the galaxy. Congrats on becoming a tiny magical Death Star!

Starbuster (S) Class (800BP)
[Stat] [Passive Cost: 300 Per Hour]
Your magic, if blindly unleashed, could disrupt and destabilize the entire solar system. A well placed Jumper Beam could trigger a supernova in a Sun-sized star, and a Jumper Buster would hit like a supernova in its own right.

StarSystembuster (SS) Class (800BP)
[Stat] [Passive Cost: 300 Per Hour]
Your Jumper Busters have enough juice in them to completely obliterate a solar system. When allowed to run wild, the tingle of your unleashed magic can be felt from adjacent star systems as it rips apart whatever poor solar system you happened to be in.

SuperStarSystembuster (SSS) Class (800BP)
[Stat] [Passive Cost: 300 Per Hour]
This is the point where you can threaten an entire galaxy, simply by existing without carefully leashing your magic. You could rip a star system apart with a single Jumper Beam, and a well-positioned Jumper Buster could destroy multiple star systems simultaneously. It is in theory possible to reach a point where you could annihilate the entire observable universe with a single spell, from this Class.

Perks that boost your magical control, efficiency, potency, or output grant you talent with their most applicable Potency Classes, improving how effectively and easily you can control the kind of magic you'll be throwing about at that level.

MAGICAL REPLENISHMENT RATE

After a battle, you'll probably need time to refill your magical reserves. For free, you regain 1MH every minute, or 60MH an hour, while out of your Magical Transformation. By default your replenishment rate is halved while in a Magical Transformation.

Perks that increase the rate at which you restore your magical energies do so at a rate equal to a tenth of their CP Cost per minute (so a 600CP mana restoration Perk grants 60 MH Per Minute) unless there are specific numbers given, in which case the rate is proportionate to the given number.

Replenishment Rate Up (1BP)
[Stat] [Multi-Buy]
Every 1BP you invest increases this replenishment rate by 1MH per hour.

PERKS AND ITEMS

Some Perks can be acquired for free, if you take certain Chain-Drawbacks.

TRANSFORMATION AND UNIFORM

Magical Transformation (Free)
[Perk] [Mundane]



This is what you wished for, isn't it? You can activate your Magical Transformation with a thought. Whether it involves dancing, ribbons, walking through illusory fire, or something else, your transformation sequence is always a flashy, magical spectacle wherein you doff your normal garb and don your **Mahou Uniform** with a strange space-time effect that speeds you up to the point that the world comes to a halt. You may also speed up the perception of those around you, allowing them to perceive your transformation. You can skip the song and dance for a more fluid transformation over the course of a second or two, meaning you can do things like begin a punch, finish your transformation mid-punch, and finish that punch.

Once transformed, your body's physical limits are broken, and if you have mahou magic means to surpass your species' peak performance, you can do so with impunity.

Any costume-swapping transformations you possess, such as other magical girl transformations, sentai henshins, etc., grant their powers to your Magical Transformation while available (eg., while not blocked via Gauntlets and similar).

Mahou Aura (Free)
[Perk] [Mundane]
You can spend MH to flare the mystical aura surrounding you, filling $1m^3$ of space with it for every MH you spend. This energy tends to fill enclosed areas first, then spread upwards as a column of magical power when out in the open. This will fade within a minute of your transformation, unless you pay the same price every minute. Sometimes, you just have to style on someone, but there are other benefits. Those inside the aura can (and in fact, must) perceive your transformation regardless of obstacles in the way. In addition, Perks that have an area of effect centered on you consider your aura to be an extension of that range – for example, if you fill 5 cubic meters with your aura, and a Perk you possess affects a space within 5 cubic meters centered on you, that Perk's area of effect becomes 10 cubic meters. Finally, you can also shape this raw magical energy into phantasmal shapes like wings, capes, massive skirts, elongated hair, and more, as suits your aesthetics, and command them telekinetically.



Joint Transformation (100BP)
[Perk] [Mundane]
When you and your fellow henshining heroes, be they the locals with their local magic, those you recruited with Local Trinkets, or Companions, transform together all at once, you all gain a significant power boost for the first five minutes. Your MH costs are cut in half and your attack spells pack 50% more omph.

Mahou Uniform (Free)
[Item] [Magical]
And of course, what kind of magical girl would you be, if you didn't have a uniform!? Well, technically not all Magical Girls get fancy outfits like this. The earliest Mahous didn't really transform at all… At any rate, this is the outfit that, by default, you'll wear after your Magical Transformation. You're the boss as far as the shape and look of it, but it'll likely be far fancier than your normal outfit, and fit into some kind of archetype and/or theming. This archetype may influence your powers and magic – for example, having a heart motif in your costume may cause your powers to have a heart shape to them, or being some kind of baker Mahou may mean most of your magic looks like food or cooking utensils, for some reason. Each Jump, you may adjust your outfit and the transformation sequence freely. Be a ninja Mahou! Be a pirate Mahou! Be a *Ninja-Pirate* Mahou!



Mahou Wardrobe (100BP)
[Item] [Upgrade: Mahou Uniform]



It was noted that you can adjust your **Mahou Uniform** each Jump. But with this, you also keep your previous Jumps' **Mahou Uniforms**, with their own bespoke **Transformation Sequence**, based on the Jump's setting and the powers you gained from it. In addition, you receive two Mahou Uniforms for your first Jump – a "default," generalized one and one specifically suited to the Jump you entered.

While wearing a specific Jump's **Mahou Uniform**, the Perks and Items acquired from that Jump receive a 100% power boost (Or 200% while costing half as much, if they've been turned into Mahou Magic), while Perks and Items from outside that Jump are weakened by 50%.

If you acquired personal clothing or armor from that Jump, you may choose, in between Jumps (including before entering a Jump you just finished filling out a Jump Document for), for it to be permanently fused with their Jump's **Mahou Uniform**, sharing all the traits thereof. If you gain a Magical Girl or similar transformation in the Jump, it should come as no surprise that it automatically becomes the basis for that Jump's **Mahou Uniform**.

Exceptionally generic effects of Perks, such as simple unconditional stat boosts, are neither boosted nor weakened as a result of **Mahou Wardrobe**. Perks from Generic or OoC Magical Girl, as well as similarly themed Generic or OoC Jumps and Supplements such as those dealing with witches, sentai, or similar, non-series-specific concepts similar to Magical Girls, likewise do not associate with any specific **Mahou Uniform** and are neither weakened or boosted. If you Jump to the same setting (or alternate universes thereof) multiple times through the use of different Jump Docs, you treat them as the same setting for the purposes of which **Mahou Uniform** enhances them.

Mahou-Scale Retrofit (100BP)
[Perk] [Discount With: Mahou Wardrobe]
With this, between Jumps (including before entering a Jump you just finished filling out a Jump Document for), you may take a vehicle or alt-form of some kind, from a car to a dragon form to a mecha, that you purchased from a Jump Document and create an upgrade to your **Mahou Uniform** based on that item. The new outfit retains the powers of the original outfit, but adds to it the qualities of the merged object or alt-form, adapted to your Mahou Magic.

An outfit that was once some kind of magical school bus may manifest as armor in the bus' color, with roller skates made of the bus' tires, and would grant you the ability to open a portal for others to enter the "inside of the bus," while allowing you to rollerskate at whatever speeds or with whatever means the bus possessed. A giant mecha would become armor plating along your outfit, with all of its weapons shrunk down to be held in your own hands and any anomalous powers or tech it had becoming magical equivalents, such as barriers or scanning magic. An altform that turned you into an alien kung fu monkey may manifest as more simian themes in your outfit, and enhanced flight and fighting instincts.

Maintaining these upgraded transformations costs an increased amount of magical energy per hour equal to a tenth of the CP costs of the form or item, with a bare minimum passive drain of 10MH per hour.



Quick-Transform (100BP)
[Perk] [Upgrade: Mahou Wardrobe]
Once you're already transformed, you able to far more quickly swap between **Mahou Uniforms**, don **Mahou-Scale Retrofits**, or change Alt-Forms, transforming in the blink of an eye. Transforming from one **Mahou Uniform** to another or equipping a **Mahou-Scale Retrofit** is also cheaper than normal, as MH you're already devoting to staying transformed remains used in the swapped outfit.

Accessorized Perk (100BP)
[Perk] [Upgrade: Mahou Wardrobe]
Should you acquire multiple Perks that have similar abilities, normally they'd stack, but swapping into a **Mahou Uniform** that prioritizes one and weakens the others might run counter to that. Now, so long as a Perk has a similar-enough counterpart that's boosted by your current **Mahou Uniform**, that Perk will remain at full power!

Plain Sight Mahou (100BP)
[Item] [Upgrade: Mahou Uniform]


As stated before, the earliest Mahou Shoujo didn't wear special uniforms. With this, you may choose for your **Mahou Uniform** to simply be… whatever you're currently wearing. As a bonus, your Transformation Sequence is significantly shorter, down to no time at all!

Magical Age-Shift (100BP)
[Perk] [Magical] [Upgrade: Mahou Uniform]
Did you know that many of the oldest Magical Girls would transform from children to adults to solve their problems? Now you, too, can achieve similar feats! While engaging your **Magical Transformation**, you may shift into an adult version of yourself, aged anywhere from 18 to 50 years old… or, if you're already an adult, a younger version of yourself aged 8 to 18!

SPELLS AND ATTACKS

Regardless of the Perks' names, the spells you gain from these Perks may be named however you like, as thematically appropriate. Spells with attack or barrier elements scale to your active ***Potency Class*** at time of casting. Perks you obtain along your Jumpchain which provide spells similar to these, allow these spells to scale in power to one another and improve your fine-control over such spells.

Jumper Spray! (Free)
[Perk] [Magical] [Spell Cost: 1]



More annoying than anything else, even when cast at higher Magical Potency, this is a spray of magical dust in the colors that make up your **Mahou Uniform** that irritates the skin of enemies, but does little else. A continued assault, or managing to get it into your foe's eyes, may manage some significant damage, though. Comes with its own repetitive theme song.

Blessed Accessory (50BP)
[Perk] [Magical] [Spell Cost: 10<]

One of the classics. Charge an accessory that's part of your **Mahou Uniform** up with magic and just. Chuck that sucker at them. This can do significant damage to mortal man, but is far more dangerous for unholy creatures or beings made entirely of magic or soul-stuff. You can charge more magic into it to make it fly faster once thrown and hit harder.

Magical Element (50BP)
[Perk] [Magical] [Multi-Buy] [Spell Cost: Variable]



Select a single well-defined element, such as fire, earth, or gravity. You may infuse your attacking spells with this element by boosting the cost of the spell by half. This grants your magic an elemental bent related to the element. Making your spells be made of ice, creating lasers that increase the effects of gravity wherever they pass through, or even creating **Jumper Fields** of distorted time.

Magical Fist (50BP)

[Perk] [Magical] [Spell Cost: 10<]



This spell augments your physical strength, multiplying it by 110% at minimum at Adept Class, and growing by 1% for every additional MH you spend when casting it, and scaling up with higher Classes. This doesn't just enhance your punching might – your lifting strength and your striking power with other melee weapons are also boosted. The effect lasts about a minute for each cast.

Magical Speed (50BP)

[Perk] [Magical] [Spell Cost: 10<]

This spell augments your physical speed, multiplying it by 110% at minimum, and growing by 1% for every additional MH you spend when casting it. The effect lasts about a minute for each cast. This also enhances your reflexes to keep up with your new speed, reducing your reaction time by 1% for every MH you spend.

Magical Flight (100BP)

[Perk] [Magical] [Passive Cost: 1 Per Hour OR 1< Per 5 Seconds]



So, so many Magical Girls possess some means of flight, and now you have yours. For 1MH per hour you can fly at twice your endurance running speed. You may invest more MH per 5 seconds to go faster – 1MH per five seconds gets you to your sprinting speed, 2MH gets you to twice that, and every MH after multiplies your flight speed accordingly. Optionally, you may produce wings from your back, heels, or from a **Mahou Armament** or **Weaponized Trinket** while flying, which scale in size to the amount of MH you're investing into the spell and can assist in manuevering, blocking attacks, or just looking pretty. If you can already fly by some other means, this spell treats that ability's speed as your sprinting speed if it exceeds it.

Healing Magic (100BP)
[Perk] [Magical] [Spell Cost: 1<]
A useful standby for those who might end up in combat. This magic works by first drawing body matter into its proper place (such as realigning a broken arm), then creating new stem cells identical in DNA to the target's own cells, and configuring them into skin cells, blood cells, bone cells, etc, to replace anything lost. This can take about an hour, and the cells are made of magic – and thus vulnerable to anti-magic techniques. Given rest and nutrition, these magical cells will with time become replaced with proper physical cells, no different from the rest in the body, even if normally those cells would normally never be replaced. Until then, the healed target may experience exhaustion easily, especially if vital organs were repaired or replaced. This magic works even on beings not made of flesh – so long as they are living, thinking beings, your Healing Magic will regenerate them. For every MH you pour in, you can create about 100 billion cells per second (for reference, the human body replaces about 330 billion cells each day).

As a note - this spell cannot cause super-cancer. It replaces missing cells, and nothing else.

Jumper Beam (100BP)
[Perk] [Magical] [Spell Cost: 10<]
Freaking laser beams, baby!



These anti-personnel beams have penetrating power that bores into and, if your Potency Class is strong enough, through your targets. By default their diameter is equal to 2cm, and can be increased by 1CM per MH spent… or concentrated down to lower than their max diameter for higher penetrating power. These precision lasers have an impressive effective range of 200 meters per MH spent on them. You can also curve them, chasing after foes that try to dodge, or fire multiple at a time. Snipe your enemies out of the skies with this.

Jumper Scan (100BP)
[Perk] [Magical] [Spell Cost: 1<]



This spell enhances your eyes, and allows you to analyze a foe or object, highlighting details about your subject ranging from what they're made of, their strengths and weaknesses, any outside influences upon them, their emotional state, their structural integrity, their recent history, etc. It calculates these things at a rate similar to a computer with 1.X gigahertz of speed, with X being how much MH you used to cast it (double digits and above escape the decimal point). Once a scan has begun, it will not stop until completed, and even then traces of the spell will linger – you'll know where your subject is in relation to you for the next 24 hours after a scan is done. You may project the data you acquire to be viewed by others by spending 5MH to produce a "screen" through which you and your allies can read the data, or by spending a single MH to temporarily enchant an existing screen or lens (such as glasses or goggles or a microscope) to serve as this screen. You can also save scanned data to any computer storage you possess.

Jumper Shield (100BP)
[Perk] [Magical] [Spell Cost: 10<]



This creates a magic circle (or hexagon, or hexagons) up to 10 meters in diameter, oriented however you like. You can expand the barrier's size in 1 meter intervals by adding 1 MH to the casting cost, or turn it into a dome or sphere by adding 10 or 20 MH into it, respectively. Any MH you pour in increases its durability, including MH spent to increase its coverage equivalent to the MH scale above. You may invest additional MH to it after it's creation. The barrier fades if you revert out of your Magical Transformation, or if it runs out of MH – it loses 1 MH every hour, and loses MH equivalent to the impacts it takes.

Jumper Drone (100BP)
[Perk] [Magical] [Spell Cost: 10<]
You create a sphere of glowing light about the size of your fist, or an equally bright and equally sized or larger magical construct resembling some kind of creature you can imagine, that you can control remotely once created. It drains about a single MH each minute (more if it's bigger than your fist, with maintenance costs scaling to the number of times larger than your fist the drone is), and you can spend any MH it has remaining to cast other spells through it – such as having the sphere shoot a **Jumper Beam** or drop a **Jumper Bomb**. You always know where your drone(s) is in relation to your own location. You can also see and hear through it, either as a third eye and ear, by spending 5MH to produce a "screen" through which you and your allies can view and hear its surroundings, or by spending a single MH to temporarily enchant an existing screen or lens (such as glasses or goggles or a microscope) to show the drone's surroundings and project the sounds around it. It travels at up to twice your maximum speed.

Jumper Field (200BP)
[Perk] [Magical] [Passive Cost: 1< Per Hour]
You can create a magical field of up to 1 cubic meter per MH spent to create it. By casting any kind of magic upon this field, the field absorbs it and begins maintaining that spell's effect for the duration of the field until it drains the last of the MH invested into it (via its Passive Cost). For example, you could use **Jumper Scan** to scan any object or person that enters the field, **Magical Element (Lightning)** to fill the area with magical thunderbolts, or **Healing Magic** to create a field that heals anyone inside it. Each field can hold any amount of spells, so long as the combined MH cost is less than or equal to the Passive Cost of Jumper Field. The field can be visible or invisible, chosen at their creation.

Jumper Bomb (200BP)
[Perk] [Magical] [Spell Cost: 10<]
Or a mine, or other explosive. Upon manifestation, these bombs can be set to explode based on a set time limit, or on proximity to another living being meeting whatever criteria you wish. If you possess **Jumper Drone**, you may see and hear through your Jumper Bombs the same way you see through Jumper Drones.

Jumper Breaker (300BP)
[Perk] [Magical] [Spell Cost: 100<]



With a high start-up cost to cast, this is not a spell to be used lightly… but it's also incredibly efficient, hitting with a force ten times greater than a Jumper Beam of equal magical investment. This massive, magically dense laser can't curve or home in like a Jumper Beam, but crashes headlong into whatever is in front of it and splits on impact, saturating the battlefield with multiple smaller lasers. You can also fire it skyward, and it will split and rain itself on your surroundings – each drop hitting like a thunderbolt and frying your targets.

Jumper Mirror (300BP)
[Perk] [Magical] [Passive Cost: 100 Per Hour]



You split in twain, becoming two copies of yourself. Each copy is colored entirely in a variation of the colors of your **Mahou Uniform**, one of the two is a mirror image of you, but both images share all of your powers and abilities. If one is destroyed, the other reverts to your normal self. Each image can see, hear, smell, touch, and taste what the other sees, and can easily differentiate which sense is coming from which version of you.

These copies are fragile, so be careful not to let them both be destroyed at once.

Jumper Pact (300BP)

[Perk] [Magical] [Passive Cost: 1< Per Hour]



An unusual support spell. You may conjure a magical circle, and by standing inside it with another person, you may form a vow that connects you for as long as you maintain the spell. This connection enhances all of the partner's abilities and powers. The more MH you pour into this vow, the stronger your new partner is – starting at 1% stronger with a single MH per hour invested.

A Jumper Pact is stronger the more people witness the vow, and the deeper the vow and its symbology becomes. A simple exchange of spoken promises to support one another witnessed only by you and your new partner will have little influence on the potency of your MH. Each witness adds one effective MH per MH you actually invest, for example five witnesses would make each MH you invest count as six. You can double the potency of your vow, and your MH, through more extensive vows, such as a declaration of love. Kissing one another, or exchanging blood if you're not the kissing sort, or any similarly passionate or personal gesture will likewise double the potency of the MH invested. The completion of something like a full wedding vow, or recreation of such, causes this spell to reach its zenith, tripling the final MH results, after any and all of the above factors.

This spell need not be powered by romantic love – a rite naming you as blood brothers, or an adoption ceremony, or an affirmation of existing family bonds, or an invitation to become a Jumper's Companion, is every bit as powerful.

Jumper Nova (500BP)
[Perk] [Magical]
Sometimes, there's really only one way to be sure. This Perk allows you to burn more MH than you actually, strictly have on hand, all at once. Specifically, you can put up to 200% of your current reserves of MH into a single spell, unleashing a truly overwhelming spell.

This technique is not without costs – first is the recoil. Drawing out MH from nothing like this will badly, critically strain your body. If you're not physically tough enough and you draw out too much MH all at once, the shock from this can kill you outright, but at the very least expect to be standing by sheer grit alone after the spell's done, if at all. Most Mahou will simply lose consciousness and fall comatose for anywhere between a few hours and a few days. Being down and out this way doesn't enable effects that turn on while you're asleep, such as **Dreamy Recharge**.

After you recover physically, you'll find that you also need to recover your MH… which as you'd expect is in the negatives. Every drop of magical power you try to replenish will slip through your fingers and into the metaphorical black hole where your reserves should be, soothing it and slowly paying off your debt, until eventually you get back to 0MH, and can regain MH normally.

If you use your **Transformation Trinket** for this Spell, it shatters. Be careful about that.



QUALITY OF LIFE

Magical Resonance (50BP)
[Perk] [Mundane] [Multi-Buy] [Empowered]
Even untransformed, your soul burns bright, and as a result, you can utilize magical artifacts of all kinds from a distance, as if you were touching them. Magical items that would normally require you to touch them to use them instead can be activated from 10 meters away, and anything that already could be used from a distance still works from twice their normal range. If you take this Perk multiple times, the range extends by 100% of its original range (or 10 meters, if it was originally an item you had to be in contact with). Perfect for if someone throws your magical mcguffin down a well, or into a truck's bed, or if they get scattered to the winds, or-

Magical Maintenance (100BP)
[Perk] [Mundane] [Passive Cost: 1 Per Hour, Per Effect] [Empowered]
You can now live entirely on magical energy, replacing vital sources of energy with pure magic. The cost for this is about 1MH per hour, per mortal matter you're giving up. Sleep, food, water, air, exercise, temperature regulation, and anything else you might find yourself needing. Be warned that activating this deactivates your passive magical regeneration. While in your **Magical Transformation**, this effect is applied for no additional cost.

Magical Preservation (200BP)
[Perk] [Mundane] [Upgrade: Magical Maintenance] [Passive Cost: 5 Per Hour]
Of course, you could go further. With this upgrade, you can further enhance your ability to exist entirely as a magical being. This upgrade allows you to negate the wear and tear of ages, ensuring that so long as you have magical energy to spend on it, you'll never age beyond the point at which you activate this effect. Put simply, you'll possess eternal youth, so long as you can keep your magical reserves from running out…

MAGICAL REPLENISHMENT METHODS

Powered by Love (100BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]



Magical energy flocks to you when in contact with someone you love. From hugging a parent, to cuddling up and napping with a pet, to holding a friend's hands, to nuzzling a lover's cheek, any combination of the above, and so much more, simply being in contact with the people you care about recharges your magical reserves. For each purchase of this Perk, the amount you generate when engaging in such contact starts at about as much as your base MH Replenishment Rate when you're the initiator of the contact (for example, when you hug someone) and twice that when the other party is the source (such as if they hug you back). The magic regen per minute is multiplied by the number of minutes spent in contact. Once contact has ended, the extra replenishment tapers off back down to your original amount over the course of half of the time spent in contact, with a bare minimum duration of about a minute (for example, a few-seconds-long hug would give a minute of bonus MH). Each time you purchase this Perk, the above values double.

It's Laughter You're After (100BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]

Ahhh, it feels good to laugh. You now derive magical energy when witnessing comedy. Something that causes you to snort, snicker, or experience a sensible chuckle is worth about 1MH per bark of laughter. Something that has you actually laughing out loud will see you restore about 10MH per second. If you've lost control of your body and are rolling on the floor with laughter, you'll be replenishing an amount of MH equal to your MH Replenishment Rate. Each time you purchase this Perk, the values above double.

God and Anime (100BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]



When you have the divine backing you, it's only natural that you'll never want for mana. This Perk allows you to recharge your magical reserves through diligent meditation or prayer, be it to local gods, gods from back home, or to your benefactor. The charge rate starts out equal to your baseline MH replenishment rate, but doubles if you're in an associated holy place (such as a church or temple to the god you're praying to. The magic regen per minute is multiplied by the number of minutes spent in prayer or meditation. Once the session has ended, the extra replenishment tapers off back down to your original amount over the course of half of the time spent praying or meditating, with a bare minimum duration of about a minute (for example, a few seconds long prayer would give a minute of bonus MH). Each purchase of this doubles the effect.

Introvert Special (100BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]

Time alone can be good for the soul, too. You begin to regenerate additional magic at a rate equal to your MH Replenishment Rate when relaxing or playing alone. Notably, this doesn't work if you're feeling lonely or bored – only when you're enjoying your solitude. This effect doubles if you're doing doing something that you gained skill in with **Mundane Savant**. The magic regen per minute is multiplied by the number of minutes spent relaxing in solitude. Once you're done, the extra replenishment tapers off back down to your original amount over the course of half of the time spent relaxing, with a bare minimum duration of about a minute (for example, a few seconds spent in quiet contemplation would give a minute of bonus MH). Each purchase of this doubles the effect.

Dreamy Recharge (100BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]



Across your Jumpchain you're probably gonna find ways to get rid of your need for sleep. But sleep's nice, so let's provide you a reward for sleeping anyway. For each purchase of this Perk, you regenerate additional magic while asleep. It starts at a rate equal to your MH Replenishment Rate, but doubles in REM sleep and deep sleep. You're also able to fall asleep on demand, from now on. This has the interesting side effect of making your dreams a bit more vivid.

Pay to Mahou (100BP)
[Perk] [Mundane] [MH Restoration]

… Are you sure this is a good idea? You've been given a strange magical interface. By placing any amount of currency in, you gain magical energy back. You get about 1MH for every 100 yen, 1 dollar, or similar milestone in local currency. The interface is incredibly flashy and tingles all of the dopamine centers of your brain as it consumes and obliterates your wealth, and is strangely… addictive? That's… probably nothing. Don't worry about it!

Magically Nutritious (200BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]



You can now convert food that you eat directly into magic. With this alone, you'll still need food to keep your body in tip top shape, but any food beyond what is needed to maintain your body will naturally turn into MH, so long as you have room to store that MH. The MH value of a meal is roughly equal to a tenth of the meal's caloric content – rounded up. Each time you purchase this Perk, the MH value of food you eat doubles.

E-Shoujo (300BP)
[Perk] [Mundane] [MH Restoration]
You're electrically powered. By physically connecting your bare skin via a conductive material to a source of electricity, you can convert mundane electricity directly into magic and add it to your reserves. A single volt can provide a single MH per 30 seconds – meaning that connecting yourself to a standard 1.5 V C-cell battery will provide 3MH per minute, until the battery is drained. Notably, if you're directly plugged in while transformed, you may treat any power grid as an extension of your own magical reserves… but drawing too much may damage the grid. For a reference, most places on the average Earth with running electricity supply between 220 and 240 Volts… except America, which hovers around 120 Volts.

Thanks For Your Support! (300BP)
[Perk] [Mundane] [Multi-Buy] [MH Restoration]

You really get energized when the spotlight's on you. This Perk allows you to recharge your magical reserves through the excitement and support of your fans. For each person watching you perform, you gain 1% of your MH Replenishment Rate by default, but this percentage grows based on their excitement at watching you. With a significant audience producing MH at a rate exceeding 200% of your base MH Rate (or half of your max MH capacity, whichever is lower), you can not only top yourself off, but temporarily overcharge your reserves. The excess magic fades quickly, so take that energy and turn your fans' wishes into miracles!

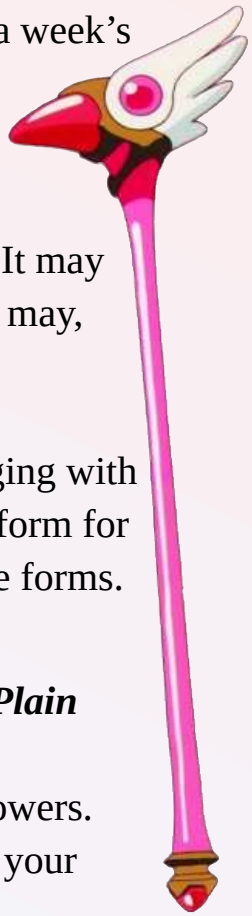
TRINKETS



Transformation Trinket (100BP)
[Item] [Mundane]
A pendant, or ring, or egg-shaped thing, or cell phone, or wand, or… something! It has to fit in a single hand with ease or be unobtrusive to wear, of course, but is otherwise up to you to design. It can even be something sentimental from your homeworld!

While held or worn, this trinket resonates with your magical powers. With a thought, a prayer, or an incantation, you can activate it, and perform an enhanced version of your **Magical Transformation**, which comes at half its usual cost (very important if you're using things like **Mahou-Scale Retrofit**). Mahou spells cast while that transformation is active are likewise halved in cost, letting you do more with less.

If it's destroyed or lost, you'll find a new one in your possession in about a week's time.



Weaponized Trinket (100BP)
[Item] [Mundane] [Upgrade: Transformation Trinket] [Multi-Buy]
Your **Transformation Trinket** is no longer limited to being an accessory. It may be a weapon of some kind that you can hold in one hand. If you wish, you may, just once, import a weapon you acquire in your Jumpchain onto your Transformation Trinket – the trinket gains whatever traits the weapon had, including any customization or potential for such. For example, after merging with a Keyblade it may continue to use Keychains. It may retain the accessory form for easy storage and hiding. Additional purchases allow you to give it multiple forms.

Mahou's Foci (200BP)
[Item] [Mundane] [Upgrade: Transformation Trinket] [Discount With: Plain Sight Mahou] [Discount With: Weaponized Trinket]
Your Transformation Trinket now serves as a means of channeling your powers. You may use it to cast Spells at A-Class Potency, even when you're not in your **Mahou Transformation**.

Singular Stone (100BP)
[Item] [Mundane] [Upgrade: Transformation Trinket]
Your Magical Transformation already takes into itself any other transformations you've acquired. Wouldn't it be nice to consolidate all of the doodads and charms you're gonna pick up along the way? Your **Transformation Trinket** merrily merges with any future trinket or device that's used for transformations, gaining the ability to swap forms and attain the varied powers of each trinket. For example, taking a Soul Gem from Madoka will allow your Transformation Trinket to house your soul, and all that.

Magical Lodestone (100BP)
[Item] [Mundane] [Upgrade: Transformation Trinket]
Most spells vanish once you've de-transformed, which can be a drag. Thankfully, by investing MH into your Transformation Trinket, you can have it do the job of maintaining these spells while you're doing other, non-mahou-like things. It can store about half as much MH as you can keep inside yourself. It still has to be within 10 meters of any spell you're wanting to maintain, and of course if it breaks, the spells it was maintaining all end.

Trinket's Storage (200BP)
[Item] [Mundane] [Upgrade: Transformation Trinket] [Multi-Buy]
Your trinket now has a compartment in it. You can store any ten mundane items (including fiat-backed items) that you can hold in your hands within the trinket, and pull them out at will in a process similar to a **Magical Transformation**. Each additional purchase of this upgrade adds ten more slots for mundane items. If the Transformation Trinket is destroyed, the items inside will remain safe, but you won't be able to access them until you get your replacement Trinket.

Local Trinkets (200BP)
[Item] [Mundane] [Upgrade: Transformation Trinket] [Multi-Buy]



Oh, did you say you wanted a **Transformation Trinket**? Well, it seems that you somehow got *five* **Transformation Trinkets** – one that works only for yourself, as above, and four to give to other people, with all other upgrades (and Drawbacks, and Imports) (other than **Local Trinkets** itself) you give to your own built in.

Those who willingly and knowingly receive these extras from you are bound to them and permanently gain all free purchases from this Doc, with roughly average magical stats (unless they already surpass those stats, in which case they gain a small boost), and up to 4 Perks of any Price from the **Spells and Attacks** category.

If you have **Mahouize**, they may Mahouize their in-Jump Powers. They are limited by the same Mahou Framework Body Mod Drawbacks you are.

You may choose to invite anyone you've given a **Transformation Trinket** to join you as a Companion (if they accept, they'll gain 500BP to spend on anything but **[Upgrade: Transformation Trinket]** purchases), but if you don't, you'll leave that **Transformation Trinket** behind for them to keep using after you're gone, but you'll get a new **Transformation Trinket** to replace it, so you can keep befriending new people and making them Mahous!

If you have a **Mahou Mascot**, you can give these four **Transformation Trinkets** to them, and set them to the task of seeking out suitable candidates to become your next teammates!

Like your own, these extra Trinkets will be replaced in one week if lost or destroyed. Additional purchases grant you four more Trinkets to hand out.

Mahou Armament (100BP)
[Item] [Magical] [Spell Cost: 1] [Discount With: Weaponized Trinket]



Many a mahou has taken up a weapon of some kind. A wand, a staff, a sword, a bow, and so much more. This is your weapon, and you know how to use it.

If you have **Weaponized Trinket**, your Mahou Armament is based on it, but otherwise you may design the weapon itself, though it will have mostly generic qualities about it… or, you may take a weapon from your first Jump (or, if you're starting your Chain with this Body Mod, your upcoming Jump) and make it the basis of your Mahou Armament, in which case your Mahou Armament will share the abilities of that weapon. Either way, if you have **Mahou Wardrobe**, this weapon will remix itself to fashionably match whichever **Mahou Uniform** you are wearing.

Unless you are already armed with your Weaponized Trinket, a Mahou Armament will always appear alongside your uniform when you use your **Magical Transformation**, but you can conjure more for 1MH each. They disperse into magical energy if they're ever simultaneously out of your eyesight and further away than 10 meters, or if you revert to your non-transformed state. If you have **Magical Resonance**, this range grows accordingly and you no longer need line of sight to maintain them.

Mahou Armory (100BP)
[Perk] [Magical] [Discount With: Mahou Armament] [Spell Cost: Variable]
With this, in between Jumps (including before entering a Jump you just finished filling out a Jump Document for), you may choose to take handheld items you purchased from a Jump Document and permanently turn them into a Spell, as a tool you can conjure with magic. Much like the **Mahou Armament**, these weapons and items can be remade, good as new, even if they break, and you can even make copies, but each time you conjure them they cost an amount of MH

roughly equal to a tenth of their original CP cost, and they disperse into the magical energy they were made of if they're ever simultaneously out of your eyesight and further away than 10 meters, or if you revert to your non-transformed state. If you have **Mahou Wardrobe**, they'll be half as expensive to conjure while you're in the **Mahou Uniform** that matches the Jump the item came from.

Mahou Weaponsmith (100BP)
[Perk] [Magical] [Upgrade: Mahou Armament] [Spell Cost: Variable]
With this, you can reshape your **Mahou Armament** and **Mahou Armory**. You can also fuse any item-turned-spell you've acquired via **Mahou Armory** with your main **Mahou Armament**, creating a weapon with traits from all combined weapons. You can stretch them out! You can make them bigger! You can make them smaller! You can add spikes and barbs and filigree! You can twist and warp and fuse them until they appear to be literally any other kind of weapon than what you started with!

The more you change about the weapon, the more magic you'll need to spend. Doubling the weapon's size will require you to spend twice as much magic as what you would have needed to conjure the base weapon, as an example. Mixing two or more weapons will require you to spend the cost of both weapons.

But, as you keep remaking the same variations of a weapon, you'll get better at it, making it cheaper to conjure the weapon, capping at any given variation costing only 125% of the cost of the baseline weapon (the most expensive weapon, in the case of fused weapons).



Take It From My Heart (200BP)
[Perk] [Magical] [Discount With: Mahou Armament]



If you're not happy with your own weapon, perhaps there is value in taking strength from someone else. You can reach out to a friend, a lover, or a family member, and draw from their chest a weapon that symbolizes them. Its strength is based on their willpower, and your ability to wield it is based on the closeness of the bond between the two of you.

If your bond is especially deep, you may combine the weapon you've drawn with your own **Mahou Armament**. This creates a weapon that is a magnitude more powerful than either could be alone.

This will tire the person you drew the weapon from out, and can only be done with their consent.

Mahou Mascot (100BP)
[Item] [Mundane]



This being, who can fit snugly in your arms at their largest, is your own personal familiar, your biggest cheerleader, your closest pal. While you can customize their appearance however you like, at the end of the day they look like some kind of plush or soft or stuffed toy, and can go utterly still and silent to enforce that illusion. They can talk, and usually are pretty wise if a bit uncouth. They can float, albeit at a pace that would only outspeed you if you're walking. They'll have about a tenth of your MH Capacity and Replenishment Rate, and by default only have A-Class Potency and can cast a single 100BP Spell of your choice. They share any means of magical replenishment you come across, and can share their magical energy with you. They do not count as a Companion and cannot be Imported as such, but if a Jump happens to have an Origin, Item, or Companion option that involves being a cute mascot or partner or familiar, they automatically get 600CP to spend on Perks from such Origins, import the Item into themselves, or freely take on the Companion option given. If they die, they'll spend 10MH from your reserves to revive themselves the next time you can afford to spare it.

Invisible Mascot (100BP)
[Perk] [Mundane] [Upgrade: Mahou Mascot]

Your mascot has a very neat little trick. Rather than pretend to be an inanimate object (though they can still do that), this one opts to go utterly invisible. This costs them magical energy, at a rate of 1MH per minute. They can't maintain this spell and other magical abilities they might possess.



Mascot Telepathy (200 BP)
[Perk] [Mundane] [Upgrade: Mahou Mascot]
Your mascot has a fun little power – they can connect your mind to others', granting you a telepathic network. So long as you're within 10 kilometers, you can safely rely on this untraceable means of magical communication. Anyone connected to the network can have… mostly private conversations (your mascot's a little nosy), and you can choose to have everyone in the network hear what you need to say. Even people without magic can use this network, so just let them in!

Mascot Transformation (200BP)
[Perk] [Mundane] [Upgrade: Mahou Mascot]

Your mascot is not all he appears at first glance. FOR YOU SEE!!! This adorable and diminutive form is, actually, just a diminished shadow of your mascot's true form. By spending MH alongside you as you engage your own Magical Transformation, your familiar takes their true form, which is far larger and more ferocious. Their Strength, Speed, and Reflexes in this form are at least twice that of a Peak Human, and scale upwards from there to be 80% of your own physical stats. Entering this state also boosts their magical stats to equal half of yours (gaining access to all but the highest Class of Magical Potency you possess), and they can both assist you in casting any spell you know, bolstering your power accordingly, and cast any spell you know on their own.

Mahou Phone (100BP)
[Item] [Mundane]
The best way to keep in contact. This incredibly cute but otherwise seemingly normal phone can shift between any model of phone, walkie-talkie, or radio communicator you've encountered before, and has plenty of apps to modify the aesthetics on screen. It receives great signal, courtesy of magical wireless services, and connects to the storage of any computers or other technological devices you happen to possess, and can run any of their applications. This same magical wireless service also makes it impossible for mundane tech to track. It has a personal storage of about 5 terabytes (which can be upgraded if you find

something better), and if its current form features a camera you can be sure is easily the best camera you've ever seen. If your friends become Companions and don't already have a phone, they'll find one arriving for them in the mail within 24 hours, with your contact info attached.

If you have a **Transformation Trinket**, your Mahou Phone may merge with it.

Mahou Glasses (100BP)
[Item] [Mundane]
A pair of cute, comfortable glasses. Aside from perfectly suiting the wearer in whatever they wear, fitting any alt-forms you have, and even transforming alongside you in a **Magical Transformation**, they have a variety of useful traits. They're highly magically conductive, and can display images from spells like **Jumper Drone** and **Jumper Scan** with ease, reducing any magical costs involved to zero. They are always the perfect prescription for the current person wearing them, or the last person to wear them if they're currently unworn. They're able to magnify themselves at the wearer's will to serve as binoculars, as well. If you happen to have any weird eye powers, wearing these can obfuscate any glowing or color changing from onlookers.

If damaged, destroyed, or permanently lost, a new pair will appear in your pocket, purse, bag, or other container an hour later.

Deck of Mahou (200BP)
[Item] [Mundane]
A strange set of tarot cards. All of the usual tarot cards are here. You'll find that fortunetelling with them is just a bit more accurate than usual, if not always in the way you interpreted. Interestingly, this trait spreads to other sets of cards you Fiat-Back, expanding your options for fortune-telling.

As your Jumpchain continues, this deck will expand with additional cards whose fortune-telling meanings you with intuitively understand.

At the end of each Jump, while you're deciding whether to Stay, Return Home, or Continue, you'll receive a card representing that Jump. If you have a **Mahou Wardrobe**, the card will depict you in that Jump's **Mahou Uniform**. If you have **Magical Lodestone**, these cards can be used in the same way with magic from their Jump.

If you perform a **Jumper Pact** with someone, a card with their likeness will appear in your deck. So long as you are in the same Jump as that person, you can use that card to communicate with them. If they still are benefiting from a **Jumper Pact** and are willing, while in your **Magical Transformation** you may teleport them to your side by holding their card aloft.

Mahou Mask (100BP)
[Item] [Mundane]

“Don’t give up, Mahou Jumper!” This rose-motif mask is a promise, of sorts. Each Jump, a mysterious figure wearing this mask will be around. This is a different person each time who has agreed to receive the role this mask offers, in exchange for a little power boost. They are almost always a named character in established-story Jumps, but are usually of relatively low importance to the Jump’s main plot and powerscaling (for example, Kiba from Naruto, Krillin from DBZ, Danny Hebert from Worm, Malon from Ocarina of Time, etc.). They’ll use the power gifted to them towards their own ends, but will always show up when you need them.



They have impeccable timing, and whatever they do will always be at least enough to distract whatever foe or temporarily avert whatever disaster was coming for you, giving you the time needed to get back on your feet, recuperate, maybe restore some MH, or outright retreat.

However, the longer you go without needing them, the stronger they become. If you call them for every monster of the week, they’ll only have enough power to do as stated – distract the bad guy for a few seconds, swish their cape, and declare their job done. But if you go for a few years, they might actually make a dent in a major threat’s armor or outright turn the tide.

Underneath the mask, they are always a viable love interest for you, if you want – attractive by your standards, and both romantically and sexually compatible. It’s like… it’s like, in a past life, you were doomed lovers!

BODY MOD CLASSICS

You have an additional 100BP to spend only here.

Mahou Reinvention (Free)
[Perk] [Mundane]
You're starting on a brand new journey – sounds to me like it's time to change yourself up. In between each Jump, you may adjust any basic elements of your body, within… mostly normal parameters for your age. Sex (unless a Jump has locked you into one and you don't have a means to bypass it), height, weight, bust, hair color and length, eye color, skin color, any mundane markings. If it can exist in real life, you can have it here! If your upcoming Jump has you taking the form of an existing character, you may modify their appearance to a lesser extent than you could your own body. You can change their sex freely, still, but can only change their physical attributes such as height and weight by about 10%. Changes to phenotype – observable traits such as hair, skin, and eye color – are restricted to their own and their parent's own. With this alone, you can be naturally red-haired Uzumaki Naruto, but not naturally black-haired or red-eyed Uzumaki Naruto.

Anthropomorphic (50BP)
[Perk] [Mundane] [Upgrade: Mahou Reinvention]
If you want, when using **Mahou Reinvention** you can choose to give yourself more beastly traits. You can go anywhere from simply having cute ears and a tail, or weird eyes, to looking like an anthropomorphic duck, and anywhere in between. You may restrict these additional traits to your Magical Transformation, or make them a mundane part of your body.

Mahou Physical Health Services (Free)
[Perk] [Mundane]
Any diseases, injuries, or physical conditions that might hamper your ability to enjoy (let alone survive) your Jumpchain are cured right here, right now, at your discretion, raising you to an average person's level of health and fitness, prior to any other Perks or upgrades you possess. You can repeat this process in between Jumps.

Mahou Mental Health Package (Free)
[Perk] [Mundane]
Before your first Jump, you are made aware of any mental health issues you may be suffering. You may choose to have these cleared up. After the start of your first Jump, you will find that you're slightly more resistant to developing psychological issues, and your motivation and joy are not easily eroded by time.

Mahou Reproductive Health Package (Free)
[Perk] [Mundane]
You are cured of and immunized against any sexually transmitted diseases. You have complete control over your own fertility. If you would normally have periods, you may choose to go without. You may choose to not experience certain physical effects of sexual urges – erections, secretions, etc. – or activate such effects on a whim. Alternatively, you may choose to switch off all such functions and urges entirely, as desired.

Memory Resilience (50BP)
[Perk] [Mundane]
Your memories are hardened, and won't fade with time alone. If you lose your memories for some other reason, in between Jumps you can have any lost memories restored. While deciding whether to restore these memories, you have a sense for the basics of what their contents were, as if you were reading a report.

Anti-Divination (50BP)
[Perk] [Mundane]
You're resistant to scrying and other similar techniques. Abilities to see your influence on the future, such as prophecy and precognition, struggle to keep a hold on you. A seer looking through a magic mirror to see your location will instead find their gaze pulled in a random direction several meters away, or have their gaze settle on someone who looks superficially similar to you. Someone gazing into your future may find their future sight putting you somewhere else each time they check. The more your stalker knows about you, the less effective this is.

Mahou's Language Cram School (First Free, additional 50BP)
[Perk] [Mundane] [Multi-Buy]
Each Jump, you get to pick up a language native to the setting, and master them completely, as if you were a native speaker. On additional purchases, you pick up an additional two languages. These languages remain yours after the Jump is complete.

Soulguard (50BP)
[Perk] [Mundane]
Your mind and soul are resilient, and it takes significantly more effort for others to corrupt, possess, or distort your thoughts. In between Jumps, you may purge yourself of any outside influences that make you act differently than you want to.

Mundane Savant (50BP)
[Perk] [Mundane] [Multi-Buy]
Pick a normal, mundane skill, like art, camping, cooking, fencing, gardening, history, math, science, singing, a sport, or the like. You're significantly more skilled at it than normal – like you've been in a club or class for it throughout an entire school career, from pre-school to college.

Hobby Mahou (100BP)
[Perk] [Magical] [Upgrade: Mundane Savant] [Spell Cost: 1<]
While in your Magical Transformation, the skills you picked up with **Mundane Savant** or similar mundane-skill-granting Perks will naturally manifest as simple 1MH< spells, such as a weaver being able to conjure sewing needles with magic thread that you can control telekinetically. If the skill you're converting lines up with an existing **Mahou Uniform's** themes, the resulting spell is stronger while you're wearing that **Mahou Uniform**.

The One On Whom We Depend (50BP)
[Perk] [Mundane]
Calm, dependable, wise, and strong-willed. You just… have that kind of vibe. Unless and until you give them a reason not to, people feel a bit more comfortable relying on you, especially in chaotic situations where a leader is needed.

Heart of the Party (50BP)
[Perk] [Mundane]
You have a natural talent for building rapport with other people. You can tell what they like, and what kind of person would get along with them. This lets you become friends, or help others make friends with each other, a little more easily.

Perfect Presentation (50BP)
[Perk] [Mundane]
Your hair perfectly frames your face. Any clothes you wear drape perfectly upon your frame, accentuating your form. You always have astoundingly good posture without even trying. You have a new body, now you know how to show it off. This is how 9/10s become 11/10s.

Mahou Impression (50BP)
[Perk] [Mundane]
It’s kinda funny, isn’t it? People look at the frills and ribbons and cute dress, and they coo and coddle and conveniently forget that it’s practically a coin flip whether you’re the kind of Mahou that becomes a universe-altering god at their peak or merely the kind that can shatter cities and even planets with their magic. This Perk makes it hard for people to see underneath the surface elements of your Mahou Outfit’s themes, and causes people to underestimate you accordingly. This fails, of course, if your theming has a threatening tone to it, or on people who have personally seen you fighting on their own level (or above) or breaking character, but so long as you keep the kayfabe of being a cutesy harmless Mahou up, you’ll be in a great position to surprise your enemies.

META

Mahouize (100BP)

[Perk] [Meta]

In between Jumps, including between filling out a Jump Doc and entering the Jump itself, you may permanently convert any non-meta Perk you possess into a ***[Magical]*** Perk with the more suitable of ***[Spell Cost: X<]*** or ***[Passive Cost: X< Per Y]*** with ***X*** equal to a hundredth of the Perk's original CP cost, minimum 1. This locks it to your **Magical Transformation** and causes it to require a suitable amount of MH to use, but strips it of any and all context the Perk might possess.

For example, a Perk that grants you magic that is connected to some local demon and thus may make you subordinate to them instead becomes Mahou Magic, with no connection to any such infernal being. Or if you would have gotten superpowers from some alien parasite in your brain, this Perk can convert that power into a spell or suite of spells of suitable cost. In addition, you become able to supercharge these Perks like any Spell or Passive with a cost of X<, improving them in appropriate ways. Details and Examples of how this can work will be found in the Notes Section.

nenuohShoujo (50BP)

[Perk] [Meta]

Sometimes, you'll come across Perks or Origins or items or even full Jumps that require you to be a sex other than your own. With this Perk, you will always be the Magical Girl or Boy you wanted to be. You can ignore requirements or restrictions that would change your sex, taking those Perks, Origins, Items, and Jumps without swapping your physical form.

Aren't You a Little Young to be a Mahou Jumper? (50BP)
[Perk] [Meta]
Sometimes, you'll come across Perks or Origins or even full Jumps that require you to have a specific age or age range. Some may even ask you to roll for it. With this Perk, you may ignore that. Each Jump, you may freely start the Jump at any age between 8 and 18, in addition to that Jump's default age ranges. You might get some odd looks, but ultimately the world will just adapt to the fact that maybe you're a little young to be working in the military, or too old to be in middle school. Note that this initial fitting-in only works on whatever organizations or institutions you'd be joining as a result of your Origin.

Magical Crossover Pretty Drawback (100BP)
[Perk] [Meta]
There's lots of Drawbacks out there. And sometimes, you'll come across one or two you wanna keep. With this Perk, you may record any Drawbacks from a Magical Girl themed Jump (or a Magical Boy themed one), and store it. From then on, as long as you can find a way to adapt it to the Jump you're going to, you may activate your stored Drawback(s) for points in that Jump. This is obviously easier with Drawbacks that specifically affect you.

Magical Living Spaces (100BP)
[Item] [Meta]
You'll not just find power out there in the Jumpchain – you'll also find places to stay. Places that are yours. Heck, you may already be grabbing one, like a Warehouse or something. With this, you'll be able to shift the theme of any Property, Business, or Warehouse into a more fanciful, brightly colored, and soft place for Mahous to enjoy themselves. Expect lots of places to have tea or desserts (or even picnics if it's outside), incredibly comfy furniture, and maybe even pastel lighting. It will likely match up with the theming of your main **Mahou Uniform**. You can dial this effect up or down with any individual Property, Business, or Warehouse object.

DRAWBACKS

Drawbacks come in two varieties – Chain-Drawbacks, which are active from now on and grant BP and/or other rewards, and Jump-Drawbacks, which can be used on any Jump to acquire CP, but often bypass the usual fiat protections the Body Mod has.

Be warned: Chain Drawbacks are baked into your Body Mod, and cannot be revoked or suspended, even if or when you Spark.

Some Drawbacks can be taken as either a Chain-Drawback or a Jump-Drawback. You cannot take a Jump-Drawback you have already taken as a Chain-Drawback.

Drawbacks that have both a Chain-Drawback form and a Jump-Drawback form are marked with ✮.

CHAIN-DRAWBACKS

Out of Context Magic!? Mahou is my Context!!! (+50BP)
You came here looking to be a Mahou Shoujo (or Mahou Shounen). And now you're gonna get it. Any and all Magic you acquire on your Chain becomes **[Magical]** and thus locked to your **Magical Transformation**, once you depart the Jump you got it in. As you'd expect, your magic will be powered by MH!
+(Bonus) *You get* ***Mahouize*** *for free! If you already have Mahouize for free, this Drawback is worth an additional 100BP.*

Mahous are Superhuman!!! (+50BP)
Silly, you're not a mutant or alien or whatever. You're a Mahou Shoujo (or Mahou Shounen)! Any and all combat-and-action-focused Perks that would push you beyond peak human instead effectively split into a **[Mundane]** and **[Magical]** version once you depart the Jump you got it in, with the **[Mundane]** version capping at peak human. If they used up some kind of special energy, you use MH to power it instead.
+(Bonus) *You get* ***Mahouize*** *for free! If you already have* ***Mahouize*** *for free, this Drawback is worth an additional 100BP.*

Alt-Mahou? (+50BP)
Nope. You don't get to keep your Alt-Forms. Instead, those are converted into powerups for your Mahou Uniform at the end of the Jump.
+(Bonus) *You get* ***Mahou Wardrobe*** *and* ***Mahou-Scale Retrofit*** *for free! If you already have those for free, this Drawback is worth an additional 100BP for each one.*

Mahou-chain!!! (+100BP, Requires the above Drawbacks)
You know what. ALL of this is superhuman! ALL of this is magic! Getting to go around buying enhancements to yourself, traveling the multiverse, all of it! So you know what, ALL of your Perks are considered superhuman or magical, and thus are made **[Magical]** and locked to your **Magical Transformation**, after the Jump you got them in.

Mandatory Accessory (+50BP)
In order to perform your Magical Transformation, you *will* need your Transformation Trinket on hand! So don't go losing it! If it breaks, it will be a week before you get a new one!
+(Bonus) *You get a* ***Transformation Trinket*** *and one upgrade for it discounted – if it is 100BP or less, you get it for free!*

Unfortunate Costume (+100BP, repeatable)

Your ***Mahou Uniform*** has… something unfortunate about it. Maybe it's a bit too revealing for your tastes. Maybe it's a bit *too* poofy. Maybe it looks like it's been made by an amateur.
+(Bonus) *You get one Perk or Item from the* ***Transformation and Uniform*** *section discounted – if it is 100BP or less, you get it free!*

JumpChained to Fashion (+100BP)
While transformed into a specialized **Mahou Uniform** produced by **Mahou Wardrobe**, any Perks or Magic weakened by it are instead deactivated entirely. You can't use your Naruto Perks if you're in your One Piece **Mahou Uniform**, for instance. If you combine this with **Out of Context Magic!? Mahou is my Context!!!**, **Mahous are Superhuman!!!**, or **Mahou-chain!!!**, locking your powers to within your **Magical Transformation**, this of course means that Perks and powers you buy are severely limited when not in your baseline Mahou Uniform.
+(Bonus) *You get the* ***Mahou Wardrobe*** *and one Perk or Item from the* ***Transformation and Uniform*** *section discounted – if it is 100BP or less, you get it free!*

✰ Vulnerable Transformation (+100BP)

Your **Magical Transformation** is no longer perfectly safe. Time no longer bends around your transformation – that whole song and dance happens in real time, and if an enemy sees you there, swapping outfits with blaring music and pretty dances, they can, in fact, attack you. Whether they do may depend on their nature, but don't expect mercy if you transform in front of a truly pragmatic baddie.
+(Bonus) *You get one Perk or Item from the* ***Transformation and Uniform*** *section discounted – if it is 100BP or less, you get it free!*

✰ Power of Secrecy (+200BP)

Your **[Magical]** Perks lose 1% of their potency for every person in the current Jump who you don't know but who knows you're a Magical Girl. This caps out at having lost 99% of your magical power.

✰ Canned Transformation Sequence (+100BP)

Yeahhhhh… you know that big flashy **Magical Transformation** sequence with all the swirling and twirling and changing of clothes? Yeah, that's unskippable now. You can no longer use the simplified, two-second long transformation sequence. Be careful taking this and **Vulnerable Transformation**. This does not affect **Quick-Transform**.

+(Bonus) *You get one Perk or Item from the* ***Transformation and Uniform*** *section discounted – if it is 100BP or less, you get it free!*

✰ Meganekko (+100BP)



You are now in possession pair of **Mahou Glasses**. They are almost cuter than the normal brand, even! That's the good news. The bad news, though, is that you have an ingrained tendency to fiddle with them when you're nervous or excited, and worse, if you're not wearing them, your sense of sight becomes horrifically blurry. Even the ones that don't actually use your eyes. All of your sight-based and/or eye-originating powers fail, too.

+(Bonus) *Of course, you get the* ***Mahou Glasses*** *for free! You also get either* ***Jumper Drone*** *or* ***Jumper Scan*** *for free!*

✰ Depletion Depression (+200BP)



As your MH starts to run out, you find your mood shifting further and further towards sorrow and despair. You enter a deep melancholy while at 50% of your MH that grows deeper as you use up more MH, and may fall into a hopeless, catatonic state as you near 0%.

+(Bonus) *You get* ***The One On Whom We Depend*** *for free!*

New Season, New Friends (+200BP)
(Can't be taken if you already have Companions from previous Jumps)
You cannot take Companions with you by any means, except any **Mahou Mascot** you acquired. Scenario Rewards that provide them will simply… not, and any **Companions** you purchase with CP will be called to your aid… but not follow you to the next Jump. Any **Followers** you acquire will instead recruit suitable expies for their numbers from the local Jump – so be careful about sending armies to fight and die on your behalf. Your **Local Trinkets** can't be used to convince others to join you, either, so you'll need to build a new team of Mahous each Jump.
*+(Bonus) You get a **Transformation Trinket** and **Local Trinkets** for free! If you already have them, you get a refund! The **Local Trinkets** grant **500BP** for those you give them to even though you can't take them as Companions. In addition, if you have **Mahou Wardrobe**, those given Local Trinkets pick 1/4th of your Mahou Wardrobe, and get their own versions of those uniforms, as well as the Perks boosted by them.*

"JUMPAAAAAAAAA-" (+200BP)
"… BUUUUSSSTTTTAAAAAAAAAAAAAAAAAAAA!!!" Yeah, with this Drawback, any spell you cast that uses more than 50% of your maximum Magical Capacity must be a called attack of at least two words. The more magic you're using, the louder and more drawn out the incantation has to be. Interestingly, at 75% or more of your maximum Magical Capacity, your **Mahou Aura** manifests its physical state on its own, proportionate in size to the amount of magic you're outputting, and your voice begins to unnaturally echo across a similarly proportionate space.

This Drawback's thresholds become lower at higher Potency Classes – B Class' thresholds sit at 10% less than A's, and C Class' thresholds sit at 10% below that, and so on, until any amount of magic you're casting requires massive incantations and over the top displays of magical aura.

Because if you're not gonna shout your ultimate attack loud enough for the entire city to hear, what are you doing?
***+(Bonus)** You get one Perk from the **Spells and Attacks** section discounted – if it normally costs 100BP or less, you can get it free! Also, you get one **Magical Potency Class** at a discount – if it normally costs 100BP or less, you get it free!*

No Henshin!? (+100 BP)

You don't get access to any Perks or Items from the Transformation and Uniform section… except **Plain Sight Mahou** or **Magical Age-Shift**. You'll also find that your ability to transform in general is nonexistent outside of your Warehouse. Any transformation trinkets you find or even purchase simply… fail to function in your hands, though their other powers may still work.

No alt-forms, no transformations… are you even a Mahou? If you want frilly dresses or suave outfits, you'll need to find mundane variants you can put on the normal way. Obviously, you can't take this Drawback with any Drawbacks that involve your **Magical Transformation**… since you don't have one!

*+(Bonus) You get **Plain Sight Mahou** for free! In addition, you may use **[Magical]** Perks even without a **Magical Transformation** or **Mahou's Foci**!*



/ 人• ‿‿ •人 \ (+400BP)



You have been betrayed. Your mascot will help you merrily and happily… for just long enough to ensure you must bring them with you to future Jumps… or back to your homeworld. Afterwards… they begin to work against you in secret. To sabotage you, to ensure that you suffer, that you miss opportunities you desperately wanted by just enough that you wonder if it was just fate. If they die, they'll steal your MH to revive themselves even if you needed it. If you have **Local Trinkets**, they'll helpfully pick for you allies who will fail you, if they don't come to outright hate and betray you. If you bought it, they can enter their **Mascot Transformation** without your help. This form is now equal in magical stats to you, and is 10% better in its physical stats than you are. When the time for stealth and subterfuge are past you can expect them to come at you with their full might.

Worse of all – you'll start out unaware of this treachery, having lost your memory of taking this drawback. Discrepancies between this Drawback's effects and how the mascot and their powers work will be blotted from your mind – for example, of course you'll give your Local Trinkets to them, that's how that item works according to your memories and records. You'll only reclaim the truth *after* you've discovered and struck down the traitor in your midst, when you have already come to blows with your erstwhile companion – when it's too late to tell you not to be too mad at them. Only then will you remember, it was always *your fault* they're like this. You betrayed them, not the other way around.

Only after this can you start to work on restoring the love lost between you and your familiar, and only after you've rebuilt the bridge of trust will the **Mahou Mascot** and its upgrades function properly. The only good that's come of this is that your Mascot will retain their enhanced capabilities even after their bonds with you are restored.

+(Bonus) *You get the Mahou Mascot for free, and all* ***[Upgrade: Mahou Mascot]*** *Perks and Items come at a discount – if they cost 100BP or less, they're free.*

Cracked Mirror (+800BP)



You are faced with a powerful rival. They are, in many ways, your equal, possessing as much BP to spend in this doc as you have, and gaining as many points in each Jump you travel to as you do. In other ways, they are your opposite – if you prefer to work as a single powerful Mahou, they will build a team that is stronger than the sum of its parts, and vice versa. If you like to fight at range, they will muscle through and engage you in melee combat. If you work for good, they will side with evil, and if you join the forces of darkness they will join the forces of light.

Their motives are uncertain – perhaps they simply think of you as someone they must kill at all cost. Or perhaps you're a prize for them to take for themselves, to bind and control and use however they want. Maybe they just want to be a worthy opponent for you to overcome. Perhaps this vicious clash between the two of you is what friendship, or even love, means to them.

Regardless, so long as your Chain continues, you will never, ever, see eye to eye. No social perks or mind control will make them stop. There will be no befriending, conventionally or otherwise.

If you should slay your rival, they and any Companions or Followers they acquired will vanish from the world… however your rival will get the chance to visit an entirely different Jump while waiting for your inevitable reunion. They won't take Drawbacks in these Jumps, and will strive to find Jumps that soundly fill the remaining time between their defeat and your next Jump, utilizing toggles that let them leave early if needed and possible.

They are your destined nemesis, and they will challenge you right up until the moment you gain your Spark (coming back from the dead endlessly, with increasingly quick turnaround the closer you are to claiming your Spark), at which point you may finally finish this rivalry, one way or another.

✨ Magical Crossover Renegade Revenge (+200BP)
Every 1d6 Jumps, you'll find the Jump you're entering invaded by… what appear to be major antagonists from previous Jumps that you've trounced before. Somehow, they are following you across your Jumpchain, growing stronger as you do. Even if you thwart their newest plans and strike them down again, they'll eventually bounce back, chasing you and working together to obtain their revenge.
+(Bonus) *You get* ***Magical Crossover Pretty Drawback*** *for free!*

Get What You Pay For (+300BP)
Perks you'll find across your Jumpchain can have some… ludicrous scaling, especially for their CP costs. This Drawback does away with the uncertainty, as far as your stats are concerned. Perks that would boost any of the stats on offer in this doc scale now ignore their descriptions and only give stats boosts proportionate to their CP.
+(Bonus) *Your BP investments into* ***Strength***, ***Speed***, ***Reflexes***, ***Magical Capacity***, *and* ***Magical Replenishment Rate*** *are doubled in effect! Also, you get one* ***Magical Potency Class*** *at a discount – if it normally costs 100BP or less, you get it free!*

Manadrought (+300BP)
Magical Replenishment Rate? I'm sorry, what? In this economy? No. You don't get MH, or any form of magical energy for that matter, simply by existing outside of your Magical Transformation. You'll need to utilize Magical Replenishment Methods found in this doc and in future Jumps to restore your magical energies, both Mahou and not.
+(Bonus) *Your Magical Replenishment Rate increases by 100% of its amount after purchases – a valuable asset as many* ***Magical Replenishment Methods*** *scale to it. In addition, you gain one Perk with a value of 100 or less from the* ***Magical Replenishment Methods*** *section, for free, and another Perk from that section, of any price, at a discount (Perks costing 100 or less BP are free).*

✰ ***Mark of Magic (+50BP or +100BP each)***



You now have a noticeable marking upon your body that reveals that you're not an ordinary girl or boy – for **+50BP** each it's a glowing tattoo in a shape that recurs across your **Mahou Uniform** and/or **Mahou Wardrobe**, or something you could conceivably hide, but for **+100BP** it'll be a crystallized streak of hair (or hair of a color that shouldn't be possible even with dyes, or both), eyes with unusual or too many colors or an unusual shape, or something similarly hard to hide… These effects come into play after **Mahou Reinvention** finishes reinventing your body and take into account the natural baseline of any species or setting-normal appearances when deciding how to manifest, and if you have a history in the world these effects start manifesting after the Jump has started.

*+ You get **Anthropomorphic** for free!*

JUMP-DRAWBACKS

✰ Vulnerable Transformation (+100CP)

For the duration of this Jump, your **Magical Transformation** is no longer perfectly safe. Time no longer bends around your transformation – that whole song and dance happens in real time, and if an enemy sees you there, swapping outfits with blaring music and pretty dances, they can, in fact, attack you. Whether they do may depend on their nature, but don't expect mercy if you transform in front of a truly pragmatic baddie.

✰ Canned Transformation Sequence (+100CP)

Yeahhhhh… you know that big flashy **Magical Transformation** sequence with all the swirling and twirling and changing of clothes? Yeah, that's unskippable now. In fact, any and all powers you have that have some kind of ritual or song and dance or something that's generally optional? Yeahhhhhhhhhhhhh, those aren't skippable either. Maybe be careful using this with **Vulnerable Transformation**. This does not affect **Quick-Transform**.

Vaporizing Transformation (+200/+300/+400CP)

Wh-whhoops! The part of your **Magical Transformation** that temporarily dissolves your clothes to allow your new **Mahou Uniform** to appear seems to have a malfunction, for some reason! For +200CP, your transformation now tends to permanently dissolve large swathes of anything you're wearing and everything you're carrying that isn't part of your Body Mod or stored within something that's part of your similarly-protected storage devices (such as **Trinket's Storage** or certain variants of the Warehouse that manifest as backpacks and such). At +300CP, this tends to outright destroy all outer layers of your worn items as well, leaving you in just your undergarments. At +400CP your entire outfit is obliterated as well. Maybe make sure you've got a spare set of clothes somewhere nearby!

Regardless, Items that were fiat-backed are repaired or restored in their usual timeframes, but items that aren't are lost forever, so maybe make a habit of keeping important stuff in bags you can drop somewhere safe… and make a point of finding private places to transform back into your normal form!

There is one other exception to this effect – items that you lack the power to personally destroy cannot be destroyed by this malfunction, so don't go trying to delete the One Ring or something with this.

✰ Meganekko (+100CP)

You are now in possession of a relatively normal pair of glasses. They are cute and comfortable, and suit you perfectly, shifting to match any alt forms you might change to, including your magical transformations. The bad news, you have an ingrained tendency to fiddle with them when you're nervous or excited, and worse, if you're not wearing them, your sense of sight becomes horrifically blurry. Even the ones that don't actually use your eyes. All of your sight-based powers fail, too. If the glasses are damaged, let alone destroyed, you'll find a new pair in your pocket, purse, bag, or other container an hour later. If you happen to already have the **Mahou Glasses**, they will serve for this Drawback just as well.

Especially Dorky (Requires Meganekko (either version), +50CP)



So, uh. Those glasses. Even your **Mahou Glasses**. They *aren't* exactly cute, and don't exactly suit you… well, at least not from a certain point of view. For the duration of this Jump, any glasses needed for the Meganekko Drawback will be massive, opaque-looking affairs with strange spiral designs upon their surface.

Uhh… maybe you can pull it off? probably not.

Insistent Terminology (+100CP)

No, you are *not* a wizard. You're not a sorcerer or a warlock or a shaman and most certainly not a *witch*… where do these people get these ideas!? You're insistent on the exact flavor of magical being you are – a Mahou Shoujo (or Shounen) – and will correct anyone and everyone who brings it up. Every single time. Vigorously and angrily.

In The Name of the Chain, I'll Punish You! (+100CP)



Sneak attacks!? Who do you think you are, Tuxedo Mask? **No**. Noooonono***no***. You are a *mahou*. You *will* challenge your vile enemies, to their faces, without deception. You will chastise them for their crimes. You will declare your intent to stop, punish, or defeat them. Every single time.

♬ Fighting Evil By…♬ (+200CP)
Pick one of “Daylight” or “Moonlight” to finish that title. Your combat powers are now restricted to either daytime or nighttime, depending on your choice of lyric.

♬ Winning Love By…♬ (+200CP)
Pick one of “Daylight” or “Moonlight” to finish that title. Your non-combat powers are now restricted to either daytime or nighttime, depending on your choice of lyric. If you are taking ***♬ Fighting Evil By…♬*** then your choice here must be the opposite time of day to the time chosen in that Drawback.

Sugar Apocalypse (+200CP)
For this Jump and this Jump only, you temporarily get **Magically Nutritious**. All other means of gaining magical energy are likewise temporarily deactivated until the end of the Jump. Worse, **Magically Nutritious** does not get rid of food in excess of what your body needs, and Perks, even Body Mod Perks, that keep you physically fit and healthy fail you. You will need to be careful with your healthy and unhealthy food choices.



Saga of Mahou the Evil (+200CP or +300CP)
For this Jump and this Jump only, you temporarily get **God and Anime**. All other means of gaining magical energy are likewise temporarily deactivated until the end of the Jump. You will need to choose a divine being local to the Jump you’re in, and worship them to gain magic from them. If no such being exists in this Jump, you will instead be given a strangely judgmental “god” being that constantly berates you and lords your reliance on him over you.

If multiple such beings exist, you may gain **+300CP** instead to simply… roll the die, and be assigned a random deity to be bound in worship to.

H-how Lewd! (+200CP)



For this Jump and this Jump only, you temporarily get **Powered by Love**. All other means of gaining magical energy are likewise temporarily deactivated until the end of the Jump. Unfortunately, your mindset has been altered to make you flustered and embarrassed by any kind of contact that would trigger your MH replenishment. What if someone sees your dad giving you one last goodbye hug for the day!? What if someone takes a picture of you cuddling your beloved puppy? What if… oh god, what if everyone sees you *holding hands* with your best friend!?

Perkcaptor Jumper (+200CP)

Oh dear. All but one of your **[Magical]** Perks have turned into a set of nineteen themed cards, and scattered to the four winds! Untamed, each card will find a hiding place, and begin causing trouble for anyone nearby, granting their effects to people at random, or manifesting a monster of some kind that represents their Perks' effects. If you're especially unlucky, your enemies will get a hold of these cards, and begin using them for evil ends. You will be stuck in the current Jump until you find and tame all of them.



✰ Power of Secrecy (+200CP)

For the duration of this Jump, your **[Magical]** Perks lose 1% of their potency for every person in the current Jump who you don't know but who knows you're a Magical Girl. This caps out at having lost 99% of your magical power.

✰ Depletion Depression (+200CP)

As your MH starts to run out, you find your mood shifting further and further towards sorrow and despair. You enter a deep melancholy while at 50% of your MH that grows deeper as you use up more MH, and may fall into a hopeless, catatonic state as you near 0%.

Burning Entry (+200CP)
Wherever you plan on entering this Jump, it's about to get a bit more interesting. Your arrival in this Jump is marked by you spontaneously performing a Magical Transformation and *vastly* overspending MH on it. At minimum you will attempt to spend 100MH on your transformation at the highest Potency Class you can control, enough to fill several rooms surrounding you or shoot a geyser of magical light and sound a hundred meters into the skies above you, even at just Adept Class. If you have more than 100MH to burn, you'll find that this attempt to transform will spend 90% of your MH in one go. It won't hurt anyone, and you'll always have about an hour's worth of time in your Magical Transformation once it's done, but depending on the setting you're in, you'll likely have attracted all sorts of attention, and you'll be low on magical reserves to welcome that attention when it arrives. As a small boon (?), if you happen to have **Jumper Nova**, during this initial transformation you may choose to direct all of the MH you're releasing into a single spell instead… and may choose to push this effect to drain up to 300% of your MH reserves in one shot. In this case and only this case, this will not immediately kill you, though it can render you nearly comatose.

Have You Tried… NOT Being a Mahou? (+200CP)
Turns out, there's some kind of taboo or misunderstanding about what Mahous are all about. Your nature as a Mahou will meet stern disapproval from the mundane locals of this Jump. This can be overcome with time and effort, but the more traditional your friend is, the more likely they are to oppose you.

Monster of the Week (+100CP)
[Multi-Buy]
The evils of humanity cloud the world, Jumper, and inevitably they take form – form you will have to deal with. Be they demons, fallen angels, inter-dimensional footsoldiers in service to some dark empire, shadows born of the evils of men's hearts, or the foremost protrusions of some eldritch being, this world is under siege by an army of horrid, if kinda generic, monsters. Their numbers of far beyond any army this Jump's local inhabitants can muster (for example, in Star Wars these dark forces hail from a domain greater in scope than even The Galaxy), but thankfully they're only really sending far more managable advance forces this way, with may one especially powerful guy showing up each week. For another

blessing, even their best guys are only slightly above the power curve of the locals in this Jump, so you're probably fully capable of winning. If you buy this multiple times, multiple forces of darkness will converge on the Jump's setting.

At Last, After 1000 Years I'm Free! (+600CP)
[Upgrade: Monster of the Week] [Multi-Buy]
Uhhh. Scratch what I said before. One of these dark armies is bringing their A-game, with lieutenants who are absolutely peer to any Companions you happen to have. Worse still, their Dark Lord approaches, who is every bit your equal. They plan to scour this entire setting – and will not stop until everything is gone. If more than 50% of all native life in the Jump's local setting dies, you suffer Chain Failure.

✰ Magical Crossover Renegade Revenge (+200CP)
Uh oh. The Jump you're entering is being invaded by… what appear to be major antagonists from previous Jumps that you've trounced before. Somehow, they've followed you across your Jumpchain, and picked up tricks from the Jumps you've already passed through. You'll need to thwart them once again, this time with the aid of the locals of this world.

✰ Mark of Magic (+50CP or +100CP each)
You now have a noticeable marking upon your body that reveals that you're not an ordinary girl – for **+50CP** each it's a glowing tattoo in a shape that recurs across your **Mahou Uniform** and/or **Mahou Wardrobe**, or something you could conceivably hide, but for **+100CP** it'll be a crystallized streak of hair (or hair of a color that shouldn't be possible even with dyes), eyes with too many colors or an unusual shape, or something similarly hard to hide… These effects come into play after **Mahou Reinvention** finishes reinventing your body and take into account the natural baseline of any species or setting-normal appearances when deciding how to manifest, and if you have a history in the world these effects start manifesting after the Jump has started.

Average Mahou Jumper-kun (+200CP)
It seems you've been stripped of any Body Mod Perks not granted by the **Mahou Framework Body Mod**. Can you overcome the coming Jump as just an average Magical Girl (or Boy)?

Utterly Mundane Jumper-kun (+200CP)

Oh no! You've been stripped of all the Body Mod Perks granted by the **Mahou Framework Body Mod**. Thankfully, this temporarily shuts down any Chain-Drawbacks that lock your bought powers behind your **Magical Transformation**, but does not revert items made a part of your **Magical Transformation**. What will you do now that you're just… Jumper?

NOTES

PATCHES

0.7:

- Initial live version.

0.8:

- Detailed MH scale added to the Notes.
- Body Mod Classics added.
- Lots of Images added.
- Flight Magic adjusted – scaling beyond sprinting speed has been clarified.
- Buffs to Jumper Drone, Jumper Shield, Jumper Beam.
- Growth Mode and Mahou-Defining Jump Mode are added.

0.9:

- Added new ***Spells and Attacks***
  - **Jumper Field**
  - **Jumper Pact**
- Added new ***Trinkets***
  - **Magical Lodestone**
  - **Trinket's Storage**
  - **Take It From My Heart**
- Added new ***Meta***
  - **Mahouize**
- Adjusted ***Perks*** and ***Items***
  - A handful of Perks, due to the reworked **Magical Stats**.
  - **Magical Transformation**
  - **Mahou Wardrobe**
  - **Transformation Trinket**
  - **Singular Stone**
  - **Local Trinkets**
  - **Mahou Phone**
- Adjusted ***Drawbacks***
  - **Out of Context Magic!? Mahou is my Context!!!**
  - **Mahous are Superhuman!!!**
  - **Mahou-chain!!!**
- Reworked **Magical Stats**. Old stat system can be found below.

1.0:

- Adjusted **Perks** and **Items** (largely clarifications, some buffs)
  - **Powered By Love**
  - **God and Anime**

    - **Introvert Special**
    - **Mahou Reinvention**
    - **Mahou Reproductive Health Package**
    - **Hobby Mahou**
    - **nenuohShoujo**
- Typo Fixes
    - **Mahou-Scale Retrofit**
- Added new **Trinkets**
    - **Mahou Glasses**
    - **Deck of Mahou**
- Adjusted **Drawbacks**
    - **Meganekko** (both **Chain-Drawback** version and **Jump-Drawback** version – only one gives Mahou Glasses)
- More images!

1.1:

- Typos Fixed
- Changed “Supplement Modes” to Supplement Modifiers! Now you can stack effects!
- Adjusted **Physical Stats**
    - More clarification on power levels and effects of non-MFBM Perks.
    - You now get a stipend for just this section of the Document. This was done due to testing revealing an extreme BP drought. This gives you some wiggle room to customize your Mahou’s base stats even while buying up fancy perks! Let us know how it helps!
- Adjusted **Magical Stats**
    - More clarification on power levels and effects of non-MFBM Perks.
    - You now get a stipend for just this section of the Document. This was done due to testing revealing an extreme BP drought. This gives you some wiggle room to customize your Mahou’s base stats even while buying up fancy perks! Let us know how it helps!
- Adjusted **Transformation and Uniforms**
    - **Mahou Uniform**: Your uniform(s) now explicitly has a theme that influences all of your powers.
- Adjusted **Trinkets**
    - **Mahou Phone**: Now explicitly can run any app other your other tech can.
- Adjusted **Body Mod Classics**
    - **Mahou Reproductive Health Package** (added tags)
    - **Hobby Mahou** (Added notes related to when the theming of your **Mahou Uniform** and your skill-themed magic align.)
    - You now get a stipend for just this section of the Document. This was done due to testing revealing an extreme BP drought. Let us know how it helps!
- New **Body Mod Classics**
    - **Mahou Impression**
- New **Meta**
    - **Magical Living Spaces**
- Adjusted **Drawbacks**
    - **“JUMPAAAAAAAAAA-”** (changed the bonus to grant you a Magical Potency Class for a discount!

1.2:

- **Keywords**: Added chapter, moved Keywords there. Added **[Stat]** Keyword with a description, and applied accordingly.
- **Stats**: Reformatted.
- **Magical Capacity**: simplified/buffed effects of Perks that would boost MH. Clarified that multiplicative Perks apply after all other MH boosters.
- **Magical Potency**: MH costs added for entering this mode.
- New **Transformation and Uniform**
  - **Accessorized Perk**
- Adjusted **Transformation and Uniform**
  - **Magical Transformation**: clarified the means by which you transform without others interfering.
  - **Quick-Transform**: Now affects things other than swaps between Mahou Uniforms.
- Adjusted **Spells and Attacks**
  - **Magical Flight**: changed Spell Cost to Passive Cost, extending the duration of the effect. Boosting speed still requires MH per 5 seconds, and ramps up slower.
- Adjusted **Chain-Drawbacks**
  - **Out of Context Magic!? Mahou is my Context!!!** : Now explicitly converts qualifying Perks to **[Magical]**.
  - **Mahous are Superhuman!!!**: Perks are now explicitly capped at Peak Human outside of your Mahou Transformation, as opposed to the more vague wording “are restricted to.” Now explicitly converts qualifying Perks to **[Magical]** or **[Mundane]** as the case may be.
  - **Mahou-chain!!!**: Now explicitly converts qualifying Perks to **[Magical]**.
  - **“JUMPAAAAAAAAAA-”**: Now applies to any amount of MH spent when cast at higher Potency Classes.
- New **Chain-Drawbacks**
  - **Power of Secrecy**
  - **New Season, New Friends**
- New **Jump-Drawbacks**
  - **Especially Dorky**
  - **Power of Secrecy**
  - **Have You Tried… NOT Being a Mahou?**

1.3

- Typos and outdated information fixed
- **Supplement Modifiers**
  - **Growth**: Made explicit that using Jump-Drawbacks to gain BP disqualifies them from giving CP in the same Jump
- Adjusted **Body Mod Classics**
  - **Mahou’s Language Cram School**
- New **Chain-Drawbacks**
  - **Mark of Magic**
  - **No Henshin!?**
- New **Jump-Drawbacks**
  - **Mark of Magic**

- Adjusted **Jump-Drawbacks**
  - **Saga of Mahou the Evil:** Now has a higher-benefit mode that randomizes your served god.

1.4

- Adjusted **Transformation and Uniform**
  - **Mahou Wardrobe**: Clarification that you get additional Mahou Uniforms, not replacing your old ones. In addition, made a carve out for OoC Magical Girl and Generic Magical Girl, as well as similar Jumps and Supplements. Perk effects that are incredibly generic are likewise not reduced – you won't have to worry about your Super Strength being reduced because you were in the wrong Mahou Uniform, though it will still become stronger in the right Mahou Uniform.
- Adjusted **Meta**
  - **Mahouize**: Now explicit that Perks converted with this can have additional MH invested into them to make them stronger, longer lasting, or longer range than their normal text says, as appropriate.
- Modified **Chain-Drawbacks**
  - **Jumpchained to Fashion**: Slight rewording to make clear that this Drawback only applies to your **Mahou Wardrobe** supplied **Mahou Uniforms**.
- New **Chain-Drawbacks**
  - **Cracked Mirror**: a powerful rival will follow you on your chain!
- New **Notes**
  - Mahouized Perk Descriptions and Examples are now here to give you ideas on how to use and play around with Mahouized Perks!

1.5

- New **Trinkets**
  - **Mahou Mask**: Now you too can have your own Tuxedo Mask!
- New **Jump-Drawbacks**
  - **Vaporizing Transformation**: The clothing-disentigrating effect that's part of your Mahou Transformation is… kinda permanent. Oops.
  - ♬ **Fighting Evil By…♬ :** You can't use your combat powers at certain times.
  - ♬ **Winning Love By…♬ :** You can't use your non-combat powers at certain times.

1.6

  - **Replenishment Rate Up's** boosting process nerfed from 1MH per minute for each boost to 1MH per hour for each boost. I don't like nerfing stuff, but this seemed a bit excessive. 150BP invested into the old version is enough to regain 9060MH in an hour, which is a bit crazy especially for a starting-out-Mahou. With the more passive Replenishment Rates, such as God and Anime, Powered By Love, Introvert Special, and the like, you can hit well over 302MH a minute – 18kMH per hour. Which is a bit much. So we're cutting this down.
  - Split a chunk of **Mahou Transformation** off into **Mahou Aura**. The aura you can flare when transforming now has additional benefits.
  - **Mahou Uniform** and **Mahou Wardrobe** have seen minor adjustments.
  - Marked Drawbacks that exist as both Chain- and Jump-Drawbacks with ✨ for easy reference.

- **Mahous are Superhuman!!!** adjusted; Perks that aren't associated with combat or action sequences are no longer restricted by this Drawback. You won't have to shift into your Mahou Transformation just to think harder or utilize your passive social or luck Perks.
- New Drawback: **Alt-Mahou?**: your Alt-Forms are converted into **Mahou-Scale Retrofits** post-Jump.
- New Drawback: **Depletion Depression**: As you run out of MH, you run out of hope.
- **Mahou-Chain!!!** adjusted: it now requires **Alt-Mahou?** as well.
- **Local Trinkets** Buffed. **Local Trinkets** now have all the features of your own Trinket, grant the Mahou 4 Spells of any BP cost, and Mahous given BP may spend that BP anywhere except on upgrades to their Trinkets.
- Drawback: **New Season, New Friends** buffed. Those who receive your **Local Trinkets** get BP even though you can't Companion them.
- More Pictures!

1.7 (YOU ARE HERE)

- Added **Mecha-Defining Frontload** as a Modifier.
- Added **Mixed Framework** as a Modifier.
- Added a new Keyword: [Discount With: X]
- **Joint Transformation** has been added.
- **Mahou-Scale Retrofit** has had its Keywords changed.
- **Mahou-Scale Retrofit** has had its effects changed to line up with it no longer requiring **Mahou Wardrobe**.
- **Jumper Nova** has been added.
- **Weaponized Trinket** has been added.
- **Mahou Armament** has had its Keywords changed.
- **Take It From My Heart** has had its Keywords changed.
- New Season, New Friends now further buffs Local Trinkets. If you have Mahou Wardrobe, your local friends get a copy of 1/4th of your Wardrobe and the Perks boosted by those outfits.

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Images:

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-

Mahouized Perk Details and Examples

There are benefits to converting your powers to Mahou-specific abilities, of course. If you have the MH, you can push your Perks far beyond their usual capabilities.

Perks that are special attacks or incredibly short effects become **[Magical] [Spell Cost: X<]** magical abilities, whose cost is equal to their original, undiscounted cost, divided in a reasonable manner (usually, by a tenth of your starting point budget in their home Jump). MH Costs will generally be between 1MH (for free-to-100CP Perks in a typical Jump Document) and 10MH (for 1000CP Perks in a typical Jump Document). Perks that are similar to **Spells and Attacks** found in this Document may share further traits with them, even if you didn't buy the actual Spell or Attack. This can massively enhance an existing power's abilities. If you have bought a **Spell or Attack**, you may treat them and Mahouized Perks that are similar to them as upgrades to each other's baseline. A Kamehameha is really just a **Jumper Buster** that uses Ki, isn't it, so it makes sense that the two become stronger than the sum of their parts! Being Mahouized also means that you can feed these powers more MH to push them past their usual limitations – making them stronger, faster, longer lasting, or the like. While used in a matching Mahou Outfit from your Mahou Wardrobe, they are three times as strong, and cost half as much, as opposed to a mundane Perk simply being twice as strong.

Perks that are usually passive abilities that can be always on or which usually last longer than an hour once activated, but aren't straight stats, become **[Magical] [Passive Cost: X< Per Y]** Perks whose cost is equal to their original, undiscounted cost, divided in a reasonable manner (usually, by a tenth of your starting point budget in their home Jump). MH Costs will generally be between 1MH (for free-to-100CP Perks in a typical Jump Document) and 10MH (for 1000CP Perks in a typical Jump Document). While this means they aren't always-on the way they were as mundane Perks, in exchange it will usually become possible for more MH to be spent to upgrade a Perk beyond its bounds. While used in a matching Mahou Outfit from your Mahou Wardrobe, they are three times as strong, and cost half as much, as opposed to a mundane Perk simply being twice as strong.

Perks that have effects comparable to **[Stat]** Perks apply those effects as if they were **[Magical] [Stat]** Perks and retain a **[Mundane] [Stat]** variant that cannot push you past Peak Human. Despite there being no mental **[Stat]** Perks in this Body Mod, and Mahouized Perks that grant raw social abilities, intelligence, and the like function similarly, giving you up to peak human capabilities in their field, then granting their full power once transformed. These effects are not restricted or removed by **Mahou Wardrobe** or **Jumpchained to Fashion**, but receive a x3 boost from **Mahou Wardrobe** instead of the x2 boost mundane Perks would expect.

Perks that are simple fighting styles or mundane skills likewise split into a **[Mundane]** and **[Magical]** version, with most of the same distinctions and benefits to being Mahouized.

Perks that had a cooldown may find that cooldown skippable as Mahou Magic, if you have the MH to spend on it. In general, you will need additional MH equal to the standard cost of the spell to reduce the spell's cooldown by a tenth of the time, up to one day's time. This can make it prohibitively expensive to recharge a once-per-decade effect, as you can imagine, but for shorter-cooldown spells this might allow you to rapid-fire some potent effects by simply paying ten times the cost. Of course, all such cooldowns still reset as you progress from one Jump to another.

Now, some example Perks. Keep in mind these are all suggestions and examples – the true shape of the Mahouized Perk is ultimately up to the Benefactor (or, you know, the author). Do what makes a fun Mahou adventure!

Red Dead Redemption's Dead Eye Targeting



This 300cp Perk is likely to become a **[Magical] [Spell Cost: 3<]** Spell with one or more options to improve the effect with MH.

- Spending MH may extend the duration of the level of stretched out time, with 3MH stretching a single second out to ten, 6MH stretching each second out to twenty, 9MH stretching each second out to thirty, and so on.
- Spending MH may extend how many "real" seconds you can hold the effect for, with 3MH keeping yourself in Dead Eye Targeting for up to five real seconds, 6MH extending your limit to ten real seconds, 9MH pushing it to fifteen real seconds, and so on.
- You may be able to spend additional MH in place of a recharge time, with every 3MH spent speeding up the cooldown by six seconds.

Warhammer 40k- Adepta Sororitas' The Unforgiving Blade



This 600cp Perk is likely to become a **[Magical] [Spell Cost: 6<]** Spell with one or more options to improve the effect with MH.

- Spending additional MH may make the effect last longer, a few minutes for every 6MH spent to that purpose.
- Spending additional MH may make your weapon shine even brighter and even more effective against ruinous powers.
- Notably, Mahouizing this Perk will remove this Perk's original context, disconnecting it from the God-Emperor's blessing. For better or worse, it is your own innate strength as a Mahou that makes your weapon shine against the darkness...

Worm's Queen Administrator



Parahuman Powers in this Jump are usually rolled, but can be chosen outright for 600, which will be the Perk's cost for our purposes, even if you legitimately rolled for it or otherwise got it for free. As such, this Perk will likely become a **[Magical] [Passive Cost: 6< Per Hour]** Spell. Your time using and practicing with this spell will still improve your base range over time, as per the Perk's original description. Your infinite multitasking ability will remain as a **[Mundane] [Stat]** Perk in lessened form, with a **[Magical] [Stat]** version that grants true infinite multitasking.

- As a Passive Spell, you may pay the cost multiple times over to extend the duration of your power, with every 6MH spent this way giving you another hour. As with all Passive Spells your ability will linger for a full hour or until you detransform… though targets will still continue to follow your last order even when your power turns off, as if they'd left your range.
- It may also be possible to pay additional MH to extend your range. With every 6MH spent this way, you'd effectively double your range.
- Notably, Mahouizing this Perk removes the base context of the power – you are no longer a Parahuman in any way, which may have its advantages and disadvantages within Worm itself.
- Due to its many similarities, this Spell gains additional properties akin to **Jumper Drone**, allowing you to infuse individual controlled creatures with your MH and use them as vectors for your other Spells. Surprise – that fly just fired a **Jumper Beam**!

Naruto (Reddit Edition)'s Chakra



This is largely a fairly simple **[Magical] [Stat]** Perk, even before Mahouization. Depending on how much CP you spent, you'll gain about 500MH (Jounin), 800MH (Kage), or 1000MH (Tailless Tailed Beast)… though, if you got **Get What You Pay For** as a Drawback, you'll get far less MH – 100MH regardless of which version you bought – even before Mahouizing it. Bummer!

- Being in your Naruto Mahou Uniform will give you a temporary x3 boost to the MH given, if it's Mahouized.
- Jutsu learned (or bought via the **Jutsu** Perk) then Mahouized have MH costs equivalent to their rank's costs in the Jutsu Perk's description. D-Rank Jutsu and C-Rank Jutsu are **[Magical] [Spell Cost: 1<]**, B-Rank Jutsu are **[Magical] [Spell Cost: 2<]**, A-Rank Jutsu are **[Magical] [Spell Cost: 3<]**, and S-Rank Jutsu are **[Magical] [Spell Cost: 4<]**.
- You should probably be careful Mahouizing this *before* entering the Naruto world – not having Chakra at all may make it easier to infiltrate and pretend to be a normal person in a foreign village, but it also means your career as a ninja is going to be very unorthodox, and you'll likely find yourself quite helpless in many situations.

OLD MH RULES

(These rules were used in previous versions of the Mahou Framework Body Mod. Later versions replaced it with a more simplified setup)

MH hits certain breakpoints as you unleash more of it. At each breakpoint, every additional MH you spend is exponentially stronger than its predecessor. The important points are as follows:

1MH: At this point, every MH you pour in is equal to a single Joule of energy.
100MH: Starting here, additional MH manifests 100 Joules per MH.
1000MH: Starting here, each MH manifests a single ton of force.
10000MH: Starting here, each MH manifests a megaton of force.
100000MH: Starting here, each MH manifests a gigaton of force.
1000000MH: Starting here, each MH manifests a teraton of force.
10000000MH: Starting here, each MH manifests a petaton of force.
100000000MH: Starting here, each MH manifests an exaton of force.
1000000000MH: Starting here, each MH manifests a zettaton of force.
10000000000MH: Starting here, each MH manifests a yottaton of force.
100000000000MH: Starting here, each MH manifests a ronnaton of force.
1000000000000MH: Starting here, each MH manifests a quettaton of force.
10000000000000MH: Starting here, each MH manifests a foe of force.
100000000000000MH: Starting here, each MH manifests a megafoe of force.

The process continues to scale accordingly. Gigafoes, terafoes, petafoes, etc. If you want a closer look at how this all shakes out, see below...

1MH: At this point, every MH you pour in is equal to a single Joule of energy. Once you've able to unleash 60MH (60 Joules) into a single spell, you'll be about able to fight on par with a regular human.
100MH: Starting here, additional MH manifests 100 Joules per MH. At 102 MH (300 Joules), you're officially "street" level, as the cool kids say. At 249 MH (15 kilojoules), you'll hit the peak of that tier, and start encroaching on Wall tier. You'll cap out at about 90 kilojoules at 1000MH.
1000MH: Starting here, each MH manifests a single ton of force. Just one MH, at 1001MH (over 4 billion Joules, and a single ton), pushes you straight into average-building-crusher level. With an output of 1100MH (over 418 billion Joules, and one hundred tons), you are able to threaten multiple city blocks with a single spell. If you can fire off 2000MH (1 kiloton of force), you could wipe out a small town in one shot.

With an output of 6800MH (5.8 kilotons of force), the average town wouldn't last. At 10000MH, you cap out for this tier at 9000 tons of force.

10000MH: Starting here, each MH manifests a megaton of force – 1 million tons, turning your previous investments into a rounding error. A spell of 10001 MH pushes you firmly past the small time. You can threaten a small city with this kind of output. At 10100MH you can start threatening mountains with 100 or more megatons of force. At 11000MH maximum potency, your best spell will hit with one billion tons – one gigaton – of power behind it. If you can unleash 14300MH, you hit 4.3 gigatons of power, enough to break all but the largest islands with a single blow. You'll finish this stretch with 100000MH – 90 gigatons of destructive power, if you can but set it free.

100000MH: Starting here, each MH manifests a gigaton of force. At 100910MH of magical output, you finally reach the trillions of tons – teratons. The asteroid strike that probably killed the dinosaurs? Yeah, that's in this range. You are now officially a doomsday weapon. It is at this kind of yield that small countries start being wiped off the map if you shoot at them. By 106910MH, only the largest countries can survive a single spell you aim their way. You'll cap this off with 900 teraton yields, which is far more than is needed to start wiping a continent away.

1000000MH: Starting here, each MH manifests a teraton of force. You know. The power needed to definitively cause extinction events. By pushing your output to 1000100MH, your spells have a maximum yield of 1 petaton – 1 quadrillion tons of force. Every thousand MH after that is another whole petaton. For reference, about four and a half of those is enough to start wiping multiple continents off the face of the Earth at a time. At 2000000MH, you enter the quintillions of tons… or exatons. You'll cap out at about 9 of those when you hit...

10000000MH: Starting here, each MH manifests a petaton of force. Are you sure you need this much? Yeah? Okay. We are slowing down, now, as the *sheer size* of what we're measuring outpaces the scaling of magic. Every thousand MH you can output past this point is another exaton. At 10020600MH, you reach 29.6 exatons, enough that you could probably obliterate the moon. At 10991000MH, you push beyond even that to your first zettaton – a sextillion tons. Once you can release 69440000MH in a single spell, you'll be able to unleash over 59.44 zettatons, the power to start demolishing the average planet. At the end of this stretch, you'll hit over 90 zettatons of potential force to be unleashed.

100000000MH: Starting here, each MH manifests an exaton of force. About every thousand MH you invest is enough to give another zettaton. Get 633 of those and you could move Earth out of orbit. Once you hit 101000000MH, you've reached your very

first yottaton – one septillion tons. From there, every 1000000MH is another yottaton. You need 2.7 of those to break Uranus… what? *What!?* Anyway, you'll cap out about 900 yottatons once you've hit...

1000000000MH: Starting here, each MH manifests a zettaton of force. In case you're losing sense of scale, we're at about... *900,059,449,009,687,000,000,000,000* tons. Are you tired yet? And your first point of MH here will turn that 59 into a 60. That's where we are. Our next objective are ronnatons – that's one octillion tons. You'll need to reach 1000099941MH to reach around that lovely number. Afterwards, every 1000000MH will be another ronnaton. If you can become able to release 16ish to 557ish of those, you should be able to blow up some dwarf stars. Once you've reached 2000000000MH, you'll have within you a full quettaton of energy – that's one nonillion tons of force, if it's harnessed. Now you're probably wondering. What can I even do with that much destructive power? Well, with 761ish of those, you could in theory blow up any star that exists in a single shot. Obviously, that's still a ways off for you, as you'll only reach 9 quettatons of energy when you reach...

10000000000MH: Starting here, each MH manifests a yottaton of force. 1000000MH invested at this point will get you another quettaton of force. Once you're at a total of 10752000000MH, you'll be able to achieve all your star crushing dreams. But even that isn't the end. No. We must go higher. At 34000000000MH, you reach the point where we stop thinking so hard about tons of force, though we've reached 24 decillion tons, for the record. No, we now measure in *foe* – ten to the power of *fifty one ergs*. That's 10^44 Joules. Forget disrupting and destroying stars – if you can reach this point, you personally can blast someone with the sheer force of a supernova. Mildly more practically, if you want to unleash a single, massive AOE that obliterates a single solar system, you're gonna want this kind of power. It would take 22.4 foe to catch the entirety of Earth's solar system, shatter it, and scatter its space dust across the cosmos. So, you know. Be careful with this. You'll be pushing towards 3.77 foe when you reach…

100000000000MH: Starting here, each MH manifests a ronnaton of force. We're at truly absurd numbers here. Let's cut to the chase. You'll need 24000000MH to get 1 foe. Once we reach a grand total of 10446200000MH, you'll be able to obliterate earth's solar system, and similar solar systems to it. You're probably thinking we're done. Right? Wrong. What if you want to blow up two, simultaneously? This becomes a problem not of raw destructive power, but of reach. There's vast nothingness between solar systems, and so the power to destroy two solar systems that are roughly adjacent to one another still needs several magnitudes greater. It's utterly impractical, and yet. Let's

make sense of it. For mahou science. At the next breakpoint, you'll hit 3.7 kilofoe. That is 37 hundred foe. It's not enough.

1000000000000MH: Starting here, each MH manifests a quettaton of force. You need 25000MH to get an additional foe.

You need 23885500MH to get one kilofoe. It's not enough.

At 200000000000MH we have 4 megafoe. It's not enough.

At the cap, here and now, we have 37 megafoe. An absurd number. It's not enough.

10000000000000MH: Starting here, each MH manifests a foe of force. Look how far we've come. Ten trillion Magical Hours. That's about… 901,051,625,247,801,000,000,000,000,000,000,000,000,000 tons of force, more than enough to obliterate a solar system. The math is simple, this time.

When you hit the next break point, you hit 9,000,037,700,000 foe, or 9 terafoes.

It's not enough.

100000000000000MH: Starting here, each MH manifests a megafoe of force. 10000000000MH will net you 1 terafoe. At 10110000000000MH, you finally hit 22 terafoe, enough to catch two star systems in a single perfectly spherical explosive spell.

At 1000000000000000MH, you will hit 1 petafoe. Not enough to destroy even a single galaxy all at once. You would need so much more for that. But you can figure the rest out from here.

OLD MAGICAL OUTPUT RULES

This is how you get the big booms of love and justice. The higher your output, the more of your reserves you can pour into a single spell.For free, you have a max output per spell (or per second, for continuous spells) of 10MH, or 10% of your starting Magical Capacity, whichever is higher. Every 1BP you spend here boosts that output by 1MH. Perks that boost your magical control, efficiency, or output translate to a boost in MH equal to 1/10 the CP cost of that Perk (so 300CP = a 30MH Output Boost), unless they have specific numbers or percentages involved.

Of course, having a higher Output than your Capacity isn't super useful unless you have another source you can hook yourself up to.