



Welcome to Paris, Jumper! This world is rather like your own, except for the existence of magic in the form of jewels called the Miraculous. These magical tools are conduits for the Kwami, divine embodiments of abstract concepts, which bestow great power upon their users. While normally these tools are kept secret and used only in defense of humanity, two of them have fallen into the hands of a man who intends to use it for his own selfish purposes. Taking on the name Hawk Moth, this man will soon begin to use the power of the Butterfly Miraculous to terrorize the city of Paris with his monstrous Akumas. All that stands between Hawk Moth and Paris are two teenagers, Marinette Dupain-Cheng and Adrien Agreste, who will soon receive Miraculous of their own and become the superheroes Ladybug and Cat Noir.

You will be arriving 24 hours before the very first Akuma appears in Paris and Ladybug and Cat Noir make their debuts as superheroes. But it wouldn't do to send you in unprepared, so take this:

+1000 CP

Background

There are no Origins for the purposes of discounts, but that doesn't mean you have to go without a backstory. Are you a Paris native? A foreigner who recently moved to the city? An adult? A child? A Drop In? The details are in your hands, though your selection will not grant you skills, abilities, or resources you do not already possess or buy in this document.

You may freely select your age and gender as you see fit.

Perks

Two perks are discounted for each tier. Discounted 100 CP perks are free. If a perk can be purchased multiple times, you may apply both of your discounts to your first two purchases if you wish to do so. The exception is Jumper Kwami, which cannot be discounted.

Mundane Talent (100): Pick a fairly mundane field like baking, fashion, computer programming, music, and so on. Your skills in it are taken to logical extremes in terms of your competency within that field. The only limitation is that this talent cannot be dedicated to a skill meant expressly for use in combat. You may buy this perk multiple times, choosing a new talent each time.

Punbelievable (100): The art of the pun is one of the simplest yet most effective tools in a superhero's arsenal. Puns and quips are an easy means of reducing stress in yourself and your allies, while having the opposite effect on your enemies, riling them up and making them more likely to slip up. You have a particular talent when it comes to improvising puns and quips in just about any situation, and the effects they have are slightly enhanced compared to normal tomfoolery.

Excuse Me (100): When it comes to leading a double life, whether as a superhero, a villain, or something else entirely, few things are as important as being able to make up a good excuse. For you, excuses are easy to come up with on the spot. Additionally, as long as you're making an excuse for either being late or bailing on someone, people are likely to accept your words as long as they aren't being presented with immediate evidence that disproves your claims.

Spin to Win (100): Everyone here seems to be able to spin their weapons really quickly. As in, fast enough to act as a barrier against energy beams or a bootleg helicopter turbine to lift yourself into the air. Now, you too have mastered the art of spinning things really fast. Your maximum spinning speed depends on how strong you are at the time.

No Witnesses (200): When an enemy can show up at any moment, there's not always going to be time to find a good place to transform. With the help of this perk, you'll never have to worry about that situation again. Now, even if your hiding spot is less than ideal, you won't be spotted, no matter how many lines of sight you leave open, so long as you're hiding behind *something*. After spending a minute in hiding, your protection against being spotted will slowly decrease. As an added benefit, you won't have to worry about people connecting the dots when you walk into a hiding spot in one form and then exit it in another.

Fighter (200): You've been expertly trained in some form of combat. This could be martial artistry or perhaps fencing/swordplay, taken at a level that surpasses casual ability and breaks into low-tier superhuman. The skills granted by this perk are such that you could hold off three Akumas on your own without any Miraculous boosting your abilities, at least for a little while. You may purchase this perk multiple times, selecting a new combat discipline each time.

Capable (200): When you live a double life, both sides tend to drain on your time, inevitably leading to exhaustion, burnout, and mistakes. Good thing you're well-equipped for dealing with those problems. Your ability to multitask and manage your schedule is improved, as is your stamina, allowing you to go longer without sleep or rest. Furthermore, you have a good level of natural mental and physical fitness, making it easy for you to stay on top of academics or career assignments and to sprint from one obligation to another as needed.

Long-Lived (200): Like members of the Order of the Guardians, your lifespan is dramatically extended compared to that of a normal person's. While you aren't immortal, you age far more slowly once you reach your prime, and will do so more gracefully than before. You won't start to experience the effects of old age until you start pushing against 200 years old.

Manipulative (400): You have taken the practice of deception and turned it into an art form. When it comes to manipulating people, only Hawk Moth could properly compare. You can easily devise plans to instil specific responses in others, driving them to act in exactly the way you want them to. This could be used to maneuver victims into the perfect position for being akumatized, or simply as a way to get people to give you what you want. On top of that, people have a tendency to believe you when you speak. The idea of fact-checking your claims simply never occurs to them unless they're directly confronted with evidence against them.

Nepotism (400): You're related to someone famous or politically powerful, and have a degree of social influence as a result. People in positions of authority are more likely to bow to your whims and requests, giving you preferential treatment. This probably wouldn't allow you to break the law, but you could get pretty close.

Self Control (400): You have excellent control over your own emotions, allowing you to remain calm and focused even in a crisis situation. But these days, with Akumas running around mind controlling people or twisting their emotions, just having control over your emotions isn't good enough. Luckily for you, you're immune to all of that. Your emotions cannot be altered by outside forces, your mind and body cannot be controlled, and you cannot be transformed into some servitor form by another against your will. And just to be clear, that includes being turned into an Akuma.

The Makings of a Miracle (400): Powers alone aren't enough to create a miracle. It takes creativity, deductive instincts, and the ability to think on your feet. Good thing you have all these things in spades. Like Marinette, you have a remarkably high aptitude for making and executing complicated, multi-step plans, and making use of anything you have on hand to bring victory. You can MacGyver what are functionally Rube Goldberg machines on the fly, putting together seemingly random objects and sequences of events to bring about your desired outcome. Whenever you need to complete a specific, difficult-to-achieve task, objects and people that can be put to use in attaining victory will appear highlighted to your sight, helping you pick out the things you need to achieve your goal.

Everyday Ladybug (600): There's something special about you, Jumper. A kind of natural charisma that drives others to live out their dreams and be the best people they can be. You have an unparalleled ability to bring people together, connecting them with bonds of friendship and more as naturally as breathing. Just your presence can inspire ordinary people to do things like stand up to an army of supervillains despite not having powers of their own. Your mere presence brings hope and confidence to others, raising their spirits such that their feelings could drive off approaching Akumas. Even without powers, you're your own kind of superhero, Jumper.

Classically Trained (600): You have all the training of an initiate member of the Order of the Guardians. This training comes with a variety of skills relating to the Miraculous and their Kwami. You know how to heal Kwami when they fall ill, how to repair damaged Miraculous, and are well-versed in the lore pertaining to their creation. Given time and practice, you may even be able to create Miraculous of your own, though such feats will remain out of reach until this Jump is complete. You also have a number of more modern practical skills, such as creating new identities for yourself and staying under the radar.

Miraculous Mastery (600): When it comes to your own Miraculous, you are no longer limited to using your ability a single time per transformation, and do not forcibly transform back into your base form after using it. In future Jumps, this perk boosts the effectiveness of magic items when you use them, granting you instant mastery of their use. This perk acts as a booster for any Miraculous bought in the Miraculous Section of this Jump. The boosted effects for each Miraculous are listed in the Notes section.

Unify (600): It takes tremendous mental fortitude to use more than one Miraculous at the same time without going insane. Luckily for you, you have exactly that. By donning a second Miraculous while transformed, you can unify them, merging the powers of the two and allowing you to use the abilities of both Miraculous simultaneously. You start out with the ability to use two Miraculous at once, but with time and growth, you can increase that number. Post-Jump, this ability allows you to combine super-modes or other transformations into a single enhanced state with the benefits of both.

Jumper Kwami (2000, must take The Jumper Miraculous for no points): You are no mere mortal, you are a Kwami, an abstract concept made manifest! While your form is small and sprite-like, you possess nearly immeasurable strength. Ordinarily imperceptible to living beings, a Kwami becomes visible when tethered to a Miraculous, which grants them a tangible form. While the Miraculous serves primarily to limit their powers, a Kwami's abilities can be channeled through them in a more precise, controlled fashion. Upon purchase, this perk grants you access to the full powers of whatever Miraculous you purchase or create in the Miraculous Section of this Jump. If you have multiple Miraculous, you may freely switch between the forms associated with each Miraculous. If you possess the Unify perk, you may combine your Miraculous as normal, bestowing the powers of multiple Miraculous to your Holder. Additionally, you may afford

your chosen Miraculous Holder access to your out-of-Jump powers at your discretion. Post-Jump, you may remain active in your Kwami form regardless of whether or not you have a chosen Holder for your Miraculous. Furthermore, post-Jump, you may act as your own Miraculous Holder for the purposes of accessing your Kwami powers without needing to use another person as a conduit. Taking this perk grants a discount on any single Miraculous from this Miraculous section below.

Items

One item is discounted per tier. If multiple discounts are available, they do not stack.

Plushies (50): Plushy versions of every Akuma and Miraculous Holder. They're entirely mundane.

Snacks (100): These delicious but mundane treats are the perfect thing to help a hungry Kwami recharge after using their Miraculous. Upon purchase, you receive a stock of various snacks matched to the tastes of any and all of your Kwami. You can access this snack supply by reaching into a pocket on your person, and you never seem to run out.

Jumperblog (100): A blog dedicated to you and your exploits. While it will never expose any weaknesses or secrets you want to keep hidden, it serves as an easy way to increase your popularity among the masses. You may choose to shut the blog down at any time if you so choose.

Power-Up Snack (200): A box of color-coded snacks for powering up a kwami (and thus their Miraculous) with different environmental adaptations. Comes in a form your kwami will enjoy the most. Used snacks restock weekly, but this item does not include the recipes to make more on your own.

A Business (200/400/600): This tiered item grants you a steady stream of revenue, a business that you own and thus reap the profits from. The more you spend on it, the bigger and more profitable the business is. For 200 CP, this can be a fairly small business, like a non-chain bakery or some other store. For 400 CP, it can be a luxury hotel or some other business that appeals to more expensive tastes. For 600 CP, your business can be something akin to a corporate empire. You may choose to apply your discount to whichever tier you buy. For an undiscounted 100 CP more, this business can also act as a flawless front for any secret activities you might be getting up to.

Spellbook (400, discounted with Classically Trained): A spellbook containing knowledge on the creation and operation of the Miraculouses. It's written in code, but with enough diligent effort, you might be able to partially decode it in a decade, even without help from outside perks. In future Jumps, this item will update to include information on the operation, maintenance, and modification of high-powered local magic items.

Miracle Box (600, discounted with Classically Trained): The box that holds the Miraculous. Unfortunately, it seems to be empty. However, this box acts as a perfect storage container; you are the only one who can retrieve its contents, and if you loan its contents to others, they will be compelled to return them to you when you ask for them. It also acts as a focus for transmitting psychic messages.

Family Heirloom (600): This item is the gift that keeps on giving. Shortly after the start of each Jump, an item will come into your possession. While seemingly ordinary, this item can provide some means of clearing a seemingly unwinnable (or at least very difficult) situation. Perhaps it manifests some hidden magical qualities, or perhaps it happens to be the key to unlock a special door or break a mystical seal. While it won't automatically guarantee victory, it will certainly give you a fighting chance.

Miraculous

And now we're getting to the good stuff, the vessels for the powers of the universe. You may purchase more than one Miraculous. For the duration of the Jump, each Miraculous must remain its own distinct object. However, post-Jump, you may elect to merge them all into a single Miraculous with the powers of all of them. If you purchase a canon Miraculous here, it will be a copy of the original. No one will find it strange that more than one of the same Miraculous exists unless you specifically want them to do so. Your Kwami for these copies will be functionally identical to their canon counterparts, effectively existing as separate projections of the same entity. They will not share their minds or consciousnesses, nor can they share the identities of those who hold the same Miraculous. You receive a 200 CP stipend to spend in this section only. Companions do not receive a stipend. The **Jumper Kwami** perk grants a discount on a single Miraculous from this section. The default forms of the Miraculous are listed in their descriptions, though you may choose to have them take a different, but similar form if you'd like. Alternatively, you may choose to import a relatively simple, wearable item that isn't a weapon you already own to serve as your Miraculous. Likewise, if you have a spirit Companion or similar entity that you wish to import into the role of your Miraculous' Kwami, you may do so.

Basic Features: All Miraculouses provide the user with a transformation, which causes the user to don a guise based on both the animal of the Miraculous in question and the design they want subconsciously. This transformation is imbued with a glamour, a protection that keeps others from recognizing them by similarities like voice, hair style and color, eye color, and so on. All Miraculouses also provide their users boosted strength, speed, and durability, though different types may lean further into specific attributes than others; the Ladybug Miraculous is an all-rounder, the Fox Miraculous provides greater agility, the Turtle Miraculous provides more durability than average, and so on. Every Miraculous comes with its own version of a Miraculous Tool, an omni-purpose item that serves as the transformation's weapon, while also functioning as a phone, a database, a rebreather, and much more. Finally, each Miraculous possesses a key ability, a power built around the manipulation of its domain or attribute. Using a Miraculous' superpower requires being able to call out its name. When not in use, a Miraculous may enter a

disguised state, making it more difficult to recognize for what it really is, though this is largely limited to a change in coloration. A Miraculous is functionally indestructible, being impossible to destroy with anything less than a Cataclysm.

Turtle Miraculous (200): The power of Protection. Takes the form of a bracelet. Kwami is Wayzz. Its Miraculous Tool is a shield. Its ability is called Shell-ter, which creates an incredibly durable spherical green barrier.

Mouse Miraculous (200): The power of Multiplication. Takes the form of a pendant. Kwami is Mullo. Its Miraculous Tool is a jump rope. Special ability is Multitude, which allows the user to shrink down to a few inches in height and create numerous copies of themselves. If the user is wearing multiple Miraculouses, they are not duplicated as well, and only one copy will have access to the extra Miraculous' transformation.

Bee Miraculous (200): The power of Subjection. Takes the form of a hair comb. Kwami is Pollen. Miraculous Tool is a spinning top. Special ability is Venom, which completely immobilizes the target upon touching it with the Miraculous Tool.

Fox Miraculous (400): The power of Illusion. Takes the form of a necklace. Kwami is Trixx. Miraculous Tool is a reed flute. Special ability is Mirage, which creates an incredibly realistic illusion, as large and as detailed as the user wants. The illusion is intangible though, and will break if touched or hit by an attack.

Monkey Miraculous (400): The power of Jubilation. Takes the form of a circlet, though it becomes a headband in its camouflaged form. Kwami is Xuppu. Miraculous Tool is a staff. Special ability is Uproar, which generates a random toy-like item that, on contact with someone other than the user, causes their powers to malfunction for a short period of time.

Dragon Miraculous (400): The power of Weather. Takes the form of a choker. Kwami is Longg. Miraculous Tool is a sword. Special ability is Dragon, which allows the user to transform their body into water, wind, or lightning. Upon using all three elemental transformations, the user's Miraculous will need to recharge.

Peacock Miraculous (600): The power of Emotion. Allows the user to create Sentimonsters from the emotions of others, including your own. Takes the form of a brooch. Kwami is Duusu. Miraculous Tool is a hand fan. A truly detailed Sentimonster could act independently and even replicate the powers of a Miraculous. You can only make one at a time though. A Sentimonster obeys the commands of the one holding its Amok, the item that houses the feather that created it. If a Sentimonster is given its own Amok, it becomes able to operate of its own free will. The user can dismiss an active Sentimonster at will.

Horse Miraculous (600): The power of Teleportation. Takes the form of glasses. Kwami is Kaalki. Miraculous Tool is a horseshoe, functionally acting as a boomerang in battle. Special ability is Voyage, which creates portals with interplanetary, potentially intergalactic, range.

Snake Miraculous (600): The power of Intuition. Takes the form of a bracelet. Kwami is Sass. Weapon is a lyre, which seems to work as a boomerang in combat. Special ability is called Second Chance, creating a save point at the time of activation. From the moment of creating the save point, you have five minutes of objective time in which you can reset time to the moment you created the save point. There is no limit to the number of times you can reset time, so long as you don't wait longer than five minutes to go back.

Rabbit Miraculous (600): The power of Time. Takes the form of a pocket watch. Kwami is Fluff. Miraculous Tool is an umbrella. Special ability is Burrow, which creates a kind of hub with numerous windows into the past and future, where they can be viewed or jumped into. These portals allow the user to travel through time and, to a limited extent, space.

Butterfly Miraculous (600): The power of Transmission. The power to grant superpowers to others. Takes the form of a brooch. Kwami is Nooroo. Default weapon is a cane-sword. You can only empower one person at a time. Allows you to sense powerful emotions even when not transformed, and determine the identity of the person experiencing them, as well as an approximation of the cause behind them. Deactivating the Miraculous doesn't revoke powers that have already been distributed. There is a limit to how far an Akuma butterfly can get from you before it exceeds your range. The emotions used to create the powers aren't required to be negative ones.

Ladybug Miraculous (800): The power of Creation. Takes the form of a pair of earrings. Kwami is Tikki. The only thing that can purify Akuma. Miraculous Tool is a yoyo, the cord of which grows almost endlessly in length. Special ability is Lucky Charm, which creates a useful arbitrary object in order to achieve their goal. It also possesses the power to remove and purify anything corrupt or malignant. Its second special ability is called Miraculous Ladybug, which completely and perfectly restores all damage done by villains or Miraculouses, including healing injuries and returning lost people to their original locations. If worn in concert with the Cat Miraculous, the Ladybug Miraculous grants the user ultimate power, allowing them to make a wish that alters reality.

Cat Miraculous (800): The power of Destruction. Takes the form of a ring. Kwami is Plagg. Miraculous Tool is a staff, which can grow almost endlessly in length. Special ability is Cataclysm, which empowers the user's right hand with the ability to destroy anything it touches. Even other Miraculouses can be broken with this power, despite their inherent invulnerability. If worn in concert with the Ladybug Miraculous, the Cat Miraculous grants the user ultimate power, allowing them to make a wish that alters reality.

True Miracle (Free, requires both the Ladybug and Cat Miraculous): When both the Ladybug and Cat Miraculouses are used by the same person, they can be used to overwrite reality and grant their holder a wish. However, because the universe has an inherent need for balance, there will always be a cost for making a wish, some uncontrolled consequence that the one making the wish will always find difficult to bear. The exception, of course, is if you have bought both the Ladybug and Cat Miraculouses here. In that case, you will be permitted to make a single wish using the combined power of the Miraculouses once every 10 years without the universe acting to balance it out. There are few limits to what this wish can be used for, but it cannot be used to do things like generate CP, travel to or affect other settings or Jumps you are not currently in, grant you a Spark, or cancel out Drawbacks.

Custom Miraculous (Variable): This is a pretty straightforward customization system. The Miraculous itself can be any simple, wearable item that isn't a weapon. As for the power it holds, that's up to you. A Miraculous with power over a minor domain, like the Bee, Turtle, or Mouse Miraculouses, costs only 200 CP. One with power over an element, like the Fox and Dragon Miraculouses, costs 400 CP. One that represents a fundamental force of the universe, like time, space, power, and so on costs 600 CP.

Companions

Import (50/300): Standard import rules. 50 CP per Companion (Or simply 300 CP for a mass-import of 8 Companions) to import into the Jump, granting them a 600 CP stipend to spend on Perks, Items, or Miraculouses. Companions do not receive the 200 CP stipend for Miraculouses, but can be granted Miraculouses bought with points from the Jumper's stipend.

Canon Character (100/200): Any canon human character. Any Miraculous Holders cost 200 CP.

Kwami (500/Free): If you want to bring one of the avatars of a fundamental force of the universe with you, it'll cost you quite a bit. Of course, if you have a canon Kwami's Miraculous, you can bring them along free of charge. Despite being incredibly powerful, Kwami lack the ability to control their abilities on a small scale when not being channeled through a Miraculous; Plagg sank Atlantis by accident, and even when holding back a great deal, his use of Cataclysm could be felt all across the city of Paris. In general, Kwami are small, superdeformed creatures reminiscent of some animal or another. They can all fly and pass through walls, and cannot be seen on video or in photographs. By default, your Kwami are loyal to you. If, for whatever reason, you choose to *not* take your Kwami with you into future Jumps, your Miraculous will continue to function as normal, and any recharge needs can be taken care of by feeding yourself. You may choose whether your Kwami fills the role of a Companion or a Follower at your own discretion. **Probably include an option to have a Miraculous without a Kwami for people doing no-Companion runs and stuff like that, but there needs to be a way to recharge the Miraculous without a Kwami to feed...**

Miraculous Holder (Free/100, Kwami only): A person to act as the Jumper's Miraculous Holder if they've elected to be a Kwami and don't have a Companion or canon character they want to fill

the role. This individual will be free for the duration of the Jump, but will cost 100 CP to bring along as a Companion into future Jumps.

Drawbacks

No Drawback limit. Go nuts.

Continuity Toggle (+0): For toggling the continuity of *Adventures* or the other comics. I'm not sure how much of a fanfiction presence there is for this setting, but you can use this Drawback to switch over to one of those if you feel like it.

Era Toggle (+0): The modern Ladybug and Cat Noir are not the first heroes to hold the Miraculous and use it to the benefit of others. There have been several Ladybugs throughout history, and by taking this Drawback, you may choose to have your Jump take place in one of those eras instead. Any other Drawbacks you take will be adjusted accordingly to fit the era you choose.

Parlez vous Francais? (+100): You're in Paris, so it's only natural for everyone to be speaking French. Unfortunately, you do not speak French. Any perks associated with instantly or quickly learning languages are disabled with regards to learning the French language, though generalized intelligence and memory buffs and the like are not. You can still learn the language, but it will take time.

Uncanny Valley (+100): An occasionally triggering effect that makes people's faces look a little...off. Not all the time, but sometimes you'll notice people's eyes seem a little glassy, their mouths moving too mechanically. If taken with Blind, this will manifest through your sense of hearing, with people's voices spontaneously taking on an artificial quality for brief moments.

To the Future (+100): With this, you'll be sticking around for a bit longer than before Jumper, and there are more than a couple new threats headed your way. Doctor Sadness, the Aklipt Invaders, the Twin Queens of the Inner Dimension, Ignoblia, and so on. You'll have to stick around until they're all taken care of. This extends the Jump by roughly 10 years.

Clumsy (+100): You drop and trip over things all the time. This won't affect you in combat or crisis situations, but will make your everyday life a bit...messier.

Casting Limits (+100): Isn't it weird that so many of the same people keep popping up again and again? Despite being a city with a population of 2.1 million, Paris somehow seems...smaller. Almost like there are two dozen or so people that you consistently run into, while everyone else is just little more than a placeholder moving around in the background. There's just a little bit less variety in your life now.

Awkward (+100/200): Like Marinette's tendency to get tongue-tied around Adrien, you have a special flavor of trouble interacting with people you're attracted to. You stumble over your words, saying the wrong thing all too easily and have difficulty being open and forthright. For an extra 100 CP, this difficulty applies to everyone you try to speak with. As a small mercy, the effects are reduced, but not fully negated, when you have a Miraculous equipped.

Egotistical (+100): You have an immensely inflated sense of self-importance. Other people should be grateful for the chance to so much as stand in your presence. Your ideas are the closest thing to perfection, and any failings are obviously other peoples' fault. It'll take some serious personal growth to shake this habit. Just be careful not to backslide.

A Child in Body (+200): You're a child now, a high school student the same age as the protagonists. This will come with all the physical annoyances that puberty brings for your current biological sex. Don't worry, you'll grow out of it eventually.

A Child in Mind (+200, requires A Child in Body): And now your mental age and maturity will have taken a hit too. Mood swings, impulsiveness, pettiness, poorly-thought-out decisions, and so on. You can grow out of this, but making mistakes is part of growing up, and it'll take more than a little bit of life experience to make it stick.

A Child in Spirit (+200, requires A Child in Mind and a Miraculous): Your ability to handle a Miraculous is diminished thanks to your youth. For the duration of the Jump, you cannot benefit from the effects of the Matured Miraculous perk, and the power of your Miraculous will not grow at all during the course of the Jump, even from normal aging.

Monster of the Week (+200): You know the drill. It's a superhero show with a healthy dose of magical girl-style to it, so of course there's a monster of the week Drawback. With this, you are guaranteed to experience an attack by an Akuma or a Sentimonster at least once per week. What day of the week this falls on is up to chance, and the odds won't be affected by any luck perks.

More Monsters (+200, requires Monster of the Week): Now the monster of the week comes twice a week. Exactly where in the week each one falls is up to chance, so you could have them back-to-back, or even on the same day if you're unlucky.

Superheroic Work Week (+400, requires More Monsters): Now you'll be dealing with five monsters per week. This will make everyday life a fair bit more hectic, even if you're not the one fighting them.

Children's Show (+200): No killing, no sex, no cursing, or really anything that would exceed a TV14 rating.

Mistaken for a Villain (+200/400): There's something about you, perhaps your looks, perhaps the way you act. Whatever it is, people's first impression of you when transformed is that you're a villain. You can shake people of this belief after a few encounters. Unless you want an extra 200 CP, in which case you'll never be able to convince people that your Miraculous alter ego isn't a villain.

Blind (+400/200): You're blind. You can make up for this disability with your other senses, but nothing you do will return your sight. This Drawback is only worth half as much if you have perks

and abilities that significantly lessen its impact, unless you've also taken the Match the Genre Drawback. See the Notes section for examples.

Damaged Miraculous (+400/600, Requires a Miraculous): Somehow, your Miraculous has been damaged in the same way as the Peacock Miraculous. The act of using it even once places a serious strain on your body. Using it more than once per week could have life-threatening consequences. Even if you get your hands on a copy of the Spellbook, you will not be able to fix it, though the damage will go away once the Jump ends. If you take this Drawback as a Kwami, your Holder using the Miraculous will cause you to experience illness of your own, and if your Holder dies from overusing your Miraculous, it will be treated as the same as if you had perished yourself. This Drawback is worth 600 CP if you have also taken the More Monsters Drawback.

Match the Genre (+400): All of your out-of-Jump perks and abilities that exceed peak human abilities are now locked behind a magical girl-esque transformation sequence, which is in turn tied to a specific minor item. You will be unable to use any major abilities more than once per transformation, and activation of such an ability will initiate a five minute countdown to the forcible deactivation of your powers. You will need to give your Miraculous time to recharge between transformations, though this period can be shortened by feeding your Kwami. If you have a Miraculous, you may designate it the vessel of your Jumper powers in addition to the abilities it normally bestows, or you may choose to have your Jumper powers occupy their own unique Miraculous. Perks that bestow knowledge are exempt from this power-locking. See the Notes section for details.

Full Lockout (+200, requires Match the Genre): And now, you have no access to your out-of-Jump powers at all, restricting you to just your Body Mod and what you've purchased here.

Item Lockout (+400): You lose access to all out-of-Jump items and your Warehouse for the duration of the Jump.

Trouble Magnet (+400): Even if you have nothing to do with the events surrounding their creation, you somehow manage to be at the scene of Akumatizations more often than not. Your friends, their friends, their parents, your parents... Everyone you know on a personal level will, at some point, be Akumatized. Companions are exempt from this Drawback's effects.

A Miraculous Must Not be Used Selfishly (+400): You cannot use the powers of your Miraculous for anything other than the service of others. If you choose to use them for frivolous or selfish ends, the actions you take while doing so will have a ripple effect, triggering increasingly severe consequences in both the immediate and longer term. Be careful, Jumper. The consequences for even a minor act of selfishness could have results that can only be described as Cataclysmic.

Locked Up Tight (+400): The Miraculous containing all of your out-of-Jump powers is now locked up inside the Miracle Box under the protection of Master Fu. The only way you'll be getting it now is in situations where Ladybug feels your powers are necessary to defeat a villain. Your Miraculous is guaranteed to only be given to you when the time comes, but you will also be rendered incapable of stealing it or refusing to return it to Marinette once the mission ends.

No Secret Identity (+200/400, Requires a Miraculous): Everyone knows who you are under the mask, Jumper. This makes you an easy target in your personal life. This Drawback gives extra CP if taken with Locked Up Tight, as Marinette would have to be truly desperate to risk bringing the Jumper Miraculous to you. You'll only be getting your powers back when there really is no other option. This Drawback also gives extra CP if taken with A True Demon.

The Best-Kept Secrets (+200): A lot of the plot could be quickly derailed with just a small application of foreknowledge. So let's get rid of it, shall we? You lose any and all knowledge of the plot.

Pre-Jump Amnesia (+200, requires The Best-Kept Secrets): You've forgotten everything about Jumpchain. As far as you're concerned, you were born into this world, and this world is the only one out there. Whatever backstory you have in this world, that's all you've got. This cannot be taken if the Jumper chooses to be a Drop-In.

Full Amnesia (+200, requires Pre-Jump Amnesia): Now you have no memories whatsoever. Be careful who you trust.

Easily Akumatized (+400): Your defenses against being turned into an Akuma are disabled for the duration of the Jump. The threshold required for you to be evilized is substantially reduced as well. It would take the mind of a monk or a saint to keep you from turning at least a few times.

Sleeping Beauty (+600, Cannot be taken with True Miracle): Someone close to you, a Companion or otherwise, has fallen terribly ill, locked away in a coma. While they are stable for now, you cannot bear to see them like this, and have become obsessed with obtaining the Cat and Ladybug Miraculouses so as to awaken your Companion. You will lose all knowledge of the price associated with making a wish using the combined Miraculouses, and will disregard attempts to convince you of the costs. And there *will* be a price to pay if you make a wish, something you will find just as agonizing to bear as leaving your Companion in their coma. Your Companion will awaken at the end of the Jump if you fail to acquire both Miraculouses, though you will not remember that until it happens.

The Jumper Miraculous (+600, Incompatible with Match the Genre): You're now a Kwami. Your powers are effectively sealed within a small item that acts as your Miraculous. You remain trapped inside the item when it isn't in someone's possession, and you are resealed inside it whenever they use it to transform. The only way for your powers to see any use in this world is for your Miraculous Holder to employ them while transformed. If you possess one or more canon Miraculouses, you may replace that Miraculous' Kwami and the canon Miraculous, or act

as a distinct Miraculous. Unlike an ordinary Kwami, you can't use your powers on your own. Post-Jump, you may take your Kwami form as an alt-form, though it will not be any more powerful than you normally are unless you've taken the Jumper Kwami perk.

A Feast Fit For a Jumper (+400/600, Incompatible with The Jumper Miraculous): You have an intense, burning hunger dwelling within you, a desire that can only be satisfied by consuming Miraculous. This hunger will start small, and will only grow each passing day. By the start of your tenth year, it will be agonizing, defying any resistances you have to pain and hunger. This Drawback gives increased points if taken with To the Future, due to the Jump becoming roughly twice as long.

A True Demon (+600): For all his malicious methods and cruelty, Hawk Moth could be far more dangerous than he has shown himself to be. With this Drawback, he's become utterly ruthless and deadly effective. He has complete and total control over his Akumas, which are all far stronger than they originally would have been, and he has no qualms about using their powers to lethal effect. Hawk Moth's reign of terror has cast Paris into a state of perpetual fear, making it far easier to Akumatize the populace. Mayura's Peacock Miraculous is similarly enhanced, and she suffers no drawbacks from its use. Even with the power of the Ladybug Miraculous, not all the damage from fighting with these Akumas and Sentimonsters will be reversed once the battle is won. **If this Drawback is taken with the Jumper Moth Scenario, the effects are inverted, rendering the heroes far more competent than normal, though without any extra ruthlessness, while making the villains noticeably less ruthless, reducing their effectiveness as villains. The combination of these effects makes Akumatizations harder to pull off.**

Akuma Gauntlet (+600): Each of your powers has now left you entirely, or left your Jumper Miraculous if you've taken Match the Genre, rendering you wholly powerless outside of what you've bought here. These lost powers have taken the forms of little butterflies; Akumas-to-be. One by one, each of your powers will be used to create an Akuma possessing those abilities, an Akuma that will be unerringly drawn to attack you, though it will do so in a manner that applies the power it possesses most effectively. Once the Akuma is defeated, you will recover the powers it held. This will continue to happen for the duration of the Jump, with each Akuma being evenly spread across your total time here. Thus, the more powers you have, the closer together they will appear. As a small mercy, the powers will (mostly) show up in order of increasing strength, so you at least have a fighting chance.

Scenarios

Tales of Ladybug, Cat Noir, and Jumper and **Jumper Moth** are mutually exclusive to one another. **Recover the Miraculous** may be taken alongside either Scenario.

Tales of Ladybug, Cat Noir, and Jumper: Consider this a special little challenge that throws you into the heart of the plot and keeps you there. It makes the Jumper one of the guardians of Paris alongside Ladybug and Cat Noir. Your involvement is now required in some form to

resolve most Akuma incidents (at least 80% of them). **For every Drawback taken, the Jumper's stipend for the Miraculous section increases by half that Drawback's value, without losing out on the points gained as normal.** However! A new Chain failure condition is added as well. If Hawk Moth obtains the Cat and Ladybug Miraculouses and succeeds in using them to make his wish, it constitutes a Chain failure, as part of his wish will involve erasing you from existence. Additionally, before the Jump ends, you must successfully defeat Hawk Moth and recover both of the lost Miraculouses. Failing to do so will not result in a Chain failure, but will prohibit taking the Scenario rewards.

Requirements: In order to take this Scenario, the Jumper must possess at least one Miraculous and must take the Drawbacks **Best-Kept Secrets** and either **Match the Genre** or **The Jumper Miraculous**. In the case of the former, the Jumper becomes a Miraculous Holder on the second day of the Jump, during the Stoneheart incident. In the case of the latter, the Jumper's Miraculous holder receives the Jumper Miraculous on the same day and fills the role. If the Jumper has bought multiple Miraculous, they can designate one to be their 'canon' Miraculous, which will play the role of the one granted to them by Master Fu if they are a Holder or their own Miraculous if they are a Kwami.

Rewards: Choose two of the three options listed below

- **You may bring both Ladybug and Cat Noir as a paired Companion, plus their Miraculouses and Kwami, with the benefits of True Miracle**
- **Your Miraculous become integrated with your body**
- **Your Miraculous are added to your Body Mod, giving you access to them when faced with Gauntlets or power loss Drawbacks. The Jumper Miraculous is exempt from this benefit**

Jumper Moth: An alternative challenge that serves as the villainous counterpart to the previous Scenario, this one also puts you into the heart of the plot, but on the side of the villains instead. You must now take on the role of a primary villain within the story of Ladybug and Cat Noir, though you have some freedom in how you choose to do so. Upon selecting this Scenario, choose whether you wish to be an independent villain, a true ally to Hawk Moth, or a treacherous ally to Hawk Moth. The choice you make will determine the Scenario's win conditions. **For every Drawback taken, the Jumper's stipend for the Miraculous section increases by half that Drawback's value, without losing out on the points gained as normal.** If you choose to be an independent villain or a false ally of Hawk Moth's, the Scenario can be cleared by acquiring the Ladybug and Cat Miraculouses. If you choose to be a faithful ally of Hawk Moth's, the Scenario can be cleared by allowing Hawk Moth to make his wish. Being defeated by Ladybug and Cat Noir and having your Miraculous placed inside the Miracle Box constitutes a Chain failure. Failing to secure the Ladybug and Cat Miraculouses by the Jump's end will not result in a Chain failure, but will prohibit you from taking the Scenario rewards. If you have chosen to be a treacherous ally of Hawk Moth's, Hawk Moth successfully making his wish also constitutes a Scenario failure, but not a Chain failure. If you have bought either the Ladybug or Cat Miraculouses (or both) in this document, they won't satisfy the win conditions, as only the genuine article will work. Use of True Miracle will be prohibited for the duration of the Jump if you have access to it.

Requirements: In order to take this Scenario, the Jumper must possess at least one Miraculous and must take the Drawbacks **Best-Kept Secrets** and either **Match the Genre** or **The Jumper Miraculous**. In the case of the former, the Jumper becomes a Miraculous Holder on the second day of the Jump, during the Stoneheart incident. In the case of the latter, the Jumper's Miraculous Holder receives the Jumper Miraculous on the same day.

Rewards: Choose two of the three options listed below

- **You may bring both Hawk Moth and Mayura as a paired Companion, plus their Miraculouses and Kwami, with the benefits of Miraculous Mastery**
- **Your Miraculous become integrated with your body**
- **Your Miraculous are added to your Body Mod, giving you access to them when faced with Gauntlets or power loss Drawbacks. The Jumper Miraculous is exempt from this benefit**

Recover the Miraculous: Upon taking this Scenario, all of the Miraculous that would normally be held within the Miracle Box have been lost, exempting the Ladybug and Cat Miraculouses, which will be gifted to Marinette and Adrien as normal on the first day of the Jump. Gathering these Miraculous now falls to you, Jumper. Before the Jump ends, you must retrieve every lost Miraculous and return it to the Miracle Box, including the Butterfly and Peacock Miraculouses. Any Miraculous you have purchased in the Miraculous Section of this document are treated as copies and will not count towards completion. To keep this Scenario from demanding that you scour the entire globe, each missing Miraculous will be found and eventually make its way to Paris. Whether it arrives in the hands of a villain or a hero is up to chance, but there will be a mixture of both. If the holder is a villain, you must track them down, defeat them, and take their Miraculous. If they are a hero, you will have the unenviable task of persuading them to give it up willingly...unless you're a villain, in which case you could probably just beat them up and steal it. Failing to gather every Miraculous before the end of the Jump will not constitute a Chain failure, but you will not receive the rewards listed below.

Rewards: If you successfully gather all the lost Miraculous, you will be named the new Guardian of the Miracle Box. As such, you will receive a free copy of the Miracle Box item and one copy of each canon Miraculous as described in the Miraculous Section, including the Ladybug and Cat Miraculouses. However, you will not be able to use these Miraculous yourself. Instead, you may distribute them to others to use on your behalf.

Ending

Standard end choices

Stay

Go Home

Next Jump

Notes

- Miraculous Ladybug is a computer-animated superhero/magical girl television series, created by Thomas Astruc. In case it needs stating, I don't have any official ties to the Miraculous Ladybug series, and neither does this Jumpdoc.
 - As of drafting this Jumpdoc, Miraculous Ladybug has completed its first three seasons. Seasons 4 and 5 are planned, but Season 4 is still a year out (Darn you COVID-19!). I'll probably update the Jump after S4 drops, or maybe create a new version altogether. We'll see.
- Examples of abilities that would reduce the value of the Blindness Drawback include high-end sonar, earthbending with seismic sense, psychic abilities that tap into the senses of those around you, and so on.
- Examples of knowledge-granting perks that are not sealed away by Match the Genre include most tech-tree perks. This exemption does *not* include perks that allow for the rapid accumulation of knowledge.
 - While we're on that topic, based on some of the feats performed by people without Miraculouses, your abilities when not transformed are locked down to peak human or perhaps very low-end superhuman. For example, Kagami has been shown to slice cleanly through a tree using a bokken-- a weapon that *has no edge*-- and her mother has been shown to be more than her equal in combat despite being completely blind. On the mental side of things, Max, a *high school student*, has created a fully sapient artificial intelligence, all crammed into a flying robot the size of a soda can. Somehow. With the resources of a high school student. So even when not transformed, you can match feats of roughly this caliber, provided you would be able to do it before taking the Drawback.
- With regards to the To the Future Drawback, we can presume that the incidents mentioned by Bunnyx in the Timetagger episode happen within 10-15 years of Season 3, judging by the approximate difference in appearance between present-day Chris and future Chris. While the Latin American dub credits labeled Bunnyx as 45 years old, which would make for a roughly 30 year difference, this was confirmed to be a mistake.
- With regards to the True Miracle, the show hasn't really laid out any restrictions on what it can and cannot do. It's made apparent that it can do things like turn a robot human or bring people back to life, but very little else has been discussed. As such, the only limits on what you can do with True Miracle are wishes that would alter the Jumpchain itself; removing Drawbacks, adding CP, visiting or changing Jumps other than the one you are

currently in, granting a Spark, and so on. Additionally, you can't do things like wish for more unrestricted wishes or infinitely extend your wish by adding a million "and" statements to your wish. But beyond that, anything goes.

- I have no idea what would happen if you use the wish to kill a Kwami, so if you want to do that, you'll have to fanwank. (Why would you want to though? Those little guys are adorable!)
- Boosted effects for each Miraculous:
 - Turtle: The user can generate multiple shields simultaneously
 - Bee: Those stung by the user's Venom ability are no longer simply paralyzed, but instead placed under the user's control, dutifully following any orders given
 - Mouse: The user's duplicates are no longer a few inches tall, instead being full-sized copies
 - Fox: The user's illusions are now semi-tangible, becoming more realistic and able to more accurately simulate being real. This also allows them to withstand being touched or attacked without breaking
 - Monkey: The user's power nullification is expanded from a melee attack into a ranged one, allowing them to fire beams that cancel out the target's powers
 - Dragon: Adds additional elements, allowing the user to employ not only the power of the weather, but also fire, earth, metal, and wood.
 - Peacock: Upgrades the user's abilities in a fashion similar to that of Scarlet Moth's, allowing the user to create multiple Sentimonsters at once
 - Snake: The user can now include others in their time loops, ensuring that chosen allies are able to experience every loop without forgetting the events of past iterations.
 - Horse: The user can generate multiple portals simultaneously
 - Rabbit: Unlike the baseline ability, which allows the user to make portals within a single, linear timeline, the user can now create portals into branching timelines, allowing them to explore alternate histories and the like. Because the user is no longer limited to linear time, they are now immune to the effects of paradoxes or being erased due to changes made in the past.
 - Butterfly: Upgrades the user's abilities to match Scarlet Moth, allowing the user to create multiple Akumas at once
 - Cat: Upgrades the user's abilities to a state similar to that of Cat Blanc, allowing the user to employ ranged Mega Cataclysms. These beams of pure destructive energy can carve their way through anything. In a lower-power state, they can be used to turn living people to stone. This upgrade does *not* allow the user to create Cataclysms large enough to wipe out galaxies.
 - Ladybug: Upgrades the user's abilities such that the Lucky Charm accounts for the user's longer-term goals as well as their more immediate ones. While this doesn't allow the user to address their every need or even their biggest long-term concerns immediately, each use of the ability plants seeds that will eventually give rise to a situation where the ultimate solution can be achieved. The broader

or more difficult the goal, the more uses of Lucky Charm will be required to create the victory scenario.

Akuma Power Perk Testing

Akuma Power (600/800):

Flavoring:

Function: Grants an Akuma alt-form with the powers of a single canon Akuma. This perk may be bought once at a discount if no Miraculous has been purchased and Jumper isn't a Kwami. This perk may be purchased multiple times, choosing a different Akuma each time

Basic-tier Akuma: Anything with abilities lower than city-scale effects.

Advanced-tier Akuma: Anything with city-scale abilities and greater. This includes powers that mess with time, even on a personal scale.

Prohibited Akuma: Any that grant the powers of a Miraculous; Antibug, Copycat, Miraculer, Volpina, Queen Wasp, Cat Blanc, Miracle Queen

Refer to the wiki to pick your exact Akuma because I'm not writing that out.