

Generic Sailor Moon Fanfic Jumpchain

Long ago, in a time far away...oh, you know how this works. Moons, sailor outfits, short skirts, romance. I won't waste your time with an introduction. This is Sailor Moon but through the lens of fanfics and fanon. Strap in, get your points ready and brace for ten years of Sailor Moon. Good luck! These choice points will guide you by the light of the moon. Use them well and try not to become moon dust.

Here's 1,000 choice points to see you through your time in this world. Careful, beneath the miniskirts and charm this world can be deadly.

Setting

Before anything else you need to determine what story you'll visit. You have three options to choose from.

Fanfic

Any Sailor Moon fanfic. Choose any Sailor Moon fanfic you like. You're going to that fanfic. Crossovers are fine as long as Sailor Moon has a prominent role in it.

Fanon

Canon Sailor Moon, except with whatever fanfiction cliches and bits of fanon you like applied. Feel free to make whatever mishmash of canon and fanon you want.

Canon

Canon Sailor Moon. In case you want the classic experience in a fanfic jump. Hey, I won't judge.

Note that canon Sailor Moon is whatever particular adaptation you like. This covers the manga, both animes, the live action and whatever else is out there. This also covers any particular translations if you prefer a particular translation.

Time And Location

Whatever fits your setting choices. A Silver Millennium AU fanfic might have you start in the past and in the Moon Kingdom for example. If you go to a specific fanfic your time and location should match the fanfic.

Age and Sex

Choose whatever age fits for you. Likewise you can choose between male and female freely.

Insertion

You can choose one of three options. These are not categories for discounts and have no perks tied to them.

Drop-In

The standard Drop-In package. No memories, no history in this world. Comes with knowledge of any local languages if you need it as well as a basic paper trail to prove you exist.

Generic Life

You're one of many background characters that fill the world. You have your life but you haven't been a part of anything special. No great wealth or fame, you're another face in the crowd.

Insert

Want to be Sailor Moon? Queen Beryl? Artemis?! This option is for you. You insert into the character of your choice and gain their memories and body. You don't gain their powers however, so it's best to recreate them with perk and power purchases or you may be in trouble. Obviously, the character has to be alive at the point you insert in. For example, if you wanted to insert as Queen Serenity, you'd need to start when she's alive in the Silver Millennium.

Genre

Genres cover what the general themes and focus of your chosen fanfic are. You must choose one genre and it's recommended (but not mandatory) that you choose one that fits the fanfic you're headed to. The genre you choose gives you discounts on that genre's perks.

Romance

Ah, the gentle pull of love. This is most likely something that deals with Mamoru and Usagi, but it may involve others or have another romance be the focus. This is recommended for fics that focus on the relationships of the characters over magical girl action, or things such as no powers alternate universes.

Adventure

Oh right, the Sailors are magical girls. That means they fight evil under moonlight and win love by daylight. This is recommended for fics that focus on the magical girl side of Sailor Moon. Stories that focus on a new enemy or a variation of a canon story arc fit here.

Crossover

You want something new? No matter what the crossover or crossovers are, they surely shake the story up. This is recommended for fics that have a crossover, particularly one with foreign elements that you may want to tap into.

Dark

Did Usagi get kicked out by the Sailors who never appreciated her? Is Crystal Tokyo secretly evil and the result of mastermind Pluto's vile machinations? This is recommended for fics that deal with darker possibilities, things that go against the grain of Sailor Moon.

Perks

All discounts are 50% off and 100 point perks discounted are free.

General Perks

These perks offer no discounts unless noted otherwise.

Insurance (Free/200)

Sailor Moon is the sort of series where sometimes everyone dies and then gets revived. That doesn't mix with jumpchain where death means you fail your chain. This perk allows you to avoid a chainfail if you die but are resurrected before the end of the jump. So long as you're alive at the end of a jump, you continue on even if you died in that jump.

In the same vein, sometimes Usagi decides she wants to have a normal life and rewrites history to suit that wish. Yeah, that can happen in Sailor Moon. This lets you opt out of that. You're now immune to temporal paradoxes or attempts to change you through reality manipulation or similar god-like powers. They roll off you even if they change the rest of the world around you. You can choose to be partially or fully affected by such things if you want to be.

This perk is free for this jump and 200 points to keep afterwards.

Romance Perks

Oh So Pretty (100)

Yeah okay, you know fanfic romances seldom involve ugly people. Heck, the ugly people who are involved rarely stay ugly in those sort of stories. You're now beautiful enough to be in one of those stories. You're extremely attractive and catch the eye with ease. You no longer have bad breath, gas or BO. Additionally, you also have a gift for beautiful, dramatic entrances and moments, as if someone had focused a camera on you for a reaction shot.

The Power Of Love (200)

Lets you overcome anything. When you pursue love you find that you're at your best. No mistakes, no fumbles. You're lucky as well, fortune favors you so long as you pursue love. This love doesn't have to involve you, so this is great for a matchmaker. It's like a special power up when you follow the power of love.

In general this perk assures you do your best and are reasonably lucky at the same time.

Shipping Queen (200)

Oh, you just know now. You have an incredible sense for how to pair up the people around you. With a moment's concentration you can look at two people and know if they're a good match. How strong this sense is depends on how well you know them. Strangers? Maybe a weak gut hunch. Close friends? Complete certainty. Not only that, but you're one of the best matchmakers on the planet. With a little effort any pair with potential can end up a happy couple thanks to you. Matches you make tend to work out long term, the sort of romances that last forever.

Fanfic Sexuality (400)

We all know fanfics often play loose with the sexual preferences of canon characters. You now gain a gift similar to that. Before you start this jump and any future jumps, you can change the sex and/or sexuality of anyone in the jump you like. This includes yourself if you want to experiment. Any changes are integrated into the world so that it's always been that way. This can greatly change a world's circumstances so use this wisely.

Oh So Gorgeous (400)

Oh So Pretty? Forget that. This is that perk with a new transformation and new level of power. You get all the benefits of that perk except you're easily the most beautiful person on the planet, and one of the top three in the universe. The beauties of Sailor Moon would be little more than fireflies next to the bonfire of your loveliness. Your beauty is so much that a glimpse causes almost anyone to instantly fall deeply in love with you, though you can toggle this part on and off.

Should you show interest in someone, expect little things such as sexual preferences and established relationships to mean nothing. Only perhaps the top few wills in the universe could resist your charms, and even then it's surely only a matter of time.

True Love (600)

Usagi and Mamoru's romance is the core of Sailor Moon. How many fanfics have been written about the true love Usagi and Mamoru share? It's the heart of Sailor Moon after all. This perk gives you your own miracle romance to enjoy.

First you have to choose who your fated love is. This can be a romantic relationship that already exists. If it's a love who isn't part of your chain, this perk allows them to instantly become a companion if they're willing. This won't reverse a previous rejection so you're out of luck if they already said no. If it's a companion they have to agree as well. Alternately, you can choose to withhold the benefits of this perk until you meet the perfect person and start a relationship with them, then make this offer to them. Regardless, once in place both of you gain several benefits.

This love is guided by the hand of destiny. No force will split you two apart permanently, no rival will truly steal the heart of your love and no argument will ever sever the bonds of your romance. It will be a love that lasts the ages, an affection that forever grows stronger. It's a fairy tale romance made real. Not even death will separate the two of you. So long as one of you live the other will inevitably return to life. Should both of you pass into death, you're guaranteed to be together and in a wonderful afterlife, or reincarnate together if you prefer to find love anew. See the notes for more information.

What's more, you and your partner grow stronger from your love. Your various powers and perks will regularly be empowered and strengthened by this romance, often in times of great need. These increases can overcome any limits on powers and perks, love able to reach new heights for the both of you.

Regardless, any person you share this bond with automatically becomes a companion for free. See True Love's Companion in the companions section for details.

Adventure Perks

A New Enemy! (100)

Oh no, a new threat! Fortunately like Sailor Moon, you always find out about them before things get too serious. Any new enemy is guaranteed to be introduced to you in a relatively manageable way. Expect to see a minion and perhaps whomever controls them rather than an all out attack. This will give you a clue something's going on and let you know you have trouble on the horizon.

For threats and enemies that aren't all magical girl styled, you'll see something that fits instead. For example, if you make an enemy of the queen bee at your new high school, expect to find out when one of her flunkies tries to start a nasty rumor about you.

Fearless Heart (200)

A heroine never gives into fear. Sure, it took Usagi some time to learn that one, but the point is that it's not much of an adventure if you give into terror. You're now immune to fear of all kinds. You keep a clear head in difficult situations and don't freeze up. You even react a little faster than you could otherwise.

Kung Fu (200)

Now unless it's a crossover, martial arts don't really matter that much for the Sailors. They're more a background detail than the way fights are settled. Nonetheless, they're useful so this perk lets you have them. This gives you high end skill in any one mundane martial art or combat style that you like. Comes with a wealth of practical experience as well so that you know how to use that art in an actual fight.

Mid Fic Power Up (400)

It's not fair when the enemies are stronger than you. Fortunately just like the Sailors, you tend to pull out a big power up when you need it. Once per jump when you face enemies stronger than you are, you'll get a power up that evens the odds. The details will fit the situation you're in and can overcome the normal limits of your powers and perks. This power up won't ever be unsuited to you or objectionable to you in any way.

What's better is that your allies can also get their own power ups from this perk, should they need them. This perk will make sure they catch up with you and the enemies.

Rose Throw Interrupt (400)

Oh no! You're down and out, beaten and ready for the enemy to finish off. Fortunately, you have a special gift now. Allies will come to save you when you're in a pinch. You'll always get a second chance in a battle thanks to these allies. This perk only activates once per battle so don't waste your second chance.

If you have no allies available (or no allies at all), you'll find new ones show up to save you. It's a nice way to meet new people.

Save The Day (600)

It went wrong. Allies died, the bad guys won or perhaps you bought the farm. Whatever it was, it wasn't the happy end everyone hoped for. Now once per jump you can change things. When you activate this power things change to be better. Perhaps you and your friends go back in time and have the peaceful lives you wanted, or perhaps the heroine who gave her life will be reborn as a baby. This is a once per jump shot of Usagi grade retcon. This can't defeat enemies you haven't beaten, but it can give you a second chance.

If you're killed or put in a situation where you need this but can't use it, this perk activates automatically.

See the notes for more information.

Crossover Perks

A New Wrinkle (100)

Odds are if there's a crossover, you're going to run into a few things that surprise you or at least surprise the Sailor Moon side of things. With this perk you keep a cool head when you encounter anything new. You have a knack for this and easily adjust to new powers or surprises, as well as anything that changes things up. You might get surprised but you recover quickly.

Eye For The New (200)

You easily see what's new and when people you meet have powers you haven't encountered before, along with a sense of how dangerous they are. It allows you to assess if they're an enemy, too. All it takes a a moment's glance and you know.

Getting Along (200)

You might run into some strange things in a crossover. Fortunately for you, you can make friends with anyone. Aliens, spirits, robots, whatever you come across. You have a talent for this, you can overcome barriers and strike up friendships with anything. You can even make friends with eldritch entities if you want to. This comes packaged with a large boost to your social skills and charisma, so that you can make friends in the first place.

Fukufic (400)

It's a crossover and wait, what's this? Mysterious new heroines? A new generation of Sailors? What's going on? This perk guarantees several familiar characters as brand new Sailors. This stacks on top of any other powers they have. This continues in future jumps but you can choose to turn it off for any jumps you like. Upside, it always goes to characters who are likely to be allies to you rather than enemies. However, you don't get to choose exactly who is affected.

The powers granted by this perk are identical to the Sailor Package power in the powers section.

Potential (400)

Ki blasts?! Crazy martial arts?! Computer programs that alter reality?! This is crazy! It's not Sailor Moon at all! You may feel downright jealous of those powers, especially if they're not available to you. This perk changes that. You now have a small seed of infinite potential within you. This seed grants you the ability to learn and perform anything. Magic, ki, chakra, psionics, whatever. Anything you come across you now have the potential to learn. This includes powers that require special circumstances, such as a bloodline, divine blessing or whatever else.

Potential isn't the same as easy. You have the potential but still have to put in the work to get results. To help with that you now learn and improve three times as fast. It still might not be easy, but you'll make rapid progress.

You have to have encountered a power to learn it. You can't play a video game and learn the magic your character used in it. You have to have encountered the power or a user of that power in person. This is retroactive so you can learn powers you encountered in previous jumps.

Balance (600)

Ever seen a fic where the Sailors are shown to be weak? That no matter what that they're easily beaten up by those martial artists in Nerima while commenting they have no skill, just power. Perhaps they run into weird aliens who turn their hair gold and throw blasts around that completely outclass them. Whatever it is, suddenly the Sailors and friends are little more than awed observers and maybe eye candy. Let's fix that.

Your powers now automatically scale up to match your enemies. You'll always been on an even level with them. These gains are temporary and fade away after each jump. However, you keep a little bit of this improvement each time. No more than 5% or so, but you'll see permanent gains.

Don't worry, this perk doesn't scale enemies up to match you or scale you down if enemies are weaker than you.

Dark Perks

Dramatic (100)

Who is dramatic? You! You're a natural actor with a flair for drama and dark scenes. You can emote surprise, radiate menace, show pain and so much more with ease. It's second nature to you. It's great both to fool others and to be properly dramatic when things go right or wrong.

Backstabber (200)

You are one, or at least you know how to act like one. When you want to channel your inner nasty, you can do it with skill and ease. You know how to cut someone down with a few sharp words, whittle someone's confidence away over weeks or months, gossip and scheme against others and far more. Betrayal is easy for you and you know how to make any betrayal as painful as possible.

The Great Rebound (200)

Oh no! Usagi's been kicked out of the Sailors by Rei. So she moves somewhere to start over with cooler friends, even better powers and an awesome new life. A familiar formula in fanfics and one that empowers you. You rebound from losses and betrayals as well as possible. They hurt but you're able to cope with it and grow, rather than sink under the emotional pain.

To this end whenever you're on the rebound from such a betrayal, you are incredibly lucky. So what if your friends ditched you, your fated love is dating your ex best friend and they got you expelled from school? In a few months you'll have way better friends, an even better boyfriend and have a top spot at a school that blows your previous one away. Fate takes care of you when your loved ones don't.

Going Dark (400)

Evil allures, tempts and draws in the unwary. Of course, when that fails, heroes might be brainwashed. Anyway, the point is that sometimes heroes become villains against their will. Now should that happen to you, you'll come out better for it. No matter how you're changed or brainwashed, you remain you. You may lose some of your morals or be willing to do things you wouldn't before, but you aren't twisted into something you aren't. No berserk rages, no out of control rampages for you. It's also far easier for you to shake off any such changes. Attempts to save or purify you of evil are much more effective than they'd be otherwise.

Oh, and you know all those shiny powers evil hands out? You get to keep them even if you're purified or the bad guys betray you. Once you get them they're yours, no take backs. You can use them without any drawbacks or corruption if that's a concern. If your body or appearance was different when you were evil, you get that as an alternate form. Also for some reason your evil forms always seem sexier. I wonder why that is?

Hands On Tragedy (400)

What defines a dark fic is more serious, adult, dark or grim material than canon Sailor Moon. Now what causes things to go that way faster than anything else? Tragedy! You now have a sixth sense of how to inflict deep tragedies on others. What's more, when your aim is to cause such a thing, your efforts are unnaturally lucky. You'll be able to get things done way outside of your normal range of abilities by fortune alone. Plus once you've created a tragedy, they'll find it's far harder to reverse or make right.

Ensure someone goes bankrupt? They'll find it almost impossible to earn money and get out of poverty. Kill someone? The heroine's resurrection abilities don't seem to work in this case. It's not impossible to reverse what you did, but it takes an exceptional effort that fights them every step of the way.

This perk works best on heroes and heroines. Others it works less well against and the truly, remorselessly evil it is largely ineffective against.

Shining Dystopia (600)

Is Crystal Tokyo a paradise where evil is subdued and people live free of illness and death, ruled by a wise fairy queen who governs with love? That's one view. Another is that it's a dystopia that removes free will, ruled by a naive girl unsuited to her role and groomed by a deranged Sailor Pluto to fulfill her 'destiny'. You'll find that you now choose which you prefer.

So long as you reside somewhere, you can tilt it in the direction of utopia or dystopia. Over time it will change in the direction you desire. For example, if you turned the USA into a utopia, it would become a land of freedom, boundless opportunity and where hard work ensures that every temporarily embarrassed millionaire becomes a millionaire in truth. Alternately, a dystopian USA would become a land of hypocrisy, where the 1% lives on the backs of the 99%, racism is endemic and democracy is a fraud as both parties are almost identically horrible.

You can choose to affect anything from a town up to an entire galactic empire, so long as what you define is one thing. Also, you can turn this off and on at will for those times where you don't want to change anything or you've found the sweet spot for your tastes.

Go ahead, make the world beautiful or terrible as you wish. It's your choice now.

Powers

These powers are various abilities and transformations from Sailor Moon. Prices are as marked.

There is a 400 point stipend for this section.

Power Packages

Only one power package per person. If you're a man and select Sailor Package or a woman and select Protector Package, see the part about Starlights. The exact power level of the packages is left somewhat vague. Adjust to fit the fic or world you're in appropriately. If in doubt or a fanfic doesn't discuss it, assume canon Sailor Moon power levels. Which canon? Up to you, it's your chain. I'd suggest the first anime but I know a lot of fanfics get crazy powerful so you do you.

You don't have to pick a power package if you don't want one.

Dark Warrior Package (200)

Bwahahahahaha! Welcome to the dark side, Jumper. You now have the powerset of a typical villain in Sailor Moon. Before you get too far ahead of yourself, this is on the level of the Dark Generals, Ayakashi Sisters, Death Busters or Amazon Quartet. In other words, you won't compete with the various big bads of each arc like Metallia or Pharaoh 90.

Dark Warriors are tougher, faster and stronger than they were before. This is enough to allow a normal human to fight super powered magical girls, with abilities past peak human and into the sort of stunts that happen in anime. Expect to balance on top of streetlights, leap a few stories up at a times and break stone with your bare hands. Finally, you have some form of direct energy attack. It might be a blast of starlight, a generic magical beam, dark fire or whatever you prefer. Feel free to tailor it to your tastes.

However, unlike the Sailors, the various villains of Sailor Moon tend to have a more diverse range of powers. As such, this perk gives you an additional 200 point stipend to spend on powers. On the other hand, there's a reason why the villains tend to lose. When pushed, the Sailors are more powerful than this level of villain.

Sailor Package (200)

You're now a Sailor. You can choose the exact celestial body that empowers you as long as it isn't used by another character, unless you insert as that character. Your exact color scheme and the theme of your powers is up to you to decide. You're welcome to customize as you see fit.

Sailors have several powers. First, they have magical attack spells based around a particular element. You start with one but can learn more in time. Second, transformed Sailors are faster, stronger and tougher than they are untransformed. This is enough to turn even an out of shape crybaby into someone fast enough to dodge the attacks of monsters, and tough enough to survive being thrown around without any serious damage. Third, when transformed no one can recognize you unless you transform in front of them or tell them your identity, or know you well and pick up on a tell that you have.

There's other powers as well, such as the ability to participate in a Sailor Teleport or to loan your energies to Princess Serenity, but those and further powers are left for you to develop in time. Regardless of your other powers, you'll generally be on the level of the Sailors like Mercury, Venus, Mars, Jupiter, Uranus, Neptune or Pluto. Sailor Moon or Saturn's powers are beyond you with this alone.

Note that Sailors are only supposed to be women. Nonetheless, it's possible to be like the Sailor Starlights. In other words, a man in your civilian form who turns into a woman when they transform.

This comes with a transformation pen for you to transform.

Protector Package (200)

Hey, it's a snazzy get up and it's now yours. You have the same power as the Sailors within you, but as a man, they manifest differently. Your exact getup is yours to decide. We only have Tuxedo Mask in canon so there's really no idea if his power set is standard or not, so feel free to adjust your look. The powers stay the same no matter how you look.

Now you have the same powers as a Sailor Package. When you get down to it most of Mamoru's abilities are the same, just specialized for his needs. There's a few differences so feel free to tweak as needed. If nothing else you can pull off the projection stunt he did with the Moonlight Knight in Sailor Moon's anime. Well, with effort and practice, anyway.

You can also be a "reverse" Starlight and be a woman who turns into a man when you transform. There's no evidence this is possible, it's here for the sake of fairness. Why not, right? Fanfics get crazy.

This comes with a transformation...rose? Well, some sort of transformation object. Point is keep it safe and don't lose it.

Powers

Amazon Strength (100)

You aren't just strong, you're scary tall girl strong. You have excellent natural strength, able to lift like a bodybuilder and still have a slender physique. No upkeep required, you're strong but if you work on it? You can get superhuman strong, let alone if you have a transformation to add more oomph to it.

Driver (100)

You have an unusual talent. Behind the wheel of any vehicle you're nigh unbeatable. As long as you have a basic idea of how a vehicle works, you can drive it like a master. Why, you could be a world famous race car driver at 16, or drive around Tokyo in a bulky station wagon at insane speeds and never crash. It's downright inhuman how good you are and how you never seem to get into an accident. The only way you'd ever crash is if your car was sabotaged, like someone took out the brakes.

Flight (100)

Gravity? No thanks. You can now ignore it and fly. You can fly, hover, stop in mid air and more. You have good maneuverability, able to manage various aerial maneuvers and make sharp turns. You can fly as fast as you can run at first and can go faster with practice. Flight is easy and takes no particular effort or energy, no matter how fast or slow you go. A whole lot of people can manage this in Sailor Moon after all.

Loose Powers (100)

Need to leap up to a second floor balcony or take a big hit, but no time to transform? This will help. You gain any power ups a transformation gives you when you're not transformed. Have more than one transformation that does that? You get all of them at once in all your forms now, too. You can toggle this on or off as needed, or only draw from some transformations if you prefer.

Healing Touch (200)

With a touch and a few moments of focus, you can cause your hands to radiate a soft light. This light and your touch can heal the injuries of others. When you first gain this ability, it will be able to heal minor injuries and help major ones. Practice can greatly improve this. Oddly this doesn't make you as popular with normal people as you might expect.

Seer (200)

Normal people see fire and maybe s'mores when they gaze into flames. You, though? You see the future. Not that you need a fire, but with effort, concentration and some sort of focus you can see the future. Glimpses that while sometimes indistinct are always helpful, even if it's merely an alarm that potential doom approaches. You may also be able to manage psychic dreams and eventually discard a focus altogether if you keep at it.

The focus you use can be whatever you want. A fire, a still lake, the stars, whatever really.

Teleportation (200)

Why take a car or train when you can teleport? This allows you to teleport on a planetary scale. All it takes is a little focus and off you go. You can teleport even farther as you get stronger too, planetary is just the minimum. Those who purchase this along with Sailor Package gain full knowledge of how Sailor Teleport works.

World Class Genius (200)

Wow! I just got the test results back and you have an IQ of 300, Jumper. You're smart with a capital S. You have the raw brainpower to go past the limits of human knowledge and make all sorts of advances. You can go through torrents of data in moments to come up with the exact information you need. Your mind is incredibly fast, you'd put geniuses to shame. You grasp complex concepts in seconds and work out complex mathematical equations in your head.

This may not seem like magic on first blush, but with a mind like that, how can you call it normal? As a bonus this intelligence doesn't change who you are if you don't want it to.

Inhuman Blood (300)

Were you something nasty in your past life? Was one of your parents or grandparents one? Well, whatever it was, you're now related to something like the youma, daimons or whatever other minions of a dark force you prefer. This has two benefits. The first is that this enhances one other power here that you purchase (except for a power package or True Power), by 50%. Secondly, you gain the ability to take the form of a monster. This form is left to you to design, but grants further combat spells and abilities based around the power you chose to enhance. This form is difficult to enter at first and may have a mind and instincts of its own, but with time and willpower you'll tame it.

Your monstrous form is the type of monster that your blood comes from. So if your grandfather was a youma, you'd turn into a youma. If you were a droid in a past life, you'd turn into a droid. This form is an alternate form after this jump that you can assume at will.

Mad Scientist (300)

This? This is full on, 100%, cackles not required but highly recommended mad science. Choose any scientific field of study. You are now decades and decades ahead of the curve in it. What's more is that your magic helps as well and allows you to make wondrous devices. A botanist could make man eating plants that harvest heart crystals while a general scientist might be able to whip up a super powered flame thrower able to match Sailor Moon's magic with a blender and some junk. While not mandatory, it's suggested you pair this with World Class Genius.

Monster Creation (300)

The evils of Sailor Moon get things done in a time honored way: they throw minions at the Sailors. Lots and lots of them. Now you can too. With some time, energy and effort, you can create your own minions to serve you. They can be any type in Sailor Moon, such as youma, daimons or cardians. If none of the known flavors do it for you, you can make your own type of monsters instead. The power level of these monsters matches the typical monsters of the week in Sailor Moon.

Monsters you create serve you loyally but are otherwise free willed.

All the finer details such as how precisely you create them, how each one's powers are determined and so on is left to you, though if you choose a canon type of monster, any known details about them from canon apply.

Telekinesis (300)

This is big time telekinesis, make no mistake. This is full on, move multiple full sized passenger aircraft at once with your mind telekinesis. You can control several huge objects at once or a great many more smaller objects. You can move objects, push and pull, stop movement cold and hold objects in place with only your willpower. Just be careful not to smack yourself with anything you move around.

Royal (400)

Merely a Sailor or a Protector? Please. You're more than that. You're gifted a special transformation like that of Princess Serenity or Prince Endymion. You can choose the exact visual details so long as it's regal and impressive. Regardless of your exact choices, this form is yourself but even more beautiful than before. In this form your powers are both 50% less taxing to use and 50% more effective, and you can call on any of your powers from any of your transformations, alternate forms, perks, magics and so on in this form.

You don't have to be a Sailor or Protector to take this.

True Power (800)

You want real power? This is it. It's enough to make a Sailor rival Sailor Moon, while a Dark Warrior would be the equal of Metallia or Pharaoh 90. This drastically improves the power as well as the range of anything you purchased in this section. Expect to have power to equal the biggest players in the setting now. It does nothing on its own, so don't purchase only this.

Wildcard (Varies)

You might have noticed all of these powers are based on characters in Sailor Moon, but it's hardly an exhaustive list. So rather than go down that rabbit hole, here's your free choice option to cover anything I missed. The price should be reasonable and fit in with the prices already established. However, you have to pay an extra 100 points on top of what it should cost. So if you chose something that would fit as a 200 point power, you have to pay 300 points for it instead. It's the price to pay for a free pick.

You can choose this more than once if there's more than one power you want.

Remember that a power has to show up in Sailor Moon to be chosen and you get it at the level of power displayed. You can't use this to get powers that another power or power package already grants.

Companions

You can choose as many companion options as you can afford.

Since friendship is a big theme in Sailor Moon, everyone gets a 200 point stipend for this section.

Bring A Friend (50)

Import one companion into this jump. They gain 600 points to spend and may choose a genre for the sake of discounts. You can purchase this as many times as you like.

Take A Friend (50)

Find someone you like here, someone who is now a lifelong friend or love? This allows you to take them with you. Each purchase of this grants you a slot that can be filled by someone in this jump, which grants them companion status. They have to be told what the Jumpchain is and agree to come along willingly. You can purchase this as many times as you like.

I MUST HAVE THEM ALL! (600)

Hey, if that's how you roll who am I to stop you? This allows you to import as many companions as you like, no limit. They get all the benefits of Bring A Friend. Likewise, you can invite as many people as you like to come along. This follows all the rules of Take A Friend.

See the notes for more information.

True Love's Companion (Special)

This option is only available if you selected the True Love perk and is free and mandatory if you did. This option may be selected in addition to other companion options, though the companion from this option can't benefit from other companion options in this jump. Anyway, your true love gains 1,000 choice points to spend, as well as a genre of their choice (though they can't select the True Love perk, as they already benefit from it).

Note that if don't bestow the benefits of this perk right away, the benefits of this companion import don't apply until it is. Don't worry, it'll be here for when you find the right person, even if it's in a later jump. Once they accept Jump-chan will pull the two of you aside to spend your love's points from this.

Items

Everyone can discount one item here as well as select a single 50 or 100 point item for free. 50 and 100 point items discounted are free.

Disguise Pen (50)

It's a magical pen that never runs out of ink. It's fancy and cutesy, plus when you hold it up and utter the transformation phrase, it turns you into what you call out. This form has to be human and within human limits but otherwise any changes you like are fair game. Plus if you call out a job when you transform? You get the outfit and knowledge of that job for as long as you're transformed.

Endless Outfits (50)

You now have a collection of stylish outfits to wear. Expect to look your best with these. These outfits regularly rotate out and update, though you can keep a particular outfit around if you like it.

Sailor Moon Collection (50)

This is a complete Sailor Moon collection. It comes with copies of every bit of Sailor Moon media (and all translations), merchandise as well as any and all fan content. This comes in an add on room to your Warehouse to keep and store it all. It even updates in later jumps if you visit worlds where Sailor Moon exists.

Yes, fan content includes fan art and fanfics.

Money (100/200/300)

You know, most of the girls in Sailor Moon are well off. Have you seen Usagi's house and wondered how much it costs in Tokyo, or how in general the ladies are able to afford fashionable wardrobes? Let alone those who are wealthier, such as Uranus and Neptune, Nephrite in his human guise or Professor 'I own an entire fancy private school' Tomoe. This perk puts you on one of those levels of wealth. The exact details of the wealth are up to you to decide. Perhaps you have an exclusive job? A trust fund? A well chosen stock portfolio? Your choice.

For 100 points you're comfortably upper middle class. You aren't rich, but you're a long way from worrying about the bills each month. You're guaranteed a nice house or apartment with this, as well as a car. Your income is somewhere around 10 million yen a year.

For 200 points you're upper class. You're rich but not truly wealthy. You have a luxury apartment, a large and spacious house in Tokyo (or a mansion in an area with less expensive property values). You have a luxury car and a backup ride as well as several other luxuries. Your income is somewhere around 100 million yen a year.

For 300 points you're extremely rich. You're the 1% now, Jumper. You have several stories of luxury apartments or even your own apartment building, or a decadently luxurious mansion if you prefer. You have all sorts of other things to befit this wealth such as cars and many, many other luxuries. Your income is somewhere around 1 billion yen a year. You might even be as rich as an obnoxious OC now.

You get the same level of wealth in future jumps, adjusted to suit each jump.

Moon Cat (100)

Have a Mau. He or she is all yours, a personal guide to a magical girl. They're loyal to you and will offer you advice freely. What's more is that they can provide the occasional and useful magical item as you grow stronger. After this jump you can choose to make them a companion if you want.

Not a magical girl? You'll get a Mau adjusted to your situation.

Wheels (100)

What's better than a car? A really awesome car personalized to your tastes. This can be any type of car appropriate to the time period you're in. A super cool sports car, a sleek race car or even a station wagon. It's up to you. It'll never break down, gets free repairs if you damage it and comes with free gasoline.

Talisman (200)

This takes the form of a magical item of your choice, such as a mirror, sword or orb. Regardless of the form, this item enhances a power package you bought here in some way. It might increase one of the power package's bonuses, unlock a new attack or provide a new capability.

Transformation Pen (200, free Sailor or Protector Package)

This is a transformation pen similar to what the Sailors use to transform. If you took a Sailor or Protector Package, you get one for free that's keyed to your new transformation. Otherwise, it can provide a transformation of your choice. This transformation is purely cosmetic, but you gain the same identity protection that the Sailor or Protector Package grants. Namely, when transformed no one can recognize you unless you transform in front of them or tell them your identity, or know you extremely well and pick up on an unique tell that you have.

Magical Front (400)

Need a business as part of your plans here? Be it an arcade and cafe that serves as a home base to the Sailors, to a private school that indoctrinates the next generation in your wicked plans or something else, this will provide it. It can be whatever you want so long as it fits into the world. The business will run itself and make a steady profit as well as provide ample cover for your base of operations. It'll be impossible for anyone to figure out it's anything but a normal business unless they find strong evidence otherwise.

Sailorizer (600)

This cute pink wand has a moon motif, it's the sort of thing you'd expect Sailor Moon to carry around. When waved over the head of a person and the name of a planet, moon, asteroid or other celestial body that doesn't have a Sailor assigned to it is called out, that person becomes a new Sailor dedicated to that celestial body. This is permanent and grants them all the powers of a Sailor, as well as a transformation object to allow them to transform. Now you too can have your own new Sailors fanfic, as many as you want.

This works just fine on guys. They either turn into a girl permanently or they turn into one only while transformed. You can choose which you prefer.

You can't reuse celestial bodies in the same jump, but it's fair game to in future jumps. A single person can only become a Sailor once. If you want a version of this item that transforms men into protectors like Tuxedo Mask instead, feel free.

Silver Crystal (800)

This is a perfect copy of Sailor Moon's Silver Crystal. It is a tremendously strong artifact that can do almost anything. It can resurrect the dead, turn back time for an entire planet, send the princesses of a shattered kingdom into the future and much more. It has incredible powers, but has one drawback: It is not free to use, but instead it draws on the user's life force. Push it too far and you'll fade away into death's embrace.

Time and experimentation will teach you the limits of the Silver Crystal. It is more potent for restoration and resurrection than it is destruction, though its full power is sufficient to slay Metallia and similar beings.

Drawbacks

There's a lot of possible fanfics and situations this jump covers. To manage this for drawbacks, any drawback that is ineffective, gamed or otherwise cheated provides no points. No free lunches here. If a drawback provides no actual difficulty, it provides no points. The exception is Sealed, see that drawback for details.

Extended Stay (+0)

Want to stay longer than ten years? This option lets you add as much extra time to your jump as you want, so long as it makes sense for the story you go to.

Fanon (+100)

That's strange. No matter what particular world you came to, a few things are off. A few bits of odd fanon or divergences you didn't expect flare up. None of these will put you in great danger or derail plans by themselves. However, it will throw a complication your way on occasion. Watch out when these combo with known factors to make your life way more difficult or dangerous.

These things happen in fanfics, don't you know?

Minor OC (+100)

Your time here is going to be slightly marred by an original character. This character won't be dangerous but will be guaranteed to be a part of your life. What's worse is that they'll bore and irritate you. Nothing truly serious, but your life would be better if they weren't around. Unfortunately this is a drawback so this means there's no way to do that. They won't have powers nor will they help you.

Typos (+100)

You have a confirmed case of the typos. This means that you sometimes say the wrong thing. It might be the wrong word or a mispronunciation, or even abrupt gasps, trail offs or other oddities. It's not constant but it's a curious, low level annoyance that makes you look stupid. People will think less of you for this.

Character Bashing (+200)

It's one of those things that happens in fanfics. You're now subject to constant bad luck. It's like the author of your jumpchain thinks that you suck and the world reflects it. Not only does your life consistently go wrong, but you're far less cool, capable and nuanced than before. Life considers you a loser and reality agrees, no matter what your opinion is.

The only upside is that it leans more towards the comedic than the tragic, so expect to be laughed at more than suffer serious misfortune. This drawback won't kill you, but it's going to make your time here a lot less pleasant.

Hiii Serenaaaa (+200)

Your time here suffers from terrible, no good accents. About one in four people here have an accent that's completely out of place. A Brooklyn accent in Tokyo? It's possible! These accents are guaranteed to annoy you and break immersion.

Late (+200)

Not just the chapter you promised months ago, oh no. You're late to everything now. School? Late. Work? Not on time. On a rooftop to provide a dramatic save to your allies? Still a few blocks away. That last one might be a real problem in this jump, since you're guaranteed to be late to any fight. Don't expect to be there to save your allies from a tough spot.

Amnesia (+400)

Oh no! You don't remember any of your in jump life before you entered this jump as well as any out of jump knowledge that would help. Likewise, you've forgotten how to use all of your powers, perks and items from across the chain. You still have them, but you'll have to figure out how to use them from scratch. Perks to help you figure it out faster, items that might fill you in or any of that don't work. You have to do it the hard way.

Major OC (+400)

You know that Minor OC drawback? This is the grown up version of it. It's now an original character that will be highly dangerous to you, some way and some how. It may not be by raw power, but somehow they're going to drive you up a wall, make your life harder and put you in serious peril. It's not impossible to kill them or otherwise remove them from the equation, but expect enough blow back that it'll be a serious question of if you should. Good luck if this ends up on a bad guy you really need to take out.

Social Debuff (+400)

People don't like you, Jumper. For some reason you make terrible first impressions and tend to irritate people regularly and often. You can fight against this but it takes a lot of time and some luck to get anywhere, and it's always on an individual basis. At the least don't expect much of a social life, but this can and will make your life difficult.

Character Assassination (+600)

This is similar to Character Bashing, except that it's no longer comedic. The world wants you to die. Expect to face absurd amounts of danger and bad luck to plague your attempts to survive that danger. It's not impossible to survive this, but it'll stack the deck against you.

Sealed (+600)

Like you got one of Rei's paper ofuda right to the head. All of your perks, items, powers and so forth from other jumps are sealed. All you have is your body mod and that's it. Your Warehouse is likewise disabled for this jump. You can take this if it's your first jump, it's a freebie in that case.

Sue! (+1000)

There is now a person who now who you can't stop, Jumper. Someone who is opposed to you and your desires. Someone who only wants what she wants and the world will bow to her wishes. That's right. Your jump is now infested with a Mary Sue. This person is guaranteed to be better than you in all ways, and not just by a little. She exceeds you, your items and your abilities. Everyone will love them and reality itself conspires to give them a perfect life. Everyone will naturally see you as inferior to her, this goes double for people you'd like to befriend or get along with.

Unfortunately for you, you have no place in her life except as an object of dislike and scorn. It's like you're under the Character Bashing drawback. Push back too much against her and you'll also be under the Character Assassination drawback. Oh, you might manage to survive that anyway with a one up, but events will conspire to try and kill you again and again.

The Mary Sue is impossible to kill or remove. You're stuck with her. Under no circumstances will a Mary Sue become your companion or come with you on your chain.

Epilogue

So another jump's over. If you died or failed the jump, you go home. Otherwise you get the normal choices.

Stay Here

Have you found your home at last, Jumper? Rest well, it's been fun.

Go Home

At last, it's time to return. Enjoy what you left behind with all your improvements.

Next Jump

That's the spirit. So what adventure is next?

Notes

This is a one size fits all approach to a Generic Sailor Moon Fanfic Jump. That means there's a ton of flexibility here and with that, ways to abuse that flexibility for power. I've patched a few of the holes but there's still plenty of ways to exploit this jump. If you choose to exploit it that's your decision, but I suggest most jumpchains are better served with a dose of restraint. That or jump some fanfic that's insanely OP and go nuts, it's your chain.

I note that the power level of Sailor Moon in the various canons as well as fanfics varies wildly. In some they're easily outdone by other series while in others they're cosmic powered beings who are close to cosmic horrors in cute girl form.

Boys And Girls

Various roles in canon Sailor Moon are meant to be gender locked. This is mostly commonly associated with the fact Sailors are only supposed to be women, certain shenanigans in the Sailor Moon anime aside. I generally go along with this out of deference to the source material. However, many fanfics don't, so if you go to a fanfic that doesn't feel free to adjust any purchases here to fit that. True male Sailors? Sure, whatever. Adjust as best fits your chain and story.

True Love

This perk does nothing to prevent chain failure if you die. Dead is dead is dead. It'll ensure you're together and happy even if you chain fail, though. Oh, and if you need a solid line for what constitutes a romantic relationship for this perk, I'd peg it at around seriously dating and interested in each other as a minimum.

It should be impossible for you to be permanently parted or otherwise lose your love with this perk, but if you manage it anyway, you can't choose a new person for this perk. This shouldn't be a concern but laying this out there just in case.

Save The Day

This is meant to make a happy ending out of a tragedy. It's not meant to be used as a tool to bypass challenges. I'm not going to sit here and try and rule out ever detail of what is or isn't permissible, so I suggest you use good judgment and restraint. That or just treat as a one up with a few extra frills.

Mid Fic Power Up

This applies to your allies in general, not just companions. It's meant to help others keep up with the jumper's power level. The power ups for your allies don't need to happen at the same time as your own, but each person only gets one per jump. Also, feel free to narrow down who counts as an ally if you want more restraint.

Fukufic

While the choice of who becomes Sailors is meant to be random, feel free to let a jumper decide if that's more interesting.

Balance

This perk gives you sufficient power to be equal to your enemies, but after your other powers are considered. In other words, it factors in all your other abilities for how much power it needs to give you. So when it kicks in, you'll be scaled up to match your enemies in total. It doesn't jack up your base power so that all your other abilities shoot you far ahead of your enemies.

I MUST HAVE THEM ALL!

This probably breaks horribly if you have thousands of companions, followers or other types that you can power up with this. If that's the sort of chain you're in, feel free to cash in here.

Jump-chan reserves the right to smack you with a fresh trout if you give her thousands and thousands of companions to import.

True Power

How strong can this make you? The perk's fairly clear to the general bounds, the rest is up to your discretion.

Talisman

The possible bonus is open ended, but keep in mind the price of it for the power level of whatever you choose. Keep things reasonable.

Silver Crystal

It's a plot device in the series, it's a plot device here. It's up to you to decide what its limits are. If you buy this you've bought plot power. It's shown that other artifacts can compete with it, such as Wiseman's Black Crystal, so it's not omnipotent. You can choose if it's part of the jumper's soul like it is for Usagi in some continuities or if it's merely an object.

Further Questions

Use your own judgment.

Changelog

V1.0: Jump published. Future updates will be typo corrections, patches for any unintended exploits and maybe some more items.

V1.1: Typo corrections, more than I realized. Thanks to everyone who mentioned them. Added a note about Balance's intended function. Changed the note for True Power to better reflect what the perk itself says.

V1.2: More typos fixed along with some awkward wordings. I didn't have an editor for this jump and it shows, hopefully that's the last of the typos. Lightly edited the opening to remove redundancy. Added a note about Mid Fic Power Up. Adjusted Fukufic so it no longer assumes you're in a crossover fic this jump.