



A rebellious young girl finds herself shipped off by her family to Lafcadio Academy for Troubled Young Girls. Adding to her troubles, she comes into possession of the strange eldritch tome called the Book of Claw. She begins to have horrible nightmares where she is transformed into a clawed monster and forced to fight through countless monstrosities within impossible death mazes. To make matters worse, every time she wakes, she finds her waking body more closely resembles her form in these dreams and the book appears unharmed by her bedside, no matter her efforts to dispose of it.

In time, she'll realize that she is far from the first to go through this and the lack of reaction from the students and staff to her metamorphosis may not be the result of obliviousness. One can only hope that the girl will get to the bottom of this before whatever ritual she has become an unwilling participant of can conclude.

You'll receive **1000 Claw Points** to get you started.

## Backgrounds

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Choose one. Age and gender depend on your background of choice. No matter your choice below, an odd resonance will form between you and the clawed girl. You will feel a compulsion to sleep whenever she does, during which you will be pulled into the same dream worlds she finds herself in. While inside these nightmares, you will also benefit from Blood Sigils, allowing you to sacrifice the blood of your foes to create “respawn points”. It should go without saying these only function within dreams.

You’ll be in this Jump for a minimum of one week, starting the day that the Clawed Girl arrives at Lafcadio Academy. You may stick around much longer, if you so desire.

### **Lafcadio Student - +100 CP**

A troubled young girl that found themselves enrolled in this suspicious boarding school. This places you in the most immediate danger, as the headmaster seems to set his sights on turning every student that falls into his clutches into one of his monstrous minions or a tool for his dark rituals. Age: 8 to 12 – Gender: female.

### **Lafcadio Staff - 0 CP**

An accomplice of the headmaster, willingly or otherwise. You are in relatively little danger, as long as you cooperate with the headmaster’s wishes. To openly disobey him would be unwise, as this campus is already infested with mutants and demons bound to the headmaster’s will through dark magic. Age: 21+ – Gender: male or female.

### **Nightmare Figment - 0 CP**

You are a creature born from the headmaster’s dark magic. Perhaps you simply crawled out of the nightmares of one of the headmaster’s victims. Perhaps you were one such victim yourself. By some anomaly or flaw in the headmaster’s ritual, you have retained your free will. Age and gender: irrelevant and/or ambiguous.

# Lafcadio Student Perks

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Lafcadio Students may receive one 100 CP Perk free and the other at full price. All other Perks are discounted half-off to Lafcadio Students.

## Explosive Results – 100 CP

I suppose that's one way to turn off the lights. You'll find that explosions are an abnormally effective means of pressing buttons, flipping switches, or otherwise triggering mechanisms. Somehow, this doesn't even damage the device.

## Mighty Legs – 100 CP

All those ballet classes are paying off. You have the ability to deliver inhumanly powerful kicks. The kick itself does almost no direct damage but has a way of launching foes into the air or sending them flying into traps at an absurd velocity.

## Cursed Form – 200 CP

You have the ability to transform into a monstrous form akin to those cursed by the headmaster. However, you can freely change back and forth. This form bestows you with enhanced strength, agility, endurance, and some kind of natural weapon.

## Aspiring Gymnast – 200 CP

You have seemingly inhuman acrobatic and general mobility skills. Whether it be sudden short-range dashes, double-jumping midair, hanging and jumping off walls, and so on. This will serve you well in the nightmare gauntlets you'll face here.

## The Simplest Solution – 400 CP

When kidnapped or held against your will, especially for the sake of some kind of ritual, you always seem to regain consciousness just in time for some opening to present itself. Not only that, you'll find that breaking any curse is as simple as killing the caster, even if that's not normally how it works.

## Blood Sigils – 600 CP

You have learned a greatly derived version of blood sigil magic that is greatly weakened but can be used even in the waking world. By spilling enough blood, you gain the ability to place such a sigil on the ground. While this can't revive you from the dead like the original sigil, touching it will immediately restore you to full health.

# Lafcadio Staff Perks

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Lafcadio Staff may receive one 100 CP Perk free and the other at full price. All other Perks are discounted half-off to Lafcadio Staff.

## Easy Target - 100 CP

Whenever you single someone out as a potential target, they have this odd tendency of isolating themselves. They'll push others away and generally do everything in their power to avoid being seen. Particularly assertive allies can break through this.

## Faceless Evil - 100 CP

Weird how smoothly the academy runs without the headmaster ever showing his face. You have a similar talent to move around without attracting attention and the savvy to run a business or organization while keeping direct interaction to a minimum.

## Lost and Found - 200 CP

With a small blood sample, you can mystically bind an object (no larger than a book) to someone. Any attempts to destroy or dispose of it will have it reappear by their side in perfect condition when they next wake. This bond can be broken by killing you.

## Evil Clergyman - 200 CP

You have the uncanny ability to form cults and generally convince people to turn a blind eye to all but the most unambiguous evidence of something suspicious going on. Perfect if you want to amass a monster army in secret.

## Father of Monsters - 400 CP

You know your way around dark magic and can avoid the pitfalls of many beginning conjurers. Unless you are exceptionally sloppy with your preparations or arrogant enough to call upon a godlike entity, you'll never have to worry about monsters you create or summon turning against you or breaking free from your control.

## Dark Scholar - 600 CP

It would seem you are a protégé of the headmaster, or perhaps even a rival. Whatever the case, you share their mastery of the dark arts and know a variety of dark rituals. The majority of these rituals involve transforming humans into monsters in a similar process to the clawed girl before enslaving them to your will.

# Nightmare Figment Perks

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Nightmare Figments may receive one 100 CP Perk free and the other at full price. All other Perks are discounted half-off to Nightmare Figments.

## Elastic Tendons - 100 CP

A rather odd deformity. You are able to extend your arms forward about a meter. These stretch with great enough force to skewer flesh like a spear. This doesn't hurt you, but you must stand completely still for a little under one second to activate this.

## Trustworthy Skin - 100 CP

You have the ability to conceal a more monstrous form into that of an outwardly normal human. This conceals any physical traits that could be considered abnormal like an odd skin color or abnormal protrusions like claws or wings.

## Herculean Muscle - 200 CP

In spite of your outward appearance, you have a freakish level of physical strength. Even as a dwarf that can barely reach a young girl's knees, you'd be able to easily swing around enormous swords or hammers almost twice the size of your whole body.

## Useless Legs - 200 CP

You have gained the ability to very slowly levitate yourself. If your usual speed is so slow, you can choose to divebomb in a specific direction at great enough speed to do significant damage. The only issue is you can't change direction while diving.

## Blackened Brain - 400 CP

Your time in the nightmare worlds have given you insight into their structure. Through a blood sacrifice, you can conjure these logic-defying structures in the waking world. Whether its platforms suspended in midair, self-powered buzzsaws or elevators, fleshy doors, guillotines planted in walls, and spikes on every conceivable surface.

## Unbound Soul - 600 CP

You are a ghostly existence. You are able to not only see through solid obstructions but walk through them as if they weren't there. In the event you don't have the means to levitate, you won't have to worry about phasing through any surface you don't intend to. This renders you immune to traps, but oddly enough not deliberate attacks.

# Equipment & Allies

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You may discount any two items. Discounted 100 CP items are free. All purchases below can be taken multiple times. Item imports are free.

## You Aren't Alone - 100 CP

With one purchase, you may create or import a companion with 600 CP to spend. Alternatively, you may receive a slot that can be used to recruit a native of this world as a companion. Each additional purchase doubles the total number of companions you can create, import, or recruit through this option.

## Overkill - 100 CP

A colossal sword twice the size of your entire body. In spite of this, you have relatively little trouble carrying this and swinging it around, albeit somewhat slowly.

## Fireworks - 100 CP

An enormous bomb that can be lit with a thought as long as you're touching it. It would be prudent to throw this before it explodes. Replaced instantly if used.

## Book of Claw - 200 CP

The book of claw or one of the many similar books from the headmaster's collection. It can be bound to someone in order to slowly transform them into a monster before eventually binding them to your will. Comes with a sacrificial knife.

## Private Academy - 400 CP

Your own boarding school on an extremely secluding plot of land, much akin to Lafcadio. As long as nobody technically dies, this academy will maintain a positive reputation with basically zero legal oversight and a steady flow of applicants, no matter the overwhelming abundance of red flags and suspicious rumors that surround it.

## Forbidden Archive - 600 CP

A dense library absolutely overflowing with cursed books and all manner of grimoires. While seemingly unassuming, there are few places in the world with so much dark knowledge gathered in one spot. With enough time to read them, your mastery of eldritch magicks could come to rival or even surpass the headmaster himself.

# Drawbacks

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Take as many or as few as you desire.

## **Hemophobia - +100 CP**

You have a crippling fear of blood, even in your dreams. You can attack another if absolutely necessary, but no matter how often such a situation arises, the sight and smell of that red liquid will never fail to make you feel anxious and slightly ill.

## **Night Terrors - +100 CP**

You were prone to horrible nightmares even before arriving at Lafcadio. You'll never have a restful sleep, and this seems to somehow synergize with the curse affecting the clawed girl, making her dream worlds more dangerous and overall unpleasant.

## **Abyssal Aura - +200 CP**

The headmaster has far too much experience with eldritch forces to overlook a being like you. He may not know exactly what you are, but he can tell you aren't of this world and will spare no expense trying to eliminate or bind you to his will.

## **Bumbler - +200 CP**

You are quite the klutz. You have an almost inhuman lack of grace and situational awareness. Considering the nightmare gauntlets you'll experience often take the form of platforming challenges, this will make every night an agonizing ordeal.

## **Fragile Constitution - +300 CP**

Your body was never the most robust. Whether in the waking world or that of dreams, you are exceptionally weak to damage. You are only able to sustain three injuries or attacks before dropping dead. At least damage in dreams doesn't translate to real life.

## **Beyond Salvation - +300 CP**

I'm afraid you were far too late. The headmaster has already transformed you into a monster and enslaved you to his will. The thought of disobeying him is unthinkable, and you will be expected to assist him in all manner of unspeakable rituals.

## Ending

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Whether you submitted to the headmaster, rid the world of his evil, or usurped his dominion over dark forces, what's done is done. So... what comes next?

### **Sacrifice - Go Home**

Unintuitive as it may sound, you have finally realized that there is an elation that comes in confinement that freedom cannot provide. You have chosen to sacrifice your Chain, forever submitting yourself to the world that first gave you life.

### **Binding - Stay Here**

This world may be stricken with darkness, but you have grown so accustomed to that darkness that the light could only serve to blind you. You have chosen to bind yourself to this world, ending your Chain and forever abandoning all hope of returning home.

### **Freedom - Move On**

You are not one destined to be trapped in a cage like a helpless canary. You will not be a slave, not to the headmaster or this world as a whole. You have chosen to embrace the freedom of an infinite multiverse, and the endless stories left to be told.

## Notes

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Jump by **Gene**.