DreamWorks She-Ra and the Princesses of Power

Welcome, Jumper, to the twelve-mooned planet of Etheria! Stranded in a starless space, this planet will be home to you for the next decade.

Etheria is, without a doubt, very different to any planet a new Jumper will be used to. Full of magic and kingdoms, of princesses and queens, one would be forgiven for believing this setting to be almost… mediaeval. But amidst the ruins of the past, and scattered across the world, the technology of the First Ones hums away with unknown purpose. Mechanical behemoths, esoteric defence systems, mysterious weapons, and strange monuments all bear the insignia of the First Ones, their runic language etched into the surface.

This **1000cp** is for you, Jumper. Don't waste it. Your Jump starts when the show starts - the morning before Adora and Catra leave on a Horde Skiff for the Whispering Woods.

Race

There are a great many races inhabiting the Planet of Etheria - take your pick!

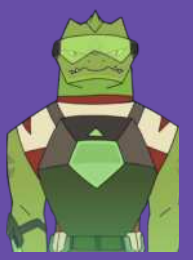
Etherian - Free

Etherian covers a wide range of very minor mutations to the standard human form. You appear as either a standard human, or gain very minor cosmetic changes, such as Catra's feline features, or Huntara's increased height and pointy ears. This option covers all otherwise-unmentioned races living on Etheria, as well.

Eternian - 100cp

Eternia was once the sister planet to Etheria, and home of the race that Etherians refer to as the First Ones. You, Jumper, are now one of the last First Ones in existence. Your appearance is identical to a standard human, and you can read First Ones' writing.

Reptilian - 100cp



The Reptilian race of Etheria is taller than the average Etherian, and has a saurian body, coated in durable scales, with a thick non-prehensile tail. Reptilians are much stronger than most races in this setting, however they lack the ability to communicate in the standard language of Etherians, instead limited to guttural speech-like sounds. Some Etherians, however, have learnt to understand this racial language, whether by exposure or by study.

Merperson - 200cp

The Merpeople of Etheria are far less common than other races, with only a single member being seen within the series. It is presumed that they live almost exclusively within the Kingdom of Salineas. Merpeople appear identical to standard Etherians, however when in water their legs meld together into a single finned tail, much like a mermaid's, and they gain the ability to breathe underwater.

Scorpioni - 200cp

Prior to the arrival of the Horde, the Scorpioni were the original inhabitants of the Fright Zone. They appear mostly human-like, save for large scorpion pincers in place of hands, and carapace-like armour covering parts of the body. They also possess a tail ending in a barbed stinger, which injects a strong non-addictive narcotic substance, usually resulting in temporary paralysis or loss of consciousness.

Changeling - 300cp

Changelings are a rare race of reptilians with elf-like features, and the ability to shapeshift at will. This ability changes their appearance and voice, but not their mannerisms - although this is a skill that can be learnt. They are also able to change individual body parts.

Horde Clone - 300cp

You are a Horde Clone, similar in appearance to Hordak, with a defect that causes you to have no connection to Horde Prime's Hivemind. Your alien physiology removes your need to breathe, and allows you to survive in a vacuum, alongside enhanced durability.

Background

Please pick one of the following. Your background is your own personal history in this world, and will confer a 50% reduction in CP price to any corresponding Perks, unless stated otherwise.

Drop-In - Free

Arrive as you are - with no troubling alternate memories to disturb your sense of self. However, as a Drop-In, you have no history in this world, and no further discounts to Perks or Gear. You may freely choose your starting location from anywhere in Etheria.
Age: 17+1d8 or 50cp to choose.

Villager - Free

Just your average citizen, living in a small village surrounded by other members of your Race, in a land not yet conquered by the Horde. Your starting location will be one of the smaller villages of Etheria, such as Elberon.
Age: 17+1d8 or 50cp to choose.

Horde Soldier - 100cp

Much like Adora and Catra, you've been raised by the Horde your entire life, serving as a trainee under Shadow Stalker's rule. You're a fierce combatant, and a good soldier. Your starting location will be in the trainee barracks in the Fright Zone.
Age: 17+1d8 or 50cp to choose.

Sorcerer - 200cp

As a child, you expressed an aptitude for magic. When this was discovered, you were reported to and taken in by Mystacor, where you were taught how to control and use your natural gift, under the tutelage of Castaspella. Your starting location will be within the Lunarium on Mystacor.
Age: 17+1d8 or 50cp to choose.

Princess - 300cp

In this universe, the Princesses are sovereign rulers of smaller independent kingdoms, all technically (but in practice, rarely) beholden to the Queen of Bright Moon. Princesses form the upper echelons of society, and usually possess a unique power or ability. You are the ruler of a kingdom unseen within the show, and your starting location will be the throne room of said kingdom.
Age: Free to choose.

Villager Perks

Common Courage - 100cp (Free with the Villager Background)

The world of Etheria is sometimes frightening. Giant monsters, ancient technology, chaotic princesses, and more. This perk helps to negate feelings of fear, revulsion, and disgust - but only when those feelings are objectively unwarranted. A terrifying beast becomes just another animal in your opinion, so long as it isn't actively hostile.

Unusual Weaponry - 200cp

Whether it's oven doors, a pan lid, a pile of dishes, or a trusty rolling pin, sometimes you just have to make do with what you've got to hand. With this perk, you'll gain an unusual knack for doing battle with weapons of the improvised variety, dealing damage and blocking attacks like any real weapon should. A blow from a broomstick in your hands will match a blow from any custom-built staff, and that unassuming umbrella becomes a parasol of pain!

Just a Bystander - 400cp

You're the unassuming sort - or at least, that's how people will be seeing you from now on. So long as there's no clear and blatant evidence of you being involved in an event, people will simply assume you were not involved. People are far more likely to underestimate you, and will assume you to be as mundane and normal as possible at first glance. This perk can be turned on and off at will, but isn't as effective when turned on against people who have met you with it turned off.

Collateral Damage Protection - 600cp

A Jumper tends to end up in the heart of the action in any given setting, whether they like it or not. Luckily for you, whether by fate or by chance, it seems that both you and your possessions are impervious to getting caught up in such things, unless you want to be. So long as you are not an active participant in a fight or battle, neither you nor anything you own will be damaged. Should you be a target, but not actively fight back, your belongings might see a few minor scrapes, but nothing beyond light cosmetic damage - and as for yourself, the worst that could happen would be the potential for you to be taken as an unharmed hostage, or even a prisoner. This perk is on by default, but can be deactivated at will, and will automatically deactivate should you act with the intent to involve yourself in a fight.

Horde Soldier Perks

Combat Training - 100cp (Free with the Horde Soldier Background)

In the Horde, everyone knows how to fight, at the very least. With this perk, you become proficient in hand-to-hand combat, combat with stun batons and staffs, and the piloting of Horde Skiffs and Tanks. You also gain a measure of resistance to any attempts to intimidate you - after all, you've almost certainly seen worse before.

Force Captain - 200cp

Not only were you trained by the Horde, but you excelled within their system. You are proficient in the commanding and leading of small units in combat situations, and have a reasonable measure of understanding when it comes to the political undertones of any warfare you might find yourself in. People will naturally tend towards following your commands in situations of combat or crisis, so long as nobody present visibly outranks you - although you may deactivate this portion of the perk at will. Within this Jump, this perk will also make you a Force Captain within the Horde, if it is appropriate to your Background.

Horde Mechanic - 400cp

The Horde on Etheria is in possession of some frankly impressive technology, including but not limited to advanced energy-based weapons of war, functional hovering vehicles, highly-durable robotics, and even basic AI with surprisingly endearing personality. With this perk, you gain the knowledge required to create and maintain any devices, vehicles, and weapons utilised by the Horde prior to making contact with Horde Prime, up to and including the advances made by Entrapta utilising First Ones' Tech. The only limit is the materials required.

Hive Mind - 600cp

The Horde outside of Etheria, meanwhile, is in possession of technology far beyond what Hordak was capable of creating and maintaining. Huge spaceships with FTL travel and communication capabilities, cloning technology, direct neural interfaces, and even teleportation are within the realms of possibility here. With this perk, not only do you gain the knowledge required to create and maintain these technological marvels, but you also gain the ability to utilise these wonders as Horde Prime did, to create your own Hivemind of clones which you can shift direct perspectives to at will. When not being directly controlled by you, members of your Hivemind will be entirely independent beings capable of free thought and will, unless you have 'trained' such things out of them. Due to the nature of the network your Hivemind functions on, you are limited to a number of members equal to the number of Jumps you have taken.

Sorcerer Perks

Rune Memorisation - 100cp (Free with the Sorcerer Background)

The Sorcerers of Etheria are powerful mages, channelling their natural connection to the magical undercurrents of the world through the usage of Rune Circles. With this perk, you gain perfect memory of the designs associated with each spell seen in the show's canon, and gain an incredible aptitude for learning somatic components of magic systems in future Jumps, memorising them perfectly the first time you successfully perform them. For a list of the magic available in this universe, see Notes.

Experimentalist - 200cp

Although not a popular line of thought for the Sorcerers of Etheria, some students will be all too happy to take risks within their work, and deviate from the known spells by combining Rune Circle designs, or even creating their own, in attempts to learn the underlying rules behind how magic really works. This perk will grant you the knowledge required to safely attempt such experiments, new instincts guiding you away from design choices that could potentially result in harm to yourself or anyone you value. This perk does not, however, allow you to predict precisely what the effect you create will be - it simply gives you the ability to sense when a spell will harm yourself or those friendly to you, within both this magic system and others in future Jumps.

Runic Master - 400cp

Rune Circles are not fully understood by those who use them in this world. You, on the other hand, understand them perfectly. You are now fluent in this runic tongue, and can read it - and thus a spell's effects - as clearly as if it were your first language. This perk also grants you the ability to cast spells verbally in magic systems where otherwise hand gestures or drawn symbols would be required. This perk does not allow you to ignore required external materials or foci for spells outside of this Jump, however.

Runestone Leech - 600cp

Magic can be powered by a Runestone, rather than by a caster's own stores of magical power - an ability made use of by Elemental Princesses, and also Shadow Weaver of the Horde. With this perk, you gain the ability to do the same, drawing on the external stores of the Runestones to fuel your own powers. The elemental affinity of the Runestone used does not affect the outcome of your spell. In future Jumps, you may use any external supernatural power source to fuel any of your powers with energy requirements. Your ability to drain sources for power as a Conduit from the InFamous Jump, for example, could be used to provide PP for your Moves from the Pokemon Mystery Dungeon Jump, or to refill your Magicka for a spell from an Elder Scrolls Jump. With this perk, you become the ideal exotic energy transformer.

Princess Perks

Royal Etiquette - 100cp (Free with the Princess Background)

With being a princess comes a great deal of formality. Knowing when to bow or curtsey, when to hold your tongue, how to address every person in the room and who to address first is all second nature to you, and comes as easily as breathing. So long as you are not trying to offend someone then, with this perk, you never will by accident, within upper class society. Those of a lower social status, however, may not be so wooed by your perfect charm. This perk may be turned off at will.

The Princess Alliance - 200cp

The Princess Alliance was an incredible coup for the Rebellion, and led eventually to their victory over the Horde - and it couldn't have been achieved without the careful social plays made within in its second inception. With this perk, you'll find it much easier to achieve something similar. So long as you share a common goal, you will find the words you're looking for come naturally when attempting to convince people to join you. This perk can be deactivated and reactivated whenever you wish.

Aura Empowerment - 400cp

There's a common saying that you've probably heard before - 'Teamwork makes the dream work.' When working together towards a single goal with your companions or peers, you will all begin to glow in a bright colour, representative of an aspect of your personality. You will all become more attuned to each other's feelings and thoughts during this time, your actions becoming synchronised and far more effective. In combat, you will find it impossible to hit an ally by accident, and your allies in turn will find it impossible to hit you by accident.

Elemental Princess - 600cp

You are in possession of and linked to a Runestone, a large crystal located somewhere within your kingdom. This crystal allows you to wield incredible elemental powers, on a level equal to other elemental princesses within the series. You may either utilise a Classical Element for your elemental power, acquire an existing Runestone within the She-Ra Universe, or otherwise choose an element to base your new powers upon, within reason. Metal, Fire, Shadow, and Air are all appropriate 'elements' that could be used for this perk. Uranium, Oxygen, Surprise, and Antimatter, to name a few, would not function for this perk. For more information on the Elements, see Notes.

Miscellaneous Perks

Pep Talk - 100cp

Sometimes, in the darkest moments, what people really need is something to believe in. Your words and speeches are now that much more rousing and powerful, stirring emotion in even the hardest of hearts, so long as there is still emotion there to stir. This perk can be used to redouble a force's fighting spirit, or to demoralise an opponent with demonstrations of courage and commitment from those around you.

Tech Genius - 400cp

You're an expert in working with never-before-seen technology, no matter how bizarre the principles or purposes, and have the knowledge required to safely integrate it into existing technology you've created or own. With this perk, you'll be able to experiment and tinker with everything from anti-gravity field generators to steam-powered egg timers, and use anything useful from them to enhance your own inventions. This perk is geared towards First Ones' Tech, but works on anything beyond the technology base of your Jumper's homeworld. You also gain a great deal of in-depth knowledge in the creation, maintenance, and modification of robotics and mechanical life, and the creation of artificial intelligences.

She-Ra - 800cp

You are She-Ra, chosen by Etheria to wield great magical powers, including a highly durable idealised alt-form, super-strength, the ability to cut through anything, turning various animals into alicorn versions of themselves, magical blasts, healing that works on just about anything, a connection to nature, personal gravity and breathing in space, and the total annihilation of possessing entities with no harm to the possessee. These all require a calm and motivated mental state as well as a lot of effort to learn, but the Sword of She-Ra allows immediate access to the first three. If the ability has appeared within the show, you have the ability, although not necessarily the knowledge, to use it. Adora is no longer She-Ra.

Gear

Tiny Food - 50cp (Free with the Villager Background)

Appropriate for a certain Princess' fixation, this silver platter refills once per week with a wide variety of miniature forms of common foods. Mini cupcakes, several bowls of tiny soups, and other small morsels will shimmer into existence, replacing whatever was left over from the last week's offering. The platter, at full capacity, will be enough food to sustain the average human for a day.

Tracker Pad - 100cp (Free with the Princess Background)

The Tracker Pad was an invaluable tool to The Rebellion, and used to great effect throughout the series. The Tracker Pad has the capability to detect exotic technologies, create a top-down view of a surrounding area, send and receive messages, hack into technology far more advanced than itself, and detect motion in a small-to-medium area around the user. In future Jumps, the Tracker Pad's messaging function will either rely on the closest equivalent communications technology (or magic) network, or lose this functionality if long-distance communication is not possible in the setting. The Tracker Pad can detect First Ones' Tech within this Jump, and any technology more advanced than the setting's standard technological base in future Jumps.

Horde Captain Badge - 200cp (100cp for Horde Soldier Background)

A symbol to be respected, the Horde Captain Badge signifies that a Horde Recruit has been deemed successful enough to be promoted within the hierarchy to the upper levels of the Horde. This badge will automatically transform to a similar symbol of status in future Jumps, based on your background and the setting, if you so wish it to, and will grant the appropriate status if used at the start of the Jump. It can be turned back to its standard form at will.

Lunar Lenses - 200cp (100cp for Sorcerer Background)

Although magic can be performed by exerting one's own power to draw Rune Circles, Lunar Lenses can also be used to supplement and substitute for the internal magic stores of a Sorcerer. As demonstrated by Shadow Weaver, crushing a Lunar Lens and drawing the Rune Circle with the powder can allow a Sorcerer to cast a spell even when their own reserves of power are blocked from them. This purchase provides a set of six Lunar Lenses, which is enough when crushed to power twelve spells. The supply of Lunar Lenses regenerates weekly.

First Ones' Scrap - 200cp (100cp for Villager Background)

Although the technology of the First Ones can be found throughout the ruins and scattered across the surface of Etheria, it is rarely undamaged. With this purchase, you receive a box of assorted scrap from damaged First Ones' Tech. On its own, the scrap will not function as anything, however this purchase contains (in one form or another) all the building blocks necessary to replicate anything made by the First Ones and seen in the show. The box is sized a metre cubed, and regenerates weekly - and scrap removed from the box persists beyond regenerations, so larger creations can be replicated, given time. The only limiter is your knowledge of how First Ones' Tech functions.

Horde Tank - 400cp (200cp for Horde Soldier Background)

The Horde Tank is the most widely-used manned fighting unit within the Horde, and is impressively powerful. It is equipped with a single large energy cannon, capable of dealing serious damage to structures, and likely lethal if a person were to be subjected to a direct hit. The Horde Tanks utilise hovering technology rather than treads or wheels, and thus are not impacted by difficult terrain.

King Micah's Staff - 400cp (200cp for Sorcerer Background)

Although most Sorcerers do not utilise physical foci to aid in their spellcasting, a few of the most powerful do - and King Micah was second to none. This staff is a perfect replica of the original, in both form and function. It grants the wielder the capability to fire blasts of purple energy, capable of rendering a biological target unconscious instantly and dealing heavy damage to non-biological targets. It is also able to store up to half of the wielder's spellcasting energy, to be used at a later time when it is needed. Outside of this Jump, it can be used to store any kind of supernatural power or energy for later use, so long as the energy comes directly from the Jumper.

Mara's Ship - 400cp (200cp with She-Ra Perk)

Mara's Ship, dubbed Darla within the show by Entrapta, is the only spacefaring craft known to exist on Etheria, at the beginning of the Jump. If purchased, Mara's Ship will remain in its place within the Crimson Wastes, but it may be summoned to the Jumper's side at will. This summoning ability is single-use, and ceases to continue beyond the Jump. Mara's Ship contains an artificial intelligence, designed to assist with piloting and navigation. Usually, the ship would require a source of Thulite, a hyper-efficient power source in the form of fuschia crystals, to function, however, with this purchase, you also gain a single Thulite crystal, which never depletes.

The Sword of She-Ra - 600cp (300cp with She-Ra Perk)

A highly advanced piece of magitech made by the First Ones that allows the She-Ra to transform and access their powers much more easily, and acts as a key to many other pieces of First Ones tech, as shown within the show. The Sword of She-Ra, in the hands of one with the powers of She-Ra, is able to cut through any material, and transform into any form the wielder wishes, alongside shooting blasts of magical power in the form of multicoloured beams, and manipulating the environment to create dangerous walls of blades. The Sword is also known as the Sword of Protection, and is potentially vulnerable to viruses created to infect First Ones' Tech. These viruses can cause the wielder to lose control of themselves and express extreme rage while transformed as She-Ra, and to lose control of their mental faculties, appearing intoxicated, whilst not transformed. By purchasing the Sword, you own the original, and not a replica. The Sword no longer exists in the Whispering Woods, where it would have been at the start of the Jump otherwise.

Companions

The purchase of a Companion Tier allows you to take as many people as you want (and are willing) as Companions, so long as they fit within that tier and agree to come with you. If you purchase a Tier of Companions, you do not need to purchase the tier(s) beneath it in order to take characters from lower tiers as Companions.

Tier 1 - Background/Unnamed Characters/OCs - 100cp

This tier is for characters that play little to no role within the She-Ra canon. This tier includes Flutterina (the real one), Cobalt, Peekablue (the *real* one), the Star Siblings, Melog, Emily, Swen (***THE REAL ONE***), Swift-Wind, and other characters of a similar status (or less) within the story. These Companions receive only their racial abilities, and the first perk of their most relevant perk tree (except for Horde Captains, who also receive their namesake perk).

Tier 2 - Minor Named Characters - 200cp

This tier is for characters that play a relatively small but recognisable role within the She-Ra canon. This tier includes Spinnerella and Netossa, Huntara, Wrong Hordak, Kyle, Lonnie, Rogelio, Angella, Castaspella, Shadow Weaver, and other characters of a similar status (or less) within the story. These Companions receive their racial abilities, the first two perks of their most relevant perk trees, and the lowest cost item within the Gear section discounted for their most relevant background.

Tier 3 - Main Characters/Elemental Princesses - 400cp

This tier is for characters that play a significantly important role within the She-Ra canon, as well as for Princesses and those of a similar power level. This tier includes Entrapta, Hordak, Horde Prime (but why???), Bow, Glimmer, Adora, Catra, Frosta, Double Trouble, Scorpia, Perfuma, Sea Hawk, Mermista, and other characters of a similar (or less) status within the story. These Companions receive their racial abilities, the first two perks of their most relevant perk trees, and the lowest cost item within the Gear section discounted for their most relevant background. They also receive any other perks that they logically should have (the Elemental Princesses gain all four perks from the Princess Perk Tree, Entrapta gains Tech Genius and Horde Mechanic, Adora gains She-Ra (unless you have replaced her as She-Ra), Horde Prime gains Hive Mind, etc).

Import - 100cp

You may purchase this option multiple times. For each purchase, you may import five Companions into this Jump. They receive a Race and a Background, and 500cp to spend however they see fit. They may not take Drawbacks, however any Drawbacks you take will also affect them, and in turn grant them the additional cp to spend.

Drawbacks

You can take a maximum of 1000cp worth of Drawbacks.

Terrible Liar - +100cp

You are a comically bad liar. Your tells are blatant enough that you might as well admit to lying at the end of every false sentence you say. Only somebody extremely naive and gullible would ever fall for a lie you told.

Obsession - +200cp

There's something in this universe that you are completely obsessed with. It could be robots, a certain food, or even a specific person. The thought of your obsession will distract you, pulling your attention away from whatever you were previously focused on - and the sight of your obsession will have you completely forgetting what you were supposed to be doing in the first place. These effects can only be pushed through in times of truly dire need, such as in the heat of a battle, or during a mission critical to the survival of yourself or those you care about.

Skill Lock - +400cp

You are reduced down to your Body Mod, or equivalent. For the duration of this Jump, you may only make use of Perks and Gear purchased within this JumpDoc, and you lose access to your Cosmic Warehouse or equivalent. This drawback cannot be taken if this is your first Jump.

Blind Run - +500cp

Any knowledge you had of the show, of this universe, and even of the Perks and Gear purchased within this JumpDoc disappears from your mind the moment you enter this Jump. Any written record or similar you may have made of any of the above also disappears.

Etheria Balanced - +600cp

At the moment your Jump begins, Scorpia by chance makes contact with the Black Garnet, and thus all of the Elemental Princesses are already connected to their respective Runestones. The moment a She-Ra touches the Sword of She-Ra, the Heart of Etheria Superweapon will be activated. If the warm-up sequence runs to completion, the planet itself will fall apart due to the energy built up over time and released to fire the weapon, and you will incur a Chain Failure. The only way to cancel the weapon firing is to destroy the Sword of She-Ra, which can only be destroyed by either a She-Ra directly, or a being capable of emulating She-Ra's powers perfectly.

Prime Invasion - +600cp

At the moment your Jump begins, Horde Prime picks up on an esoteric signal that accompanies your arrival. You have a few months at most until Horde Prime utilises brute force to rip Etheria out of its pocket dimension, Despondos, and begins his invasion. If Horde Prime still exists as a substantial threat to Etheria by the end of your time in this Jump, and you took this drawback, then this constitutes a Chain Failure.

Ending Options

Stay Here

There's plenty of magic still left for you to discover in this universe, Jumper. Have fun, and who knows what you'll find out here? All drawbacks end, and you remain here for the foreseeable future. Enjoy your retirement, you've earned it.

Go Home

A place like this, full of such wonder and hope… it's enough to make you yearn for home, isn't it? All drawbacks, for this Jump or Chain-long, end. Return to your own world with the blessing of your Patron, and enjoy a much more peaceful retirement. Try not to completely break everyone's minds with the array of powers you've inevitably collected.

Move On

There's always another adventure out there somewhere, huh? Go find it, and enjoy yourself! If you are utilising the Return function of your Cosmic Warehouse, you will reappear exactly ten minutes after you left when you activate it. All Jump-long drawbacks end. Fare thee well, Jumper.

Notes & Changelog

Jump made by u/Pomumon (Redd) and Blu-Skyu

V0.5:
Functionally complete, now Jumpable.
V1.0:
Fully Jumpable, final checks made.
V1.1:
Added a Companion Section back in (Thanks u/Relyt25 and u/BlueberryNo9531 for pointing it out!)

Another Reddit She-Ra Jump is available here: She-Ra Jumpchain
^This Jump was started before the above was published

On princesses:
The five canon elements are:
- Light: teleportation and glittery blasts that stun
- Water: large-scale water control, but does not generate water
- Ice: water freezing and ice control, and can generate ice
- Plant: extremely fast plant growth and plant control
- Lightning: lightning blasts and electrification of areas

You may make a new element (eg. Fire) or replace the princess of one of the above. However, if you choose to replace Scorpia, who would have lightning powers, you will not be automatically connected to the Black Garnet runestone unless you also choose to take the Etheria Balanced drawback.

Magic seen:
- truth spell
- barrier spell
- stun by shooting rune circle
- light illusions
- teleportation
- shapeshifting (light illusion, doesn't stand up to close inspection)
- dark magic: solid shadow tentacles
- spell of obtainment: supposedly can make you more powerful if succeeded, but always fails in canon and backfires, killing the caster at worst and turning them into a magical parasite at best.