



Based on the manga "Bishoujo Senshi Sailor Moon" by Naoko Takeuchi originally published by KODANSHA LTD.
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Sailor Moon Jump

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As usual, a big thanks to HeavensAnon (For encouraging me when I was super anxious), Red, NuBee, Dirge, lord_slug, ir_fane, TopHatAlthalus, Waddle, CanniVal, UsagiAnon, EpicureAnon, the IRC and thread, and of course, Digger!

Before currently recorded history, there was a golden age, ironically called the Silver Millennium. Humanity developed advanced technology and colonized other planets in the solar system. A kingdom was developed, and with all kingdoms, the need to protect them. Using the the Star Seeds of the planets, the royalty became Sailor Senshi and fought to protect their planet kingdoms. Star Seeds were the crystals that embodied the life, and perhaps existence, of the person carrying it. But while normal humans had their weak, near powerless star seeds, the senshi carried the Star Seeds of the celestial body they ruled. These star seeds were called Sailor Crystals.

The moon's Star Seed was the Silver Crystal, the most powerful star seed in the whole universe. It was a great magic amplifier. It's mighty power was at a cost--it used the intensely amplified life force of the one holding it. Too much power in one action would kill the user.

Queen Beryl of the Dark Kingdom wished to acquire this power, and so she founded the Dark Kingdom. She conquered Earth, and invaded the Moon kingdom. During the invasion, Prince Endymion of Earth was visiting Princess Serenity of the Moon Kingdom. In the chaos, the two were killed.

Using the Silver Crystal, Queen Serenity, who named her child after herself in tradition with the Moon Kingdom, sacrificed her entire life force to force out the Dark Kingdom. She then enlaced the unfortunate souls of the dead in the cycle of reincarnation on the only untouched planet in the chaos--Earth. This action was far-reaching. Every soul in the kingdoms were reincarnated.

In the same breath, she sealed away the Dark Kingdom.

These two actions, while a testament to the strength of the Silver Crystal, burned through her entire life force. Queen Serenity, ironically, did not reincarnate. She merely used the last of her strength to record her personality on a hologram to guide Serenity's reincarnation, should she appear on the Moon.

It's now 1991 in Tokyo. Schoolgirl Usagi Tsukino is about to learn that she has a destiny far greater than any mortal could achieve.

Sailor Moon takes place over the course of two years. In two years, the universe itself will be threatened by Sailor Galaxia, the most powerful senshi possessed by the personification of the universe's collective evil's forces--even before it, the enemies Usagi will face as Sailor Moon will be powerful enough to kill the senshi except for Usagi herself and cause massive destruction. Usagi will then revive the senshi, with her power. This is not a low power jump by any stretch of the imagination.

The Sailor Senshi will eventually save the day, and you'll be brought back to life as with everyone else in the universe, if events proceed as they did in canon. Your journey, if you die in those canon events, will not end if Usagi brings you back to life.

You'll start in 1989, two years before the events of Sailor Moon actually happen. That should be long enough to help you prepare for the hellstorm of events that will rock Earth to it's core.

You'll be given **+1000 CP** to help protect you and others during this harrowing time. All origins will appear in Tokyo, Japan.

Your age and gender do not matter. Choose whatever you like.

Origins

Drop-In (Free)

No trace of you exists in the past. You appear at you starting location, with the deed to a decently sized house and enough money in the bank to live comfortably for about two years. You are given normal civilian clothes. While you may not have been a reincarnated warrior and you posses no dark magic at your disposal, you carry a great sense for the flow of magic in others and yourself.

Subplot Sense (100 CP, free Drop-In)

You seem to be able to tell what places to avoid if you want peace, and what places to go to for a bit of excitement. In other words, you can just sort of sense the monster of the week. You also carry a touch of awareness for the personal lives of the people around you through the power of observation. Perhaps you, for example, noticed that someone ordered some fattening comfort food aside from the salad they typically eat, and their eyes seem a little red and puffy. You can deduce that something bad happened to them through that observation.

A Future Friend In Need (100 CP, Free Drop-In)

When you do a kind deed for someone, they'll very much remember it. They'll always be cheered up immensely if you helped them with their groceries or ate lunch with them when they were lonely. Moreso than if anyone else helped them. Perhaps if you were nice enough, you

could help them warm up to you through your actions. Favors alone won't make people instantly see you as their best friend, but your deeds will warm their hearts to you.

High Score (200 CP, discount Drop-In)

You are a whiz at video games. Your fingers, concentration, and reaction time are blessed with a kind of skill that Usagi can only dream about. You just cannot get overwhelmed easily by the massive flow of information on screen, as you can filter through it all to find what's important for you to react towards. The very hardest mode in games are only enough to keep you challenged but entertained. You'll have to come up with self-imposed challenges to make things difficult for you. Perhaps you could apply this information-filtering skill to other situations.

Study Group (200 CP, Discount Drop-In)

Sometimes you'll need to study hard for a task at hand, whether tackling entrance exams or you need to figure out a tough riddle. Or maybe an experiment didn't turn out as predicted and you want to figure out a possible reason why it didn't. When you gather your friends together for group study or a brainstorming session, you'll find that any plans you make during these meetings are better than plans you made on your own. You can also learn things at a quicker pace than you were if you studied alone, and your friends will also learn things quicker. Two heads are better than one--it stands to reason that more than two heads is even *better*.

Ahahaha, Nope! (400 CP, Discount Drop-In)

You are quite aware of the flow of magic and energy in your body and how it's functioning. If something was messing with that flow, you'd know instantly. This awareness also enables you to attempt to shut off any attempts to magically drain you, and to become aware of said attempt to steal it. Magic items trying to steal your energy, whether mana or general life energy, can be shut off under this perk.

Energy Sense (400 CP, Discount Drop-In)

Mana. Ki. Prana. Life energy. If it's a power that rests in a living being, you can sense it. You can detect someone's hidden potential in any skillset or magical power you possess. You can sense when someone has a hidden strength to them, unknown to even them. You can also sense when great bursts of energy happen within a distance around you similar in size to a large city. This includes dramatic flashy fights involving the slinging of spells. This sense can eventually be extended to reach to the edges of the Solar System.

Untouchable (600 CP, Discount Drop-In)

You did not originate from a world where magic existed. There was only physics in your world. It is for this reason you are aware that magic and physics are just two different forces at work in this reality. Magic may manipulate physics, but it is a separate force entirely. This power erases magic in a small zone around you, leaving only the presence of physics. You can outright nullify all supernatural forces around you in a three meter radius for ten minutes once a day. Anyone slinging magic at will find their blasts fizzling when they enter this zone. Your powers, however, are not affected.

Starseed Awakening (600 CP, Discount Drop-In)

Within you is a great power. The power to take an ordinary Star Seed and blossom it into a flower of glory just below that of a Sailor Crystal's. You have a supernaturally powerful ability to bring out anyone's potential with a reasonable amount of personal magic-assisted teaching. This act allows them to gain powers based on their personality and who they are. A fiery person could gain fire powers, a statistician gains the power to manipulate probability, a cat gains the ability to defy physics, ect ect. It is up to you to define the limits of these powers, but these awakened powers are initially weak. Training can help someone increase in power. This power also grants the recipient a human form, if they lack one. Or, if you wish, you may instead wish to help add to the glory of a Sailor Crystal. You may grant a one-time power-up to someone with powers other than the ones granted by this perk, but if you use this ability, you cannot grant them the powers this perk gives someone. This power cannot be copied without a means to emulate parts of the Awakened Person's soul you wish to copy.

You may not steal an Awakened Person's power without their full consent, and threatening or coercing or mind controlling them into having them give you their power does not count as consent. Eating a person or ripping out their soul does not count as consent.

A person can only be Awakened once. Comes with optional magical girl transformation sequence if you wish.

Sailor Senshi (200 CP)

In the distant past, you were a great warrior who fought to protect your planet, but you also had a duty to protect Princess Serenity. Until Queen Beryl invaded the moon, and you were killed in the scramble to protect the Princess. You are given a Sailor Senshi identity. You have a transformation stick to transform you into your Senshi uniform. You may use this origin to replace any of the Sailor Senshi except for Sailor Moon. You shall gain their powers, attacks, and items. Otherwise, create an identity and think up a starting set of attacks. Jumper's gender matters little. They may import an outfit of any clothing type if they do not like the Sailor Uniform.

Here is a sample set of powers and Sailor name, which you may take if you do not wish to make up a set of powers and name. You may name yourself after any celestial body in the solar system or deity, such as Sailor Asartre from the Sailor Moon Musicals, and theme yourself after it or it's namesake. You'll get a power up sooner or later in the jump and you'll get extra attacks, but those are for you to decide. Use your best sense of judgement in this case and remember that the Senshi are powerful warriors, but are not invincible.

Sailor Eris

Chaos Flechettes – A set of energy darts thrown from your hands that confuse enemies that they strike. Those hit by them find their sense of balance to be disoriented, and it will take great

effort on their part to regain their balance and correct their swimming vision. Headaches will wrack them too, and they'll feel nauseous. These darts pack a punch, and could probably knock a normal human down with their power.

Golden Apple Star -- Can only be used once per fight. A sort of "finishing move," which you use by miming a slingshot with your hands. An apple-shaped ball of energy flies at the opponent and explodes, affecting any enemies within a 5-meter radius as if they had taken a direct hit from a flashbang. The affected target's body begins to quiver with uncontrollable energy--were your blast strong enough, it could overload their body with energy and make them explode on the spot. However, this is some power-ups away--right now, the target just quivers with energy and find that any attempts to use their powers ends up getting explosions in their face or find their body exerting itself to damaging extremes. This also is a powerful move that can really hurt people.

These attacks are only usable in your Senshi form (during the jump. Post-Jump you don't have to transform), which is activated by holding up your Transformation Pen and shouting "Eris Power, Make Up!" You can also survive in open space when transformed, no awkward, clunky space suit required.

A Senshi's powers are unique to them, and other senshi will have different powers

Catch That Daimon! (100 CP, free Sailor Senshi)

You are an almighty planetary soldier, with great power. It is only natural that you will have to chase your enemies at some point. Much like the ever present stars and moon, you will follow their flight until you catch them. Your legs never tire and it will take effort for your enemies to lose you as you accurately predict their movements.

Flying Leap (100 CP, Free Senshi)

Superman, in his original appearance, could not fly, but he could leap over entire buildings without even taking damage or suffering pain. You can do the same, swiftly jumping from your high place and landing perfectly on your feet or enemies, if you're inclined. You can also do the opposite--jump across the gaps of buildings or jump out of the way of huge blasts. You can land perfectly, without stumbling. This perk will not save you if you are knocked from a high place. Only if you jumped of your own volition, and from a reasonable distance. Jumping from a helicopter or airplane without a parachute remains a bad idea.

Hit Me If You Can (200 CP, discount Senshi)

You don't trip easily. You dodge and sway with the grace of the planets as they orbit and wobble, only to right themselves once more. Your reflexes are instant and quick--you can anticipate most attacks to avoid them.

Affinity Sense (200 CP, Discount Senshi)

You are a soldier of your chosen celestial body, and with that celestial body comes a sense for a certain element or concept. For example, if one would be Sailor Eris, they could carry a sense for detecting locations of great instability or able to discern emotionally charged situations, as they have a chaos sense. If someone carries a sense for water, they could sense breaks in the water pipeline underground or tell if a body of water has been tainted, magically corrupted, or polluted. If one is not a Senshi, they may choose an element to carry a sense for.

Sailor Teleport/Planet Attack (400 CP, Discount Senshi)

The Sailor Soldiers had to teleport across the planets at a moment's notice or scout around a world. A spaceship was too cumbersome to use. Having at least five people all hold hands in a ring, you may teleport and/or fly together as far as the span of the Solar System. As you fly, you are protected by a glowing shield that can take powerful hits. You may use this as a magical ramming attack, if you wish. This teleportation can only carry people, and when scouting it moves around a continent in less than a day.

Sonic Emissions (400 CP, Discount Sailor Senshi)

Your hair accessories are blessed with a power you can replicate, with some effort--when distress grips you, no matter what, any scream or cry you emit will send out sonic shockwaves through the air. Your loud voice is amplified to earsplitting levels--but you'll be immune to it. Your enemy, however, will suffer painfully.

Sailor Castle Cannon (600 CP, Discount Senshi)

While the Silver Millennium was an era of peace and prosperity, its architects were not complacent. They knew some day, that peace would be threatened. While their plans to prevent the fall of the Silver Millennium ultimately failed, their efforts were great. Within the Sailor Castles that orbit the celestial bodies, a great superweapon slept. You have the keys to that superweapon, literally. You may summon up a key with the symbol of your planet, hold it high in the air, and shout "**Mighty Discordia Beam!**" to summon a great beam down from the heavens. This beam incinerates all within it's path, except for you and your allies. Note that any nonmagical innocents caught in the blast will also die, and this will cause much collateral damage. You may replace "Discordia" in the summon phrase with your Sailor Castle's name.

Drop-Ins have a satellite in the planet's orbit that shoots a beam with the same power, Mysterious Protectors also have a castle, Villains posses a powerful spell with a similar effect.

Ultimate Ability (600 CP, Discount Senshi)

The star seeds that sleep within the Senshi are the star seeds of the planet themselves. These star seeds have power fitting of a celestial body. You may call upon the maximum limit of this power, manifested in a powerful ability fitting their element. Sailor Eris can call upon the chaos of their domain to manipulate probability. While this grants a 10% greater chance of your endeavors succeeding or your opponents' efforts failing at any given time, you may also, once per day, guarantee the success of a single-target attack you make or guarantee that you dodge such an attack. Someone with an affinity for nature could call upon the powers of nature and

strike down a storm of lightning, or someone with an affinity for love could blast a powerful chain of hearts at someone.

Final Hour Form (600 CP, Discount Senshi)

You may call upon up to eight allies, companions or otherwise to lend their collective power to you, temporarily empowering you to create a super version of your current form. This “power” is the collective sum of their strength, magic, skills, and other forms of power on top of yours. This is a temporary power up, lasting only for a single, dramatic fight. Once per month, you may use this power. This must be given with their consent, and the allies giving you the power must be near you to give their power to you.

This new super version of you is a powerful form with a brand new design, and vary wildly in appearance depending on who is donating the power. If a giant monster gave you it's power, you could find yourself taking a monster-like final boss esque form, for example.

Mysterious Protector (Free)

Much like the Sailor Senshi, you were also the reincarnated royalty of one of the colonized planets of the Solar System. The planet you ruled was not as prosperous or technologically advanced as the others. But even in your relatively small kingdom, there was little to worry about in the Silver Millennium. The poor never went hungry or uneducated, and the sick were adequately treated and cared for. Such is an attestment to the prosperity of that great age. Your planet's star seed was not as strong as the other Senshis'. But that's normal. Not all star seeds are equal in strength. However, you threw all your might and effort into protecting your planet. You substituted raw power with wits, stealth, and caution. When the Dark Kingdom came to your doorstep, you did not go down without a fight.

You are not a warrior, but a savior. When all seems lost, you appear as a protector.

Once you've gained a power up in this jump, you may transform into an armored form wielding a weapon of your choice, imported or not. This armor is fairly resistant to magic and hits--the sword is as sharp and unbreakable as diamond.

Thrown Roses (100 CP, Free Mysterious Protector)

You have a good aim with anything you throw, and you can hit certain sweet spots to make it hurt. Anything you throw at someone (like a thorny rose) will sting hard enough to snap the target out of concentration, and maybe draw blood. Anyone hit by these projectiles, will, optionally, be forced to divert their attention to where your projectiles came from. These projectiles can be anything, but they won't exactly seriously injure anyone if you apply this perk to the projectiles. Good for a distraction or dramatically announcing your presence.

With Grace and Dignity (100 CP, Free Mysterious Protector)

You have acquired a practiced skill for grace and stealth. You are a mysterious protector of the night, and it has given you its boons. You walk light on your feet, with expert grace. Your feet make no sound, and the trace they leave, little. The night envelops you like a dark cloak.

Psychometry (200 CP, Discount Mysterious Protector)

You were born with a rare gift. You have a sort of ‘touch’ empathy, able to sense people’s feelings and see a transmission of images in their mind through physical touch. Feelings and images will fill your mind. Intent and coherent thoughts are beyond your senses, however. You can also heal minor wounds, and you can give people minor shocks. You may also stabilize dying people, but such an act will stress your body.

Dramatic Appearance (200 CP, Discount Mysterious Protector)

You know when to sneak up on someone and you intuitively know when you can burst in at most dramatic and inconvenient times for your foes! You may render yourself almost undetectable by your foes, until the perfect time arrives and you can burst in to save the day! You could set up sneaky traps and find the right time to make your move, with this perk. Your instincts lead you to pick the correct routes to hide your presence and can control when you appear, as long as you plan to reveal yourself to the person or group you’re hiding from at the end of the whole plan.

Destiny Sense (400 CP, Discount Mysterious Protector)

Fate has been likened to a grand play, of which every person is only but an actor in a small role. You know that first part is true, but you also know that the second part isn’t. Some people are just more important than others in the grand scheme of things. You have a sense for those who fate has chosen to play an important part in the cosmic design. This sense extends to those who aren’t quite human, such as other Senshi.

Guardian Sense (400 CP, Discount Mysterious Protector)

Some say there is an invisible red string connecting lovers. To you, there isn’t just an invisible red string connected you and your lover, but rather a multitude of colorful strings connecting you to everyone you’ve shared a bond with. You are connected to those you have a bond with, and can sense when they’re threatened or in peril, even if you don’t know how. You were a guardian of a planet, and now you are the guardian of your friends.

Look Out! (600 CP, Discount Mysterious Protector)

You are a walking miracle for the vulnerable. You’d rather let yourself get hurt than anyone else. That’s the job of a guardian. You won’t let those you protect become harmed. No matter what. You can pull the entire force of a blast towards you, no matter how many people would get hit.

However, the consequences could be dire for bigger blasts. Can your body really handle the full, concentrated force of a world-shattering blast? You can pull it all into you...but can you really survive that? Take caution with this ability. The power of friendship and love can mitigate the

damage to a degree but...do you really want to risk it? You have some value in this world, too. It would be a shame if you died through self-sacrifice.

The Power of Bonds (600 CP, Discount Mysterious Protector)

Your love and affection is an empowering force that lets you protect your friends. When your friends are at your side, you feel far more powerful than you could be, alone. For the people you'd die for, you become almost godly in strength.

When your friends become distressed or are thrown in mortal peril, you enter a near powerful superform. You can shrug off hits that could usually knock you into a wall, and getting run-through by spears doesn't phase you as long as they avoid any vital spots. You slice through enemies like hot butter as you fight to keep your loved ones alive and safe. A guardian protects.

Villain (200 CP)

Through science or magic, you have much power. But you need the fuel to power your means, and you have found this fuel through life energy. However, as this is life energy, the actual extraction process is dangerous to living beings. You will come into conflict with the Senshi down the line for this reason, as they are the only individuals that can break free of the grips of your technology.

Not This Again (100 CP, Free Villain)

You're the villain--of course you're going to lose at some point. You can tolerate setbacks. You've got no time to get angry over every minor plan that gets squashed. Frustration from failure, whether yours or a minion's no longer rules your mind, and you have the patience needed to plow through your mistakes.

Energy Draining Devices (100 CP, Free Villain)

Your studies into the flow of energy has given you energy stealing technology. You can create small, energy stealing devices that can be passed off as regular mundane objects. To drain someone's energy, they must use the item of their own volition. This can include conning them into using it. You can also implant weak brainwashing features into these items if it fits. So for example, it's entirely possible to make a CD or music file that drains someone's energy when they listen to it, that could also help turn someone to your side. You may gather energy from afar with these devices as long as you are on the same planet as the person using them.

Revivification (200 CP, Discount Villain)

Your talent with energy manipulation has given you the power to snatch those from death, even if only temporarily. By feeding energy into a recuperating or lifeless body, you can either animate it or accelerate its reawakening. Someone who might take three days to recover from their injuries can be brought back in a matter of hours via a constant flow of energy, for

instance. But toeing the line between life and death requires a price. To animate one lifeless body for a day through this method requires the use of energy from multiple people.

Daimon Egg Production (200 CP, Discount Villain)

You need monsters and minions to fight for you, and using your knowledge of biology and energy manipulation, you have a solution. You have created Daimon eggs, and within lies the untouched embryo of a monster. Curiously, they require a physical host to fully reach maturity as the being inside them also needs a basic template to grow into, determined by the host. Thus, any Daimon egg that merges with its host will create a Daimon based on the host. You may let these eggs lay dormant in the host until you wish to trigger their awakening. Purchasing this perk once will let you choose between having Daimon eggs make a host from mundane objects (Active magic flowing in the object appears to kill the infant Daimon inside) or sentient beings. You may purchase this perk yet again to buy the other choice. You may improve upon your Daimon with research with time, if you wish.

Corruption (400 CP, Discount Villain)

When humans are at their lowest, they are capable of doing the greatest of evil deeds. Only capable, though. Some of them need a small push to let the negativity truly overtake them, to release them from the chains of restraint. When you find an average human being with serious mental and emotional baggage, you can enhance the negative feeling in their hearts through awful visions. These will lift them from anything holding them back, and they will turn on their allies and friends. They will act selfishly and callously through your influence. Perfect for sowing discord among your enemies.

Power Granting Deal (400 CP, Discount Villain)

You may grant a portion of your power and some of your powers to up to eight willing people at the same time, if you wish. This power is connected to you, and you may take it back any time you wish. However, your power will decrease the more power you give someone. You may also share your powers or other forms with people, but until you take them back you will lack the power you gave. You may, for example, give someone your fire powers or part of your vast wells of magical power or give your excess energy to someone to empower them.

Possession (600 CP, Discount Villain)

Your power of to slip into the mind of others and assume control is something to be feared. You may, either through sending your dark energy or directly sending your spirit into their mind, possess people. People at the height of despair are more susceptible to your possession than others. You can see through their eyes and even access their memories and feelings as if they were yours, if you wish. However, you may be resisted and even forced out if the person is sufficiently strong enough to do so.

Star Seed Extraction (600 CP, Discount Villain)

Through great magical study or maybe a deal with a higher power, you have acquired the ability to rob someone of the very thing allowing their existence--a star seed, what one may call a soul.

You understand the flow of the energy, and what gives a star seed the ability to project a physical body to protect itself from the corruption of the outside world. You can now rip out the star seed of someone, and use it for your own gain. When you blast someone with a special ray, A flower will bloom from the person's forehead. Their star seed will float out for you to collect. You could use a star seed to empower yourself, create a powerful, sentient and intelligent minion out of this star seed, or use it as a great power source. Minions created with star seeds take time to create and form, and will in some way resemble their previous incarnations. Through personality, looks, or both.

However, the stronger the soul, the more the victim can resist these blasts. Please see notes for further elaboration on what happens when someone has their star seed stolen.

Last Chance Fusion (600 CP, Discount Villain)

As a last resort you may combine your essence with a willing person's. This will combine your powers as you become something greater than the whole, great, powerful, and big. If one or both of you are injured at the time of the fusion, your wounds heal as the fusion process creates a separate body out of both of your old ones. However, if this new form is slain, you will both die with it. The other person is also the one in control with this form, although you can give suggestions from the back of the fusion's mind. You cannot choose to wrest control over them except when you wish to break the fusion.

Other Perks

Abracadabra (100 CP, Free Mysterious Protector)

Sometimes all one needs is magic from the mind. Self confidence. Hope. Or maybe just to feel a little better. Every time you say the word "abracadabra" to yourself, you find that your mood, self confidence, and hope will temporarily lift. It doesn't assure you victory and neither is the effect itself actually magical, but it'll help you if you're a little down on yourself or at least alleviate your unhappiness. A little reassurance goes a long way.

Nightmare Visions (200 CP, Discount Villain)

You may send induce someone in a magic sleep, subjecting them to horrible nightmares and visions. These visions tear at the will of the person by showing them the things they want the most, and then yanking them away. They are not filled with monsters, but rather almost seem to be personal in their maliciousness.

Nimble Paws (200 CP, Discount Drop-In)

Your fingers are exceptionally deft, especially when it comes to keyboards or machines with lots of buttons. Mistyping or misclicking just doesn't really happen to you. You retain this feature no matter what form you're in--if you're a cat, you'll have no problem typing away on a keyboard with your paws. You could even operate delicate machinery with thick, heavy gloves on and it would still work.

Space Time Distortion Sense (200 CP, Drop-In)

You came from another time and dimension, and you carry with you a spirit of space-time. You may sense distortions in space-time, such as someone bending the flow of time to their own whims or teleporting to places.

Obscured Identity (200 CP, Discount Mysterious Protector and Senshi)

Who are you? That's what everyone will ask upon seeing you. You have a good talent with obscuring your identity with a disguise or fancy outfit. Your obscured identity can cover up your features. People register you but can overlook and dismiss you. Even if others will see through your disguise, they at least won't be able to identify you through looks alone. However, any personal tics or distinctive, visible features like a birthmark will betray your true identity.

Lineage of Warriors (200 CP, Discount Senshi)

A senshi's duty is passed down from parent to child. Even if people were usually immortal in the Silver Millennium, it only extended the lifespan. People could be killed. Thus, a replacement for the senshi was needed in case they died in their dangerous job. That job fell to their children. Chibi-Usa inherited her power from her mother. You may find that your duty can be passed down too. If you ever possess a power that must be accessed via a transformation, your kids will also have this ability to transform into a magical warrior themselves. They also possess an intuitive grasp of some mundane skills you learned, but they will need training to develop these skills and powers. Big, powerful forms are not included, if it would not be something a magical warrior could transform into, it wouldn't be inherited.

Sailor Guardian (200 CP, Discount Senshi)

While a Sailor Guardian maintains the Sailor Castle, you carry a copy of the Sailor Guardian inside your mind. Your Sailor Guardian acts as a manifestation of your willpower, able to give you a pep talk if you're feeling down or reminding you of your dreams when you find yourself possessed. It is chibi reflection of yourself, but somehow a lot perkier and spunkier. Your Sailor Guardian lives inside your mind and can give you advice or maybe just to be your pal when no one else is.

Power Up (Free/300 CP)

Sailor Moon is the Soldier of Love and it is the love of her friends and humanity that lend her strength when everything is at risk. You'll find that you can draw on other sources of power to enhance your own, namely your emotions. In general power boosters are enhanced, but this also allows one to protect or heal oneself temporarily, resist possession long enough to warn those you care about to the change, fight off the effects of curses temporarily, and other effects when experiencing emotional highs. All of the former effects are temporary and based on a selected emotion you choose when you take this perk but in addition to that you'll find that you can focus your emotion in your powers to significantly boost them Up.

You have this perk temporarily for this Jump for free, but to keep it after this you'll have to pay 300 CP.

Crystal Immersion (400 CP, Discount Drop-In)

You have a blessing of the crystal-based magical technology of the Silver Millennium. Your body possesses a special protection spell that cannot be dispersed easily. When you are near death, your body will become encased in a diamond-hard crystal and you will enter a deep sleep. Within this sleep, your body will slowly heal or suspend itself if the wound is impossible to heal from. This crystal, however, can be shattered with enough force, and your body can still be killed. People may use magic to heal you through this crystal.

To The Sidelines (400 CP, Discount Mysterious Protector)

There has to be a point to where your charges must learn to protect themselves. Fighting by your side does help them when they're starting out, but they need to fend for themselves at some point. Some assert that it's experience that could be a way better teacher than any amount of lecturing or classwork could accomplish. When you have been mentoring someone for a while, you may choose instead to step to the side when they're in a dangerous or tough situation. Your student will find that once you do, their competency shoots up and they rapidly learn from this experience.

Energy Absorption (400 CP, Discount Villain)

Hah hah...those fools. Thinking that blasting energy at you can stop them. How cute. When your body can withstand the force of a blast, you may stand still and concentrate instead to absorb it. Don't get too excited about your new power, however. If a certain type of energy is poisonous to you or is an especially powerful weakness you possess, it'll still tremendously hurt you. The power of the Silver Crystal will still be a big threat to you if you're weak to it. And getting overloaded is certainly a thing that can happen with this.

Dream Mirror Extraction (400 CP, Discount Villain)

Dream Mirrors are part of a person's soul, separate from their Star Seed. If a Star Seed is someone's body and power, a Dream Mirror is their identity, creativity, and their desires for the future. A Dream Mirror carries much power for those who know how to turn it into energy, and you have the knowledge to extract a dream mirror.

Forcibly chaining someone to a magically appearing slab of stone, you shoot a blast at their heart, forcing out a dream mirror. You may gaze into the dream mirror by sticking your head into it, but this gives immense pain to the person. You'll get a complete look at who they are and what their dreams are like. You could manipulate a person and find their emotional weaknesses with this sort of information, and stealing their dream mirror can turn them into an emotionless, drivenless husk of an empty vessel. They won't die instantly, but they'll slowly wither away as they neglect themselves.

You can also force out any entity sealed in someone or possessing them with this power, as the extraction process also forces beings out of the person.

Companions

Fellow Senshi (50 CP per companion, up to 300 CP for 8 companions. Can be bought multiple times if you wish)

The power of friendship and love is a powerful thing in this universe. To stand alone in this world, when it is against you, will make things difficult on you. You may call upon your companions to assist you with this perk. Every companion imported with this purchase will get 600 CP worth in stuff to buy things. They may also get 200 CP to only buy items with. All origins are free for them.

Found Friends (50 CP per person)

If you have met someone here not part of fate, or someone not part of the series originally, you may take them along without needing to pod them. They get a free origin and 600 CP's worth of perks to buy, and 200 CP for items. You may also define their relationship towards you. Like minions or subservient senshi. You may also use this to purchase instead a crow from Corvus or a cat from Mau or a creature from some other planet. You may also choose their origins too, and they get the same benefits as well.

Powerful Companion (200 CP)

You may take a canon character you find here with you on your adventures, if you wish for their powerful assistance in battle. There is no need to pod them. So if somehow you can convince Chaos or Queen Beryl to come with you and help you in your evil schemes, you can. In fact, if you can, please take Chaos out of the Sailor Moon universe. You'll save the Senshi a lot of future grief in doing so.

Items

You'll get an extra 400 CP to spend on items.

2,400,000 Yen (50 CP, One Purchase Free Drop-In)

A bunch of money. Do whatever you wish with it.

Disguise Glitter Pen (50 CP, One Purchase Free Sailor Senshi)

This may seem like a normal looking pen that looks more like a shiny pink toy, and it even writes in four selected colors of glittery ink, but it's not. This pen enables you to disguise yourself as a random member of an occupation. You can even make yourself look like a different gender if you wish.

Daimon Eggs (50 CP, One Purchase Free Villain)

You have a box of six pink, flowerbud-like Daimon eggs. (Can be another appearance if you don't want your minions to come from pink eggs) These eggs are different from the ones you can create in that they can be implanted in both a sentient being or a mundane object. They replenish if you run out the next day.

Communicators (50 CP, One Purchase Free Mysterious Protector)

A set of two wristwatch-like communicators, useable over just about any range. You may see the other person through the communicators and what's going on around them. These Communicators are made of plastic and are waterproof and flameproof, and are even immune to breaking from getting stepped on.

Extending Cane (100 CP, Free Mysterious Protector)

You have a sword-like cane that can extend to twice it's length and hide as a cane. You may import an item into this slot to have it gain a cane form and can extend to twice the length.

Smoke Bombs (100 CP, Free Mysterious Protector)

These smoke bombs are perfect to help hide your escape--the smoke they make will be difficult to see through or for anyone to follow you through. These bombs will greatly muddle any supernatural or technical senses that try to track you through the smoke--you heat signature will seem cooler than what they are, your breathing, heartbeat, and steps will be muffled, any magical traces you leave will be too weak to sense. This doesn't completely hide you--people can just blow it the smoke away with a gust of wind and the smoke will eventually dissipate, so make your exit as quick as possible!

(100 CP Add-On, Mysterious Protector does not get this free) Any evidence you left behind in your exit, like foottracks or blood trail, will be extremely difficult to find in the vicinity of the smoke, even after it's gone. People will probably need professional tools and skill to find them. Any combat damage that happened will still exist--but as far as the evidence is concerned, you just disappeared where you stood.

Textbook (100 CP, First Book Free Drop-In)

Using this textbook, filled with information about any one field of knowledge, ranging from tactics to the curriculum of a high school science class to astrophysics, you can study up on subjects and learn things quickly. You find that studying from these books helps you understand and retain concepts much easier compared to a normal textbook. They have an almost magical quality to them that can help you get an intuitive feel for the book's subject. You may purchase this item multiple times for different subjects.

Book of Curses (100 CP, Free Villain)

This is a standard book of curses, meant to inflict minor things like nightmares, bad luck, and other kinds of evil magic. The curses aren't very strong, and can be easily resisted, but they sure are annoying.

Moon Mask (200 CP, Discount Senshi)

When wearing this wide domino mask, you can check up on your friends if they're in danger. You get a clear view of them--this only works if they're in any immediate danger. If your friend is walking around in a seedy part of town but they're not getting mugged, you won't see anything.

Magic Weapon (200 CP, Discount Senshi)

This blessing of Silver Millennium technology is a powerful magical enhancer. It can send blasts of energy, powered by only your emotions, at goes in a great attack. This weapon can range from a lightning rod that extends from your tiara that sparks with energy, a magical chain that can strike with the force of comets, and other things. You carry one weapon on you that is powered by your emotions and serves to augment your attacks. You may import any weapon into this slot. This item also receives the same boosts of power you gain during this jump.

Companion Crystals (200 CP, First Purchase Discounted Mysterious Protector)

You have a bag of crystals in different colors. When you take time to meditate and flow some form of energy from yourself into the crystals, you may converse with your inactive companions such as asking them for advice or simply to chat with them. An image of the person will appear as you speak to them. This image cannot interact with the environment, but they can see it and comment on it. The people you can speak to with these crystals can be your inactive companions, but when purchasing this you can instead let you speak to long-dead allies if you attune these crystals to them while they're still alive. Note that if you kill an ally attuned to this crystal yourself, the ally in the crystal will know that you killed them and will refuse to help or speak to you.

Dark Badge (200 CP, Discount Villain)

With this badge, you can grab decently-powered energy beams or charged objects and throw them back at the person who shot them. You're going to have to get shot with something bigger if they want to take you down. You're not getting shot today. Not at all. You cannot grab energy beams of an energy that are poisonous to you in some way, like a purifying beam.

Staff of Power (200 CP, Discount Villain)

This staff enables people to concentrate their magical energy and aim it at a specific person. It can also help enhance any magic you cast through this wand, and not only that, it needs a very little amount of magic to cast powerful spells. Any villain that prizes efficiency will find great use out of this staff. It does its job best when used to cast bad luck curses or subtle magic, but it can blast

Daimon Gatcha Machine (200 CP, Discount Villain)

This is a shiny vending machine that dispenses nice quality figurines. What these figurines are can be something you personally choose yourself. But this is no ordinary Gatcha machine. This Gatcha Machine gives Daimons already pre-made with no need for a host. They just need energy to truly come alive. Think of them as freeze-dried Daimon. When a Gatcha is opened, the monster inside will steal the energy of the person opening them. Or you can just disable this and get some cool gatchas. You get a set of two per purchase.

Messenger Cards (200 CP, Discount Mysterious Protector)

These are blank cards that imprint vague images on themselves when you hold them and picture the image in your mind. You may plant these cards in places where the recipient can find them, and they won't question how the card got there. The intended recipient of these cards will always recognize the images on these cards and will know exactly what it means, so if one wishes to give someone a sign to act, or to warn them of someone, they may use these cards.

Sword of the Silver Crystal (200 CP, Discount Senshi)

This pale, white silver sword glimmers as if it's illuminated in moonlight. This is a powerful anti-evil weapon. When this sword is used to pierce someone with evil or selfish intent, it can slice through their magical defenses like a hot knife through butter. In addition, it's tough, tougher than diamond.

Super Vizor (400 CP, Discount Drop-In)

This computer manifests as a vizor that appears at will over's the user's face, as well as recording someone. You can also take out a USB drive from the side of the Vizor. This can scan for someone's strengths and weaknesses through observation by scanning the target's actions. It will also suggest possible actions one can take to help take down the person or solve the situation, however the Vizor does not account for the user's own capabilities and neither does it seem to be able to predict what will happen next if you do take those suggestions. Also comes with a very smart AI.

Luna Ball (400 CP, Discount Drop-In)

You now have a Luna Ball! Which is like a magical swiss army knife, but on steroids. This can hypnotize people and get them to believe anything within reason (Such as you being a married couple's niece or nephew who has come over to stay for an indefinite amount of time, letting you mooch off them), can turn into a (nonlethal) gun that looks like an actual gun indistinguishable from the real deal, a parasol, and other assorted items.

Dark Crystal Earrings (400 CP, Discount Villains)

These silver earrings have a dark crystal hanging from them, but you can change their appearance if you wish. They don't even have to earrings, even. These crystal earrings will allow someone to take a dark transformation, where are powers and strength are slightly above those of a Daimon and they take on a uniform of your design. While you yourself cannot benefit from these earrings, they make a good bargaining chip when you don't feel like sharing your power with someone but you wish to offer something.

Magus Gun (400 CP, Discount Villain)

You hold a marvel of magic. This magic gun is extraordinarily useful. This gun is shaped wide enough and tough enough to act as a shield, and it uses magic as it's bullets. However, one does not need to charge it during a battle. For it absorbs most magic and uses it to power it's batteries. But due to a design flaw, it can be overloaded with a strong enough magic attack and explode. Don't worry, though. You'll find a replacement in the warehouse the next day.

Time Key (400 CP, Discount Mysterious Protector)

You have a weaker version of the time key. While this time key cannot let you travel back in time, it will help you be more precise about the moment you wish to arrive in if you do any sort of time travelling. It also can help stabilize any huge sized time-space distortions.

Sealing Sword (400 CP, Discount Senshi)

On this jet black sword lies an old inscription "As the glory of the moon shines bright and dispels shadows, so too may the one pierced with this sword become banished into a deep sleep." Indeed, the sword is capable of sealing those sufficiently weakened who are pierced by it after the user chants this phrase. Upon sealage, the target will enter a deep sleep. It will take powerful magic to awaken them, and time will eventually weather away at the spell.

Dazzling Crystal (400 CP, Discount Senshi)

The Silver Millennium was named after the gem that made it all possible--the glittering Silver Crystal. This was the star seed of the Moon, and it is the most powerful artifact in the entire galaxy.

You have a weaker copy of the Silver Crystal, which functions as a power enhancer. Any spell run through it has it's powers increased to powerful effectt. It takes energy from your life force and concentrates it into magic power. But if you put effort into fiddling with it, then maybe you could use it to enhance other sources of energy. While it lacks the power of resurrection and purification of the original Silver Crystal, it is still quite potent.

It can take any form you wish, like a lotus or tear shape. You can change this form at any time as well with some magic on your part. It comes in a dazzlingly jeweled case, the crystal itself hanging from a silver chain beaded with pearls. Luxurious red velvet pads the inside of the case. This case cannot be damaged and it will never rot away, and the silver chain cannot break unless you wish it to break. You may take the crystal off the chain if you wish.

Orgel (400 CP, Discount Mysterious Protector)

A star-shaped locket that doubles as a music box and can reawaken a person's true memories and will. While it carries a familiar tune that can help weaken someone's hold on a person if they're brainwashed, to truly banish the effects of the brainwashing or mind control they must physically touch it.

Silver Millenium Technology (600 CP, Discount Senshi)

A database of humanities technology and magic used during the Silver Millennium. Given enough time tinkering with this respiratory of knowledge you could replicate the technological feats that the Moon Kingdom used such as terraforming inhospitable planets, faster than light technology, create items power by emotional energy, and even scan a person's mind to create an AI that can guide the actions of those who use your technology. Some would say this technology is indistinguishable from magic, however you'll find that magical things were also created during the Silver Millennium and you have access to that information as well. The creation of magical weaponry, the magical methods of creating something like the Sailor Cannon, and more are evidenced within this database beside the technological marvels. Whilst you can't create something on the level of the Silver Crystal of Queen Serenity you do have access to the massive bulk of information that could help in the rebirth of a New Silver Millennium.

Magic Mirror (600 CP, Discount Drop-In)

This mirror is as clear and still as a pool of water. Within it's depths lies the wisdom of the past. One may gaze upon it and have general questions answered from information that isn't a closely-guarded secret. This Magic Mirror will also see past any illusions or disguises reflected inside it. If someone is a reincarnation and they gaze within the mirror, you may see who they were in a past life and gain a vague feeling as to who they were. If someone was a mighty warrior, for example gazing into the mirror may conjure feelings of adrenaline and power within someone. You may gaze upon someone you share a bond with in this mirror, and teleport yourself to them if you must at any time with the spoken command "submarine mirror". It may only teleport the holder with this ability. It can also produce a forceful torrent of water, like the might of a raging storm.

Garnet Orb (600 CP, Discount Mysterious Protector)

This gem carries with it a taboo power. Time is an important aspect of reality, one that carries terrible consequences if tampered with. This gem has the power to stop time. Pausing time, however, is not forbidden because of the impact on time one could have of its abuse. Pausing time is a powerful ability, as the entire flow of reality itself is put on hold for the actions of the few. Such a power, to halt the movement of an entire dimension itself, requires the sacrifice of the life using it. Sailor Pluto's Garnet Orb allows her to do this forbidden ability. This orb is similar to hers, but the cost is merciful.

You may, pause time for up to a total amount of one hour per jump with this orb. While you can stop time at any moment you like, the gem will, during the paused time, begin to crack as you use more and more of this paused time. When you have paused time for up to a total of one hour, the gem will shatter. For example: If you paused time for twenty minutes the last time you used it during a jump, and then paused time for fourty more minutes, the gem will shatter. You will find a new orb when you go to the next jump. It can also summon up a circular force-field to protect the user and their friends from any time altering acts, such as freezing or slowing them.

If the user has the Senshi Origin, they may also summon up a great power from this orb, Sailor Pluto's Dead Scream. An attack that speeds up time around the target to disintegrate them. This power is a great draw on its reserves, and can only be done thrice per month. Dead Scream usage will not harm the orb, but time pausing will.

Space Sword (600 CP, Discount Senshi)

The planets spin in orbit around the sun are pulled by a great force that move entire worlds. This sword has the might of that same driving force, manifesting in an overwhelmingly mighty slash that can split the ground itself. If one were to strike the earth with it, it could create earthquakes that shatter entire cities. One may send a powerful beam with this same force from the sword at will. This same force may also summon up a cutting whirlwind that slices into people as if it were steel. It is a simple boon compared to the others, but unmatched in it's strength.

Scrying Pool (600 CP, Discount Villains)

This is a dark pool, upon which no ripples disturb it. It seems bottomless in it's darkness, until you gaze within the depths. This pool will allow you to watch your enemies, and anyone else you wish to keep an eye on within the peace of your own base of operations. But you may also curse your enemies through this pool if you wish, or speak with your minions in distant dimensions or worlds. It is difficult to jam the scrying magics of this pool, but it is possible to do so.

You may so see very faint visions of the future, but you will have to figure out the specifics yourself, as voices and specific identities will not be easily identifiable.

Sailor Castle (Free for Senshi/800 CP, Discount Senshi, 600 CP for Mysterious Protectors)

This is free to have during the jump for Senshi, but you must pay to keep it after the jump.

The moons that orbited the planetary Kingdoms always watched over the planet. Like guardians. It was for this purpose that they were chosen as the locations of the castles of the Senshi that ruled and protected their world. These castles were fitted with the most powerful technology of the Silver Millennium. So great and advanced was the tech around it, and the architecture built so masterfully that it still stands today, in working condition. As if it was never almost demolished by the dark forces of Queen Beryl. This is probably because of the amazingly efficient self-repairing technology of the palace. It could create matter from nothing. Even when it's owners were dead, it continued to function for almost a thousand years, off the almost infinite energy supply. It appears to cater to the owner and their guests' every whim--no comfort is spared here. If you want food, you'll find that it'll appear right in front of you.

You can contact other people from this Castle, and it can act as a base of operations. Unfortunately, the Sailor Castle of Mysterious Protectors could not stand the test of time--the massive CP Price is needed to completely repair the castle, as it lacked the self-repairing technology. The price has been lowered slightly for them, as they do still technically own the

Castle. And if they buy the Castle, they'll find that it has been given the self-repair system (plus defunct superweapon) free of extra charge.

However, the castle's superweapon, the cannon, is defunct. It was never included in the self-repairing system, as there was a chance something could go wrong without manual input and fire off the cannon. Thus, you will still need to buy the superweapon within it to be able to activate it, or fix it yourself.

This castle is appropriately spaced and can act as a warehouse add-on if you wish or can be a floating base located in the setting's orbit when you go to other jumps. In jumps with "strange" orbits, like a virtual reality world, this will become an add-on. You may change between the two during character creation at a jump. You may teleport here any time you like by simply raising your open palm to the sky with the command "Castle Teleport!." Sailor Eris's Castle is called Discordia.

Subspace Dimension (Free for Villain/800 CP, Discount Villain)

This is free during the jump for Villains, but to keep it after the jump they must pay the CP price.

It is too dangerous to plot and scheme where you're vulnerable. You know what you're up against. In order to have complete security, you must stay in another dimension entirely. Thanks to your dark magic, you have a dark mini-dimension where you live and scheme in peace. This dimension jams most attempts to scry or enter it by someone who isn't your ally. Inside this dimension is a spacious castle with much luxury and elegance, although the interior can be designed up to your tastes with the mere thought of a command. This can act as a warehouse add-on or a separate place entirely. You and your companions can flee to this dimension anytime you like, and at any place in it from the outside world. With just a mere thought, your companions will have a safe haven. Tracing a path to this dimension is difficult, and this dimension is a challenge to even detect. It would in most cases take a fluke for someone to find this place.

This dimension is not a big one. It is about a large city's size. It could be perfect as the capital an evil empire, but it's pretty dark, lit only by the lanterns that illuminate the halls of your castle. Perhaps you could build something here, but that would require magic or outside resources. But for you, the castle is at least comfy and roomy, and well-lit.

Drawbacks

Drawback Limit of 1600 CP, unless taking the scenarios, in which case it becomes 2600 CP.

La Soldier (+0)

Why are everyone's outfits so gaudy and yet so cheap looking? Why is everyone having giant musical numbers? Good lord, who are all these new characters? What's this about Dracula?

You're in the Sera Myu canon, which are a series of musicals based on Sailor Moon. Yes, vampires are involved at some point.

Or if you like, you can use this drawback go to any other continuity. Crystal, manga, anime, abridged series...your pick. This jump starts out in the manga continuity.

Another Timeline (+0)

If you desire a departure from canon events, then choose this option. You may go to a Sailor Moon fanfiction instead if you wish to. Of course, you cannot get stuff or people from crossovers, but it's the adventure that matters, right?

Crybaby (+100 CP)

You're such an annoying, overdramatic crybaby! If you trip and fall, it'll hurt so much that you'll start crying! You may annoy your allies with your whining and crying. You'll have cowardly impulses as well. You can still fight like a warrior, but god, you will be annoying to your allies all the way.

Big Eater (+100 CP)

You can't resist eating tons of sugar every day! But...your metabolism will also be like a regular human being's when it comes to digesting sugars. You might get fat or have other adverse health effects, but nothing lethal enough to kill you. It's an inconvenience. If you eat too much sugar you'll get a tummyache, and that's no good when fighting the forces of evil! Perks or modifications that will help with this will not work.

Scary Reputation (+100 CP)

People will have a difficult time accepting you as a benevolent entity if you reveal yourself or you're caught using your powers. They won't be chasing you with pitchforks and torches, but they'll circulate bad rumors about you and regular humans will look down on you. Possibly even bully you for being a weirdo. Usagi and her friends will also be wary of you at first because of your unusual presence, and your first meeting with them may or may not be a pleasant one. She and her friends will look past this with time as long as you prove yourself harmless.

Klutz (+200 CP)

You really are just not coordinated. You'll trip over your own feet, a smooth landing you just cannot do, and you'll find yourself missing hits a lot. With practice this will go away, but you'll be relatively poor at fighting for a while. Better not slack off during PE.

Jumpchain Power, Make-Up! (+200 CP)

You can only access your other jumper powers and make full use of your magic weapons and skills when transformed. So you can't access your super powerful dragon form or hurl fireballs or use magic unless you transform. If you don't have the senshi origin, your cry to transform is "**Jumpchain Power, Make-Up!**". You also have a transformation stick to help you transform. Keep it close by.

Mental Weakness (+200 CP)

You're a lot more sensitive to any mental attacks coming from your foes. Maybe something happened in your past that you can't get over. Maybe you are just a lot more sensitive than usual. Or maybe you have a dream that you just can't achieve, a lost love, or a friend that died. Either way, don't expect to have thick skin during this jump.

Reincarnated (+200/+300 CP)

You've got no memories of your past as a jumper. You just think of yourself as a regular person until events around you make you start feeling that you're not a normal human. Maybe monsters will attack you, maybe you start using your jumper powers. Your powers other than the ones you have purchased in this jump are heavily weakened in this state, but you can still hold your own with them in an emergency. Your powers will grow with time and training back to their usual form, or you can wait until the end of the jump to get your powers back to their former glory. You will also slowly regain your memories through dreams and visions when the jump starts. If you take this with the Enemy of The Moon Kingdom drawback, you will awaken with no memories. Your companions do not suffer this memory loss, but they will be separated from you until you find them...

(+100, to a total of +300) ...Unless they also get memory wiped with weakened powers. They'll be reborn closer to you to compensate. Their memories will also return gradually.

A Cat (+200 CP)

You are confined to the form of a small housecat for the jump. This form looks like a regular housecat but with some unusual markings that can give you away, like a crescent moon on your forehead. While you can still use your powers and can speak to humans, you cannot shift forms. This form is not stronger or faster than a regular housecat, so don't expect to get involved in combat if you want to stay safe. This form will have none of your physical improvements or regeneration either. You are just a frail housecat. You may still use computers, oddly enough--typing isn't difficult at all for you, for some reason. You will be subject to catlike impulses. Also expect to be picked up a lot and kissed on the forehead. Who's a cute lil' natural killing machine? You are~ You are~ *kissy noises*

You may keep the cat as an altform after the jump if you wish, your physical enhancements and regeneration returned.

Another Story (+200 CP for Origins other than Senshi, +300 for Senshi)

Shaman Apsu seeks to eliminate the Senshi from the timeline by erasing the legend of the Sailor Senshi. Your very presence alone to that is a huge threat for this reason, given your unique status as a jumper. You are an abnormality, and she knows this. Villains will find that she distrusts them and will not ally with them. She will revive old enemies from the Sailor Moon franchise and send them after you and the Senshi.

She cannot erase Drop-Ins through time nonsense, but she can erase any other origins through time shenanigans if you leave her alone. Drop-Ins aren't entirely safe from her, however--she can still kill you through other means in the present. That includes old-fashioned murder. She will act between the time of the third and fourth arc.

Senshi jumpers will find themselves with an Opposito Senshi version of themselves after them. This version of yourself will lack out of jump powers, but they will still be a threat. This Opposito Senshi self will be a formerly mundane person from Crystal Tokyo who is similar to you in temperament and even shares some values with you, but is in conflict with you. They too, for whatever reason, also wish to change fate. And they will do anything to change it, even accept power from a force as nebulous as Shaman Apsu. If you defeat Apsu and they're still alive, this you make take this Opposito Senshi version of you with you. They will not have your out of realm powers.

Taking this drawback for the Fall of the Silver Millennium Scenario means that Shaman Apsu is also working behind the scenes to assist Queen Beryl, and if Beryl is defeated you must also fight Apsu.

Taking this drawback in the Reach Past The Stars scenario, means that Shaman Apsu will turn against you in a bid to win the favor of the Moon Kingdom so she can get the chance to cause her own changes to the Moon Kingdom.

Unlucky Target (+200 CP, Cannot be taken with Foe of Chaos)

Somehow, no matter what, you'll always end up as one of the targets of the villain's latest schemes to gather energy. If you're not careful, you could end up completely drained. Although you'd really have to be trying hard to lose to let this happen to you. It's not because the villain of the day is specifically targetting you or anything, you just have terrible luck in this department.

Earth Empathy (+200 CP)

You have an empathetic connection with the Earth. This may seem like a boon at first. However, as the major dark forces on Earth grow in power, nausea will rob your senses and strength. You will eventually become bedbound when these forces are at their peak in strength. When the villains show up and are causing havoc, you'll become very feeble and feel your power waning. You may power through this, but it won't be fun.

Servant of Evil (+300 CP)

As you gaze upon your companions, you realize that one is missing. One of your active companions is being actively corrupted by dark magic into fighting against you by a powerful foe, such the villain of the usual arc. You cannot summon them to help them, and if you do not snap them out of it by the end of the jump, you will lose them as a companion. Great darkness empowers them, and they will go out on energy gathering missions to help their new employer. Any attempts to stop them will put you in conflict with them. If somehow, you killed them, they won't come back. Ever. You may purify the companion with magic to snap them out of their darkness-induced mind control, but even then they will be susceptible to future mind control for

the duration of this jump. Your other companions will also be susceptible to corruption and kidnapping, but not as much as the selected companion.

Are your bonds strong enough to truly stand these trials? There are other drawbacks to take. I am sure you can survive this if you take the easy way out and just kill your companions but...you aren't heartless enough to do that, right?

Old Foe (+300 CP)

The concepts of soul mates is nothing new, but there is also the concept of soul hates. Two people always destined to just beat the stuffing out of each other at least once in their lives. You have a soul hate, in a way. You had many friends in your past life, but you also had many enemies. One of them has carried their grudge from that ancient era to the present. Rival or foe, you two really had it out for each other somehow. You slew them, by accident or by intent. They've returned now. And they're furious. Perhaps you could convince them to join you or lay down their weapons, but not after many battles and conflicts. Even by then, who knows if you can patch up a millennia old grudge that transcends lifetimes. For Drop-Ins, they find that there is a special foe that hates them for some reason and will go after them. Constantly. This may be a new foe, or an old one from past jumps, reborn in this jump, if you wish to face an enemy from the past instead.

During the Fall of The Silver Millennium scenario, this foe will be a rival or enemy of yours, and you will have to either kill them or clear up this grudge against you through friendship.

Taking this drawback in the Reach Past The Stars scenario, this foe will also be a rival or enemy of yours, and you will have to either kill them or clear up this grudge against you through friendship. They will join the Moon Kingdom in keeping you down.

Moon Mentor (+300 CP, Cannot be taken with Enemy of the Moon Kingdom)

Luna, Usagi's cat and advisor, was killed not long after she found Usagi and awakened her to her duties as Sailor Moon. No attempts to revive Luna will work, so it's up to you to mentor this lazy crybaby into a truly great future Queen and help her find the other senshi. She must have the leadership skills necessary to lead a new Silver Millennium. Usagi must be able to defeat Chaos, and she must become a strong and capable leader. She also must be loved by her people. She will be difficult to mentor, but perhaps you could do it and make her even better at defeating Chaos. If she becomes unloved by her people, she dies and does not come back, or if Chaos wins, it will count as a lose condition. Also, ideally you should ensure that she has good child-rearing skills to make sure that Chibiusa grows up happy. The Neo Silver Millennium needs a good heir, after all.

During the Fall of the Silver Millennium Scenario, taking this drawback means that Princess Serenity becomes Sailor Moon at the start of the battle against Queen Beryl, but she will need a mentor, and Luna and Artemis are too busy doing things for the Queen to mentor her.

Taking this drawback in the Reach Past The Stars scenario means that Usagi will join you in your quest to make humanity expand, but the soldiers and forces you fight will scale to her strength, plus you need to teach her.

Enemy of the Moon Kingdom (+600 CP, Villain Origin only, Cannot be taken with Moon Mentor)

In the past, you were a great sorcerer or scientist with evil intentions. With a powerful army at your disposal, you attempted to invade the Moon Kingdom long before Beryl did. Unlike Beryl, you couldn't destroy the Moon Kingdom. You were thwarted by a great light, and put in a deep sleep somewhere on Earth. For Queen Serenity sealed you and your army away with the Silver Crystal.

When you awoke, Luna sensed the great amount of energy you released. She recognized it as your awakening, and has warned the senshi about you. Even if you don't plan to harm them, they'll still come after you. They cannot be talked down, as they feel that you are too much of a threat to be allowed to continue your ways. Usagi hates killing people, but getting "purified" by her is a lose condition.

Taking this drawback in the Reach Past The Stars scenario means that the Moon Kingdom is aware of who you are and will be prepared for you when you start.

Foe of Chaos (+600)

Chaos, the source of all evil in the universe and the one behind every foe the Senshi has faced, who is indirectly responsible for the end of the Silver Millennium, has set its sights on YOU. Don't you feel special? The known most powerful Sailor Senshi in canon (Next to Usagi herself), Sailor Galaxia, was not able to destroy it and had to resort to sealing away Chaos inside her. Chaos then proceeded to *posses her*. That's how powerful Chaos is. All of Usagi's foes will target you, as Chaos has implanted subliminal messages into their mind that you are a top notch source of yummy energy! You're going to have to team up with Usagi, or fight it yourself. But fate will prove merciful--until the time Chaos arrives in canon, you have little to worry about an attack from Chaos itself. You will have to contend with Usagi's foes targeting you, meanwhile.

You do not have to truly destroy Chaos, just defeat it, but even that will be a feat. Chaos can revive people and mind control your friends to attack you when it arrives. Kill it once, and it will never return to haunt you.

Chaos will still show up if you take the Fall of the Silver Millennium drawback, but only after you have slain the rest of Usagi's foes.

Chaos will threaten your Interplanetary Empire in the Reach Past The Scenario near the end.

Scenario

Fall Of The Silver Millennium

Jumper...it would seem that something odd happened. You haven't been deposited in 1989. You've been deposited many, many years before 1989. You're right in the twilight of the Silver Millennium. A time of great prosperity and mirth throughout the Solar System. Humanity is thriving on many different planets throughout the Solar System. Earth and all other planets enjoy a great alliance. Things seem to be almost utopian.

But there are whispers that those ruling the Earth are considering breaking off the peace treaty with the Moon. Sage Beryl, known far and wide for her great wisdom and talent in the magic arts, has been acting more and more reclusive. Some say she's beginning to use her knowledge of magic for evil. That she communes with dark forces when she believes no one else is around. If events proceed as fate has dictated they should be, Queen Beryl and Metallia will take over the Earth two weeks into your stay. They will then proceed to try to take over the rest of the Solar System, starting with Planet Mercury, and then moving onto Mars, and so forth. You know how this will end. The Moon Kingdom will be obliterated, after the rest have been taken over.

However. Fate didn't account for you, Jumper. Maybe you can stop this. Maybe you can unite the kingdoms to form a unified front under your banner, Senshi. Protector, your kingdom was not as prosperous or powerful, but you are clever. Perhaps you can outwit Beryl. If you started on Beryl's side, maybe you have information the Senshi don't, and your betrayal will hit her the hardest. The people of the Moon Kingdom are kind folk who will trust you as long as you do not act suspicious. Maybe those that came from outside of this world can be the stick that jams the cogs of fate. Maybe, just maybe...you can change destiny. In fact, you not only can, but you *must*. Queen Beryl must not win, and Princess Serenity must not die. Else you will be sent back home. Through killing her or convincing her to stand down, you must stop her. If you have the power to bring back Princess Serenity you can do so, but the Silver Crystal will not revive her as the Moon Kingdom's Queen is not strong enough in power to revive her with the Silver Crystal, only reincarnate her.

But destiny hates change, and will fight you at every turn.

Please take note: This Queen Beryl and Metallia are far stronger than the ones you fight in the present day. They will be at the very peak of their power. The Beryl Usagi fights in 1991 is nothing compared to the Beryl you will face. And that Beryl was entirely capable of killing the Senshi. Defeating Beryl will grant you +800 CP to use for whatever you wish.

Post Beryl-Defeat, you will have to contend with Sailor Moon's other foes, and Chaos still lurks in the universe somewhere. It was NOT pleased that you destroyed one of its agents. It won't show up until the rest of The Moon Kingdom's foes have been defeated, however. Unless you wish to take the initiative and go to the center of the galaxy to fight it yourself. Until the time the

jump would typically end if you did not take this Scenario, enjoy a long time living in the Silver Millennium, broken up with further interruptions from Usagi's foes.

The Dark Moon Kingdom in this new timeline comes from a future where Princess Serenity became Queen, and they also come from the penal planet of Nemesis. Chibi Usa will appear if Princess Serenity married anyone (even if they're a girl, as Moon Technology can make children from pure DNA.), with a similar backstory. She will appear a few months after you defeat Beryl from the future relative to her showing up in the past.

Pharaoh 90 will assault the Solar System, starting from the Outer Planets. Pharaoh 90 is weak in his usual form and will subtly try to harvest energy from people in the Outer Planets through a chain of schools. Sailor Saturn is at risk for possession by Mistress 9, an evil spirit that works with Pharaoh 90. If this happens, prepare for a tough fight.

Queen Nehellenia will return from being sealed on the Dark Side of the moon, under the guise of a travelling interplanetary circus. She is searching for life energy so she can find a means to take the Silver Crystal for herself.

And finally...Chaos. It heard about the Silver Crystal, and will be arriving after you defeat all it's agents in the form of these villains. Unless you head to the center of the galaxy yourself.

You will remain youthful during your stay here. You cannot die unless you are killed. In fact, as a minor side effect of your stay here, you will remain youthful and immune to all diseases and cannot die unless by the actions of someone else.

Reach Past The Stars

You've been placed at the height of the Silver Millennium, with one dream.

Humans must grow out of their cradle in the Solar System.

It's a shame that Queen Serenity, in all her wisdom, does not agree with your plan. She thinks that which exists past the edges of the solar system is too dangerous for humanity to live in. This is false and you know it. It is dangerous out there, but it's nothing the Moon Kingdom couldn't handle. But nothing you say can change her mind. All others shall side with her for now, but perhaps you can convince them to turn against her later on if you must.

It would seem that you will have to conquer the Moon Kingdom so this dream can be realized. For humanity's sake, it must go. You do not have to destroy it, but armed conflict is inevitable.

You will start the scenario with basic control over your kingdom if you're a Mysterious Protector or Sailor Senshi, an army waiting to conquer Earth if you're a Villain, or with Queen Beryl on your side for Drop-Ins.

You must take over Earth immediately on your first step. The Moon Kingdom won't be able to respond in time, hence why you must be quick about taking it over. Earth and the Moon Kingdom currently has much tension between the both of them (Through Earth's own doing), so it is unlikely the Moon Kingdom will come down and help Earth until it is too late if you are quick enough.

Only when you have completely taken over Earth may the Moon Kingdom finally take you seriously.

Queen Serenity will sense your out of universe nature and use the Silver Crystal to teleport the moon to the edge of the outer solar system to protect the Moon Kingdom. You are too much of a threat for now, and she must plan carefully for you. Serenity needs to think of a way to stop you. Earth's environment will suffer as it loses the moon (Such as the tides losing their regulation and other disastrous events), and the Inner Senshi will begin their assault. They will unleash the power inside the castles in great energy beams in their fight against your armies.

They also have armies. While an individual soldier is not as strong as a senshi, they still have sorcerers and magical warriors on their side. Plus the tech of the Silver Millennium. While none have the power of the Silver Crystal, their tech is highly advanced. You will have to beat them off with your army or get the senshi to join you. A fight may be unavoidable, but their deaths are not. Win them or your side or kill them. It's your decision. Every individual senshi has their own strengths and weaknesses. Mercury, for example, has probably the most advanced tech of the inners. Her world is close to the sun, but her people have mastered technology to such a degree that the world is a water paradise in spite of this. Mars's warriors have the best tactics, Venus has the best leadership, and Jupiter has the most strength in terms of raw power.

Mars is the most Earth-like out of all the planets, with water and mountains. Venus is a cloudy, rainforest like world where flowers bloom eternally.

Then, you must fight past the Asteroid Belt.

Some of Uranus's and Jupiter's forces have been waiting here to fight you. You must break past them to reach the outer planets.

Then you will hit Jupiter.

Jupiter is a gas giant where its people live in floating towns. They have had to build all vestiges of nature in this gas giant, giving them mastery of all ecology. Their cities and crops are the best in the inner planets

You must then pursue and beat off the Outer Senshi. Sailor Saturn will try to reset everything by lowing her glaive that kills everyone when cornered, so you must take her out first. Her planet is a world of endless farms, and it provides most of the food in the Silver Millennium.

Uranus and Neptune will appear, attempting to overwhelm you with their forces by teaming up. This will be the most difficult fight. Neptune is a planet that is more of a giant marble of water, with floating cities. Giant whale like creatures drift around the marble. Uranus, by contrast, is a world of eternal sandstorms ruled by various city states. Sailor Uranus does not rule it, but merely acts as its protector. You may have to run around here conquering the many city states than just expecting Uranus's allegiance or defeat to get the planet's support.

Pluto is known as the 'graveyard of the Silver Millennium' for the many tombs here on this small planet. Here are where the heroes of the past rest their bones. And Sailor Pluto has an army of highly advanced automatons, armed to the teeth. They are magitech, their cores consisting of the star seeds of the heroes buried here. For these heroes vowed to protect the Silver Millennium even after death.

Pluto will appear with this vast army of dead heroes. As the very first Senshi out of the Outers who fight invaders, her army is the strongest. Pluto is a gas giant just like the rest (even if in modern times it is small), but it has the most strength. Your army could also be very low on resources, considering how you have come this far whilst fighting the Senshi. It's not an unwinnable one.

Your final battle against the Moon Kingdom will be a harsh one. You may have gained strength during your battles against the Senshi, but this battle will still be a very difficult fight. This is the grand finale of the war, as Queen Serenity has gained the remaining forces in the Solar System that you have not defeated or haven't joined you, into a grand force that will take you down if you aren't careful about defeating them.

Once you have defeated her forces, Serenity will accept defeat in exchange for her people's lives. Accepting her defeating and letting everyone live will ensure cooperation.

Now you must settle the world outside of the Solar System. While it won't be for a while that you meet other civilizations, it would be nice to send out a signal for them to find to let them know you're here.

Colonize the outside of the Solar System. It may be difficult, as at first you may find very small asteroids to inhabit, but don't give up. Expand your empire. You'll meet many new foes, and possibly run into Usagi's foes from the path she was fated to follow.

Queen Beryl will betray you if she teamed up with you on your quest to fight the Moon Kingdom, and you will have to fight her. If she has not or she died, she will come back.

The Dark Moon Kingdom will pop up as a rebellion from a penal colony if you have those or as a rebellion from one of the fringe colonies if not.

A group of Saturn scientists will be led into fighting against you, their leader possessed by Pharaoh 90, a being that infiltrates your Empire (And the first outside being you come in contact with if you haven't met other beings yet).

The Dark Moon Circus, led by Queen Nehelania, will descend on your empire.

Finally, peace will reign on your empire. Unless you WANT Chaos to return. Taking the 'Foe of Chaos' drawback will make Chaos appear to fight your kingdom.

You get to keep your interplanetary empire as you go to other worlds. You have earned it.

Return

Return home to your life before. This excitement is too much for you.

Stay

You live on in the prosperous Neo Silver Millennium when the time comes for Usagi to become Neo Queen Serenity. Or if you took over Earth, welcome to your new Dark Kingdom.

Go

Keep fighting in other worlds.

Notes

How To Truly Destroy Chaos

Usagi wasn't able to purify Sailor Galaxia of Chaos's control, even with the godly power of the Silver Crystal. Chaos was not truly destroyed in canon, as the only way to destroy it was to destroy the Galaxy Cauldron, the source of all stars and life. Once it is destroyed, no new star can be created. As Chaos is the personification of all the collective evil of all known races from other planets, only by destroying the cauldron can one destroy Chaos. Usagi refused to do this, and instead shoved Chaos into the cauldron, destroying it for now. You don't have to permanently kill Chaos if you take the Foe of Chaos drawback, if you have the means to, you can also shove Chaos into the Galaxy Cauldron if other methods don't work for you. That will count as a defeat as far as the drawback is concerned.

What Are Star Seeds?

It's the equivalent to a soul in this world. Every sentient being and star and planet has a star seed. On the subject of what has a Star Seed and what doesn't; any sentient being within reason has a Star Seed. The reason the Sailor Senshi's star seeds are so important is because they're the most powerful star seeds. Outside of the jump, the same thing will happen as described below if you use Starseed Extraction.

Sentient objects could, theoretically, possess a star seed. Normally, a random person with no strong will turns into a phage, or basically a monster, upon losing their star seeds. The reason why removing normal people's star seeds turns them into monsters is because their weak star

seed cannot resist immediate corruption by the outside world. It is for this reason that a phage cannot be returned to normal by defeat in combat alone--one must heal or purify it first. Only Usagi can do this in the setting, but a decently powerful jumper could probably figure something out. Sufficiently powerful organic beings who have their star seeds removed fade away without turning into a phage, as their star seeds are strong enough to resist corruption.

In the case of sufficiently powerful non-organic beings like cybertronians or magical sentient swords getting their star seeds removed (Removing a cybertronian's star seed will also remove their spark) their bodies do not fade away and they do not become phages, but they do lose their power. The talking sword becomes a regular sword, the cybertronian becomes inanimate. A star seed is also used to reincarnate someone--if you keep someone's star seed and use it for stuff, they cannot reincarnate naturally.

The Silver Crystal is Usagi's Star Seed and if you steal it or break it, she will die. I'm not trying to limit you. That's literally what happens when she loses the Silver Crystal or it breaks in canon. She dies.

For the Fall of The Silver Millennium and Reach Past The Stars scenarios just fanwank how long you're going to be there. I don't really mind if you stay there for a short while or a long while.

Can I be Sailor Mau and/or Sailor Corvus?

Sure! You may start the jump out as a reborn version of those two if you choose one of them. If you are, you can say that the sailor senshi of those planets, despite being killed and their star seeds stolen by Sailor Galaxia's minion, somehow escaped her grip and fled to Earth, attracted by the Silver Crystal's power and taking solace under it. Galaxia has been in business for a long time, so I think it's reasonable to say an escaped Star Seed was able to grow to maturity during that time.

Now, if you're doing any of the scenarios, the same will apply, except that you'll be the actual Sailor Mau or Corvus instead of their reborn star seeds, as Galaxia had not reached the planets that time. For the purposes of these Scenarios, we're going to assume that Mau or Corvus are close planets to the Solar System.

You may in fact be any of the Sailor Senshi from the planets that Galaxia destroyed, as escaped star seeds.

Changelog

0.5 Added some new perks like Energy Absorption and Nimble Paws, made sure to add a lot more villain stuff. Added a clarification that canon events that kill everyone in the universe won't end your chain if you lack 1ups if Usagi revives everyone. Nerfed some stuff, toned down the

meta or moved it to notes. Polished and elaborated on a lot of perks. Added Fall of the Silver Millennium Scenario.

0.9 Clarified perks, added on to Fall of the Silver Millennium Scenario. Added Lineage of Warriors perk.

1.0 Clarified stuff about the scenario still.

1.1 Fixed formatting, gave the doc HD look, added clarification to some perks/drawbacks, buffed Time Key so it can stabilize big space time distortions instead of small ones, Enemy Of The Moon Kingdom drawback is now +600 CP instead of +500 CP, Another Story Drawback has your Opposito Senshi self as a companion reward for Senshi Jumpers, Finally added a scenario for evil/antihero jumpers, extended drawback limit as there was a lot more stuff one could get in this jump as compared to regular jumps, canon companions are now 200 CP, extended Drawback Limit because this jump has a LOT to offer.

1.2 Put a fanfic drawback in here since it slipped my mind. That's basically it.

1.3 Okay this is the final update. Added OC Companion customization and finally gave companions their own section. Polished up wording here and there. Also you can be Sailor Mau and Sailor Corvus now.

1.3.5 I keep saying the updates are final but they keep coming. Sorry.

I put an addendum about age and gender in bold on the top. Clarified some stuff in companions, and also I put an option to get a kitty and a crow and other animal friends from another planet since I noticed I didn't put that option there in the Found Friends Companion Section and that's just shameful of me. They get the same benefits as the OC Customization option.