

Out of Context: Magical Girl Supplement

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This document can be used as a supplement in any Jump that would not otherwise have a Magical Girl within its continuity.

By taking this Supplement you have chosen to be a Magical Girl. You are visibly similar to a Human, unless you choose not to be, though you must pick a race that exists within the Jump.

+1000 CP

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.



Origin:

Magical Girls are typically young girls ranging from 5 years old to 17 years old, but there's no proper limitation. There have been some cases of drastic age and gender differences depending on the world and abilities of magical girls, such as the main character in *Kore wa Zombie Desu Ka* being a male that has a magical girl transformation. Magical girls are usually powerful and versatile in a number of ways and have a lot of potential, almost all having some form of special power.

You can freely pick your age from 5-25 years old, but you are going to become female if you aren't already.

Wholesome Magical Girl

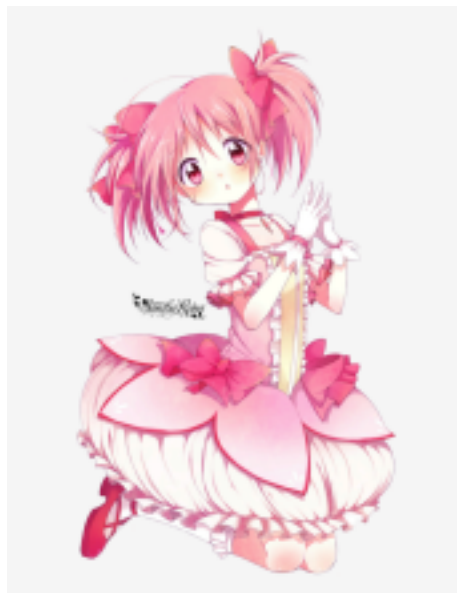
The average magical girl is typically a normal girl that happened to have either innate magical power or be in the right place at the right time. Most importantly, they almost always seem to have a natural inclination to be kind and compassionate to those around them as the wholesome little protectors they are.

Horror Magical Girl

Horror magic girls are normally magic girls that have experienced some form of twisted situation and lose their wholesome nature due to what they had to endure. It's not always the case, sometimes it's because they are already little monsters in some way or form.

Odd Magical Girl

You're a magical girl, but there's just something a bit off about you. Maybe you're secretly 500 years old, maybe you're an alien from another world. Hell, you could even be a man forced to be a magical girl for some deity's entertainment. Either way, you don't fit the cookie cutter mold of a magical girl.



Perks:

Magical Girl Transformation - (Free)

As a magical girl, it's simply inappropriate to not have a transformation sequence to fight bad guys. You can now at will "transform" into your magical girl form. All it really does is switch your clothing with a magical girl outfit, which will change depending on who you are as a person, but will always cover you fairly modestly and be a girly outfit. This transformation can be done slowly over the course of 10 seconds or instantly. While the transformation isn't what makes you a magical girl, it does provide you a 50% boost to all magic and combat abilities you have while transformed. If you have outfits and costumes you'd rather wear, then you can use this perk to equip those clothes with the boost remaining. All damage done to your outfit is undone upon being de-summoned.

Hearty Fitness - (Free)

You are now incredibly fit for your age. You have peak human fitness in all categories such as running, jumping, flexibility, balance, perception, reaction and any other aspect of human fitness. You'd easily be able to compete in the Olympics with just this, though don't expect to get more than 10th place due to your lack of training and technique.

Hearty Talent - (Free)

You are naturally a very talented person. While you aren't the best at anything in particular, you have an amazing level of talent for everything you try your hand at, enough that you're a prodigy at everything you try. Not the best, but enough to make most prodigies have to try to stay ahead of you, even when you're not trying that hard.

Magical Existence - (Free)

All magical girls are, in essence, magical. You are just like them, having a reserve of magic within you that can be used in a massive amount of ways. While you aren't the most powerful, you do have some versatility and enough raw capacity to be a threat. Your magical reserves are enough to generate a ball of magical energy the size of an adult human in just raw volume. You can generate blasts of raw magic in various shapes and sizes, but you only have enough control at the moment for balls, blasts and beams. You can use the elements of earth, water, fire, wind, and lightning, easily converting your magical power to the elements and controlling them loosely. You can also use magic to reinforce yourself and your equipment, and do so subconsciously while fighting and in your Magical Girl Outfit, allowing you to be 5 times stronger, faster and more durable. Your reserves are enough to fight at full power for 30 minutes and only take 1 hour to fully recover. Your power can grow with training and effort. You can even learn other forms of magic, which also increases your reserves. Initially you're powerful enough to destroy a two-story house with some effort, but in time you could be a city destroyer.

Magical Girl Origin - (Free) (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump, you can use this Narrative Perk to set your entry into the Jump Setting as if you were to enter into that continuity as a Drop-In, awakening in an out-of-the-way location in a city/town or settlement, such as a public park,

empty alley, or roof.

Dynamic Entry - (Free) (Requires 3 “Out of Context Origin Perks” from other Supplements)

Using this narrative perk, you can dynamically craft your method of Dropping into a Jump.

Purely Positive (-100 CP)

Negativity is a horrible thing for anyone if too much builds up, thankfully you now have a very interesting perk. You have a naturally positive outlook and can find joy in almost everything, with the negative effects of various situations and emotions being heavily blunted. You still feel them, but they affect you 1/5th of what they should. In addition, you recover from emotional and psychological stress and damage extremely quickly, to the point you're as good as new 48 hours after mind breaking emotional stress.

Cavernous Sweet-tooth (-100 CP)

It's not uncommon for Magical girls to be gluttonous, capable of eating basically their body weight in sweets, and now so are you. As long as what you're eating is edible by whatever you are, you can eat an endless supply of it, your stomach only ever filling to a comfortable level. The same goes for drinks. This also gives a few other benefits, such as any excess food or drink you eat being stored and processed into a nutrient reserve in a time-stopped pocket dimension. It depletes to keep you optimally full and hydrated at all times, and is only added to when you eat more than you need. You no longer need to go to the toilet, but can if you want, as long as you don't have an empty reserve. Either way, you don't produce bodily waste unless you want to (why you would is your call). Your teeth are now perfectly pristine at all times and vastly more durable than teeth should be, as tough as titanium while appearing as completely normal. Your whole mouth steadily cleans itself, magically preventing any form of damage to your mouth from eating, as well as keeping your mouth minty fresh. Lastly, you have an impressive bite strength, able to steadily bite through an inch of steel over a few seconds.

A Little Impure Purity (-100 CP)

Well, you have a number of interesting abilities. For starters, you naturally have a near skintight aura that passively cleanses your body, steadily going from “covered in mud” to “fresh out of the shower” levels of cleanliness over the course of 30 minutes. It even eliminates unwanted odors, if you want. You also have a few NSFW benefits. First, you have complete control over your own fertility, allowing you to flawlessly control if pregnancy is possible for you or those you sleep with. Second, you have no refractory period, regardless of gender and situation, as long as you still have fluids. Third, you are immune to STDs and have 25 times the resistance to poisons and diseases of all kinds. Fourth, you are always eligible for any items, powers or abilities that only work for specific genders. Fifth, you always count as a virgin for anything that could benefit from you being one or would benefit you. You can restore your physical virginity at will. Lastly, your physical being steadily heals and restores itself 3 times faster than normal.

I'm 500 Years Old (-200 CP)

Congratulations, you now have an immortal lifespan. You simply can't die of old age in any capacity; even powers that forcibly age you till death will have no effect on you. Naturally, you

will grow up to your physical prime and stop aging, with your body de-aging if you're past that peak. It also provides you with a form of supernatural resistance. Effects that directly harm you such as magic fire or magic missile will be only 80% as effective as they should be, but things that would be considered supernaturally inflicted status effects simply don't work on you. Instant death spells won't do anything, curses, magically inflicted poison or even petrification would do nothing to you. You could look Medusa in the eyes and smile, unaffected. Lastly, you are able to control your physical age, allowing you to de-age down to 3 years old or up to 80 years old physically, yet still be healthy.

Polite Endurance (-200 CP)

You are shockingly tough now. For starters, you have an absurd amount of stamina. It's not infinite, but you'd be able to fight at peak condition for 6 hours without problem, not even feeling any physical or mental stamina drain. It would only take 30 minutes of rest to fully recover as well. Second, your mind is 10 times more resistant to anything that negatively affects it in the slightest. Third, your body is 5 times as tough and heals 5 times faster than before. Fourth, you have an absurd level of pain resistance, both physical and mental, to the point it would take Hellraiser levels of dedication to make you even cringe at any type of pain. Lastly, your durability and endurance enhances any equipment you have on your person, making them tougher as well.

Prodigious Refinement (-400 CP)

You are absurdly capable of learning and improving any forms of skill and abilities you have. Firstly, your talent in all fields is now peak human as a base. Second, practicing skills and abilities, whether training or making use of them, will see them make steady if slight improvements until you reach peak capabilities in said skill and ability. Third, if you have access to any form of magic or supernatural system, you will have peak affinity to all aspects of it that don't require specific advantages (such as bloodlines from Naruto), but if you do have something that is rare or unique in that system, you will have peak talent/affinity with that as well. Lastly, you are naturally intuitive when it comes to improving and training any skills and abilities you have, almost as if you're being told how to improve them.

Magical Heart (-600 CP)

You have a heart of pure magic, which gives you a number of benefits. First, it doubles the amount of magic and any other supernatural energies you have access to from now on. Second, your magic and any other forms of supernatural energy regenerate 1% of your full capacity per second. Third, your capacity for all supernatural energies grows 5 times faster. Fourth, you now have a natural inclination to understand magic and supernatural powers by simple observation, allowing you to almost instinctively work out how any spell or power works as long as it's something that can be learned or trained. This makes it so that you can learn most spells simply by watching them, assuming they're not overly complex. Even complex spells would only take some additional effort. Fifth, your control over supernatural energies like magic grows 30 times faster. Lastly, you now gain an impressive amount of resistance to magical and supernatural energies and effects, giving you an overall 80% resistance to harmful and unwanted effects without weakening any beneficial and useful effects.

Prodigious Refinement Booster: Magically Learning

You now have 3 mental slots in which you can assign any skill, power, or ability that you have and, while they are in those slots, they will be trained and improved as if you are actively training each of them with your full dedication. This means that you can have 3 skills, powers, or abilities gaining training even if you're just sitting on your butt. This only applies to your skill and mastery with them, nothing else will improve.

Wholesome Magical Girl Perk Tree:

Utilitimancy (-100 CP) (Free for Wholesome Magical Girl)

You have a talent for using your magic in a minor but useful way. For example, being a water bender from Avatar would see you almost intuitively using your bending to better wash your clothes, while a fire bender would be able to spread heat to warm up a room or even keep their tea at the right temperature. Additionally, this gives you a few small abilities: a minor cleaning spell, freshening spell, heating and cooling spells, a minor telekinesis spell able to move 1 kilo of weight with extreme precision, a flavoring spell, and a direction spell that can help you find anything within 10 meters of you as long as you know what you're looking for.

Bleeding Heart (-200 CP) (Discounted for Wholesome Magical Girl)

A lot of magical girls have an affinity for protective and healing magics, and now so do you. You have the magical ability to heal and generate magical shields. While your healing is powerful, it is slow, taking 1 hour to regenerate a missing limb; but you could target dozens of people at once as this healing has three steps. First, your targets start to generate soft golden light. Second, it stabilizes and purifies the affected targets, including removing mundane diseases and poisons. Lastly, it generates missing body parts and nutrients for an affected target, allowing complete healing if used for long enough. Your shield magic allows the generation of a soft golden colored barrier, up to a 10-foot diameter, with the durability to hold off a shot from an artillery strike, though 2 direct hits in quick succession would break it. The shield's strength can return quickly as long as it wasn't destroyed, taking only 20 seconds to recover to full strength on its own, though by channeling more magic into it can repair it faster. The more magic you use, the faster it can be repaired. You learn and master any form of healing, treatment, medical and defensive abilities at 10 times speed. In addition, you are able to twist any of your supernatural powers and magics towards healing and protection.

Good Deed Empowerment (-400 CP) (Discounted for Wholesome Magical Girl)

Rather than making you get stronger for every good deed that you do, this perk instead gives a few benefits for any good deed you do. First, good deeds that you do give you some minor luck enhancement proportional to the deed. Saving someone's life would give enough luck to win thousands on the lottery, but not a jackpot. Second, good deeds provide you with minor refreshment and healing proportional to your good deeds. Helping an old woman cross the road would benefit you like a 5-minute rest, while saving someone would be like having 4 hours of rest and relaxation and some minor medical treatment. Third, the act of doing a good deed provides minor enhancements while doing them, making you proportionally better at something the more good it would do. If you were painting a free mural for a community center, you'd find relevant talents improving up to 20%. If you were fighting to save someone's life, it would be up to a 50% boost. Saving the world would see up to a 100% temporary enhancement. All these enhancements fade after the good deeds are done but any learning or self improvements remains if you improved while doing the deeds, though not as much as with

the boosts active. Lastly, the good deeds that you do sees the act of the deeds benefit and spread minor positive enhancements to those around them, such as helping an old woman cross the street, someone could see the act and brighten their day for example.

Prodigious Refinement Booster: Saintly Empowerment

Now, when you do a good deed, you innately improve any skills you are using for the deed as if you were actively training. As long as you are doing the task to the best of your abilities, the relevant skills improve 10 times faster. This won't make you stronger, but the quality of relevant skills improves much faster when using them to benefit others or do good in general. Effectively, the best training you can do is training that benefits the community, so if you want to get stronger faster, till the soil as a farmer, or if you want to get smarter, then tutor someone.

Malice Avoidance (-600 CP) (Discounted for Wholesome Magical Girl) Magical girls are often depicted as vulnerable to various forces of darkness or other corruptive effects, it's not true, but a lot of villains use such effects to weaken and capture magical girls. You now have a few benefits. First, dark and corruptive effects are only 5% as effective as they would be normally. Second, powers, skills, and abilities that target the mind and soul are only 1/5th as effective after other defensive effects. Third, you have a 5-meter aura around you that reduces malicious effects and abilities to 10% of their initial potency. This effect applies to other people and objects within your aura as well. The aura alone can't remove the effects, only reduce how strong they are around you. Lastly, you can intuitively sense and avoid harmful effects and danger, somewhat like Spider-Man's Spider-Sense. This also intuitively lets you know the nature of the danger so you can tell when something would kill you, paralyze you, or make you a "plaything" for some evil.

Magical Heart Booster: Dogmatic Immunity

This provides you with only 3 benefits, but all of them are powerful. First, your supernatural powers and magics can't be sealed, stolen, weakened or removed from you in any way. Once you have power, it's yours for good. Even a world that has universal rules that negate the existences of magic can't take them from you. Second, your mind can't be affected by any form of supernatural powers. Mind readers wouldn't be able to read you, mind controllers couldn't even make you twitch, and subtle effects like illusions wouldn't work no matter how powerful. Though mundane tricks could still trick you. Lastly, your soul is like your mind, completely untouchable by other beings without your permission.

Bleeding Heart Booster: Everflowing Abjuration

All of your magic and supernatural abilities related to healing and defense in any form are now 5 times more potent in every way

Horror Magical Girl Perk Tree:

Perceptive Sensation (-100 CP) (Free for Horror Magical Girl)

You have absurdly good senses now, with all of them being boosted to the peak of human ability and then a little more. It is not a substantial increase past human limits, but enough to be considered a minor power for each sense. That's not all though. Your senses are protected, allowing you to safely endure 3 times as much sensory exposure before it becomes distracting,

and never mind damaging. You have an intuitive awareness of all of your senses, making it natural to make the most of your senses, even without specialised training. For example, your ability to determine where sounds are coming from borders on echolocation. Lastly, you instinctively know when someone senses you. If someone hears you or smells you, you will know the general direction they are in. If they see you, you know their exact location (or the location of viewing devices such as cameras or scrying points). If someone uses some form of supernatural sensory ability to perceive you, it will let you know who they are and their exact location, even letting you look at them directly through whatever they are using.

Body Gore (-200 CP) (Discounted for Horror Magical Girl)

You are a very odd little girl. First, your body is mostly normal, but you can survive any level of physical trauma as long as a single gram of your body is not destroyed. While this lets you regenerate from such injury, it's a very slow regeneration at a rate of 1% your total body's mass per day (without other perks and powers). What makes this perk truly frightening is that all body parts when separated are still alive, until they are turned to ash or disintegrated. You can choose for separated parts to die, at which point they will turn to ash. Second, all separated parts are still under your control and can move and function as normal, so a separated head can still talk, breathe and even eat. Third, separated parts can be reattached simply by putting them back on, and parts can be separated at will. Lastly, while you can still feel pain, it is only momentarily when injured. All injuries are, at most, a dull sensation that's neither painful nor distracting.

Monstrous Illusions (-400 CP) (Discounted for Horror Magical Girl)

This perk gives you a few benefits. First, your talent at multi-tasking is improved to the point of effortlessly keeping track of 50 different mental tracks, with the same quality and focus as if you were focusing on 1 thing. Second, your attention to detail is boosted by a shocking amount. It wouldn't be unrealistic for you to flawlessly remember the number and position of creases in someone's shirt after looking at them for a second or two. Lastly, you have the magical ability to generate illusions of incredible detail and quality, able to affect all the senses. These illusions are not able to harm others. You're able to affect up to 100 meters in radius for 5 minutes with just the base magic reserves you get from the perk **Magical Existence**, but you could hold a 10 meter radius illusion for several hours with the same reserves. If you want, your illusions can either be targeted on specific people, or they can affect everyone in range. It costs more magic and energy to affect more people, and it also costs more to affect stronger people or people resistant to illusions. Your illusions are hard to dispel. It would take someone of considerable talent in illusions to dispel them. A once in a generation illusionist genius would cost 25 times the energy to put into an illusion compared to an ordinary person, and he would be able to dispel it.

Prodigious Refinement Boost: Monstrous Reality

Your illusion powers are much more powerful now. All your illusions are twice as potent as before, for half the cost. What makes your illusions truly monstrous is that you can spend 5 times as much energy to make your illusions have real world effects. Your illusion can do things like make walls and monsters or set someone on fire, limited only by your imagination and reserves. Targeted illusions can be used on someone so that they see a wall they cannot pass

through, or you can make an illusion that affects the world and everyone.

Cruel Embrace (-600 CP) (Discounted for Horror Magical Girl)

The act of cruelty is a rare thing for a magical girl to do, unless controlled or created to do so. You are now somewhat unique. You don't need to do cruel things, and you still recognize those things as wrong, but anything that you do that can be considered cruel, mean, harmful, evil or sinful no longer causes you to feel negative emotions, and those acts can now provide you with some benefits. While these benefits are not powerful, they can build up. First, every negative act you do to others or yourself will provide a minor recovery and healing effect proportional to how evil/cruel the act is, with insults being about 5 minutes rest and killing someone being enough healing as if you had specialised treatment over 2 weeks. Second, cruelty can be used to enhance the potency of any act you do, from enhancing your training to making your attacks hit harder, it all depends on how cruel the act is. For example, if you were to go through a torturous training regime, it would be at least 50% better for you than it should be, while training your accuracy by shooting puppies with an airsoft gun would be 100% as effective due to how cruel that is. If your cruelty is directed at others, you can choose for it to benefit them as well. If you forced someone to go through your training, it would be 3 times more effective for them than for you (a 50% bonus for you becomes a 150% bonus for them). Lastly, acts of cruelty directed to you from others provide you similar benefits, but are 5 times more potent than your own efforts.

Magical Heart Booster: Sinful Empowerment

Now, when you do cruel things, you innately improve any skills you are using to do the deed as if you were actively training them. As long as you are doing the task to the best of your abilities, the relevant skills improve at 20 times faster. This won't make you stronger, but the quality of relevant skills improves much faster when using them to benefit yourself or do cruel things in general. Effectively, the best training you can do is training that would be cruel and unusual, or even evil.

Body Gore Booster: Body Horror

Your body is very strange now. You can now shapeshift in any way you desire, including separating your body, generating body parts, and other gory shapeshifting. While you can increase or decrease your mass by a factor of 3 (growing to 3 times the size or to 1/3rd your base size) with this, you can't change your gender. People could tear you apart and you could turn your broken body parts into leeches and attack them. You could even do things like open your body like a jagged mouth and bite into someone you're hugging. Due to how your body works now, you have infinite physical stamina in all ways, and can regenerate to your base mass from a single cell in a second if you allow it, and you have a sexual appetite that could wring a succubus or incubus dry and begging for death. You can even do things like merge your body with a target and destroy them from within.

Odd Magical Girl Perk Tree:

Where Did I Get This? (-100 CP) (Free for Odd Magical Girl)

You have the ability to generate mundane objects that you could lift. It can be any object you

can imagine. The objects can't be edible and must be entirely mundane, such as a giant squeaky hammer, a picture of your friend in an embarrassing position, or even a fully functional gun. The generated objects will only last for one hour or until dispelled. This also allows you to summon and store real objects that you own from any warehouse, property, or hammerspace that you own, as long as said object is something you own and could lift on your own. Go ahead and summon milkshakes from the **Milkshake Fridge** (assuming you bought it from the item section).

Unexpected Competence (-200 CP) (Discounted for Odd Magical Girl) As long as it isn't combat, you're pretty good at getting results. This doesn't make you the best at something, but it does guarantee that the outcome is to the best of your abilities, even if you barely try. Rushing through something is just as good as taking your time and giving it your full focus and dedication. You are also now twice as fast when working on something that isn't combat. Additionally, you have a mind for facts and relevant information, allowing you to learn information (with the above bonuses) and intuitively bring up any information you know related to what's going on. Be careful not to annoy anyone by listing off every fact about something.

Mascot Maker (-400 CP) (Discounted for Odd Magical Girl)

This is an odd but interesting power you have now. For starters, you can use magic to manipulate various materials to create puppets, mascots, dolls, action figures and figurines, provided you have relevant materials and an idea of what you want to make. If you have a couple of sheets of cloth and some stuffing, you could easily make a stuffed teddy bear toy. This doesn't rely on your own crafting abilities, as long as you can put the materials in the general shape and position, your magic will handle the crafting process all on its own. Larger creations will require more raw materials and magic to craft. The base capacity of **Magical Existence** is just enough to make something 10 meters in size. The second aspect of this power is that you can imbue magic into any puppet, doll, mascot, action figure or figurine to animate them. This perk isn't enough to actually bring them to life, but they can move, respond, and act based on your intent and their form. Anything you animate will gain abilities and capabilities based on their form, such as a white mage figurine being able to cast healing spells. Your animations are limited to having at most 50% of your power or skill in any given metric, though they can be weaker if you want. You also have the ability to link to any of the things you made with this perk and control them as if they were your own body, with your multitasking scaling based on how many you link to. Each link costs magic to maintain, scaling with the size of the puppet. **Magical Existence** provides enough passive regeneration to maintain links with 10 human sized puppets. Your puppets have their own reserves of magic, which will regenerate over time, and can only be used to power their own abilities (or other puppets/items they are connected to). All your puppets made with this perk have a high level of water, fire, and electrical resistance by default, their forms can add additional resistances or improve existing ones, and they have no physical needs. Anything you animate this way can be given orders that they will follow to the best of their abilities and your intent. You can give commands for them to go dormant, set triggers for waking them up, conditional orders, and even more complex plans and commands..

Prodigious Refinement Boost: Why is it so Good?!?

Your capabilities with puppetry style magics and abilities are improved. For starters, it now only

takes you 1/3rd the same amount of magic to create your beings and 1/3rd as much to control and link to. Your creations are doubled in overall potency and strength, though they can only be as powerful as you. You can also use your magic to repair them by regenerating damaged and missing parts, creating the materials from nothing costs 5 times as much as creating the initial puppet (scaled to how much you're trying to regenerate). You can also use your magic to make alterations and enhancements to them, allowing you to improve them. By investing magic equal to 5 times the puppet's creation cost, you can increase its power by 100%, up to a maximum of 300%. Lastly, you now have a once in a generational level of innate talent with puppetry and puppet crafting. A few years of dedicated training would have you becoming the greatest puppet master in the world, or at least tied for it.

Comic Relief (-600 CP) (Discounted for Odd Magical Girl)

This is a strange ability. For starters, you have a shockingly high resistance to pain. Magical torture spells capable of driving other people insane, or even to death, would only feel like itching powder. Second, your supernatural resistances are essentially doubled, reducing any supernatural effect against you to half its power (without considering any other defenses you might have). Your physical durability is also increased, reducing all mundane damage to 1/5th of its power (without considering any other defenses you might have). Lastly, and most importantly, you have an intuitive awareness of comedic tropes and situations, and can twist practically any situation into something mildly funny, coming up with quips, jokes and even hilarious stories at the drop of a hat. A well timed joke can further reduce any incoming damage, all the way to 1/5th of its power (after applying any other defenses you might have). Half of the damage (before reductions) is also converted into healing for you. It's hard to keep making jokes in dangerous situations, and repeating the same joke within 1 hour reduces effectiveness by 10% each time, but the penalty resets after 2 hours. You have to start or finish a joke within 5 seconds of the injury or event you want to reduce, for the comedic damage reduction to activate.

Magical Heart Booster: Toon Force Lite

Congrats, your Comic Relief has evolved to a discount Toon Force, doubling your durability and enabling you to pull off cartoon physics as a defensive measure, activating the defensive properties of Comic Relief automatically, and without using a joke. The effects stack if you do tell a joke. Your Toon Force is purely defensive, but it can be used on other people to protect them. You can soften the ground like a trampoline or say how disappointed you are that they didn't do a backflip to let someone else land safely. All changes to the environment or yourself will revert within minutes. No one will care about or question this power's defensive properties. You also have enhanced humor and creativity when it comes to any kind of joke, effortlessly calling up hours worth of jokes. You now intuitively understand the nuance and context of any joke you hear or see as you gain the relevant context (so nobody is slipping a personal joke by you).

Unexpected Competence Booster: How Did You Finish Already?

You can activate this perk to do 1 week's worth (as in 168 hours worth) of any work you want per hour, all to the best quality that you can achieve. You can adjust the potency anywhere from 168 hours of output to 2 hours of output. While you are working, you will zone out and it will feel like you are slacking off, and because of this effect, it's unlikely that anyone will take you

seriously while using it.

Items:

Any lost or stolen items will return to you after a week, in the same condition as when you had it. Any damaged items could potentially be repaired by a capable engineer.

You get +300 CP for this section only

Little Girl Outfit (Free)

A simple set of common clothing that would be considered typical for a young girl between 5 and 15 years old for the world you're going to. They are always comfortable and clean, and repair themselves fully over 24 hours.

Toy Magical Girl Wand (Free)

A toy magic wand that looks very girly, with an overall pretty design that's somewhat evocative of yourself. It's about 12 inches long, and has some kind of ornament on one side, such as a star, moon, or other evocative symbol that you at least somewhat like. The toy is much more durable than its plastic look and feel would indicate, being roughly as durable as steel. It's just a toy, but for some reason it acts as a good magic foci, not the best but good enough to use. Self-cleaning and repairing. For some reason, it has a vibrate function that can only be activated by your will.

Plush Doll Collection (-100 CP)

You now have a plush doll collection that initially has plush figures of all characters from every magical girl show from earth up to 2025, with official and unofficial plush models categorized. This collection is in a room that organizes all the dolls by their shows, and will organize any additions you put in the room. It updates with every magical girl show in every Jump you enter, and any other shows you want as well. You could want plush dolls of the anime Berserk and the next time you enter the room there will be a section that's just Berserk plush dolls. Every character will have at least 3 plushes of them; one 12 inch, one 18 Inch, and one life size (with the exception for beings taller than 10 feet, with those characters being scaled to 10 feet tall). This is in addition to any official plushies of characters available. They replace and repair themselves if lost or damaged.

Sweet Treat Collection (-100 CP)

You have a special collection now, a room that now provides fresh treats, sweets, and anything else that can be considered a snack food. This room only starts with chocolate cake, victoria sponge cake, madeira cake, pancakes, crepes, strawberries, chocolate syrup, waffles, and vanilla ice cream. Any time you encounter any snack food or sweets, as long as you look at it in person (like looking at a bag of them on a shop shelf, not at a picture online), then they automatically get added to the room, organised, and in as fresh and as perfect a condition as possible. Everything is organised by Jump and then type of treat, and are always as if freshly made or packaged (whichever is better). This room provides any needed utensils for eating them, such as pancakes coming with plates and a fork or ice cream in a bowl with a spoon. All waste and utensils vanish after 5 minutes if you don't finish them or leave them behind, so you don't have to worry about littering. All snacks produced by this room provide a

few minor benefits. First, eating any of them provides small amounts of everything the consumer needs, meaning you could survive on just cake if you wanted. Second, the food from this room can't harm your teeth, health, or oral hygiene and instead has a minor cleaning and repairing effect. Eating from this room once a day for a week will have your teeth go from a cavity ridden mess, to perfectly neat, clean, and strong (your gums too). Lastly, the treats from this room have a very minor healing effect. Every 50 grams of food from this room will heal someone as if they had 1 hour of rest and basic treatment for injuries.

Milkshake Fridge (-100 CP)

This small fridge will produce a milkshake for you to drink every time you open it. The milkshake can be whatever you want, as long as all the flavors and ingredients are completely mundane. Every milkshake you make or encounter is added to a computer tablet stuck on the fridge with magnets. It can display the name, ingredients, a picture, and a description of the milkshake, if you want. All waste vanishes after 5 minutes if you don't finish them or leave them behind, so you don't have to worry about littering. All milkshakes produced by this fridge provide a few minor benefits. First, drinking any of them provides small amounts of everything the consumer needs, meaning you could survive on just milkshakes if you wanted. Second, the milkshakes from this fridge can't harm your teeth, health, or oral hygiene and instead have a minor cleaning and repairing effect. Drinking one milkshake a day for a week will have your teeth go from a cavity ridden mess, to perfectly neat, clean, and strong (your gums too).

Magical Girl Entertainment Set (-100 CP)

You now have a room that's dedicated to being an incredible entertainment set, having all forms of computer consoles for games, a high end PC, a large TV, a couch, pillows, snack fridge (with endless supplies of mundane snacks and drinks), and multiple controllers for each console and spare computers enough for 8 people to have LAN parties. Each console comes with copies of all magical girl games released on them, as well as every game that made the top 100 sales of each year, for each console. The computers have the top 100 games for PCs for every year. You can add new games by bringing a copy into the room or by buying it digitally. The room comes with a large amount of magical girl paraphernalia, and is self-cleaning and repairing. The room prevents side effects from playing for hours, soreness or numb limbs, allowing everyone inside it to game for hours comfortably. The door to the room can appear anywhere there's a wall big enough for it, and people you invite can enter it. It has another door to/from the warehouse as well.

Magical Girl Wardrobe (-100 CP)

You now have a special wardrobe in your warehouse (or bedroom, your call) that, when opened, will have a single full outfit neatly presented that is always some variation of magical girl or magical girl inspired clothing. The clothes can be switched at will by simply closing the doors and re-opening them. By default the clothes are random but to your liking. If you open it while thinking of what you want, it will give you clothes that perfectly match your desires, in the exact sizes they need to be. The clothing can be anything, from ordinary outfits to full magical girl outfits or bondage gear, but there will always be something evocative of magical girls on the clothing, like Sailor Moon themed underwear in otherwise normal outfits. Clothing made with this wardrobe will be self-cleaning and repairing as long as it's worn, and vanish harmlessly if they haven't been worn in the last 24 hours. Additionally, these clothes will always be

comfortable, don't hinder movements, temperature regulated to keep you comfortable regardless of how thin each layer of clothing is, and is as tough as standard kevlar vests for every half millimeter of cloth. Lastly, this wardrobe can be imported into clothing options to expand what it can produce thematically and add their properties to the clothes, such as an armor import to increase toughness and add armor options.

Cheerleader Fishbowl (-200 CP)

This special fishbowl contains 1 liter of a bright bubblegum pink liquid that gives off a strong smell of bubblegum. If the liquid is removed in any way, it fills back up fully every 24 hours. This liquid has a few properties. First, it's delicious to drink and has a nice strong flavor of bubblegum. Second, it's filled with a lot of vitamins, nutrients, and anything else you may need, 100ml of the liquid is enough for a day's nutrition. Third, the liquid is a super serum and the more you drink the more potent it is. Anyone who drinks 1 liter of it will be enhanced to peak human capabilities and only require 1/3rd the sleep and sustenance. Thents, but the enhancements are reduced to 10% of peak human per liter. There is no upper limit to the increases, though it doesn't reduce the need to sleep, eat and dir physical stamina, mental stamina, flexibility, balance, coordination, spatial awareness, reflexes, and reaction times are boosted to 3 times the human limit. This enhancement also gives you superhuman self confidence and self awareness, allowing you to be fully aware of your own abilities and be unaffected by mental conditions, as well as a massive willpower enhancement and pain resistance. Lastly, this can be drunk repeatedly for further enhancemerink any lower on its own.

Girly Bedroom (-200 CP)

A very special bedroom that is highly girly, with a collection of toys, a tv, a computer (which always has internet access, flawless digital security, and high end capabilities), a desk (with supplies), a book shelf (it always has a few interesting books from the local Jump and any you put in yourself), a mini-fridge, a microwave, a trash can, a high quality bed, an on suite bathroom, and cupboard. This room is effectively a girly version of your ideal bed room. The room is self-cleaning and comfortable at all times, with the bed guarantees up to 8 hours of good sleep every time, but it also cuts your need for sleep in half. The mini-fridge always has various snacks, foods, and drinks, and will always have what you want. Trash vanishes after a night's rest or when you leave the room. The cupboard always has various clothing, board games, card games, toys, and 'toys' for you to play with. You can invite people inside if you want. The door to your room can be summoned anywhere and everyone will assume it's always been there unless you point it out. Additionally, the room itself has a few powers. First, time and your aging inside the room are slowed to 1/5th the normal time, so 5 days in the room is 1 day out of it. Second, the room has a minor healing and restring effect that rapidly heals injuries and removes status conditions where 1 hour in the room is equal to 24 hours of healing. All illnesses, status effects, curses, and similar are slowly weakened over time, and are removed after 48 hours, regardless of their strength or condition. Lastly, studying or training in the room is easier and 5 times as effective.

Magical Girl Playpark (-200 CP)

You are now the proud owner of your very own magical girl themed Playpark. How this looks is up to you, but it's a truly massive place that is in its own dimension and seems to have visitors

from all over the world but never any lines. The place has pretty much anything you'd find in playparks, themeparks, waterparks, and arcades, with lots of helpful staff that are always happy to help and show you around. This place has 5 areas to begin with, but can be expanded by making suggestions to the park manager, who you can find by simply asking staff and all suggestions will be implemented next time.

The park's 5 areas are; [Reception/ Hotel], which is a large wide open plaza with the park gates, several shops, restaurants, lounging areas, gardens and 2 hotels themed for magical girls and typical magical girl villains; [Theme park], which is an area with dozens of theme park rides and activities you'd find in theme parks; [Water park], which is just as expansive and diverse as the Theme Park; [Arcade Land], which is a collection of various arcade games, theme park games, and other interactive activities for people to experience; and lastly, [Entertainment/ Show Zone], which has various places like theaters, cinemas, escape rooms, show rooms, ball parks, soft play, sports halls, and other shows you could find at amusement parks. Everything within the Playpark is free. The staff won't ask for anything and simply hand you anything from the shops and restaurants, letting you play the games and keep any prizes for free. Additionally, the park itself is heavily time dilated. 24 days in the park is only 1 hour outside of it, with you and any guests benefiting from it as your aging slows as well to match the time dilation. The Playpark is always a safe place and you can't die, neither can anyone you bring with you.

Magical Girl 'Play' Park (-200 CP)

This Park is like the **Magical Girl Playpark** item above in every way except 1 important distinction: this park is NSFW in a lot of ways, from the themes of each area being noticeably more lewd in all ways, to being blatantly nude in some places. The staff is up for anything, with rides being similarly perverse, the games are more 'interactive' now, and even food and drink are thematically similar. While it's still a play park, how you play is up to you but keep in mind that due to how this is themed, even the most innocent thing would be at least somewhat lewd. Common drinking cups would have at least a half naked girl on the side, while novelty ones could be shaped like dicks. Like the other park, 24 days in the park is only 1 hour outside of it, with you and any guests benefiting from it as your aging slows as well to match the time dilation. There is also one interesting thing around this park that doesn't have an equivalent in the safe for work version, and that is the fact that scattered around the place are a bunch of pods which will magically change your gender to your current opposite when you lie in them, allowing you to experience the place as either male or female at your discretion. By default, these changes are temporary and will vanish the next time you sleep or use a pod. You can make the changes permanent by asking a member of staff to do so, and they will activate special controls that make the change permanent, allowing you or others to retain your new gender. Afterwards, you can still use the pods to change temporarily if you want. You cannot have kids while your gender is temporarily altered, but you can if the change is permanent. It should be noted that this version of the park prevents pregnancy in any way while within the park, reduces refractory periods down to a few seconds, provides a minor healing aura to allow people to recover from activities very quickly, and a minor enhancement to arousal to make

sure everyone is always ready to go, but you can control how much this affects you mentally.

Magical Girl Chainsaw (-300 CP)

Despite looking like a pretty pink gas powered chainsaw, it is special and has a few benefits. First, it never runs out of fuel with the exhaust it emits being normal breathable air ratio, with a faint strawberry scent. Second, the chainsaw is extremely tough. Even the pullcord is as durable as an Abrams tank. The durability of whoever holds the chainsaw is also added to the chainsaw. The chainsaw blades are mono-molecular and never dull, making it as sharp as possible, without the aid of supernatural effects. Additionally, when the cord is pulled by someone without magical girl powers, it temporarily gives them the benefits of **Magical Girl Transformation** and **Hearty Fitness**. If you already have them (Which you will since you're taking this jump), it instead adds an additional 50% boost to your overall abilities while in use. The Chainsaw can act as a powerful magical girl focus and can be imported into any melee weapon, adding their properties together. Finally, as long as you haven't loaned it out to someone, you can summon it at any time in a small puff of strawberry scented pink smoke, and if it is on loan, you can revoke your loan to summon it as well.

Magical Girl Peach (-300 CP)

This is a single, always fresh, fist sized plump and juicy pink peach fruit contained inside a flamboyant pink wooden box. The peach is delicious and has all the nutrients and vitamins a person needs for 3 days, as well as a few important benefits for anyone who eats it. First, the peach has a very powerful healing effect, healing all injuries and restoring all body parts, returning them to peak fitness, and if they are past their prime, makes them 1 year younger. Second, the person that eats will gain the perks **Magical Girl Transformation, Hearty Fitness, Hearty Talent, Magical Existence** and **A Little Impure Purity**, if they didn't have them already. Third, if someone already has the perks from the second effect, consuming a peach gives them the equivalent of 48 hours worth of dedicating training in best possible conditions to a skill or ability of their choice. This does have the effect of improving knowledge and fitness relevant to the skill, but only if they have access to that knowledge. Lastly, eating a fruit greatly reduces physical and mental stress, is pleasing and delicious, has a minor cleaning effect, and leaves you, and anything you're wearing and holding, with a pleasant peach scent for several hours. The wooden box will only contain 1 peach at a time, but a new one is generated every 18 Hours.

Soul Gem Phylactery (-300 CP)

This solid gem, roughly the size of an egg, with a pleasant color determined by your soul and mentality, is set in a small brass casing. Despite looking fragile, it is as tough as a 6 inch titanium block. Superficial damage, like scratches or broken ornaments, will be repaired over the course of 1 day. If it is completely destroyed, it will take 10 years or moving to a new Jump to repair it. You can choose to link your soul to this phylactery, which will make you immortal as long as it isn't destroyed. After you're linked, if you were completely disintegrated, you would be resurrected and fully regenerated besides your phylactery 24 hours later. The phylactery must be in the same dimension for it to work properly, though it can still work from an inventory, alternate dimension, or your Warehouse. If it isn't in the same dimension as you, you will revive in the last spot it was/there was an open connection to that dimension, and the resurrection will take 10 days. While you are dead, you are unaware of time passing as your phylactery gathers

the energy necessary to revive you. This process will not alert anyone near you or your phylactery. If you die again within 5 days, the phylactery will take damage that will take 5 days to repair. The phylactery will break if it has 150 days' worth of damage. It can only repair itself when it is not reviving you.



Drawbacks:

Not Drop In (+100 CP)

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who somehow become a Magical Girl.

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Lolicon Bait (+100 CP)

You are now locked to being a 9 year old girl that is absolutely adorable and this brings an unfortunate curse. You draw the attention of perverts that may creep you out, try to touch you or even try to take full advantage of you in some manner. More often than not it will be harmless if upsetting things they say to you or how they act but very rarely will someone try to cause you harm in some manner, just don't be along with a pervert they may think your coming onto them even if you scream no in their face.

Girly Obsession (+100 CP)

You have something you're obsessed with, it could be clothing, pop music, a cute pet, sweets, make-up or pretty much anything that can be considered girly. You are obsessed not to a dangerous extent but you're easily distracted with your obsession outside of serious situations and actively seek your obsession if you don't get a weekly fix of whatever it is.

I Know What You Are (+100 CP)

Unfortunately someone has discovered who and what you are and want to tell the world.

Thankfully there is a conspiracy theory nut that almost nobody will believe since they act rather crazy to the point of jumping out at you trying to get 'proof' that you're a magical girl. They won't harm you but almost always seem to be at the place when you use your powers, though no matter how they try to gather proof it doesn't work. Cameras only catch blurry images or have filters that block proof, notes are scribbles like a madman's diary and even showing people directly would cause most to claim he/she drugged them. You can befriend them if you want

and take them as a companion for free.

Usagi You Dumbass (+200 CP)

You now have a self imposed friend that looks an awful lot like Sailor Moon, even having the same name and personality but their not her. She seemingly shows up at random to drag you away for something fun. Now it could actually be something you enjoy or something you don't like but either way she'll drag you away to do something when you're free at least once a week. She has other friends that occasionally show up as well and are just as kind to you. You don't even have to pay as Usagi(since she's happy to do so and actively wants you to rely on her) is shockingly rich, as in wipe your but with 2000 dollars and not even notice. She's a kind but highly extroverted girl and occasionally says and does things that are seemingly superhuman and make you question if she really is a magical girl. Hell due to her personality she's practically up for anything as she enjoys everything as long as you're the one to seek her out(Literally you could get her to kill puppies if you asked her to hang out first and she'd do so with a smile never mind things more tame). If not she'll make you do what she wants within reason as she will mainly want to do fun but harmless things. You get a mobile phone from her if you're in an appropriate setting with her number and unlimited calls, texts and data to use as you please.

Cutesy Enemy Problem (+200 CP)

Once a week you now encounter some random enemy that seems to only exist for the reason to annoy you and regardless of their plans and goals you will have to beat them. You won't have to kill them but even knocking them out will see them vanishing from existence. They will always be something cutesy like a giant teddy bear, plush crab monster or anything that could be cutesy to look at. They will always seem to show up at a random place within a 5-10 minutes walk for you and cause some harmless chaos for the most part even though they will always be strong enough to destroy a 2 story building with some minor effort. They will attack you on sight while insulting and threatening you and if you lose to them they won't kill you but will do horrible things like, break your limbs in 3 places, strip you down and tie you to a flag pole or even flat out rape you. It will always be something you'd be scared, embarrassed, or horrified by. Regardless if you win or endure their loss you will live and they vanish once it's done and most importantly you won't have to deal with them until next week.

Enemy Power User (+200 CP)

Normally you would be the only magical girl within this continuity, however with this drawback another magical girl will appear. She won't be inherently evil but will constantly cause problems for you.

Stereotype (+300 CP)

You can only purchase perks from your Origin.

Generic Drawbacks:

Wanted (+100 CP)

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated (+100 CP)

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble (+100 CP)

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget (+100 CP)

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days (+100 CP)

At least 10 random thugs will randomly show up every day and target you.

Silent World (+100 CP)

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker (+100 CP)

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions (+100 CP)

With each purchase a random local faction will see you as their enemy once they become aware of you. This can be taken multiple times with each time making a new group your enemy.

Heroic Sayings (+100 CP)

You have several quotes and sayings that always come across as annoying or cheesy which you unintentionally use every time you try to talk with others.

Rough Childhood (+100 CP)

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.

The Weirdo (+100 CP)

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up (+100 CP)

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Selective Amnesia (+100 CP)

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuities.

Stranded (+100 CP)

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor (+100 CP)

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook (+100 CP)

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred (+100 CP)

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind (+100 CP)

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable (+100 CP)

You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare (+100 CP)

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenience (+100 CP)

Small issues will constantly occur causing minor discomforts for you.

Extended Stay (+100 CP)

You can increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension (+200 CP)

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb (+200 CP)

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive (+200 CP)

You have a local criminal record wherever you go and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People (+200 CP)

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People (+200 CP)

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World (+200 CP)

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions (+200 CP)

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

Blinded (+200 CP)

You have lost your eyesight and will not regain it this jump.

Pet Food (+200 CP)

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity (+200 CP)

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill (+200 CP)

You are incapable of killing anyone. Even trying for indirect lethal attacks will not kill.

Amnesia (+200 CP)

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Total Amnesia (+300 CP)

You have forgotten everything about yourself other than what you learn in jump and from your origin and background. You have no knowledge of Jumpchain, previous Jumps, what Drawbacks you have, or even what supernatural powers you have.

Living in Exciting Times (+300 CP)

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies (+300 CP)

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child (+300 CP)

Instead of starting this Jump at the age selected with your Origin, you will insert as a newborn baby. The Jump will not be considered to start until you are the age chosen for your Origin at which point all other non-narrative drawbacks will begin to activate.

Local Scale (+300/+600 CP)

For **(+300 CP)** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **(+600 CP)** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education (+400 CP)

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek (+400 CP)

Every year you will gain a list of 12 MacGuffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys (+400 CP)

All items gained from other jumps will not be able to be imported into this jump.

Friendly problems (+400 CP)

All companions, followers, and pets are barred from this jump.

Mortal (+400 CP)

All of your perks are all disabled for the duration of this jump.

Boss Rush (+600 CP)

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another. You will not be able to move onto the next jump until you have beaten them all.

Notes:

Special thanks **Apart_Rock_3586** for the idea saying “**Is there already an out of context magical girl supplement? I like the idea of a Jumper showing up in a setting like Worm where magical powers are inherently dismissed. Only to put on blatant and stereotypical displays of magic.**”

-Magical Heart is vaguely inspired by I Hate Fairyland(2015) only because the Hearts of the council scene inspired it somewhat.

-Body Gore Booster: Body Horror is a reference to Tokyo Akazukin, specifically Red Ridding Hood and is intentionally fucked up.

-Magical Girl Chainsaw is inspired by the, Is this a Zombie? Anime though it's deliberately not exactly the same as the chainsaw from the series.

-Soul Gem Phylactery is inspired by Madoka Magica though it's intentionally not working the same as I think that would be a terrible version of a Phylactery.

-Usagi You Dumbass is blatantly inspired by Sailor Moon's main character, simple as that.

Forgive me if there's any spelling or grammar mistakes, I was really sick while making most of this jump.

Change log:

V1 By Sevenhollowsouls, Original Template by DeverosSphere

V1.01 Grammar and spelling correction. Edits for clarity