

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 become a Magical Girl within its continuity.

By taking this Supplement you have chosen to be a Magical Girl and you will 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 on a roof and are visibly similar to a Human, unless you choose not to be though you must pick a race that exists within the jump if not human.

+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 their no proper limitation and their has 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 powers.

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

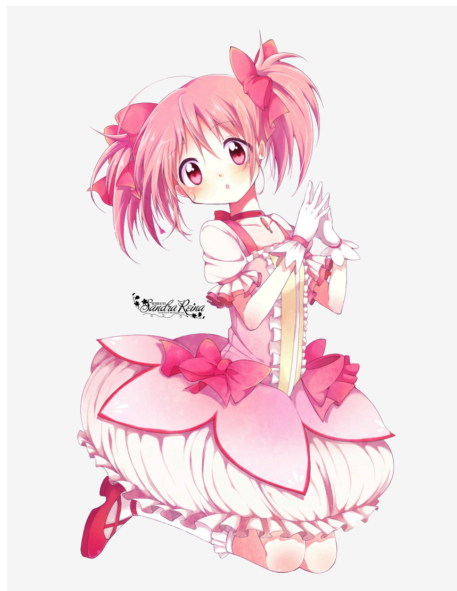
The average magical girl is typically a normal girl that happened to have either innate magical power or be in the right place at the right time. Most importantly they almost always seem to have a natural inclination to be kind and compassionate to those around them as the wholesome little protectors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

Horror Magical Girl

Horror magic girls are normally magic girls that have had some form of twisted situation and as a result lose their wholesome nature due to the harsh experiences they had to endure. It's not always the case sometimes that's because of their 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 deities entertainment. Either way you don't fit the cookie cutter mold of a magical girl yet you are one.



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. Really all it 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 doesn't really transform you into a magical girl since you already are one it instead provides you a 50% boost to all magic and combat abilities you have while transformed. If you have outfits and costumes you'd rather wear than 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 with you having 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 without training 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 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 but that's just raw power not any use or capabilities with it. You can generate blasts of raw magic in various shapes and sizes but only have enough current control for balls, blasts and beams at the moment. You can use the elements 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 even using other forms of magic you learn and increasing your reserves. Initially you're powerful enough to destroy a 2 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 it builds too much and 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 to you recovering from emotional and psychological stress and damage extremely quickly to the point 48 hours from mind breaking emotional stress and you're as good as new.

Cavernous Sweet-tooth (-100 CP)

It's not uncommon for Magical girls to be gluttonous eating basically their body weight in sweets and now so can you. As long as what you're eating is edible by whatever you are, you can eat an endless supply of them with your stomach only ever filling to a comfortable level that you can still eat. Same goes for drinks. This also gives a few other benefits such as any excess you eat is stored processed into a nutrient reserve in a time-stops pocket dimension that keeps 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 yet normal teeth. 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 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 cleanse your body steadily getting to fresh out of the shower levels of cleanliness over the course of 30 minutes from being covered in mud as an example. 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 control flawlessly 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 an incredible resistance to poisons and illnesses of all kinds, enough that you'd need 25 times the dose to be affected by any poison or disease. Fourth you are always eligible for any items, powers or abilities that only work for specific genders. Fifth you always class as a virgin for anything that could benefit from you being one or would benefit you, in addition to that you can at will re-virginity yourself 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 you 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 supernatural 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. In fact 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 to rest to fully recover as well. Second, your mind is 10 times more resistant to anything that negatively affects your mind in the slightest. Third, your body is 5 times as tough as before 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 types of pain. Lastly your durability and endurance enhances any equipment you have on your person making them tougher too.

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 just from your use till 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), however if you have something that most in a system don't then you have peak talent/affinity with that as well. Lastly you are naturally intuitive when it comes to improving and training any forms of 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. Unlike what you probably expected you don't gain much magic capacity improvement only doubling the amount of magic and any other supernatural energies you have access to from now on. But, it does come with a number of benefits the first being your energy regeneration for your magic and any other forms of supernatural energy are boosted to regen 1% of your full capacity per second. Second, your capacity for all supernatural energies grows much faster allowing you to get 5 times the capacity growth compared to someone that's talented in all supernatural energies. Third, 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 but even then it would only take some effort to work them out. Fourth your control over supernatural energies like magic aren't improved but they do grow rapidly as in 1 day of control training being equivalent to 30 days control training. 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 select any skill, power or ability that you have and while they are selected the skill, power or ability that is chosen will be trained and improved as if you are actively training it while they are in the slots as if each has your full dedication. This means that you can have 3 skills, powers or abilities gaining training even if you're just sitting on your but. Now this doesn't allow you to improve your capacity or overall physique but it does allow you to refine the mastery of anything selected so while your max power of an ability won't improve the sheer control and versatility would.

Wholesome Magical Girl Perk Tree:

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

You have a talent for using your magic in a minor but useful way allowing any magics or other supernatural abilities of yours to be used in small helpful ways and an inclination to learn how to use such abilities to be minorly helpful. For example, being a water bender from avatar would see you almost intuitively using your bending to better wash your clothes and much faster, while a fire bender would see them able to spread heat to warm up a room or even keep their tea at the right temp. Additionally this gives you a few small end abilities being a minor cleaning spell, freshening spell, heating and cooling spells, a minor telekinesis spell able to move 1 kilo of weight but 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 your 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. In addition to being able to twist any of your supernatural powers and magics towards healing and protection this gives you a talent for learning and mastering any form of healing, treatment, medical and defensive abilities as if 1 day's training is 10 days worth. In addition to that you also have the magical ability to heal and generate magical shields and while its powerful you'd only be able to heal at a rate that would take 1 hour to regenerate a missing limb but you could target dozens of people at once as this healing has 3 effects, first generate a soft golden light from those affected, second it stabilizes and purifies the affected targets including removing mundane diseases and poisons, and lastly it generate missing body parts and nutrients for an affected target allowing complete healing if used for long enough. The shield magic allows the generation of a soft golden barrier to be made up to the size of a 10 diameters size and has 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 quick without dispelling, taking only 20 seconds to recover from nearly broken to full strength on its own, though by channeling more magic it can recover faster depending on how much magic is used.

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

At first this perks may seem like it means you get stronger for every good deed that you do but that's different, instead for any good deed you do you get a few benefits. First good deeds that you do give you some minor luck enhancement proportional to the deed you do, such that saving someone's life would give enough luck to win thousands on the lottery but not jackpot. Second, good deeds provide you with a minor refreshment and healing proportional to your good deeds, such as 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 going 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 your find relevant talents improve up to 20% while if you were fighting to save someone's life it would be up to 50% boost, while saving the world would see up to 100% temporary enhancements. 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 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 smile at their still kind people brightening their day for example.

Prodigious Refinement Boost: Sainly Empowerment

Now when you do a good deed you innately improve relevant skills as if actively training them while being used for the good deed at a rate of 10 times the amount of time it takes you to do the deed to the best of your abilities. 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 for a farmer or 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 and while it's not true 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 an aura around you that most of the time doesn't do anything but in the presence of malicious effects and abilities their potency are weakened to 10% their initial potency within the range meaning that before a corruptive effect even gets to you its only a 10th its normal potency before the other effects, and this also affect others around you within 5 meters radius including environmental and object effects. The aura alone can't remove the effects, only reduce how effective they are around you. Lastly you can intuitively sense and avoid harmful effects and danger somewhat like spidersense though 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 you 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 would be able to read you, mind controllers could 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 defence in any form is now 5 times more potent in every way with you gaining an incredible mind for creatively using any powers and abilities for healing and defensive effects.

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 initiative awareness of all of your senses making it natural to make the most of your senses even without specialised training to the point you could minorly do echolocation right off the bat. Lastly you have an interesting sensory perception as when someone sees you you instinctively know their exact location(or the location of viewing devices such as cameras or scrying points), If someone hears you or smells you, you will know the general direction they are in and lastly if someone uses some form of supernatural sensory ability to perceive you, it will let you know who they are and their exact location letting you look at them directly thru who their perceiving and track their location.

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

You are a very odd little girl, for starters your body is normal for the most part but you can survive any level of physical trauma as long as a single gram of your body is not destroyed. And 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. No, what makes this perk truly frightening is that all body parts when separated are still alive until their turned to ash or disintegrated unless your will the separated part to die at which point removed parts turn to ash. Second, all separated parts are still controlled and can move at will and function as if they're still 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 more interestingly parts can be separated at will. Lastly, while you can still feel pain it is only momentary when injured with injuries of any kind only becoming a dull sensation that's neither painful nor distracting until healed.

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

This perk gives you a few benefits, first you 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 focusing on 1 thing. Second, your mental creativity is boosted a fair margin with you having an shocking realistic attention to detail to the point it wouldn't be unrealistic to flawlessly remember even 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 as if the real thing, though not able to harm others. The only thing is it relies on your magic reserves to make and manipulate illusions. You'd be 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 just the same reserves. If you want your illusion can be world illusions or targeted illusions and while targeted cost vastly less they are only seen by the targeted individuals while world illusions can be seen and sensed by anyone around the affected area. Interestingly your illusions are hard to dispel and would take someone of considerable talent in illusions like Itachi Uchiha at his prime

to dispel them, but due to your capabilities re-applying them is easy enough. Though it should be noted that targeted illusions costs are affected by the strength of a target somewhat though someone of Itachi's caliber would only cost the illusion to be up to 25 times more costly than a normal civilian for example.

Prodigious Refinement Boost: Monstrous Reality

Your illusion powers are much more powerful now with all your illusions being twice as potent as before but costing only half as much as well for your reserves but that's not what makes your illusions truly monstrous. When you use illusions you can not expend 5 times as much energy to make your illusions have real world effects based on your illusions intent and effects that can do things like make walls and monsters, set someone on fire or even do other crazy things limited only by your imagination and reserves. Hell how you use your illusions can even change how things are effected such as using targeted illusions on someone so that they see a wall as their running a race and while everyone else seems to run thru it no bother they slam into the illusion like a real wall, while you could use a world illusion to stop everyone in the race.

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 as while you don't need to do cruel things, anything that you do that can be considered cruel, mean, harmful, evil or sinful can now provide you with some benefits. While these benefits are powerful it can build up and regardless you are no longer negatively affected by anything that can be deemed cruel, mean or harmful even if you can acknowledge that it's wrong. 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 while killing someone being enough healing as if you had specialised treatment over 2 weeks. Second cruel acts can be used to enhance the potency of any act you do from enhancing your training to making your attacks the harder it all depends on how cruel the act is but for example if you were to train like Rock Lee 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 this is. Interestingly if your cruelty is directed at others you can choose it to benefit them as well meaning you forcing someone to do Rock Lee's training would be more effective for them. Interestingly the potency when used on others is 3 times more beneficial for them, meaning that 50% boost becomes 150% boost. Lastly, acts of cruels directed at you from others provide you similar benefits but are instead 5 times more potent than your own efforts so if you have Gai guide you thru Lee's training it would be 250% more effective for you and due to the healing benefit possibly even keep you healthy and hearty enough to keep going for many times longer than you should be able to.

Magical Heart Booster: Sinful Empowerment

Now when you do cruel things you innately improve relevant skills as if actively training them while being used for the cruel deed at a rate of 20 times the amount of time it takes you to do the deed to the best of your abilities. 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

acts. For example forcing someone to do Lee's training would see you becoming a better teacher and if you join in then improve relevant training skills as well alongside your students. Or your accuracy would massively improve while training by shooting puppies. Due to how cruel and sinful things are looked down on and typically has people intervene this perk is more potent than its positive counterpart since it's likely that someone will try and interfere far more often.

Body Gore Booster: Body Horror

Your body is very strange now as you can now shapeshift in any way you desire including separating your body, generating body parts and other gory shapeshifting and while you can increase or decrease your mass with this, you can't change your gender or alter your mass scale higher than a factor of 3(meaning no less than 1/3rd you base mass for shrinking, and no more that 3 fold for growing.). Your body parts can be separated and attached at will and if you will it you return to your base form easily and quickly. People could tear you apart and you could cruelly turn your broken body parts into leeches and attack them, tendrils and re-attach and any other gory form you can think of. You could even do things like open you boldly like a jagged mouth and bite into someone you're hugging. Interestingly due to how this body works for you now, you have infinite physical stamina in all ways and can regenerate to you base mass from a single cell in a second if you allow and have a sexual appetite that could wring a succubus or incubus dry and bedding for death. Hell 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 now have an interesting and useful ability that allows you to generate mundane objects that you could lift and while it can be any objects you can imagine the objects can't be edible but must be entirely mundane, so summon a giant squeaky hammer, a picture of your friend in an embarrassing position or even a fully functional gun. The only restrictions are that it must be mundane and the generated objects will only last for one hour or if dispelled. Interestingly this does give another ability by allowing you to summon and store real objects that you own from any warehouse, properties or hammerspace that you own as long as said object is something you own and could lift on your own, so summon milkshakes from the **Milkshake Fridge** if you want just as an example (assuming you got it from the item section).

Unexpected Competence (-200 CP) (Discounted for Odd Magical Girl)

When you have to do something or simply want to do something non-violent you have an absurd level of competence. This doesn't make you the best at something but it does guarantee that even if you barely try you'd do to the best of your ability as if you took your time and focused solely on said task, so rushing through something is just as good as if it takes your full focus and dedication. Additionally you are now twice as fast when working on something that isn't combative letting you work much faster to the best of your abilities at all times. Additionally you have a mind for facts and relevant information allowing you to learn information as if you focused and studied everything as if you focused an hour on every piece of information you encounter and can intuitively bring up relevant information you know related to something you're focusing on. As such it's hard to not bring up relevant info even if you only glanced at it and you can be that annoying person that reads off the entire specs of a weapon just to show off for example.

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. So if you have a couple of sheets of cloth and some stuffing you could easily make a stuffed teddy bear toy and while this is a magical form of crafting it's still a form of crafting so it would only take as long as it would to organise the materials into the relevant positions and shapes to have the magic craft them. The larger something is the more material and magic would be needed to the point that if you wanted to make a teddy bear that's 10 meters tall, not only would you need a lot of materials it would take almost all of the base reserves you'd get from the perk **Magical Existence** just to make one. The second aspect of this power is that you can imbue magic into any puppet, doll, mascot, action figure and figurines to 'bring them to life' so to speak. They're not actually alive with just this perk but they can move, respond and act based on your intent and in the form they have. Anything brought to life with this power will gain abilities and capabilities based on their form but with limited to the max strength being equal to your own personal strength, though they would have any unique powers and abilities the form would have like a white mage figurine having healing spells though the potency would be limited by your

own over all strength. This also gives you the ability to link to any of your beings made with this perk and control them as if their your own body with your multitasking scaling based on how many you link to, though each active link costs a small drain enough that having 10 person sized beings linked to you would counteract the passing magical energy regen from the perk **Magical Existence**. Additionally any being brought to life with this perk will have their own reserves of magic to power themselves which will regenerate over time like your own and can only be used to power their own abilities unless integrated with other puppetry systems. It should be noted that all beings made with this perk will have the overall properties of their depicted forms added to their base, high water, fire and electrical resistances and have no needs in any way. All beings made this way can be given orders that they will follow to the best of their abilities and your intent. These beings can be given commands to go dormant as well as other commands on what triggers waking them up and their orders depending on how they wake up, such as having a command that they attack anyone but you if they get too close.

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 as the above perk states and 1/3rd as much to control and link to. This power is also further enhanced allowing the strength of your creations to be doubled in overall potency and affect though only to a limit of twice as powerful as you. You can also use your magic to repair by regenerating damaged and missing parts and even create relevant materials though it would cost 5 times the energy cost of creating the being for regenerating 20% its overall mass. You can also use your magic to make alteration and enhancements to them allowing you to improve them and it should be noted that functional enhancements to the base form add to the mass overall strength so while the form of a being is limited to adding a max of twice your overall power that's on top of its forms base capabilities, so if you use this on a robot that's already stronger than you then its overall power could be enhanced by twice your own. If a form's depicted strength is less than twice your own capabilities then you can imbue more magic to enhance its overall power until its at that limit though it would take the same cost as its initial creation for every 20% its base enhancement until it reaches the limit. Lastly you now have an massive talent for any form of puppetry and crafting abilities and skills you encounter to the point that if you were a regular ninja in the Naruto world your purely chakra based puppetry could rival Sasori's best within a year assuming that all your training focuses on and eclipse him within 2-3 years, never mind adding this perks effects further enhancing your puppetry.

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

This is a strange ability for starters, you have a shockingly high resistance to pain to the point stuff that would normally be crippling agony for someone would just sting, for example Crucio from Harry potter would be alarmingly itchy for you but not normal pain. Second your supernatural resistances to anything are 50% before any other reductions so no matter the supernatural source everything would need to be twice as strong for the same effect. Your physical durability and survivability on the other hand is alarming in that mundane damage from all sources is reduced by 80% meaning that things need to be 5 times as strong to harm you all the same. But that's not the best thing about this perk, now you have the benefits of comic relief

giving you an intuitive awareness of comedic tropes and situations and can twist practically any situation into something even mildly funny, come up with quips and jokes and even elaborate hilarious stories at the drop of a hat and while that seems not as good its great for this perk. That's because you can further reduce and even nullify harm and negative situations by bringing humor almost as a shield. The potency varied depending on the situation and can't negate harm completely on its own but even a minor joke as your hit in a fatal way would see the damage reduced a further 80% with you gaining a healing effect as if 50% the overall damage potential is used to heal you. You can still be killed and overwhelmed and it's hard to keep making jokes if it keeps happening and repeating the same jokes within 1 hour reduces effectiveness by 10% for every repeat but resets after 2 hours. Lastly you have a window. This effect can take place being that if you can start or finish a joke within 5 seconds of some injury or event you can reduce the negative by the stated amount.

Magical Heart Booster: Toon Force Lite

Congrats your comic relief has evolved to a discount toon force, letting your durability double again with you able to pull off cartoon physics as a defensive measure activating the defensive properties of the above perk as if you said a joke without using a joke, and yes these effects do stack. While you have cartoon physics thanks to this perk, it's purely defensive so don't expect to pull out something from your pocket or turn a balloon gun into a tommy gun without relevant perks, though you can use this cartoon physics to affect the environment for jokes and use said jokes to affect others with the benefits of the above perk such as turning the ground to a trampoline to catch someone safely despite bouncing them into a wall un harmed or to have the ground sprout a sign saying 5/10 landing to save a suicide jumper when they hit the ground perfectly fine if in pain. Just don't expect to use this power in any offensive capacity like the Mask but do mind that a lot of defensive abilities are how Bugs Bunny messes with everyone since it would let you switch outfits at a time for a gag. All changes to the environment or yourself will revert within minutes of the changes. Interestingly you now have a Somebody Else's Problem field around you which prevents anyone from questioning this power's defensive properties. You also have enhanced humor and creativity when it comes to any kind of joke being able to write full Looney Tunes episodes effortlessly from now on, and jokes of all kinds and now intuitive to you with you able to understand the nuance and context of any joke you hear or see as you gain the relevant context(so nobody is slipping and personal joke by you now).

Unexpected Competence Booster: How Did You Finish Already?

You are alarmingly good at getting your work done to the best quality of work possible and now you seem to have taken a step further as you can activate this perk and do 1 week's worth(as in 168 hours of work) of any work you want per hour of using this perk all to the quality that you can work. Interestingly while you use this perk you have to actually work on something but no matter what it is you will zone out and recall doing all aspects of the work to the best of your ability yet it will always feel as if you are slacking off. You can consciously reduce the potency to anything from 2 hours of work per hour to the full week's worth but due to the potency of this effect it's unlikely that anyone will take you seriously when 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 and have the broken condition removed if worked on 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. Always somewhat girly for you but the comfort and fit is always just right for you.

Toy Magic Girl Wand - (Free)

A toy magic wand that looks very girly with an overall pretty design that's somewhat evocative of yourself. It's only about 12 inches long and has some kind of ornament on one side such as a star, moon or other evocative symbol that you will like somewhat if not completely. 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 acts as a good magic foci, not the best but good enough to use. Self cleaning and repairing and for some reason has a vibrate function that can only be activated at 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 any additions you put in the room with it being updated with every magical girl show from every jump you enter and any shows you encounter and want to add to the room. 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 once 18 Inch and one life size for the characters(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. Unless you have a way to use plush dolls these are literally just toys and 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 snack food. While 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, sweet treat 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 as fresh and in the peak condition possible. All are organised by jump and type of treat and are always as fresh as if freshly made or packaged whichever is better for the product. This room provides any needed utensils for eating them such as pancakes coming with plates and a fork or an 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. Interestingly all snacks produced by this room provide a few minor benefits, first eating any of them provide small amounts of nutrients, vitamins and minerals 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 of oral hygiene and instead acts as a minor cleaning and repairing effect up on eating enough that your teeth could go from a cavity ridden mess to perfectly neat, clean and strong teeth and gums just from eating from this room once a day for a week. Lastly the treats from this room have a very minor healing effect enough that every 50 grams of food from this room will heal someone as if they have 1 hour of rest and basic treatment for injuries.

Milkshake Fridge- (-100 CP)

This small fridge is a special thing being that anytime you open it it will produce a milkshake for you to drink. There's nothing really special about it other than it being able to produce milkshakes of any kind you desire though nothing supernatural so all mundane flavors you desire by trying and getting senzou bean milkshakes won't work. The milkshakes can be any flavor you desire and every milkshake you make or encounter gets added to a list attached to the side of the fridge in the shape of a computer tablet with the name and ingredients being listed with each milkshakes title, description and picture of them. 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. Interestingly all drinks produced by this fridge provide a few minor benefits, first drinking any of them provide small amounts of nutrients, vitamins and minerals the consumer needs meaning you could survive on just milkshakes if you wanted. Lastly the milkshakes can't harm your teeth, health of oral hygiene and instead acts as a minor cleaning and repairing effect up on eating enough that your teeth could go from a cavity ridden mess to perfectly neat, clean and strong teeth and gums just from drinking a milkshake at least once a day for a week.

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, high end PC, large TV and a very comfortable room with 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 a wide selection of famous games being all games that made the top 100 sales of each console and computer game every year. Any new games you want to add you just need to bring a copy in or buy it for things like Steam or Origin. The room also comes with a large amount of magical girl paraphernalia and is self cleaning and repairing. Provides a minor healing and comfort effect to all within the room allowing people to comfortably play for hours. Only you and those you allow in can enter the room and it can appear anywhere there's a wall for the entrance door to appear, and also has a door in the warehouse.

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. This wardrobe produces these clothes and can be switched at will by simply closing the doors and re-opening them. The closet gives random clothing you might like if you open it without an idea of what you want to wear but produces exactly as you want when you do. There are no limits to these clothing it can produce but will always be in the sizes of whoever opens the doors. The clothing can be anything from mundane clothing to full on magical girl outfits/bondage gear though regardless their always something evocative of magical girls on the clothing, from a simple sailor moon theme underwear in otherwise normal outfits, to full on cosplay of Madoka from Madoka Magica. Clothing made with this will be self-cleaning and repairing as long as it's worn and if it's not worn for 24 hours the clothing produced by this vanishes harmlessly. Additionally these clothes will always be comfortable, don't hinder movements, minorly regulate temperature to keep you comfortable and regardless of how thin it is each layer of clothing is as though as standard kevlar for every half millimeter of cloth. Lastly this wardrobe can be imported into clothing options to expand what it can be thematically as well as add any armor and clothing properties such as adding armor to increase toughness and add armor options.

Cheerleader Fishbowl- (-200 CP)

This is a very special fishbowl being that it's only large enough to hold 1 liter of liquid and hold this 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 carbohydrates you may need to the point 100ml of the liquid is enough for a day's nutrients. Third, drinking the liquid acts as a super serum where the more you drink the more potent it is. Drinking the liter of liquid enhances those that drink it to peak human capabilities always except stamina(both physical and mental)flexibility, balance, coordination, spacial awareness, a reduced need to sleep, eat and drink to 1/3rd, reflexes and reaction time which are all boosted to superhuman levels being 3 times that of normal human limits. This enhancement also makes it so that you have 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 enhancements but once your past peak human levels the enhancements are drastically reduced to 10% of peak human per liter, though there is no upper limit though it doesn't reduce the need to sleep, eat and drink any lower on its own.

Girly Bedroom- (-200 CP)

A very special bedroom that is highly girly with a collection of toys, tv, computer(which always has internet access, flawless digital security and high end capabilities), desk(with supplies), book shelf(always has a few interesting books from local jump and any you put in yourself), mini-fridge, microwave, trash can, high quality bed, on suite bathroom and cupboard. This room is effectively a girly version of your ideal bed room regardless of what you do, it's rather large and comfortable but always has something girly about it. The room is self-cleaning and

comfortable at all times with the bed always giving a good night's rest for up to a solid 8 hours yet can reduce needed sleep by half with full benefits retained. The mini-fridge always has various snacks, foods and drinks and will always have what you want and can even have microwavable foods. Trash vanishes after a night's rest or if 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 in if you want as well freely. The door to your room can be summoned anywhere and everyone will assume it's always been there unless you point it out. Interestingly the main benefits of this room aren't all this but the next few effects. First of all time and your aging while within the room are dilated 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 restrung effect that rapidly heals injuries and removes status conditions where 1 hour in the room is equal to 24 hours of healing and weakening and status effects you may be affected by from mundane illness to full on curses. Stay for 48 hours and all status effects are removed regardless as they can grow or recover while in the room causing harm. Lastly the effects of any form of studying or training is 5 times as potent while in the room and even encourages learning and focus while studying.

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 cues. 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. Now 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. Regardless though it's always a safe place and you can't die neither can anyone you bring with you. 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 like the theme park area except water park themed. [Arcade Land] which is a collection of various arcade games, theme park games and other interactive activities for people to experience. 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 with no staff asking for anything, simply handing 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 at a rate of 24 days in the park is only 1 hour out of it, with you and any guests benefiting from it as your aging slows as well to match the time dilation.

Magical Girl 'Play' Park- (-200 CP)

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 including blatantly nude in some places. The staff is up for anything with rides being themed similarly perverse, games being more than just 'interactive' and even food and drink being thematically similar. While it's still blatantly a play park just how you play is up to you with

everything being lewd at the minimum and pornographic more often than not. Keep in mind that due to how this is themed even the most innocent thing would be at least somewhat lewd so even the normal looking drinking cups would have at least a half naked girl on the side while novelty ones could be full on dicks. Like above this park itself is heavily time dilated at a rate of 24 days in the park is only 1 hour out 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 around the place is a bunch of pods which if you lie in will magically change your gender to your current opposite so you can 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. However you can make the changes permanent by asking a member of staff to do so in which they activate special controls that make the change permanent allowing you or others to retain your new gender, though you can still use the pods to change temporarily if you want. If a change is permanent it's a true change meaning regardless of gender you could have kids by either impregnating or getting impregnated if you'd want to. It should be noted that this version of the park has a few other effects that affect everyone within, preventing pregnancy in any way while within the park, reducing refractory periods down to a few seconds, providing a minor healing aura allowing people to recover from activities very quickly and a minor enhancement to lust just enough to make you slightly horny but not ravenous unless its your choice.

Magical Girl Chainsaw- (-300 CP)

This is a special chainsaw despite looking like a pretty pink gas chainsaw and has a few benefits. First it never runs out of fuel with the gas it emits being a harmless strawberry scent and a normal breathable air ratio. Second the chainsaw is extremely tough with even the flimsy chains having durability comparable to the entire armor of an Abrams tank with the durability of anyone wielding it being added to it as well. The chainsaw blade is mono-molecular and never dull, making it the best sharpness possible without the aid of supernatural effects. Additionally when it chain is pulled by someone without magical girl powers it temporarily gives the the benefits of **Magical Girl Transformation** and **Hearty Fitness** as well, but 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 an interesting item as all it is is a single fist sized plump and juicy pink peach fruit contained in a flamboyant pink wooden box that is always fresh. No, the fruit itself is a delicious treat in and of itself and has all the nutrients and vitamins a person needs for 3 days as well as a few important benefits. First of all the peach when eaten by anyone will have a very powerful healing effect restoring them to their peak health and restoring their physique and missing body parts to their prime as well, though it can only reduce aging by 1 year past their physical prime upon consumption. Second, if the person that eats the fruit isn't a magical girl they will gain the perks **Magical Girl Transformation, Hearty Fitness, Hearty Talent, Magical Existence** and **A**

Little Impure Purity with any missing perks from this list being added to the consumer if they don't have them. Third if someone already has the perks from the above effect consuming a peach give them the benefits to training a skill or ability they want to improve as if they have dedicated 48 hours worth of training in best possible conditions to the targeted skill or ability, this does have the effect of improving knowledge and fitness relevant to the skill but only if its possible to access the knowledge relevant to the skill from having access to the books containing it or a teacher willing to teach it, while fitness is based on the targeted skills training. 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 having a pleasant peach scent for several hours. The wooden box will only contain 1 peach but a new one is generated every 18 Hours

Soul Gem Phylactery- (-300 CP)

This small brass ornament has a solid gem in the center roughly the size of an egg with the colour depending on your own soul and mentality but is typically pleasant for you to look at. This phylactery despite looking frail is roughly as though as 6 inch thick titanium blocks and if damaged will steadily repair at a rate of complete repair over 1 day for minor scrapes and broken decorations. If it's destroyed it will only be repaired and usable after 10 years or if you go to another jump. You can at will link this phylactery to yourself at will which will make you immortal as long as it's not destroyed to the point where if you were disintegrated you'd instead find yourself being fully resurrected and regenerated 24 hours after your death beside your phylactery. The only downside of this is that it has to be in the same dimension for it to work fully though it can still work if its in an inventory or warehouse dimension or other reality entirely, though if it isn't in the same plain of existence in a direct manor like on the same planet or universe, then the resurrection would instead take 10 days and be around the last point in the world your in that you connected to the dimension its stored in. Resurrection is instant for you but it takes the time to gather and use the energy efficiently without alerting those around them. Lastly if you die within 5 days of being resurrected it will damage the phylactery slightly enough that the damage would take 5 days to repair, so if you die enough you'd break the phylactery, it should be noted that it would only take 30 quick deaths for the phylactery to break and that while your being resurrected the phylactery can't repair itself.



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 only have to deal with them once every 2-4 weeks.

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.

Limited to First Origin (+300 CP) (Exclusive to Wholesome Magical Girl)

"You are somehow something that can only use the Wholesome Magical Girl Perk Tree". Because of this you are no longer able to take perks from the **Horror Magical Girl** Perk tree or the **Odd Magical Girl**.

Limited to Second Origin (+300 CP) (Exclusive to Horror Magical Girl)

"You are somehow something that can only use the Horror Magical Girl Perk Tree". Because of this you are no longer able to take perks from the **Wholesome Magical Girl** Perk tree or the **Odd Magical Girl**.

Limited to First Origin (+300 CP) (Exclusive to Odd Magical Girl)

"You are somehow something that can only use the Odd Magical Girl Perk Tree". Because of this you are no longer able to take perks from the **Wholesome Magical Girl** Perk tree or the **Horror Magical Girl**.

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 around as annoying or cheese 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.

Knowledge Lockout (+100 CP)

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

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.

Inconvenients (+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 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 ant 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 not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia (+200 CP)

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia (+200 CP)

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

Amnesia (+300 CP)

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

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 as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale (+300 CP)/(+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 jumpchains 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.