PUELLA MAGI HOMURA★TAMURA

~Parallel Worlds Do Not Remain Parallel Forever~

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PUELLA MAGI MADOKA★MAGICA © Magica Quartet/Aniplex, Madoka Partners, MBS

COMIC BY: AFRO ORIGINAL STORY: Magica Quartet

Introduction

In a world of seemingly endless negativity, there is one girl still holding out for a happy ending. In fact, she's actively trying to create that happy ending with everything she's got! Homura Akemi has gone through countless cycles of time to save her best friend Madoka Kaname, but she never succeeds. This failure will no doubt drive her mad in the end… but that is not the story of this Homura. For some strange reason, Homura's ability to turn back time has started to insert her into stranger and stranger parallel worlds called Time Flows. These Time Flows can have relatively mundane differences from the original, like a world where everyone is oddly more spaced out, or could be ludicrously different, like a world that has a bar for the different Homuras of the multiverse! You enter into this odd multiverse just as the 38th most powerful Homura, Tamura, enters into the "Spaced-Out" Time Flow.

Location

(Roll 1d8 or spend 50 cp to choose)

Akemi-Ya *(1)*
The bar and restaurant made for and by Homuras. It's a place for the Homuras of the multiverse to relax from their constant failures to save Madoka… and from the increasingly odd Time Flows. It has an incredibly jovial atmosphere and the people there do not take kindly to people intentionally ruining that atmosphere. You'll no doubt run into a whole host of characters here, but you will assuredly meet Bar Homura and Professor Homura!

"Spaced-Out" Time Flow *(2)*
The first odd time flow that Tamura will find herself placed in. This time flow is perhaps one of the more mundane parallel worlds that you could find yourself. Mami Tomoe has already died due to accidently stepping on her Soul Gem. Kyoko Sakura spends the majority of her time laying down in front of baked goods conveyor belts. Sayaka Miki is mostly normal, but she keeps misplacing her Soul Gem. Madoka Kaname is just completely unflappable. Finally, Tamura is just completely confused. I'd watch out here due to everything spacing out Witches appear earlier than they otherwise should because they forgot when they should show up!

"Magica☆ Rider" Time Flow *(3)*
A Time Flow where Magical Girls do not exist! Instead, the Magical Girls contract(take out a loan) with a not-human-looking-enough Kyubey. Magica Riders are much like Magical Girls in that they have to hunt Witches, but they hunt them using their motorcycles as part of their powers. In order to break into a Witches Labyrinth in this world you have to be traveling at about 186 miles per hour. All of the principal characters of this Time Flow act relatively normal if a bit more adrenaline oriented.

"Okonomiyaki" Time Flow *(4)*
The original Time Flow of the Practical Joker Homura. This Time Flow isn't the most odd, but it is certainly a bit out there. No one seems to take anything seriously here, with everything that people do becoming some sort of practical joke. The people here also seem to have an odd addiction to Monja.

"Level 9999" Time Flow *(5)*
Also known as Bar Homura's nightmare Tim Flow. This Time Flow has everything within it at Lvl 9999. This means that even Kyubey is able to break apart concrete with his fists and dodge bullets casually. Madoka Kaname has made a contract with Satan and has sent countless Witches to Hell. Kyoko Sakura got infected with some sort of bacteria that formed a suit around her and allows her to manipulate matter. Sayaka Miki has become a skyscraper sized robot that is easily capable of wiping out cities. Finally, Mami Tomoe trained herself to the point that she has 24 constantly escalating Magical Girl transformation upgrades. Expect Japan to be wiped off the map before Walpurgisnacht shows up, but don't worry all the regular people have also been upgraded to Lvl 9999 so they were mostly fine.

"Whole Lotta Mami" Time Flow *(6)*
The Time Flow belonging to Queen Mami. Using the Big Book of Black Magic Using Other Dimensions, the Mami of this Time Flow was able to collect the power of untold amounts of Mamis throughout the multiverse. She was able to suppress every Witch on her planet and stop herself from becoming a Witch. She has since conquered the world and rules it with an iron fist, where all people must have drill hair and drink tea. She has bribed Kyoko Sakura to work for her. Sayaka Miki is working for her due to Kyoko Sakura swallowing her Soul Gem. Madoka is just an innocent person caught in the crossfire.

"Akemi Mechanica" Time Flow *(7)*
This Time Flow is the origin point of The Professor Homura. In this Time Flow, the world is a paradise of technological advancement. Humanity has completely caught up with the technology of the Incubators due to the intelligence of Professor Homura. It's an incredibly peaceful place with all of the principle characters acting roughly as they should be; although, they may be a little bit more open and caring.

Free Choice *(8)*
If you've landed on this option, you may choose any Time Flow that you wish. It could be one of the seven above or it could be another that appears in the series.

Origin

(Age: Choose between 8 - 25.)
(Sex: If you came in as Male then you may switch to Female for Free, but if you came in as Female you may switch to Male for 50cp.)

A Homura!
The multiverse is infinite and so are the amount of Homuras! You can now count yourself among one of these Homuras. This means that you have black hair, a petite body, and really can't hold your beer. It is important to note that all Homuras are different despite their roughly shared looks. You could be a nervous Homura, a competitive Homura, or even a creepy Homura! No matter you personality you have an affinity for Madoka Kaname.

A Madoka!
Every Homura has a Madoka! You just so happen to a Madoka Kaname from some Time Flow in the multiverse. This means your hair has turned pink. Madokas are perhaps even more diverse in personality than the Homuras. You could be a sadistic Madoka, a spacy Madoka, or a hotblooded Madoka to name a few! You have no particular affinity for anyone.

A Mami!
A Time Flow is nothing without it—CHOMP— ...Hehehe, well, at least she tries? You are one of the many Mami's that populate the multiverse. You're blonde, you're bodacious, and your hair looks like drills! Don't worry, you're not pigeon holed into becoming a kind and lonely Mami. You could be like the Spacy Mami. Or maybe you could be like the Metal Magica Mami! You might even be like the Queen Mami! *You will be protected from Queen Mami's magic drain spell if you choose this option.*

A Kyoko!
Rough, tumble, and always ready for trouble, Kyoko Sakura comes onto the scene! Or one of them anyway. You've become one of the many Kyoko Sakuras in the multiverse. This gives you red hair and a bad attitude. The Kyoko personalities are all pretty similar, but there is some room for difference. You could be like the Mink Chef Kyoko, the Big Sister Kyoko, or even the Chocolate Glutton Kyoko!

A Sayaka!
Sayaka Miki Heroic Magical Girl to save the day! You can now count yourself among this hot blooded and spunky bunch. You hair is blue and your heart screams for justice! Your personality could be cold and calculating like CEO Sayaka, shonen-esque like Metal Sayaka, or maybe you'd like to go on a rampage to dull the pain like RoboSayaka!

Perks

A Homura!

Homu Needs A Hobby! - 100
Stress is the true killer of Homuras all around the multiverse! So, to combat this, most Homuras have taken up a hobby. This means that you may opt to take one mundane skill that you have become quite good at doing. While you are performing this skill, you find that you become less stressed far more quickly than you otherwise would without doing it.

Big Sister Homura - 200
Some Homuras have been around for a long time. Perhaps, they've been around for so long that they've given up on completing their mission themselves. However, this does not have to be a negative thing. In fact, it can be quite positive! You've become quite adept at supporting other people emotionally. Your presence is soothing and you really give off the aura of an older sibling! You can read people's emotions really well and can even tell people with the exact same face apart. You've also become a good cook and know how to run a rowdy restaurant and bar with ease.

The Sickly Serial Bomber - 400

All Homuras must know how to make their own bombs! You are able to make incredibly powerful, military grade explosives with ease, but that is not all. Your technical prowess is much like the Professor Homura's ability. You are intelligent enough to drag the Human world to the same level of technology as the Incubators. You can create a ton of different Magical Girl style weapons and armor based around sample gathered from all sources magical and mundane. You can even create a giant robot that is near the size of Jupiter! Creating A.I. is child's play to you and you could even create lasers capable channeling and amplifying a magical girl's power tremendously.

Fists are a Magical Girls True Weapons! - 600

A Homura needs their weapons! ...or do they? Much like Tamura, you've discovered that training your body can yield terrific results. In training your body, your magical power can grow exponentially! You could go from a waif of girl, who could fight against veteran magical girls, to a real powerhouse, who is able to damage a Class E Walpurgisnacht with the wave of her hand and create a blast that completely overshadows Earth, with only one month of training!

A Madoka!

Have a Good Genocide! - 100
A Madoka is defined by her unrelenting cheer, no matter the situation! Nothing ever seems to get you down, not the death of a friend, nor the genocide of an alien species. Despite seeming... unhinged at times, people will find this aspect of you very endearing.

A Diverse Skill Set - 200
A Madoka must be ready for any duty that they must perform. The different Time Flows often put Madokas like you into a multitude of different mundane jobs. As such, you are quite good at any job that you are assigned. You could be an excellent corporate secretary or even the captain of a star base!

The Person Under Your Bed - 400
The Madokas of the multiverse always have friends to help them! Something about your nature makes people want to help you in some way. Normally these people are just regular friends, who will still do a lot to help you however they can, but if you ever find that special somebody then they will never stop until they are able to save you in whatever way they can.

The Health Rep Can Do Anything! - 600
No one should underestimate the Class Health Representative! You can easily tell whether or not someone is lying about their illnesses. You also have an encyclopedic knowledge of herbal remedies and are somehow good enough with medicine to make sure someone who has been bitten in half from the waist up is perfectly fine a few moments later. However, most importantly, you are capable of creating truly stunning pieces of technology. You could quite easily create a device to capture the scattered magic of someone, reform the soul of that person through that magic, then create a powerful metal body to hold that magic, and then be able to insert that soul into the body. You can also incorporate other magical abilities into the body with ease as long a you can study the ability. This can be done with other internal energy sources in future jumps.

A Mami!

Take It On the Chin! - 100
Being Mami Tomoe is stressful, lonely, and just a tad bit depressing. Luckily, you've become very resistant to all of these things! The dark implications of being a magical girl don't even touch your emotional stability. In fact, you could be trapped, alone, in a different world for an untold amount of time and you'd just be very, very bored. Nothing can make you lose your sisterly disposition, which you are now very good at portraying!

A Terrifying Presence - 200
The power of a Mami cannot be underestimated, especially the power of their presence! In times where you may want to cow unruly magical girls, you are able to paralyze for a moment with a single look. Your presence can become dark and ominous or you can even change to a much more serious art style for just a moment!

She Only Got Her License Revoked! - 400
The essence of being a Mami Tomoe is—CHOMP— ...I'm sure you get the point. However, there are some Mamis that subvert expectations and actually live to see another day! You are one of these rare and mystical Mamis. Your ability to subvert expectations of your death is so strong that even if your are fatally wounded, unless a foe sticks around deliberately finishes you off, you will come out alive.

The Queen - 600
Whaaaaa! That's not right! There should only be one Queen Mami! Somehow you've gotten access to the power drain spell from the Big Book of Black Magic Using Other Dimensions. This means that you can drain power from your multiversal counterparts that are of similar power to you or weaker. You can do this slowly and only take a little or you can just start absorbing them wholesale! However, a full drain will kill the counterpart. Any way, as you grow in power so too does your most important ability. The amount of power you gain directly increases the amount of tea you can drink!

A Kyoko!

A Core of Deep Affection - 100
The true essence of a Kyoko Sakura is not her foul mouth or her bottomless stomach, but her heart. No matter how crassly you say it or how brutally honest you are to people; if you truly meant to be kind or help someone, the person you're talking to will understand the meaning behind it. This makes you a wonderful and cool big sister!

She Makes Animal Friends - 200
A Kyoko knows better than anyone that people can be a hassle. So, screw 'em! You don't need any people! You have all of your animal friends with you! You can easily earn the trust and loyalty of a whole host of animals just by feeding them once. You don't even have to feed them directly. You could just be tossing apples around and if they eat them then they'll come and find you eventually. You've also become very good at cooking, specifically French Cuisine. This also lets you turn into a Mink. Odd that.

Where'd She Go? - 400
Some people call it cynical, a Kyoko just calls it smart! As a Kyoko, you've gained the ability to leave areas very quickly and very stealthily. It seems like you could leave the city if someone takes their eyes off of you for just a second! In fact, you can leave so quickly and so stealthily that the narrator and plot can't even find you sometimes!

The Red Witch of Friday - 600
To be a Kyoko Sakura is to be a glutton, but this is just ridiculous! Your ability to eat has been bolstered to absolutely obscene levels. To make matter worse, your stomach can hold more food and you grow in power as you eat. This ability will start relatively weak at the beginning, but after about 2 months of eating consistently you could eat 7 tons of chocolate in an instant and your stomach could easily hold a kiloton. Your stomach and power will grow over a long period of time to where you could eventually eat the planet, galaxies, or maybe even the whole universe!

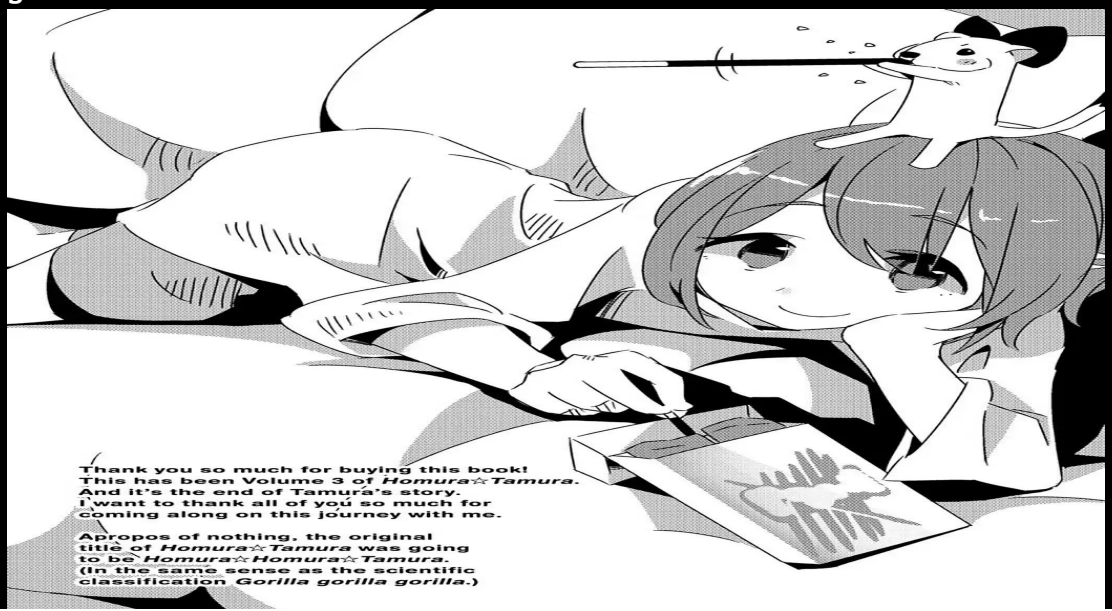
A Sayaka!

She Grows On You - 100
A Sayaka is often prickly and stand-offish at the best of times, but that doesn't always hinder them. Perhaps, it's due to your incredibly stubbornness, but people start to warm up to you pretty quickly. You could go from bitter rivals to good enough friends to open a French Restaurant together in just a couple of months.

Madam President - 200
A Sayaka isn't stupid! Well… a Sayaka isn't stupid sometimes. You're one of the smart Sayakas. You could easily run an entire factory district that produces 80% of Japan's entire supply of snack foods with incredibly efficiency, even if those factories were being attacked by a glutton with a bottomless stomach.

The Only One That Isn't Small Scale - 400
A Sayaka is powerful! You have massive amounts of magical energy coursing through your body! You can release it out of your body in an intimidating aura, which can stop even hardened magical girls in their tracks. You can also make it explode out of your body causing tremendous destruction around your body. It for some reason also gives you cooking training and the ability to turn into a Mink. Odd that.

Fueled By a Wish - 600
A Sayaka will never stop fighting at their best! When you inevitably become a magical girl, you will make a wish. This wish will give you your power, in more ways than one. As long as you follow your wish, you find that you fight much better, your speed is improved, and you never run out of stamina. You may even be described as unbeatable! Your magical energy will never be exhausted for as long as you are engaging with your wish in your actions. An example would be if you wished for sweets, then if you constantly devoured sweets then all of these bonuses would be yours until you stopped eating.

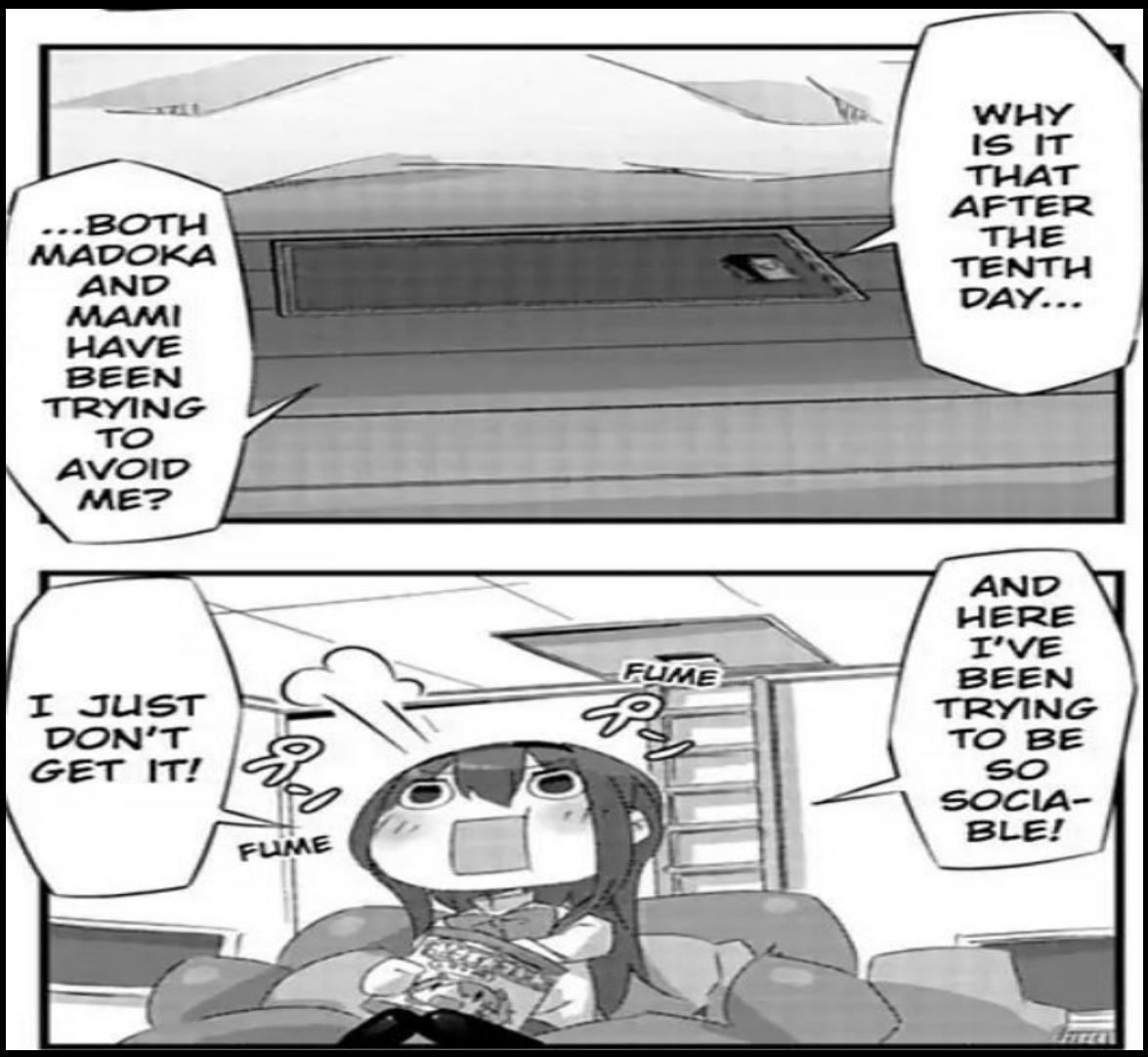


Items

A Homura!

20 Pack of AAA Batteries - 100
A Homura is always prepared for any situation, even if that situation only requires a change of batteries! You now have a 20 pack of AAA batteries or tan yon size as they are known in Japan. Once this pack of batteries runs it it will refill within 24 hours.

The Homu Bunker! - 200
Much like Rookie Homura, you've got your own secret, hidden bunker. This bunker is very well stocked with furniture and entertainment. This bunker also can be hidden in places where it really shouldn't be able to hide. You could have it hidden in someone's middle-class, suburban house. Despite the fact that it should be the size of a large room, the bunker doesn't show up in the house in any noticeable way. The only way anyone would know it was there would be the entrance trapdoor. This bunker also comes with a can of surströmming that refills every week if you do something with the fish. *In further jumps, you can place this pretty much wherever you want.*



Akemi Mechanica Stockpile - 400
The personal stockpile of weapons and armor created by Professor Homura. On top of countless Homura shields, she has also created powerful magical rocket launchers, machine guns, and many other types of guns. This also comes with some very experiments, prototype armor based on Sayaka's witch. This armor is extremely protective, but also pliable to the point where it could even be called "Gummy Gummy Sayaka-chan Armor!" There are even plans of something called the Akemikaizer.

Akemi-Ya - 600
Akemi-Ya is the true haven for all Homuras around the multiverse. As such, it would be cruel to take it from a Homura! This gives you a replica of Akemi-Ya, which can be the original version or the refurbished Spa & Inn. This replica seems to have the same odd property as the original Akemi-Ya that draws people much like a Homura to it! This item also lets you expend a bit of magical power to create a door to Akemi-Ya! You'll never have to be separated from your other Homuras again! This door only leads to Akemi-Ya and will only lead back to the place where you created the door. You won't be able to explore the rest of the Akemi-Ya Time Flow.

A Madoka!

A Stark Red Ribbon - 100
A Madoka is known for ribbons in her hair! Not drills, pony tails, or anything else! Ribbons! You've now got your own pair of red ribbons. These seem to accentuate your cuteness. They also make for great gifts!

Nurses Office - 200
The perfect setting for the Class Health Rep! It's a fully stocked school nurses office! Not only does it have all of the medical supplies a nurses office would, it's fully furnished too! This includes a stunning technological set-up that would no doubt aid in you in creating fully robotic bodies if you had the know how to do so! It also has an electrical torture table! What? Those aren't in a regular nurses office?

Madoka Explosives Pile - 400
In an attempt to get Madoka to protect herself, the Practical Joke Homura taught Bomber Madoka to create powerful explosives. You've stumbled your way into an entire stockpile of these explosives. It has semtex, C4, dynamite, and others. These explosives have been modified to explode a mere few minutes after they have been "disarmed." There are so many explosives in this pile that if they all went off at once it could probably do some serious damage to an area that is about the size of the central area of the Japanese island of Honshu.

Space Mitakihara Base - 600
In one Time Flow, there was the threat of a powerful witch coming from space. In response to this, a massive space station was built near the Moon. This space station is quite large, as it is able to be seen as a large object near the moon from quite some distance away. The station is sparsely furnished and has no food in it. It has a powerful laser cannon known as the Tiro Finale Laser, which is able to blow up Pluto! It also has a docking area which has a space shuttle within it.

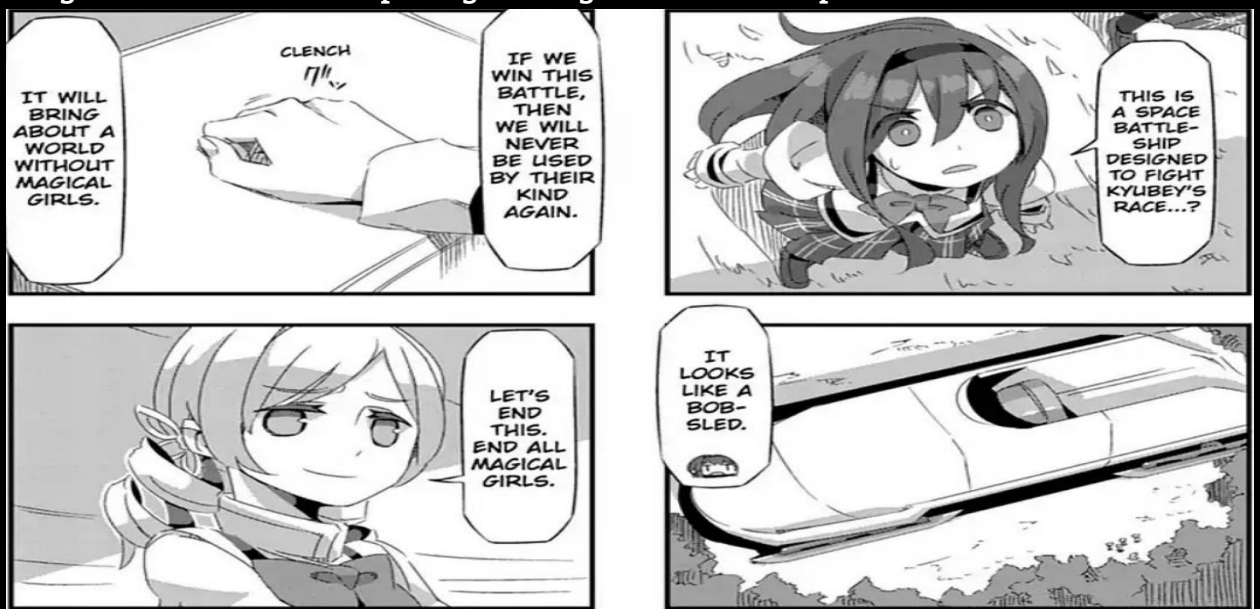
A Mami!

500 Pages of Comedy Skits - 100
The products of a Mami that has been very bored for a very long time. You now have 500 straight pages of pure hilarity in your hands now. These skits are mostly very funny with a few duds here and there! However, the quality of the jokes doesn't really matter because going through them is an excellent way to kill boredom!

Realm of the Tea Queen - 200
The nigh-impenetrable fortress of Queen Mami! It has 200 floors filled with traps and monsters that will stop at nothing to stop any and all that are designated as intruders. It probably wouldn't stop a very determined magical girl with time stop, but hey, what can? This Tower also comes with a truly obscene amount of tea. Well, anyway. You've now got yourself a replica of this tower!

Comedienne Tomoe-Tei Mami-Raku - 400
Comedienne Tomoe-Tei Mami-Raku is a comedy club started by a lonely Mami trapped between worlds! This comedy club is right next to Akemi-Ya and is very close in appearance to that very same bar. It's main clientele are the Homuras from next door! You've now got yourself a replica of this comedy club! You can also expend some magical power to open a door to the actual Comedienne Tomoe-Tei Mami-Raku! You'll never be a lonely Mami ever again! This door only leads to the comedy club and will only lead back to the place where you created the door. You won't be able to explore the rest of the Akemi-Ya Time Flow.

The Rebellion Space Battleship - Atlantis - 600
An amazing battleship created by the All-Knowing Mer-Chan! This battleship is oddly shaped like a bobsled and is large enough to completely fill a rather large forest clearing! It can only go as fast as the speed of light, but it's weapons are truly powerful! They would be able to completely destroy the Incubators planet in one shot!



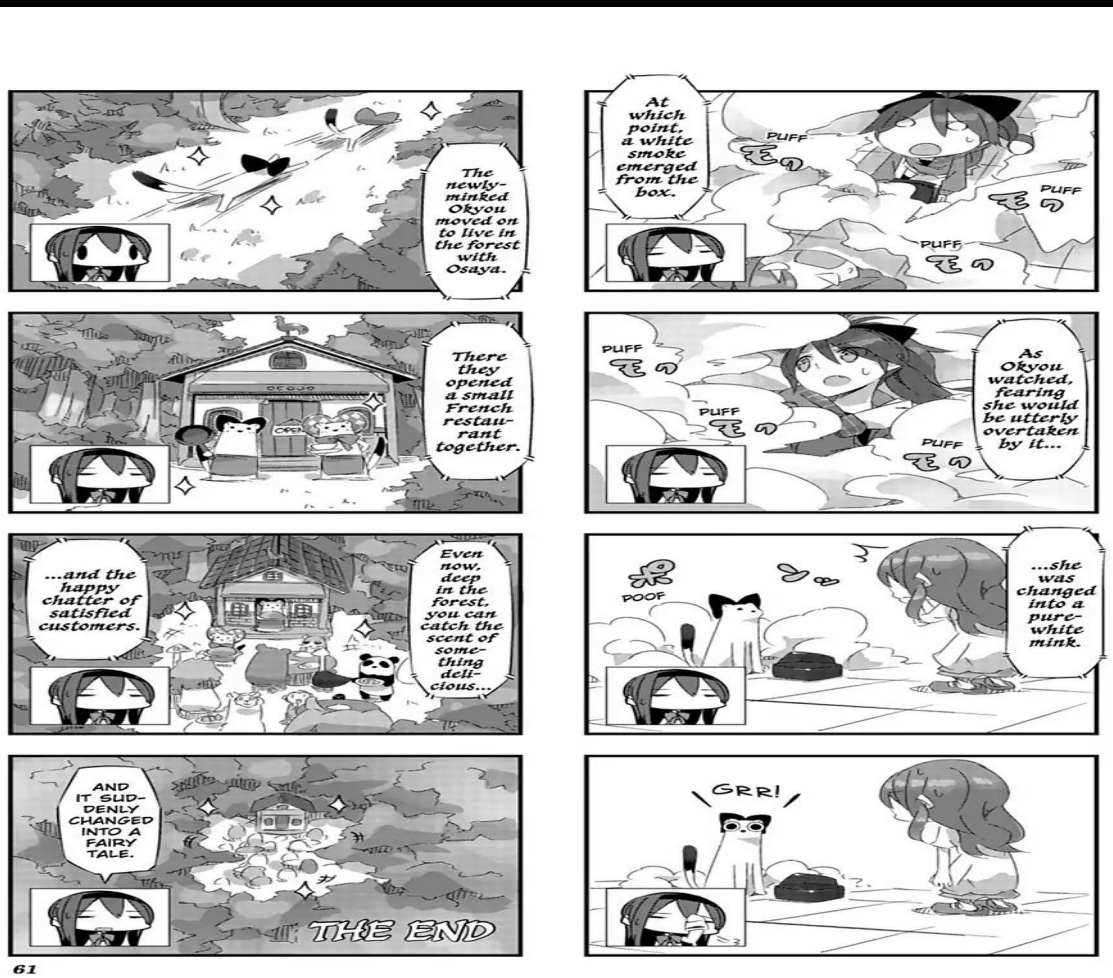
A Kyoko!

Seven Tons of Chocolate - 100

A Kyoko is a glutton. There is no getting around that it's just what they are! In fact, some Kyokos are so gluttonous they'll become mindlessly obsessed when they get hungry. So, here's 7 tons of chocolates to help with you cravings! This chocolate refills in a week after all the chocolate has been eaten. You'll *probably* never go hungry again!

An Odd French Restaurant - 200

Y-you want more food? ...after all that? Well, ok then. You've come into ownership of the replica of a very, very odd French restaurant. This restaurant is operated by a Kyoko-mink~ and Sayaka-mink~. These little cuties are adorable and have an oddly incredibly ability to make French cuisine! Their ingredients also don't ever seem to run out! You can also expend some magical power to open a door to the actual restaurant! This door only leads to the restaurant and will only lead back to the place where you created the door.



Kyoko-chan the Ermine - 400

It's soooo cute! No really, this thing is absurdly adorable! You have a tiny, little, cute Kyoko-chan the Ermine. This little beast isn't anything special in its physical ability, but it's cuteness is a superpower on it's own! It soothes the mind and bring happiness to everyone around it. It can easily snap people out of berserker rages caused by a misfiring of reality... figure that one out!

A Spoiled Cake - 600

In an odd Time Flow, known as the Lvl 9999 Time Flow, Kyoko Sakura would gain terrible power through eating a slice of spoiled cake. Unlike her, you've more than a slice! You have an entire spoiled cake! This cake awakens powers in those who eat it and can survive the inevitable food poisoning. Sadly, this cake seems to have no affect on you. The powers granted to regular people would put them on par with the normal humans of the Lvl 9999 Time Flow. This cake will not regenerate after you have it all eaten up, but you do get the recipe for this spoiled cake.

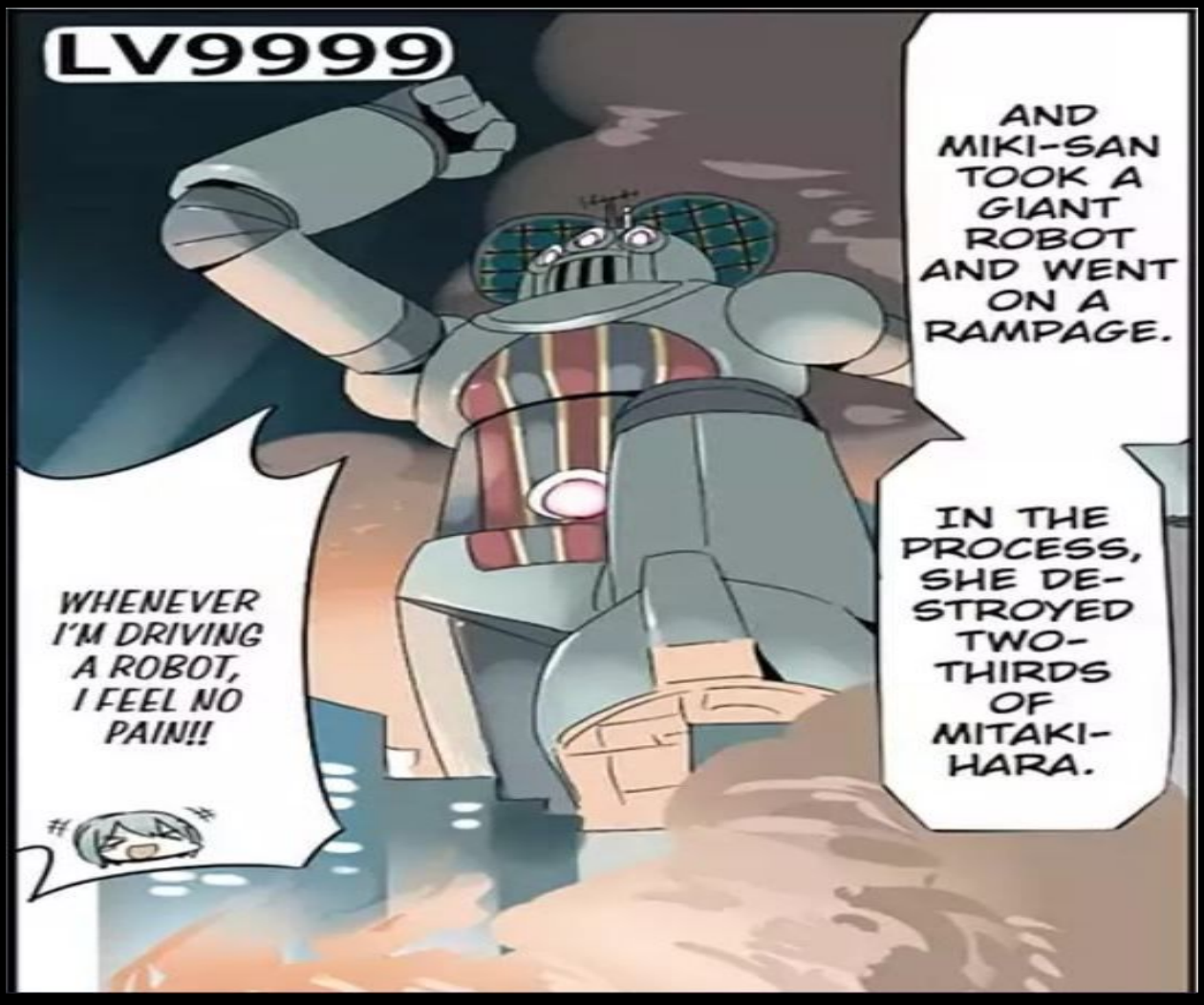
A Sayaka!

Kyouske CDs - 100
He's soooo dreamy~ The beautiful music of the tortured artist that *(almost)* all Sayaka's pine over! You now have cds of every performance that Kyouske ever gave. Even the ones that weren't officially recorded! Don't know how you got your hands on those… Well…anyway. These CDs are completely indestructible.

Mitakihara Chocolate Factory - 200
A Sayaka is ambitious you know! In the endless Time Flows there are some Sayakas that become truly successful. You can count yourself as one of these Sayakas. This chocolate factory is a tad lax on security, but it can easily produce over 700 tons of chocolate in a single business day! This factory can be easily modified to produce other types of things. It can be imported into future jumps as an attachment to your warehouse or as a fixture to a factory district of your choice.

The Odds 'N Ends Shop - 400
Sayakas sure do love stuff! I mean a french restaurant, a chocolate factory, and now an odds 'n ends shop?! This is just getting ridiculous! Anyway... you've got access to a replica of the Sayaka and Kyoko the Ermine's Odds 'N Ends Shop. It's filled with tons of cute, little knick-knacks. It also has an odd quality of attracting tons of adorable looking animals that don't seem to harm the store in anyway. You can stock the store with whatever you want, but if you stock it with actual knick-knacks then your store will restock as soon as your run out of product! You can also spend a little bit of magic to go to the actual shop in the Akemi-Ya Time Flow. This door will only lead to the shop and you will be returned to the location of the door when you leave.

Robo-Sayaka Blueprints - 600
As a Sayaka, you have an affinity for robots! No one's quite sure how the association started, but it's there! You've got some very, very detailed blueprints on how to create Robo-Megucas just like the Lvl 9999 Sayaka's robot. The robots are quite powerful seeing as Sayaka was able to destroy 2/3rds of Mitakihara in the Lvl 9999 Time Flow. The robots also have the incredible ability to dull emotional pain while driving them!



Companions

(CP transfer 1:1)

Import - 50

A Meguca is never alone! After all, it would be very difficult to have *vaguely* yuri comedy hijinks with just one person! So, at the price of 50 per companion, you may import one companion or create a new OC companion. This companion will get 800 CP to purchase what they will.

Canon - 100

You've probably made some friends in your years here... or at least I hope you have. Well, if you have then rest assured! This option allows you to bring them with you to further jumps!

Powers

Soul Gem - 200 *(No Discount)*
The Soul Gem is the key to a magical girls power. This gem is given to you by Kyubey as part of your agreement. The gem is created by Kyubey removing your soul and housing it within the gem. This provides you with quite a few benefits, but also some rather annoying negatives. The Soul Gem allows you to transform into a powerful magical girl form! This form is has superhuman athletic ability, which would allow you to knock around large creatures like witches with ease. Your also quite fast. You could catch bullets from point blank range! You also have the ability to channel your magic through things that you are touching, which can empower mundane objects to the point that they can harm witches! Your new state also leaves you far more durable than you were before. It would take getting knocked through multiple buildings for you to be harmed through sheer brute force. As a result of your soul and body being partially disconnected, you are also mostly numb to the pain of your injuries. The gem can also detect corrupt or evil magical energy. You are also able to create a cute outfit for yourself to wear! And choose a really cool weapon*, which can be an imported weapon*! However, having a Soul Gem comes with some heavy costs. You can't get more than 100 meters away from your Soul Gem without your body lifelessly collapsing. You will be revived if you somehow come back into direct contact with the gem. Using magical energy and feeling despair also begins to slowly corrupt the Soul Gem. The gem will slowly begin to blacken, which will in-turn cause you to feel more despair. If the gem fully darkens, then you will undergo a form of personality death and become a Witch. The gem can also be physically destroyed. It would only take something about the power conventional small arms fire to destroy it. Think carefully about choosing to change yourself in such a way.

The Homura Special! - 600 *(Discount for A Homura, Requires Soul Gem)*
Upon taking this option, your magical girl weapon changes to a shield identical to the shield owned by other magical Homuras. Your outfit also changes to be similar to Homura's. Most Homuras have an amazing signature ability tied to their shield! They have the powerful ability to stop and reverse time. If you channel your magic through the shield you can stop time for as long as you have magic to do so. Interestingly, you have enough magic to take a many hours long nap and not have to worry about your magic. The shield also can store an obscene amount of things within a personal pocket dimension that is attached to the shield. It can quite easily store a massive forest within the shield before it begins to get clogged. Perhaps most importantly, you have the ability to go back in time. This also seems to allow you to travel to different Time Flows... for some reason. For the purpose of this jump, you can only jump back in time

to the point that Homura Akemi would transfer into Mitakihara Middle School, which is about 6 weeks. In future jumps, you will be able to choose a point in time that you want to jump back to. You are able to choose set this point at any time during your stay. It costs no magical power to jump back to this point. The ability to go to different Time Flows will also follow you into future jumps.

The Madoka Special! - 1000 *(Discount for A Madoka, Requires Soul Gem)*
A Madoka is always a powerhouse! Upon taking this option, your magical girl weapon will change into a bow that is identical to Madoka Kaname's bow. Your transformed clothes will also become quite similar to her own. You have truly obscene levels of power stored within your body. You could easily one-shot Walpurgisnacht, which even at its weakest is described as a living super hurricane. You can create a truly monstrous amount of magical projectiles to fire from your bow that can be fired at tremendous speeds and track enemies. The power of those arrows could easily destroy the majority of a large city if you wanted them to do so. In fact, you should also be able to defeat creatures that would be able to destroy planets with relative ease as well. You are also exponentially faster than the average magical girl and more durable than the average magical girl. Madokas also have the odd ability to grow in power. It is perhaps limited in scope, but if you are ever trapped in a time loop then you will begin to exponentially grow in power due to an odd interaction with your karmic energy and the loop.

The Mami Special - 600 *(Discount for A Mami, Requires Soul Gem)*
A Mami's power is very... developed! Your magical girl weapon has now changed into a musket that is identical to Mami Tomoe's musket. Your transformed forms clothes will also look similar. Your signature ability is based around the summoning of magical ribbons and guns. You are able to summon untold multitudes of your regular magical musket for a relatively low cost in magical power. Every shot with these regularly powered muskets is equal to magically enhanced small arms fire. Interestingly, you are able to affect the type of ammunition you fire. This means you could fire smoke bullets or some such. You are also quite able to summon ever larger guns that have much greater firepower for an increased magical cost. This works incredibly well with your other ability to summon ribbons. These magical ribbons are incredibly tough. They could even restrain some moderately powerful witches for quite some while! You can manipulate these ribbons in basically anyway that you wish. You can even create a ribbon based clone of yourself! In fact, your guns may also be ribbon based projections. You also have a moderately potent ability to heal living beings with your magic. You also have an impressive amount of magical power to spend in general. Alongside of this

impressive amount of power, you are also a marked bit faster and stronger than the average magical girl.

The Kyoko Special - 600 *(Discount for A Kyoko, Requires Soul Gem)*
The power of a Kyoko is actually quite deceptive. It doesn't fit with that brash personality at all! Your power is based around chains and illusions. Your weapon has changed into a spear identical to Kyoko Sakura's spear. Your transformed clothing has also changed to become similar to Kyoko Sakura's. Your spear can extend its length and bend around like a whip. It can also come apart into multiple segments that are kept together with chains. You are also able to summon a massive version of this spear for an massively increased magical cost. Your magic can also be used to summon chains. These chains could be used to restrain witches or create powerful barriers. You are exceedingly fast as well and have a notable amount of strength even for a magical girl. You could massively outpace magical girls that could catch bullets at a point blank range. An ability that most Kyokos ignore are their ability to create illusions. The illusions can be quite mundane in nature, but it also allows you to create tangible clones. These illusory clones can talk and physically interact with the world. Your specific abilities are impressive, but you also generally have quite a bit of magical power. You certainly have enough power to easily overwhelm some quite powerful witches.

The Sayaka Special - 600 *(Discount for A Sayaka, Requires Soul Gem)*
A Sayakas powers is to the dull the pain! Your power is based around healing and survival. Your weapon has changed into a rather typical cutlass and your transformed clothing has changed into something similar to Sayaka Miki's with the cloak of her outfit being a staple of your new set of clothing. You can summon multiple of your cutlasses in an instant. If you choose to use these cutlasses as a thrown weapon then you can control their trajectory telekinetically. Your new cloak also has a rather interesting ability. It is quite capable of defending you from rather powerful attacks, but it also lets you teleport yourself if you wrap it around your body. The most notable ability that you have is your healing ability. You are capable of healing the grievous injuries of other people quickly, but this ability is much stronger when it is your own body that is healing. You are able to almost instantly heal injuries that should be instantly fatal. The strength and speed of your new body should not be underestimated either. You are quite capable of out pacing someone who is capable of dodging bullets and can even keep up with people who have the ability to stop time. However, you don't have an exceedingly large pool of magical power to toss around.

Warp! - 100 *(Requires Soul Gem, Free with any Character Special power)*
An odd property of magical girls in the "Nation of Mitakihara" Time Flow is that they can all teleport! They can teleport quite a long ways as well. They can go quite easily from Shikoku Island to Hokkaido!

Witch Power!? - 200 *(Requires Soul Gem, Discount for A Sayaka)*
Oh no! Something must've gone wrong with your contract! You... you look like a witch! Well, you sort of do. Your head has been transformed into what your witch form's would look like. This has no effect on your regular magical girl abilities, but it does give you some interesting abilities. Your new head is capable of firing powerful lasers and high-explosive shells! These dangerous abilities could definitely harm the average magical girl quite badly.

Time Flow Traversal - 200 *(Free for A Homura)*
There are countless Time Flows with just as many possibilities represented in each one. It would be a shame to be restricted to just one. As such, you can now traverse the different Time Flows! This should be akin to traveling to alternate universes and will be treated like that in future jumps.

Mer-chan the All Knowing! - 300 *(Requires Soul Gem)*
Not much is known about the great Mer-chan or as she is better known, Merlin. However, we do know that she is super good at seeing the future! Now, much like Mer-chan, you can easily see over a thousand years into the future. You're also incredibly intelligent. You could figure out an untold amount of languages and their future dialects with ease! This also means you can easily create rather impressive magical technology. You could be like the original Mer-chan who created a stone that acted much like a smartphone!

Level 9999 - 400/800 *(Discount for A Madoka, A Mami, A Kyoko, and A Sayaka)*
It's very odd, but you seem to have the same abilities as a regular person born in the Lvl 9999 Time Flow. The actual abilities of a regular human aren't specifically known, but there are some safe assumptions. A regular Kyubey is about the size of a house cat with comparable strength and speed. A Lvl 9999 Kyubey can smash concrete with a single strike of his ears and can dodge bullets at point blank range. This would roughly the demonstrate gulf of difference in scale between a regular human and Lvl 9999 humans. For an extra **400** CP you may find yourself equal to the Lvl 9999 Madoka, Mami, Kyoko, or Sayaka. Each of these girls easily has the power to destroy the country of Japan even in the Lvl 9999 Time Flow and now you do too! There are certain abilities that the **Origins** who have discounts are drawn towards, but you are not locked into these

abilities. **A Madoka** is predisposed to forming a contract with Satan! As such, your demonic magic is extremely powerful! You could banish extraordinarily powerful witches to... somewhere? **A Mami** is predisposed to training and making extreme gains! As you train and your power grows, you are able to relegate these growths into transformations. Upon taking this option, you've been given 24 of these upscaling transformations. **A Kyoko** could be able to telepathically control bacteria. However, that's not all. You can make this bacteria do odd and magical things such as break down matter! **A Sayaka** may get a giant robot that has it's head look a lot like your witch form's head. This robot is durable enough to survive the no doubt countless Lvl 9999 human attacks on it and to destroy 2/3rds of the city of Mitakihara. It also dampens emotional pain! If you don't want to take any of these then you could just bolster your regular physicals enough to compare. This does also apply to any magic you may have gotten from the **Soul Gem** or **Character Special** options. If you've taken the **800** CP option while being **A Homura** and don't want any of the above options then you may create a power of a comparable power based on a exaggerated interpretation of the theming of your Homura.

Metal Magica - 800 *(Discount for A Mami and A Sayaka)*
An amazing fusion between magical girls and science! You have been reborn as one of the powerful beings known as the Metal☆Magica! As Metal☆Magica, you have strength that is certainly much higher than the average magical girl. You could easily annihilate witches that are the size of skyscrapers! You could take hits from a person of comparable strength as well. However, your most impressive ability is your speed. You could quickly go to the Incubator homeworld and back with the implication that you'll be back in a very short amount of time. This homeworld is 12 billion light years away.

Gouken! - 800 *(Discount for A Homura)*
Just like the Gouken Homura, you have incredible strength and fighting ability. At just 50 percent of your power your impressive aura of power could completely fill an absolutely massive room and visibly terrify another powerful Homura. A hit at just this level of power could completely destroy a room reinforced enough to test the Akemikaizer robot with a single punch. That things even stronger than Tamura! The force of this punch would also continue far past just this room. It could very well travel all the way across a city! All of your physicals are brought into line to be comparable with this as well.

Sword Master - 800 *(Discount for A Homura)*
Just like the Sword Master Homura, you have incredible strength and fighting abili... wait... this seems familiar... Anyway, you have incredible skills with a sword! You have an incredibly powerful aura of WRATH! This aura can easily short out even reinforced emotion detectors. Your strength is truly obscene as with a single, casual swing of your sword you could perform the same feat of strength described in the **Gouken!** option. Your other physicals are also comparable to this incredible feat. If you don't have a sword then this option provides a rather generic katana, but you may import a sword if you wish.

Rampage! - 800 *(Requires Soul Gem, Discount for A Sayaka)*
Oh... well. That's not good. Something has gone catastrophically wrong with your contract! The creation of your soul gem has backfired in someway and you've been filled with the raw energy that the Incubator normally collects upon the creation of a witch! This has left you as a complete powerhouse! You could easily one shot even Tamura Akemi, who can create a blast of magic that can eclipse Earth! You also have the speed, durability, and strength to fight off a large portion of Akemi-ya including the formidable Akemikaizer, which was made to combat the extraordinarily powerful Walpurgisnacht in other Time Flows.

Drawbacks

(Drawback Limit is 1000 CP)

Sensitivity Training - 100
You have the horrible affliction of being entirely too empathetic. No, really, it's a huge problem! You just can't help but cry when you hear a sad backstory! It might make you seem more personable, but it certainly hurts when you're trying to be the cool and mysterious transfer student.

Defrag Your Weapon! - 100
This is normally just an issue that Tamura runs into, but it's now an annoying issue. As you use your unique abilities, which is anything that isn't just a boost in physical ability, your power becomes cluttered. This will only become an issue once the clutter has built up. This will take a rather long time to build up, but once it does your power will not work anywhere near as well as it did while "clean" and you will have to defrag the weapon to return it to normal. This defragging can take any form that you want it to take, but no matter how you want it to happen it will take a good few hours to get it all cleaned out.

Can't Hold Your Beer - 100
There is one extremely common food or drink that you just can't keep down. As soon as you eat or drink this thing, you have an almost uncontrollable urge to vomit. Needless to say this makes things awkward around people who aren't all that accepting of your quirk.

Enemy of the Mami State - 200
Oh my! You've been found in violation of Queen Mami's decrees in some way! As such you have become an enemy of the Mami State and will be hunted down with extreme prejudice. Your location has been set to the "Whole Lotta Mamis Timeflow." It would probably be best to leave as quickly as possible, but that won't be to much a deterrent thanks to Queen Mami's dimensional magic!

Obscene Obsession - 200
How... How can you even function? Much like Rookie Homura, you have an absolutely obscene obsession with one character. Pretty much everyone with eyes can see that you are creepily attached to this person and this will no doubt hurt your chances at making normal friends. More than that, this person seems to dominate your thoughts and actions. It seems like they are the driving force behind almost everything you do.

Spaced Out - 200
You must be a native of the "Spaced Out" Time Flow because you are quite the ditz. This doesn't actually lower your intelligence, but comes more like compulsions to make ditzy decisions. If you don't have the willpower to resist these decisions, then things could become quite dicey. You may even pack up your soul gem and ship it off to parts unknown!

Land of Three Hundred Soul Gems - 300
It is an awful existence that you've found yourself trapped in. You now how a soul gem. Or perhaps soul gems would be more accurate. You have 300 soul gems to be exact. These gems don't provide you with any magic, but they certainly give you the drawbacks of the gems. If any single one of these gems is more than 100 meters from you, then your body will collapse. The destruction of just one of these wouldn't mean anything, but you will die once they all break. You'll be protected from the normal natural decay of this specific type of soul gem, but I'd be careful with them anyway. The gems have an odd habit of getting scattered around.

Unholy Quartet - 300
How dreadful! You've been transported to the Level 9999 Time Flow for some reason… and the Holy Quartet of that Time Flow has you in its sights. This certainly doesn't bode well. Lvl 9999 Madoka has a contract with Satan and can send things straight to Hell. Lvl 9999 Mami has 24 transformations that continuously grow in power. Lvl 9999 Kyoko has telepathic control over matter destroying bacteria. Finally, Lvl 9999 Sayaka has a giant robot that's capable of annihilating a city in the smaller part of an afternoon. Just be glad there isn't a Lvl 9999 Homura.

You Cannot Stop Dying - 300
How truly unfortunate for you. You've taken on the most unifying trait of all Mamis. This trait being that they have a predilection for dying. The people around you aren't so much trying to kill you, but the multiverse sure seems to be trying. Events just seem to happen in a way that leads to you being in severe mortal peril. These events also seem to happen distressingly often.

Top Ranked with No Luck! - 600
It seems you've taken on one of the more unfortunate aspects of Tamura. Her abysmal luck. Have you trained enough to completely annihilate Walpurgisnacht? Well, it was a weak one anyway. Did you finally save the person you love? That version of them is a sadist who has a remote control that can send you back in time. You really just can't catch a break.

The End?

Good to see that you've survived the shenanigans! I'm sure you know the drill by now, but you have three options!

Stick Around?

I can't say that I blame you for wanting to stay. After all, there's infinite possibilities with each of them being more fun than the last!

Go Home?

Was it a bit too much for you? Well, don't worry, the Kyubey can't hurt you anymore! Or at least I hope he hasn't followed you home.

Move Forward?

Truly, the fun never ends! Continue on into future worlds!

Notes

There are a lot of things that are incredibly vague in this series. Powers and such are pretty inconsistent, so when in doubt fanwank.

If you have any questions, then ask Goji-anon.