

Magical Girl Sho 0.1

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Introduction:

Welcome, Jumper, to Earth—a parallel version of it—where magical girls exist as protectors of justice in each city. However, there's a twist: vile monsters with perverted powers seek to shame these heroines.

But hold on, before you judge this as another cliché world where magical girls face inappropriate situations, let me clarify. In this realm, it's the magical boys who bear the brunt of such challenges.

I can see some of you are already considering skipping this jump, while others might find this concept intriguing. However, trust me when I say that despite its initial appearance, this world is far more wholesome than it seems.

So, here's 1000 CP for you to navigate this disturbing yet unexpectedly meaningful world.



Starting Location:

Lucky for you, there is meaning in choosing a starting location, as everywhere is valid here. Now choose any town that exists in this world. It can be from an actual world or from a fictional setting. It's a free world out there, so choose anywhere you like.

Origins:

You may change your gender to female or male for free, and your age is 12+1d8 years. And all Origins can be considered a Drop-in.

Magical Boy [Free/ Male only]:

Okay, let's begin with your backstory. On the way back home, you and your female companion, who could be either a childhood friend, crush, or sister, are suddenly confronted by a monster. As it threatens both of you, you see a light heading towards your companion. As a man, you feel a duty to protect her, so you shield her from the blast. However, instead of feeling pain, you experience a surge of power. As you take a closer look at yourself, you realize that you are wearing very feminine clothes and have transformed into a magical boy. But unfortunately you are weak as fuck.

Magical Girl [Free/ Female only]:

As one of the four magical girls in every town, you stand out as the most seasoned in combat and adept at controlling magic. Your expertise has naturally led you to assume the role of leader within the group, entrusted with guiding your fellow girls through the intricacies of their magical abilities.

Fairy Guardian [Free]:

You serve as a fairy assigned to every town, tasked with discovering and enlisting magical girls. Even if you encounter difficulty in finding candidates, your inherent strength and ability to transform ensure that any obstacles are easily overcome. Your primary role within the city is to seek out and bring in new magical girls, while also providing unwavering support to those already enlisted.

Evil Monster [Free]:

You embody a sinister force that threatens the peace and stability of this world. The origins of your existence remain shrouded in mystery, whether you were spawned from the depths of dark emotions or were once human yourself. However, one undeniable truth persists: your insidious nature surfaces in your relentless pursuit to torment and exploit cute females. Fueled by your dark desires, you are driven to embarrass and humiliate them in any way possible, leaving a trail of discomfort and unease in your wake.



Perks:

Magical Boy :

I Need To Be Feminine? [100 cp]:

As a man, you face challenges that aren't always easy, but that's what defines your resilience. Even if it means embracing qualities traditionally considered feminine, you understand that true strength lies in adaptability. Whether you're a magical boy or girl, your power derives from feminine energy, a fact you've not only accepted but mastered. So adept are you in the art of femininity that even real girls may question your gender. Moreover, in future jumps, whenever you tap into magical energy, be it mana or ki, your magical abilities receive a significant boost as long as you embody femininity.

Can I Still Shout Out Cool Names ? [100 cp]:

Even though embracing femininity is a cornerstone of being a magical boy, you've discovered an outlet to express your masculinity while still retaining your magical abilities. Instead of uttering a cute phrase, you can now command your transformation with a bold declaration of "Henshin" or similar empowering words. As you initiate your transformation, cool explosions burst forth in the background, adding an extra layer of flair to your newfound power. Rest assured, these explosions won't cause any harm to the surroundings. Moreover, you possess a natural talent for crafting cool names for your attacks, whether they're unleashed in your transformed state or not.

How do I navigate this body ? [200 cp]:

When transforming into a magical boy, adjusting to wearing dresses or moving in a female body can be a challenge. There are moments when peculiar thoughts arise, like pondering how females manage to pee without a penis - do they just let it go? How do they aim it? Do they remove their panties or simply shift them to the side? These questions may linger, but fret not. From now on, regardless of the form or clothes you wear, you will possess an intricately detailed understanding of how to navigate your biology and clothes.

Is Shame Even Necessary At This Point? [200 cp]:

Embracing femininity for the sake of protecting this town is crucial, yet the question remains: is it acceptable for a man to exhibit feminine traits? However, in the grand scheme of safeguarding the town as a magical boy, such concerns fade into insignificance. Why should you care about conforming to societal expectations when your primary goal is to ensure the safety and well-being of the community? From this moment forward, regardless of the judgments and criticisms hurled your way, you possess the power to disregard social norms. As long as your actions contribute positively to the greater good, people will overlook any perceived deviations from traditional gender roles and instead focus on the positive impact you make in protecting the town.

Can I Just Hit It really-realy Hard ? [400 cp]:

As a man, there are moments when meticulous strategies and carefully laid plans fall by the wayside, leaving you with no option but to engage your enemies in direct combat. In these dire situations, when all other avenues of defense have been exhausted, you possess the ability to enter an altered state.

In this altered form, your attire becomes more masculine, reflecting the shift in your demeanor and power. This transformation enhances your endurance and increases the potency of your attacks by magnitudes, allowing you to face your adversaries head-on with formidable strength.

However, this heightened state comes with a cost. Once your enemy has been defeated, you will enter a state of coma for two days, followed by a period of bedridden recovery lasting at least a week. Despite the temporary incapacitation, it's a small price to pay for safeguarding the peace of the world and ensuring victory in the face of adversity.

I Am Cute Right? [400 cp]:

When you're in a transformed state or crossdressing, you radiate a certain charm and cuteness. However, being cute alone isn't sufficient to become a magical boy. Alongside embracing femininity, you must also master the art of combat and gain acceptance from your peers, particularly other magical girls. Fortunately, such hurdles are no longer a concern. As long as you conduct yourself respectfully and avoid any inappropriate behavior, you will be welcomed into any group, regardless of your gender or other minor issues beyond your control.

What matters most is your dedication to the cause and your commitment to protecting the greater good.

I Am The Ultimate Magical Boy? [600 cp]:

For some inexplicable reason, monsters are fixated on humiliating girls, whether it's to gather their shame or to fuel their own dark desires— the exact purpose remains shrouded in mystery. However, this is where you step in. When monsters attempt their perverse acts on you, their efforts are futile. Stripping you naked? As a man, such an act holds no embarrassment. Attempting to tattoo you to increase sensitivity? Sorry, but those tattoos only affect biological women. All of these attempts deny the monsters any opportunity to gather energy or grow stronger. Moreover, in future jumps, you find yourself immune to all forms of corruption and forced modifications. Any such attempts to alter you simply fail on the spot.

Am I Alone? [600 cp]:

As a magical boy, the search for teammates can often prove challenging. However, this hasn't hindered your ability to excel in solo combat. Without the constraints of a team, you're free to unleash your full potential, attacking with a wide range and ferocity unmatched by others. You've become a formidable one-man army, and with each enemy you face, your strength and speed only continue to grow.

With every opponent you defeat, your attacks become more potent and your movements more agile, fueled by the adrenaline of battle and the determination to emerge victorious. However, it's essential to note that these benefits are exclusive to solo combat. Should you find yourself fighting alongside a team, you forfeit these advantages, as the dynamics of teamwork require a different approach



Magical Girl :**Ah Peace [100 cp]:**

Yes, peace is a natural and desirable state that everyone yearns for in life. Fortunately, monster attacks are rare and infrequent events in this world. It's entirely possible to go weeks without encountering a single monster in your town. From this point forward, you have the ability to control the frequency of monster appearances in your area. You can toggle their occurrence to be as frequent as every day, or as infrequent as appearing only once a month

Magical sensory [100 cp]:

As a magical girl, you've honed your sensory abilities to anticipate the appearance of monsters within your city, even when they manifest outside your immediate line of sight. Through diligent practice and training, you've mastered the art of detecting the telltale signs of monster activity, allowing you to sense their presence before they even materialize. Your sensory range extends over a radius of approximately 12 kilometers, granting you a broad awareness of potential threats lurking in the vicinity.

Shortcut [200 cp]:

Even if you know where the monsters are within the city, it would be futile if you couldn't reach the location in time to thwart their plans. That's why you've acquired the ability to create portals that instantly transport you to the monster's location. With this newfound power, you can bypass the constraints of distance and arrive at the scene of danger in the blink of an eye. However, there are certain limitations to this technique. Firstly, you need to sense the target's magic or ki signature to accurately create the portal. Secondly, you can only generate portals within cities or locations that you either oversee or have designated at the beginning of the jump. While this location can be changed once a year, it's crucial to choose strategically to ensure maximum effectiveness in combating the monster threat.

Leadership [200 cp]:

As the leader of the group of four magical girls in your town, your role is essential for maintaining order and efficiency within the team. Under your guidance, the group operates like a well-oiled machine, with each member understanding their role and executing orders seamlessly. As long as the group remains cohesive and works together, the effectiveness of your moves is unparalleled. Furthermore, the synergy between allies grows stronger with each battle fought together, resulting in a closer and more coordinated unit.

Training The Newbies [400 cp]:

As the leader or senior member of the magical girls group, you understand the importance of mentoring and training junior members to replace fallen or retired teammates. While this process typically takes time, you possess a remarkable gift for accelerating the development of new recruits. Within just a month under your guidance, novice magical girls become combat-ready, a feat that usually requires a full year of training. This remarkable ability ensures that the group remains well-equipped to maintain peace and order in their sector of the town. Moreover, this talent extends beyond your current situation. In future jumps, you have the capacity to train individuals to quickly reach the average power level of the group you are a part of, within a timeframe ranging from one month to one year.

With in The bloodline [400 cp]:

Coming from a long line of magical girls, you've inherited a rich legacy of knowledge and expertise in combating monsters that threaten the peace of your world. Raised within a family dedicated to producing magical defenders for generations, you've undergone rigorous training to master the most efficient techniques for destroying these formidable adversaries. Thanks to your lineage, you possess an unparalleled understanding of monster biology and habits, allowing you to anticipate their movements and exploit their weaknesses with precision. Drawing upon the accumulated wisdom of your ancestors, you've honed your skills to become a formidable foe against any creature that dares to threaten your domain.

I Am The Healer [600 cp]:

In this world, where healing is a beacon of hope, you possess a remarkable ability to bring solace and restoration to those in need. With your innate gift, you can swiftly mend physical wounds, whether they afflict civilians or fellow magical girls. While you may not be able to regenerate lost limbs, any injury can be healed in mere moments under your touch. But your abilities extend beyond the physical realm. You hold the power to mend broken minds and cleanse souls tainted by the influence of monsters or the darkness within humanity. With compassion and understanding, you can soothe the scars of trauma and dispel the shadows that threaten to engulf the spirit.

I Am The Ultimate Magical Girl[600 cp]:

As a magical girl, power typically stems from femininity, but you are an exception to this rule. Instead, you possess a natural affinity for magic that far surpasses the norm. Your magical reserves are three times greater than the average magical girl, granting you unparalleled strength and endurance in battle. Not only do you have precise control over magic, but your ingenuity in creating new techniques is groundbreaking. With your exceptional skills, you would rival the power of a demon god general, if such beings existed in this world—though none have ever been encountered.

Unfortunately, the monsters of this world do not pose a significant challenge, preventing you from fully testing the extent of your abilities. Despite this limitation, your potential as a magical girl remains unmatched, ready to be unleashed should a true threat ever arise.



Fairy Guardian:**Power Saver Mode[100 cp]:**

Your current cute and fluffy form may seem like your true appearance, but in reality, it's merely a guise adopted to fit into this world and be more approachable to young girls. However, beneath this adorable exterior lies your true form, one that harnesses your full power. Yet, understanding the importance of discretion and the need to conceal your true abilities, you've developed the ability to transform into a cute fairy form that seals around 80% of your power. This transformation serves as a valuable tool for blending in and avoiding unnecessary attention when the situation demands it.

Exception To The Rule[100 cp]:

From now on, the traditional definition of a magical girl as a very feminine girl between the ages of 13 to 18 with a positive outlook on life is no longer a rigid requirement. Instead, as long as a candidate fulfills at least one aspect of the definition of a magical girl - either being very feminine or possessing a positive outlook on life - they are eligible to be transformed into a magical girl. This opens up the possibility of recruiting individuals who may not fit the stereotypical image of a magical girl. Whether it's a 30-year-old woman who exudes femininity but maintains a realistic view on life or individuals who possess a positive outlook but may not conform to traditional notions of femininity, they are all potential candidates for becoming magical girls.

I Found Myself A Magical Girl[200 cp]:

As the guardian entrusted to watch over the safety of a town, you bear a significant responsibility to identify and recruit magical girls or boys to protect your community. To aid you in this task, you possess an innate ability to sense potential candidates with the qualities necessary to become effective magical defenders. With this gift, you can locate individuals with the innate potential to wield magical powers and safeguard the town from threats. Moreover, you possess the unique ability to transform these chosen individuals into fully-fledged magical girls or boys, imbuing them with the necessary skills and abilities to fulfill their roles as protectors of the town.

Good Cheerleader [200 cp]:

As a mascot in the city, taking a frontline role in combat is not always necessary, and oftentimes, you are expected to remain on the sidelines. However, this doesn't diminish your ability to aid your magical girl allies. Whether you're cheering from the sidelines or offering prayers for their success, your spirit serves as a source of empowerment for them.

Through your unwavering support and encouragement, your allies are infused with an extra surge of power, granting them the strength and determination needed to defeat the evil monsters that threaten your town. Though you may not be directly involved in the physical battle, your presence and spiritual guidance play a vital role in bolstering the morale and resilience of your teammates.

This Is What You Need [400 cp]:

As the support of the magical girls, your role is crucial in providing assistance when they need it most. That's why you've become a master of lore and opposition analysis. You possess an in-depth understanding of the power system you and your allies wield, as well as the history of both your faction and your enemies, spanning across this world and future jumps.

Armed with this knowledge, you're able to provide valuable insights and strategies to help your teammates overcome any challenges they face. And if a little white lie is needed to boost their morale and motivation, well, who's going to notice? After all, your primary goal is to ensure the success and safety of your fellow magical girls, even if it means bending the truth a little

Liaison for the Government[400 cp]:

Protecting the cities and towns of the human world is indeed a monumental task, one that cannot be shouldered by fairies and four girls alone. Recognizing this, you and your team have made the decision to reach out and collaborate with the governments of the lands in which you operate. By providing sincere explanations of your goals and objectives, you have garnered the full backing of these governments.

This support manifests in various forms, including financial resources, the provision of a base of operations, and other necessary resources. With the backing of the government, you are better equipped to tackle the challenges that

arise in your mission to safeguard the cities and towns from threats. Moreover, this collaboration extends beyond the current world you inhabit. In future worlds, you can leverage the backing of the organization or faction you are a part of, ensuring that you have the necessary support to fulfill your duties effectively.

Lets Negotiate [600 cp]:

Your negotiation skills are paramount when it comes to convincing potential magical girls to join your cause. Through effective communication and understanding of their needs, you can establish mutually beneficial agreements that strengthen both parties involved.

For instance, you may propose that the magical girl commits to being on 24/7 standby for monster threats, while you provide essential support such as weapons, a base of operations, and other necessities to aid them in their duties. As an additional incentive, you could secure a monthly salary, as well as comprehensive work, health, dental, and eye insurance coverage from the government of your country.

By offering such enticing benefits, you ensure that the magical girl feels valued and supported in their role as a defender of the city. At the same time, you guarantee that your organization receives the dedicated assistance it needs to effectively combat the forces of darkness. This works in future worlds if you wish to headhunt or recruit anybody into your faction with 90% success rate.

Here take my power [600 cp]:

As a fairy, you often find yourself on the sidelines, but there are moments when jumping into the fray to assist your magical girls becomes necessary. That's why you've developed the ability to transform yourself into a weapon or item of your choosing, which can be wielded by a magical girl. In this form, you retain your free will and can guide the magical girl on how to use your powers effectively. You can also impart your knowledge of the various perks and magical abilities you've gained throughout your journey, allowing the magical girl to access and utilize them to their fullest potential.

With this ability, you have complete control over the degree of power bestowed upon the magical girl and which perks they have access to. Whether it's enhancing their combat abilities, granting them unique magical powers, or

providing them with valuable insights and strategies, you play a crucial role in supporting and empowering your teammates in battle.



Evil monster :**I am hungry [100 cp]:**

As a monster of this world, your insatiable hunger drives you to feed on the humiliation energy emitted by females when they are shamed. You have become a master of shaming females, and you have chosen a method to accomplish this. Whether it's by forcing them to drink white liquids like calpis, blowing wind on their skirts to expose their panties, or making them sing embarrassingly embarrassing songs off-key and uploading them to the internet, the choice is yours. Each method serves to satisfy your hunger for humiliation energy.

I Am Not A Threat [100 cp]:

As a monster, your very presence poses a threat to the magical girls tasked with protecting the human world. They possess the ability to detect your energy signatures the moment you manifest in their realm. However, you've acquired the ability to mask your energy signatures while in the human world, allowing you to conceal your identity and evade detection.

This newfound skill grants you a degree of stealth and anonymity, enabling you to move undetected among humans and magical girls alike. However, there's a crucial limitation to this ability: you can only mask your energy signature when you're not actively hunting girls. It's a delicate balance to maintain, as any lapse in concentration could reveal your true nature and expose you to the vigilant eyes of your adversaries.

All I Need Is Humiliation Energy [200 cp]:

In a world where humiliation energy fuels the evolution of monsters, basic biological needs such as food, water, and sleep are still necessary for survival in the human world. However, you've transcended these limitations through a remarkable mutation. As you no longer need to adhere to the constraints of biological necessities. As long as you have a steady supply of humiliation energy to sustain you, you can ignore all other bodily needs, including the requirement for food, water, and sleep.

Striking From The Blind Spot [200 cp]:

Having your energy harvests disrupted by pesky magical girls has been a recurring frustration, but you've acquired a new skill to turn the tables in your favor. Through diligent observation and calculation, you've learned to discern the optimal time to gather humiliation energy from girls. Once a day, you're granted insight into the perfect moment when all the magical girls in a city or town will be preoccupied, leaving the populace vulnerable to your harvest. With this knowledge, you can strike precisely when they are unable to intervene, ensuring a successful gathering of energy without interference. Moreover, this skill isn't limited to magical girls alone. In future worlds, you can apply this perk to any enemy faction you choose from the start of your jump.

The Plan is ...[400 cp]:

Your adeptness in planning and executing strategies sets you apart as a formidable force in the pursuit of your goals. With a gift for crafting meticulous plans with multiple contingencies, you're well-prepared to navigate any obstacles that may arise along the way. Your foresight allows you to anticipate potential disruptions and adapt your plans accordingly, ensuring the success of your endeavors.

Even when faced with unforeseen events or factors that were not initially accounted for, you possess the ability to adjust your plans on the fly. By turning unexpected challenges into opportunities for innovation and growth, you transform negative factors into positive ones that accelerate the realization of your objectives.

Curses Creations[400 cp]:

As a monster, you've grown weary of being limited by physical humiliations, seeking new ways to elicit the energy you crave. With your newfound ability to create humiliating curses, you wield a potent tool to extract the humiliation energy you desire. You can tailor your curses to evoke the most potent and degrading reactions from your victims. Whether it's causing everyone to believe they just farted or rendering their clothes semi-transparent, you revel in the humiliation and laughter directed towards your victim.

With each curse you cast, you ensure a bountiful harvest of humiliation energy, savoring the delicious essence it provides. No girl is safe from your curses, as you seek out new targets to subject to your twisted whims.

Dark Magical Girl[600 cp]:

Having consumed the humiliation energy from numerous magical girls, you have undergone a profound transformation, ascending to the next stage of your evolution as a Dark Magical Girl. In your new form, you possess a female humanoid appearance, completely attuned to harnessing dark and destructive magic.

Your origin as a monster has bestowed upon you a mastery over both dark and chaos magic, granting you unparalleled power to unleash devastating spells and curses upon your foes. Drawing strength from the humiliation of magical girls, your dark magic surges with intensity, fueled by the negative emotions you have harvested.

Furthermore, your evolution has granted you immunity to any form of purification, rendering attempts to cleanse or purify your dark magic ineffective. Additionally, you possess a formidable resistance to all forms of magic, making you a formidable opponent against even the most skilled spellcasters.

Apex Monster[600 cp]:

Having successfully collected an abundance of humiliation energy from the populace, you have ascended to the pinnacle of your evolution as the ultimate monster. Your physical power and endurance have been heightened to extraordinary levels, surpassing the limitations of mere mortal beings. You now stand as an unstoppable force, immune to all forms of non magical attacks and possessing strength so immense that you can reshape the landscape with a single punch.

But your transformation is not limited to physical prowess alone. As the leader of the monsters in your town, you command unrivaled authority over your fellow creatures, who heed your every command without question. Your will shapes the actions and decisions of your monstrous brethren, ensuring that your dominance over the town remains unchallenged.

This leadership extends beyond your current domain, as your influence transcends worlds. In future jumps, you emerge as one of the foremost leaders of your faction, wielding power and authority on a grand scale. Your ascent to leadership is inevitable, driven by your insatiable hunger for domination and your unparalleled strength.



Magical Power[All have access except monster without Dark magical girl]:

In a world brimming with magic and powers, ensuring the safety and protection of designated towns is paramount for the magical girls and boys tasked with defending them. To fulfill this crucial role, they require a diverse array of abilities tailored specifically for safeguarding their communities. And here is what you get.

Mana[Free]:

As a magical boy/girl, your ability to cast spells relies heavily on your mana pool. Therefore, you now possess a mana pool equivalent to that of someone who is just beginning their magical journey, providing you with the essential resource needed to wield your powers effectively and cast spells to protect and defend your town.

Transformation[Free]:

As a magical boy/girl and fairy, you now possess a stunning transformation scene where radiant light envelops you, accompanied by a captivating theme song playing in the background. During this transformation, your clothes and hair undergo a dramatic change, allowing you to choose any style and accessories you desire. Rest assured, no matter how elaborate or impractical your chosen attire may be, it will never impede your ability to engage in battle, ensuring both style and functionality as you harness your magical powers.

Typically, the attire of magical girls tends to lean towards cute and brightly colored motifs. However, if you're a **Dark magical girl**, you have the freedom to deviate from this norm and embrace raunchier or more somber clothing styles, characterized by darker color schemes and edgier designs. This allows you to express your darker nature and unique aesthetic preferences, standing out from traditional magical girls while still harnessing your formidable powers for the greater good.

In addition to the aesthetic transformation, your body undergoes significant enhancements, reaching peak human levels of strength, agility, and speed. You've also gained an identifying jamming ability, which helps protect your secret identity while transformed. This ability scrambles any attempts to identify you while you're in your magical form, ensuring that your true identity remains concealed from prying eyes.

With these newfound abilities, you possess the capability to leap tall buildings, lift trucks with ease, and run as fast as a speeding train. Furthermore, your transformation allows you to import a set of clothes and one accessory into your outfit, enabling you to customize your appearance while maintaining functionality and efficiency in battle.

Weapons [Free]:

As a magical boy/girl, you now wield a powerful weapon of your choice that you can summon at will to aid you in battle. It be a mighty sword, a mystical staff, or a dazzling wand. You also have the ability to import one weapon of your choice, allowing you to customize your arsenal according to your preferences and combat style.

+50CP Add Another: You now possess the ability to add or import another weapon that you can summon at will, further expanding your arsenal for combat. This can be bought multiple times.

Barriers [Free]:

As a magical girl, your outfit may lack defensive features, but now you possess a protective barrier surrounding your body, mitigating damage inflicted upon you during combat. This barrier remains active until you consciously or unconsciously deactivate your transformation, providing you with added resilience and safeguarding you from harm while you utilize your magical abilities to protect your town.

+50CP Shield : You have been granted a shield that significantly enhances your defensive capabilities as a magical girl. Additionally, you have the ability to import a shield of your choosing.

+100CP Force Field : You have gained the ability to create force fields, which can serve multiple purposes such as mitigating damage to the city or trapping

specific individuals within them. The strength and size of these force fields are directly proportional to your own energy and power level.

Bind [Free]:

You have acquired the ability to cast binding spells on enemies, effectively restricting and hindering their movements during combat.

Magic missile [Free]:

As a magical boy/girl, you possess the ability to unleash powerful energy blasts upon your enemies, channeling mystical energies to manifest destructive projectiles. With precise control and focus, you can direct these energy blasts towards your adversaries, inflicting significant damage and overwhelming them with magical force.

Magical Martial Artist [First Free/50CP each]:

As a protector, proficiency in combat is crucial, which is why upon transformation, you have been bestowed with comprehensive knowledge of one type of real-world martial art. With this knowledge, you can execute the techniques of the chosen martial art with near perfection, enhancing your effectiveness in hand-to-hand combat situations. You can buy another form of martial arts multiple times.

Doppelganger [100CP]:

You have gained the ability to create a clone of yourself with magic, albeit one significantly weaker, possessing only around 50% of your power. This clone can serve various purposes, whether in combat as a distraction or additional ally, or in your civilian life to serve as a placeholder when you need to be elsewhere without causing concern. With this capability, you can effectively manage your responsibilities as a protector while minimizing disruptions to your daily life, ensuring that both your town and personal affairs remain safeguarded.

Elemental Fury [100 CP Each]:

You have become one of the few magical boys/girls proficient in elemental magic, having trained extensively in attuning yourself to a specific element. Choose one element that you have trained and attuned to. It can be Water, Earth, Wind, Fire, Ice, Lightning, Light, Dark, Holy, or Chaos. This can be purchased multiple times.

Purification/ Corrupting Shot [200 CP]:

You have unlocked the ultimate ranged attack: the ability to unleash the ultimate purifying attack. By charging energy and performing cute poses, you can unleash a powerful energy beam capable of purifying any monster weaker than you and inflicting significant damage. However, caution is advised, as some powerful enemies may possess the ability to deflect or resist this attack.

If you're a **Dark magical girl**, your focus lies in spreading corruption rather than purifying. Thus, instead of a purifying shot, you possess the corrupting variant: an attack unleashed with edgy or raunchy poses that emits an energy beam capable of corrupting your targets. This beam can transform your enemies into monsters that gather humiliation energy for you, or twist individuals with the potential to be magical girls into Dark Magical Girls themselves.



Monster Form[Restricted for Evil Monster only]:

As a monster, you will need a powerful body to combat both humans and magical girls. Here is what you get.

Monster body [Free]:

As a monster, your strength and power far surpass that of a human's peak abilities. Your physical prowess is augmented by your monstrous form, granting you immense strength, endurance, and resilience. You possess formidable claws, teeth, and fist, capable of rendering through flesh and metal with ease. Additionally, your heightened senses and agility make you a formidable opponent in combat, allowing you to swiftly maneuver and react to threats. However, your presence emanates a sinister energy that alerts anyone capable of sensing magic to the danger you pose, instilling fear and caution in those who cross your path.

Also to note if you are a **Dark magical girl**, though you will still have a humanoid form, your body will have the attributes of the monster body.

Tentacles [Free/50 CP Each]:

As a monster that feeds on humiliation energy, you possess a set of 12 tentacles, with one serving as your main appendage. These prehensile tentacles have holes at the end, allowing you to squirt out any form of liquid that originated from your body, or with some liquid you conjure up with magic such as the popular drink Calpis, at will. You can use them to ravish your targets, capable of grasping, pulling, and pushing with ease. In intricate tasks like pushing buttons, you may need to utilize several tentacles simultaneously for optimal effectiveness. With these versatile appendages, you can manipulate and subdue your prey, ensuring a steady source of nourishment for your insatiable hunger. If you need more tentacles you buy an extra 12 tentacles for 50 CP.

Also to note if you are a **Dark magical girl**, the tentacles on your body can be summoned and dismissed with magic.

Internal Sac [Free/50 CP Each]:

Inside each of your tentacles, there is a sac that processes every bodily fluid you possess, as well as those conjured up with magic. With an additional 50CP each, you can enhance these sacs to include either poison, sleeping gas, acid, or any other liquid of your choice. This addition imbues your tentacles with a deadly or incapacitating capability, allowing you to incapacitate or harm your targets with ease. Whether through venomous injections, suffocating gas emissions, corrosive acids, or other nefarious concoctions, your tentacles become even more formidable tools for subduing and consuming your prey.

Biological weapons [Free/ 50 CP extra]:

As a monster, you understand the importance of diversifying your arsenal beyond natural weapons like teeth, claws, or tentacles. Here, you have the option to add or import several weapons directly into your biology, ranging from swords and axes to horns or even guns. You can also convert one of your tentacles into your new weapon. However, it's essential to note that if you choose to purchase only a gun, you won't have any ammunition to fire yet you have the manually load them. You can buy this ability multiple times.

Also to note if you are a **Dark magical girl**, Any weapon that is either imported or bought here will forever be part of your body. And you can summon these biological weapons by transforming any part of your humanoid body.

Size Manipulation [100CP]:

You possess the extraordinary ability to freely manipulate the size of your body at will. At your maximum, you can reach towering heights of around 15 meters. Conversely, you can shrink down to sizes as small as a rat, allowing you to navigate through tight spaces or evade detection with ease.

Projectile Generation [100CP]:

Your body now possesses the remarkable ability to generate bone-like projectiles at will. These protrusions can be launched from any part of your body, serving as ranged weapons in combat. However, when fired from non-biological weapons, such as limbs or appendages, they may lack accuracy and effectiveness. For optimal performance, it's best to discharge these projectiles from specialized biological weaponry integrated into your form, ensuring enhanced precision and lethality in battle.

Metallic Body [200CP]:

Your body has been enveloped in a durable metal coating, forming a formidable armor that enhances your resilience against attacks. This flexible armor lacks any weak points, providing comprehensive protection and rendering you virtually impervious to harm. With this enhanced defense, you can confidently confront adversaries and withstand even the most powerful assaults with ease.

Mechanical Function [200CP]:

Your body has acquired the remarkable capability to transform, either partially or fully, into a land vehicle of your choosing. This newfound ability allows you to only integrate with vehicles that are approximately your size. Whether it's transforming your legs into the wheels of a motorcycle or morphing your arm into the muzzle of a tank. You are now considered a vehicle in future jumps if that matters



Items:

You can import similar items to similar items.

Magical Boy :

Transformation Device [100CP]:

As a magical boy, there are times when wearing feminine or girly clothes while battling monsters might not feel quite right. To address this, you now possess a transformation belt. With a simple command of "Hensin!" This belt allows you to transform into a form reminiscent of a Kamen Rider while keeping your magical boy powers. However, it's important to note that this transformation is purely aesthetic, providing no additional powers or abilities beyond altering your appearance.

***How to Be Feminine Volume 1* [100CP]:**

As a magical boy, enhancing your femininity will be crucial. To aid you in this, you will receive a magazine in the mail every week containing the latest trends and fashion tips followed by girls.

Feminine Clothes [200CP]:

As a boy, lacking feminine clothes might hinder your training to embrace femininity. However, you now have access to a closet filled with feminine attire collected from your past visits to different worlds. This closet will continually update with clothing considered feminine from any future worlds you visit. The clothes within this closet will multiply infinitely, ensuring that any damaged or dirty garments are promptly replaced and cleaned.

Gaming Laptop [200CP]:

You have been bestowed with a powerful laptop capable of playing every PC game currently in existence, filled with existing games and with memory to accommodate future ones. Additionally, it is perpetually connected to the internet of any world you've visited, ensuring seamless access to information. This laptop boasts infinite battery life and includes an app that precisely pinpoints and alerts you whenever a monster attacks your city.

Bachelor Pad[400 CP]:

You now own an apartment building that generates passive income. At the top floor, you have your own room adorned with the design of your choosing. This room is always kept clean, allowing you to focus on your training and protecting the city without worrying about upkeep.

Cool Gadgets[400 CP]:

As a magical boy, having extra gadgets can be invaluable for protecting the city. You now have a stash of guns, bombs, smoke screens, and grenades, all of which can be summoned through portals when needed. These gadgets operate independently of magic, providing you with a backup option for combat situations where magic may not be available

Awesome Ride [600 CP]:

You now possess a remarkable motorcycle with advanced features and capabilities. Equipped with an AI system, it can be driven autonomously, making it suitable even if you're not old enough to drive. Beyond its standard road mode, the bike can also transform into a submarine for underwater travel, ensuring versatility in various terrains. With unlimited fuel and a top speed of approximately 300 km/h, it's a sleek and efficient means of transportation for your heroic endeavors.

Holy Sword [600 CP]:

In your possession lies a sacred sword bestowed upon you by the guardian fairy of your town. This holy blade elevates your abilities to the level of a true hero, granting you the power to rival even a demon lord in combat. Infused with divine energy, its strikes carry a potent poison to monsters, capable of purifying any creature born from chaos with a mere scratch. Additionally, you wield the ability to unleash beams of pure light as a devastating attack, further solidifying your role as a defender of righteousness and justice.

Magical Girl :

Forget Me Drug [100CP]:

You now possess vials of drugs that allow victims of monster attacks to forget their traumatic experiences. These vials enable the consumer to erase memories of any horrifying events that occurred within the last 24 hours. Additionally, these vials replenish weekly, ensuring a continuous supply of relief for those in need.

Comfort Food [100CP]:

As a magical girl, you now have access to a fridge filled with the most delicious snacks you can conjure. This magical fridge automatically restocks daily, ensuring you always have a tasty treat to enjoy whenever you need it.

Amulet Of Protection [200CP]:

As a magical girl, facing defeat in battle is an inevitable possibility, and the loss of comrades can be devastating. To safeguard against such dire circumstances, you now possess an enchanted amulet that offers protection from a single fatal blow. This mystical charm will shatter upon absorbing the impact of a lethal strike, rendering it temporarily inert for a period of at least one year before regenerating its protective properties, ready to shield you once more from impending peril.

Sealing Charm [200CP]:

In moments of dire peril against overwhelmingly powerful adversaries, you possess a potent artifact capable of turning the tide of battle. Upon breaking this enchanted charm upon your opponent, they will be forcibly transported to a distant dimension, ensuring their removal from the immediate threat they pose. The seal will remain active for a duration of three years or until the final year of your jump, whichever arrives first.

Magical Base [400CP]:

You now possess a fortified magical base, a sanctuary for you and your allies to gather and strategize while awaiting the next threat. This stronghold is equipped with all essential amenities for warriors, including a training gym for honing skills, a recreation area featuring games and movies for leisure, and a well-stocked pantry to satisfy your hunger. Beyond mere comfort, this base is shielded from public view and potential monster attacks by a powerful force field, ensuring the safety and secrecy of your operations.

Magic Mirror [400CP]:

This enchanted mirror serves multiple vital functions to aid in your quest against monsters. Firstly, it pierces through any disguises worn by monsters, revealing their true forms. Secondly, it functions as a scouting tool, allowing you to observe specific areas of your city despite any jamming attempts. Lastly, the mirror grants glimpses into both the past and future of its targets, providing valuable insights for strategic planning and decision-making.

A Simple White Dress [600CP]:

The white dress passed down through generations of magical girls possesses unparalleled defensive capabilities, making it a coveted heirloom. When worn, it provides ultimate protection, rendering the wearer immune to all forms of damage, be it physical, magical, or spiritual. However, this invulnerability comes at a cost, as the wearer forfeits access to all combat abilities being unable to harm something both directly or indirectly. For the remainder of the jump. Additionally, their physical prowess is reduced to that of a below average human.

Grimoire [600CP]:

The Grimoire of Memories, a treasured artifact passed down among magical girls, holds the life stories and knowledge of a thousand predecessors. Each chapter represents the experiences of a single magical girl, and accessing them requires passing tests set by each individual. Upon delving into a chapter, the reader enters a pocket dimension to experience the magical girl's history firsthand, learning their skills, knowledge, and life lessons through trials of combat or other challenges. Initially granted access to basic spells and fighting techniques, the reader gradually gains access to more advanced skills as they grow stronger. Ultimately, when the reader's strength matches that of a predecessor, a final showdown occurs, determining if they surpass the magical girl and gain access to her magical form. This transformative process unfolds over a minimum of one year. And you can take breaks after each challenge.

Fairy Guardian :**Magic Funds [100CP]:**

You have been allocated a monthly budget of \$40,000 to safeguard your city.

This funding can be used for various purposes such as maintaining equipment, upgrading facilities, providing resources for magical girls, and funding initiatives to improve city safety.

Magic Chair [100CP]:

You now possess a comfortable chair that enhances concentration and productivity while you work. Its ergonomic design ensures maximum comfort, allowing you to focus more effectively on your tasks. Additionally, taking naps on this chair leaves you feeling refreshed and rejuvenated, ready to tackle challenges with renewed energy.

Magic Bag [200CP]:

You now possess a cute bag perfectly sized to fit your small body. This bag is incredibly useful for storing items that are too large or cumbersome to carry on your own. Its magical properties allow it to accommodate a surprising amount of items while remaining lightweight and easy to carry. Whether you need to transport equipment, supplies, or personal belongings, this bag is the perfect solution.

Magic Ring [200CP]:

You now possess a ring with the ability to render you invisible to anyone you wish to hide from. This powerful enchantment allows you to move unnoticed through crowds or evade detection by enemies. However, there is a caveat: if you attempt to harm or touch someone while wearing the ring, they will immediately become aware of your presence.

Magical Barrier [400CP]:

You now possess a powerful generator that can be summoned at will to protect your city's populace and buildings from any form of damage. This invaluable device creates a protective barrier that shields against attacks and disasters, ensuring the safety of the people and infrastructure within its range of the entire city. However, its activation is temporary, lasting only 30 minutes before requiring a recharge period of 3 days. Alternatively, if you have access to a potent source of magical energy, you can expedite the recharging process and maintain continuous protection for your city.

Magical Academy [400CP]:

You have acquired a special academy renowned for its ability to attract and cultivate young individuals with exceptional magical potential. Situated as a beacon for aspiring magical girls and boys, this academy draws students from far and wide, bringing them together in one centralized location. Despite its outward appearance as a typical educational institution devoid of magical curriculum, attending classes here has the remarkable effect of enhancing one's magical abilities and fostering femininity in all students, regardless of gender. The entire student body exudes charm and attractiveness, creating an ideal environment for recruiting and training future magical heroes. With its unique influence and nurturing atmosphere, this academy serves as a prime hub for discovering and nurturing the next generation of magical defenders.

Magical Crystal [600CP]:

You possess a magnificent crystal of extraordinary power, bestowed upon you from your homeland. This crystal serves multiple functions crucial for the protection and empowerment of magical girls and boys. Firstly, it can be harvested for shards capable of purifying and weakening even the most formidable adversaries. Secondly, its radiant energy can heal and fortify the equipment of magical warriors, ensuring they remain in optimal condition for battle. Thirdly, the crystal functions as an infinite battery, providing boundless energy to power magical items for decades on end. Lastly, in times of dire need, a magical girl or boy may absorb the entire crystal, ascending to a state akin to that of a demi-god imbued with goodness and purity. However, this ascension comes at a profound cost—the individual must relinquish their human life and depart from the mortal realm forever. Which a new crystals will be sent by next

week.

Magical Kingdom [600CP]:

Far away in a distant land lies the kingdom of magic, the homeworld of the fairies. While it is not the same country. It is part of an alliance dedicated to protecting humanity. This kingdom is nestled within a hidden pocket dimension, abundant with magical resources and teeming with fantastical creatures. As a member of the royal family, you are revered by your subjects, who harbor unwavering loyalty and admiration towards you. Whether rallying them to defend against the Dark Gods or leading them into battle against hordes of monsters, your people stand united, their collective strength capable of stalling even the most formidable enemy forces. Though they may not match the power of magical girls or boys, they possess enough prowess to hold their own and safeguard their realm.



Evil Monster :

Humiliation Vials [100CP]:

These vials contain a dark purple fluid synthesized from Humiliation energy, offering an alternative source of power when harvesting directly is difficult due to interference from magical girls or other obstacles. Additionally, these vials replenish weekly.

A Nice Suit [100CP]:

As a monster, you now possess a suit that amplifies the sinister aura emanating from you when you are in your human form. This suit reflects your dark nature, enhancing your presence and instilling a sense of dread in those around you. With its dark colors and ominous design, the suit serves as a visual representation of your true essence, allowing you to exude an aura of malevolence even while disguised as a human.

Hidden Lair [200CP]:

As a monster, having a hidden lair is crucial for planning, recuperating, and digesting the harvested humiliation energy. This secret hideout may not be luxurious, but it's well-concealed and serves as a safe haven for you and your allies. Tucked away in an abandoned house or a secluded cave, it's nearly impossible for enemies to locate through magical means. Despite its humble exterior, the interior is cozy and accommodating, providing comfort for both humans and monsters alike.

Humiliation Site [200CP]:

As a monster, your methods of collecting humiliation energy may attract the attention of individuals intrigued by your abilities. To facilitate these interactions, you now have access to a forum website where you can meet with these curious individuals and engage in various forms of humiliation, within the boundaries of ecchi content. Whether it's activities like peeking up skirts or covering them with slime, you can explore a range of options to satisfy both your hunger for energy and their peculiar interests. Remarkably, magical girls or boys will refrain from interfering in these meetups, allowing you to indulge in your unique interactions undisturbed.

Corruption Miasma [400CP]:

You now possess the ability to summon a dense miasma that envelops an entire block. This miasma exerts a potent influence, amplifying the powers of those aligned with chaos while weakening those aligned with order. Additionally, individuals with an alignment toward order will find it increasingly challenging to resist their darker impulses the longer they remain within the miasma's confines. This could manifest as indulging in unhealthy habits or succumbing to laziness and apathy, hindering their ability to effectively combat the forces of chaos.

Minions [400CP]:

Under your command are approximately 1000 monsters, each possessing about one-tenth of your strength, obediently following your directives. Lodging and energy requirements for these minions are taken care of, as they reside in barracks providing comfortable living conditions. Additionally, half of the humiliation energy they acquire is automatically transferred to you as tribute. Should any of your minions be purified or eliminated, the barracks will promptly produce replacements in their stead, ensuring your forces remain formidable and replenished.

Dark Fortress [600CP]:

In your possession now lies a colossal fortress, its imposing structure resembling a skyscraper and fortified with formidable magical defenses, rendering it impregnable to all but the most determined magical girls. However, its defensive capabilities extend beyond mere physical barriers, as the fortress also possesses an aura that enhances the magical abilities of you and your allies, deterring any would-be invaders with overwhelming power. But the fortress's defenses do not end there; within its darkened halls, you command the allegiance of 300 dark magical girls, serving as both a potent source of humiliation energy and a formidable army capable of laying waste to entire towns or even small countries with effortless ease.

Dark Armour [600CP]:

You now possess a set of powerful armor imbued with remarkable abilities. This armor enhances the user's defensive capabilities, rendering their body as hard as steel and granting them rapid regenerative abilities. Additionally, the armor bestows upon the user the power of one of the seven deadly sins. Choose wisely, as each sin offers unique abilities: wrath could empower you with increased strength and size when enraged, while sloth might grant you the ability to create a virus inducing extreme laziness in others.



Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +600 Cp from drawbacks.

18+ [+0]:

Really? Alright. The setting just became a lot more lewder, if that is even possible, than it already was, as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited. Hope you have fun with this.

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

A Complex form [+100CP]:

It appears that your costume or monster form lacks cohesion in aesthetics and may hinder your performance in battle due to its unconventional design.

Too Much Fanservice [+100CP]:

Ok, your clothing seems to meet an untimely demise every week, despite the scarcity of monster attacks. Whether due to unexpected mishaps or bizarre circumstances, you find yourself stripped naked on a regular basis.

Humiliation Magnet [+100 CP]:

For some reason monsters really like the idea of forcing their humiliation on you. And every week at least one monster will force you to be their victim until they are satisfied.

Socially Conscious. [+200CP]:

In a world filled with magic, talking fairies, and the notion that boys must be feminine to be strong, you find yourself a stickler for common sense, resisting the fantastical elements that defy logic. Despite being a magical being yourself, you cling to the principles of rationality and practicality, viewing notions like collecting Humiliation energy to grow as nonsensical. This disdain for the illogical and irrational has made you a somewhat unproductive combatant, as you struggle to reconcile your beliefs with the fantastical reality around you.

Low On Magical Energy . [+200CP]:

In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your mana capacity, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead.

Amnesia[+200 CP]:

In this jump, you find yourself afflicted with amnesia, rendering you unable to recall any memories or abilities from your past experiences. As you embark on this journey, you must now relearn everything from scratch, rediscovering your skills, knowledge, and past accomplishments as you navigate through this world. Embracing this fresh start, you set out on a quest to uncover the mysteries of your own forgotten past while forging new paths forward.

You're In Debt [+300]:

You have no money, as you have been given a huge amount of debt while in this world. It will take you 10 years to pay it off.

Trust Seems To Be An Issue [+300]:

Well you are an outsider to this world so it's only natural that people will have some trouble liking you. It will take time for people to warm up to you hey, be patient, it's not like your actually criminal right. You will hear a lot of accusation going your way.

Bad Timing [+300]:

It sounds like you're experiencing the classic superhero struggle of balancing personal life with the responsibilities of being a hero. Every time a crisis arises, you're compelled to step in and save the day, but doing so often disrupts your previous plans and leaves those close to you feeling neglected or upset. This delicate balance between your heroic duties and your personal relationships can indeed be challenging, reminiscent of the famous Parker Luck from the world of superheroes. Finding a way to navigate these competing demands while still fulfilling your obligations as a hero will require creativity, flexibility, and perhaps some understanding from those around you.

Rival [+400 CP]:

Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

No Powers[+400 CP]:

You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Very Busy [+400 CP]:

It appears that you have a tendency to be a pushover, unable to decline requests even if they are perilous and offer little compensation. Once a week, you will be tasked with completing a dangerous assignment, which, fortunately, won't exceed R+18 content. However, these tasks will be physically and mentally exhausting for you to complete, adding to the challenges you face.

Sealed Away [+600 CP]:

It seems you're facing a challenging situation where you're confined to one location due to the actions of monsters or magical girls, and your usual perks and abilities from outside this scenario are inaccessible. However, you're not alone in this predicament, and your companions and followers can provide support and assistance as you work together to find a solution and break free from these constraints.

Targeted [+600 CP]:

It appears you've drawn the attention of a formidable faction in this world, and you're faced with a crucial decision: whether to attribute their aggression to the magical boys/girls or the monsters. Regardless of your choice, this faction will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leader of the faction—whether it be the Queen of Fairies, the most elite magical girls, or even the demon lord—will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

- 1. Even though it looks very ecchi or border lines to hentai. This series is actually more towards the slice of life parts and struggles of being a magical boy.**
- 2. The monsters of this world are world class perverts by nature and they only make a few appearances so I had to go town to fill in the blanks.**