Magical Girl 201 0.1

By saiman010



Introduction:

In this world where good and evil exist, there is an ancient bloodline of warriors dedicated to protecting it from evil: the magical girls. Now, when you think of magical girls, the first image that usually comes to mind is of cute girls with animated transformation scenes, striking fun poses, and purifying and defeating their enemies with beautiful group attacks that showcase their adorableness.

However, these magical girls are not just charming and whimsical. They are more akin to a well-oiled army machine, prioritizing the efficiency of defeating their opponents above all else. Their training is as rigorous as that of a Navy SEAL officer, demanding peak physical and mental performance. From birth, they are subjected to strict rules that govern every aspect of their lives. Any transgressions are met with severe punishments designed to break their spirit and ensure absolute obedience and discipline.

In this world, the villains are a stark contrast to the disciplined and rigorously trained magical girls. Despite the extreme measures taken to train the magical girls, the villainous organizations they fight against are driven by comparatively mundane motivations. These organizations aim to take over the world primarily out of personal whims, seeking power and control for their own reasons rather than any grand ideological pursuit.

The generals and key figures within these villainous organizations are recruited from the general public. Unlike the magical girls, who undergo a lifetime of intense training and indoctrination, these villains join because of the enticing benefits and the excellent pay offered by the organization. Their loyalty is not born out of deep-seated beliefs or fierce dedication but rather the material and financial rewards they receive.

So here, take this 1000CP and explore this parallel version of Earth. Let's see what you will do. Will you be a soldier or a corporate worker?

Starting Location:

You will start in any city in Japan, either an actual existing city in the real world or a fictional location, during modern times.Whether it's a bustling city, a quiet countryside, a coastal town, or a mountainous region, the choice is yours.

Origins:

You may change your gender to female for free and 50cp to male. Any Origin can be a drop in. You start at the age of 10 +1d20

Magical Girl[Free]:

You are now one of the many lineages of magical girls that protect and maintain peace in the world. Unfortunately, that means your childhood was not fun as you went through rigorous training and were forced to start living alone at 10 years old, shaping you into a true soldier of peace. The strict rules and relentless discipline have forged you into a formidable warrior, prepared to face any threat with unwavering dedication and strength. Despite the hardships, you stand ready to defend the world, embodying the ideals of justice and protection.

Evil General[Free]:

You were once a normal civilian living your mundane life—maybe you were a disgruntled employee who quit a black company, or perhaps just a normal high schooler looking for a part-time job. Regardless of who you were before, you found an ad to work for an evil organization in your city. Whether it was the fire in your eyes or how good you looked in their ridiculously skimpy uniforms, the leader of the organization took a liking to you. Now, you command some grunts and actively work in the field to further your organization's goals, embracing a new, darker path filled with power and ambition.

Perks:

Magical Girl

Magical Girl Transformation [100 CP]:

As a magical girl, you will need to have a transformation. Your transformation is almost instantaneous and cannot be canceled, ensuring you're always ready for action when the need arises. However, be careful not to transform with people around you, as the visual effects are actually real and will hurt those nearby. In your transformed state, you gain several basic yet powerful abilities.

First and foremost, your body undergoes significant enhancements, reaching peak human levels of strength, agility, and speed. This means you can leap tall buildings, lift trucks with ease, and run as fast as a speeding train. These enhancements ensure that you are physically capable of handling any threat that comes your way. You also gain the power of flight, allowing you to soar through the skies effortlessly and reach places that would otherwise be inaccessible.

One crucial ability is your identity jamming capability. This helps protect your secret identity while you are transformed, scrambling any attempts to identify you. Whether through visual recognition, digital means, or magical sensing, your true identity remains concealed from prying eyes, allowing you to operate with anonymity and safety.

Ironclad Rules[100 CP]:

As you come from a lineage of magical girls, you have been trained since birth with a rigorous schedule. Now, you are at minimal peak human physical capabilities even before transforming. But that's not all. You are also super mature for your age, with all childish emotions and behaviors beaten out of you. Additionally, you have a set of ironclad rules below that you must follow while in this world. These rules ensure that you don't turn to the dark side and mentally act as blocks to possible mind control , though in future worlds, you can choose whether to adhere to them while keeping the anti mind control properties.
Here are the set of iron rules that you must follow:

1. Magical girls must live by themselves at the age of 10.

2. By the age of 14, you must be able to beat a bear with your own fists, no magic allowed.

3. You must not allow people to touch magical artifacts.

4. Transformation items can be stolen, so you must rig them to explode when touched by anyone other than the owner.

5. Do not transform in front of people.

6. You will only have an allowance of 1000 yen a month until the age of 13, and afterward, you must be proficient at managing money.

7. Magical girls must strive to improve on things they are bad at.

8. The image of a heroine of justice must be upheld, so any activities that may tarnish that image are forbidden.

9. These ironclad rules must never be broken unless there is a consensus of at least 10 magical girls present, allowing for the rules to be temporarily set aside.

Cute As A Button[200 CP]:
It's not unusual for magical girls to be cute. However, if you're not naturally cute, you gain a very humanoid form that embodies cuteness with a minimal 8/10 in the looks department. But that's not all you gain. Now, whenever you pull on the heartstrings of any enemies or corrupted individuals, if they acknowledge how cute you are, your pure cuteness can actually purify any evil and corruption from their souls. Only very strong individuals can resist this purification.

100% Efficient [200 CP]:
Usually, magical girls can only maintain their magical form for 2 to 3 hours. However, you have a unique advantage: you can maintain your magical form almost indefinitely, treating it like a base form. This means you don't ever need to power down unless you choose to. If you gain other transformations in future

jumps, this perk will give you the same benefits, allowing you to stay in those forms as long as you desire.

Respect of the Community [400 CP]:
As a magical girl, as long as you use your powers for justice and the order of a group or country, you will gain their support and help within reason. This support can manifest in various ways, from being excused from class to defeat an enemy general, to pardoning a friend for a minor crime that doesn't appear on their record, and even receiving support from the army to help you fight a kaiju.This perk ensures that your efforts in protecting peace and justice are recognized and rewarded by the communities and institutions around you. Whether it's logistical support, legal leniency, or military assistance, you can count on the backing of those you defend.

Silent and Deadly [400 CP]:
As a magical girl, even with extensive training, defeating an enemy general doesn't always ensure they stay down. Often, they manage to escape, leaving behind significant collateral damage. However, now, when you defeat any villain, you gain the ability to immediately chase and track them down if they escape.Ensuring that defeated enemies can't simply flee and regroup, you can deliver more decisive victories.. Additionally, you become more conscious of the battlefield, and if possible, you will be able to minimize collateral damage from your battles.By Being aware of and minimizing collateral damage also means that you can protect not just from direct threats but also from the unintended consequences of your battles, keeping innocent bystanders and the environment safe.

Trial of Intensecrimsom Flame Prison [600 CP]:
You now possess the knowledge to create new bloodlines of magical girls in this and future worlds. With your magic and preparations, you can indoctrinate normal girls with the potential of becoming magical girls through a series of rigorous rituals. These rituals can be done in any order but must be completed within a dimension of pure fire, where everything is swelteringly hot. The person undergoing the trials must not leave this dimension until they finish every ritual, or they will fail the trial. The rituals are as follows:

1. ***Physical Training:*** Do 1000 push-ups, sit-ups, and pull-ups every day for 30 days.
2. ***Magic Mastery***: Shoot 1000 arrows of magic continuously for 3 minutes every day for 30 days.
3. ***Agility Training:*** Learn to dodge laser attacks for 10 minutes straight for 10 days.
4. ***Martial Arts:*** Learn at least one new form of martial art, either barehanded or with weapons, within 2 years.

If these girls succeed in the trial, they will not only become magical girls themselves but also establish new lineages of magical girls. Their descendants can become magical girls with more manageable training, ensuring the continuation of these powerful bloodlines. This rigorous process ensures that only the most dedicated and capable individuals join the ranks of magical girls, maintaining the strength and integrity of their noble mission.

Ace Magical Girl[600 CP]:
You are a prodigy, a one-in-a-million talent within the world of magical girls. Your exceptional abilities allow you to fight generals of the demon lord's army or any superior combatants above you.This makes you a versatile and formidable force on the battlefield, able to turn the tide of any confrontation. Additionally, you are an incredibly fast learner when it comes to new magical equipment or abilities, especially those applied to combat. This skill is invaluable in your line of work, as there are numerous magical items passed down from your predecessors that you may need to master to fight the myriad of enemies that threaten humanity.

Adobe Stock | #243062081

Evil General

You Looked Good In Bondage [100 CP]:

Your exceptional abilities have caught the attention of the leaders of your evil organization, and you've been instantly promoted to one of their top generals. As a top general, you are expected to lead the grunts and fight several magical girls head-on. How? By wearing their sexy and revealing uniforms, of course.

Have you ever wondered why most female generals in anime and manga wear very sexy clothes that leave little to the imagination? Besides the sex appeal, it's because these outfits are the source of power for new generals like yourself. These revealing uniforms empower you enough to fight magical girls on equal footing, even if you have never trained a day in your life. As a result, you now have a minimal 8/10 in the looks department, and the more revealing the outfit you wear, the more powerful you become. Just make sure you are not nude, as that won't grant you any power.

Bondage Energy [100 CP]:

The way your evil organization advances its goals of world domination is by gathering bondage energy. Currently, it's not clear why your organization needs this energy for their plans, but regardless, you know that when people wear bondage gear, they emit some bondage energy that you can collect. As a general, you have the unique ability to shoot beams or cover any ammo you have with your energy. When used on your targets, instead of doing damage, it forces the wearer to don some bondage gear. When you do this, you will recover more bondage energy than your fellow generals.

In future worlds, you can choose to change what your beams and ammo force your targets to wear and still gather some of that energy to recover your own mana and reduce fatigue.

It's Not My Fault!! [200 CP]:
For some reason, your mistakes are seen as cute and adorable by the people around you and not at all an annoyance. Whenever you make mistakes—whether in being repeatedly defeated by the magical girls or having your clothes rip from your various antics—your errors are always considered small, amusing quirks as long as they don't constitute any form of betrayal or impact anyone's wallet. No punishment will befall you in any way for these harmless blunders.

Influencer Of Bondage [200 CP]:
People don't only emit bondage energy through forceful actions but also through their own free will. And what's the best way to get people to wear very exotic clothes? By making it a trend on the internet, of course. That's why you are now a very good influencer in any social media setting on the net. You have the charisma to write popular tweets on Twitter, possess excellent scriptwriting skills, and create humorous personas fitting platforms like TikTok or YouTube. More importantly, you are able to maintain the interest of your audience in the long run, spreading the word about how liberating wearing bondage gear is.

Whenever your followers begin wearing any bondage gear or any set of clothes that you promote, in this world and future worlds, you can gather those bondage energies, even if they are only a tenth of what can be collected in person. **Y**

Effective leader [400 CP]:
You are now an effective leader towards the many grunts that are under your command. As You have a natural ability to inspire and energize your grunts. Your speeches and commands resonate deeply, filling your followers with determination and a strong sense of duty. Whether rallying them for a crucial mission or boosting morale during tough times, your words and actions uplift those around you.

You also excel at planning and executing complex strategies. Your keen mind allows you to analyze situations quickly and make effective decisions on the fly. You can devise plans that maximize the strengths of your team while mitigating risks, ensuring that your missions have the highest chance of success.

And you have a talent for recognizing and nurturing potential in your grunts. You can train and develop your subordinates, helping them to grow and improve their skills. Your guidance transforms inexperienced recruits into capable and confident warriors, strengthening your overall force.

Alone and strong [400 CP]:
You possess an exceptional ability to operate independently, showcasing immense strength and resilience when on your own. when you're alone your combat skills are unparalleled.

You are also adept in various forms of combat, including hand-to-hand fighting, weaponry, and stealth tactics. Your expertise allows you to take on multiple opponents simultaneously, effectively turning the tide of battle in your favor.

Your mental strength is as formidable as your physical abilities. You can maintain your focus and determination even in the face of overwhelming odds. Your resilience allows you to withstand psychological pressures and remain composed, making sound decisions under extreme stress.

And finally your body has an enhanced ability to heal itself. Minor injuries recover quickly, and you can perform basic medical procedures on yourself to treat more severe wounds. This self-reliance ensures you remain combat-ready and capable of enduring prolonged engagements.

Your good Friendly Neighbour [600 CP]:
Regardless of what people say, you are the kind older sister of the neighborhood that everyone loves and sees as the perfect human being. But you're not truly that person; you merely fake being that kind of girl. Why do you keep up such a persona? For gathering information, of course, and trying to uncover the secret identities of those pesky magical girls.

Even if you are seen doing something out of character, like holding back a moving truck or being in places you shouldn't be, such as outside the evil organization HQ, it will be chalked up to coincidence or maybe you being deceive in some way. The perception of you as a kind neighbor will never be shattered unless you actively betray them in their face.

Moreover, you're excellent at making subtle nudges towards more corrupted logic of stuff perverted in nature in the minds of those around you physically .You need never lift a finger against them; just drop a few innuendos at perfectly timed moments, and they'll actively wear bondage gear themselves for you. This skill allows you to manipulate and influence others effortlessly, furthering your organization's goals while maintaining your perfect facade.

Chaos Daemon[600 CP]:
You are not just a low-level general of your organization anymore; you have been promoted to one of its leaders. With your promotion, your body has been filled with an enormous amount of bondage energy, triggering a metamorphosis. Whether you choose to keep your human form or adopt a new monster form is entirely up to you. This transformation has pushed both your physical and magical abilities beyond what is possible for a human general or magical girl. In addition to your newfound power, you have gained the ability to create enhanced bondage gear. This gear allows humans wearing it to possess the strength and abilities needed to fight against normal magical girls, significantly boosting your organization's capabilities.



Other Powers:

Every power here will cost 200 CP for both Magical Girl and Evil General .

Destruction and Creation

You now have the power to destroy and recreate anything with a mere touch of your hands. This incredible ability allows you to break down objects into their fundamental components and then reassemble them into something new or restore them to their original, pristine condition.You can deconstruct obstacles, weapons, and machinery, and then reconstruct them in a different form or repair them entirely.

Elemental Affinity

You now have the basic ability to control one element of your choice. Whether it's fire, water, earth, air, lightning, ice, or even more exotic elements like light, darkness, or metal, this elemental control grants you the power to manipulate and command your chosen element with ease. You can summon and direct this element to create barriers, launch attacks, or influence the environment around you.You can buy this ability multiple times.

Healing

You now have the ability to heal wounds on the battlefield. Initially, you can only heal cuts, bruises, and broken bones, providing immediate relief and aiding in quick recovery. However, with time and patience, your healing powers will grow stronger. Eventually, you will be able to regrow lost limbs and even heal the soul, addressing deep emotional and spiritual wounds.

Memory Alterations

You now possess the ability to alter memories with precision and subtlety. Initially, you can modify or erase small fragments of memories, such as specific conversations or minor events, making them seem as if they never happened. As your skill develops, you will be able to implant new memories, reshape existing ones, and even create complex and believable false narratives in someone's mind.

Precognition
You now have the ability to look 10 seconds into the future for every battle. This precognition allows you to see where your enemies will be on the battlefield, making their movements predictable and easier to counter. With this foresight, you can anticipate attacks, dodge incoming strikes, and position yourself strategically to gain the upper hand.

Reading and Writing
You now possess a magical book that grants you the ability to copy and learn any technique you have ever seen. However, the more complicated a technique is, the more difficult the requirements will be to master it. Additionally, if a technique requires other prerequisite techniques, those will not be automatically added to the book. You will need to acquire and master those prerequisites through other means before you can fully utilize the advanced technique.

Slowdown
You now possess the ability to slow down time within a radius of 300 meters around you. This power allows you to delay the reactions of everyone within this range by 5 seconds. This means that while you perceive time at its normal speed, everyone else around you experiences a delay in their ability to react to events or changes in their environment.

Tracking
You have gained the magical ability to track anyone on the mortal plane as long as you possess their scent. With this power, you can locate your target anywhere on the same planet, regardless of their location or attempts to conceal themselves. This tracking ability extends across vast distances and through various environments, allowing you to pursue individuals with precision and persistence.

Upgrade
You now possess the ability to temporarily boost all of your abilities by 1.5 times their normal effectiveness. This boost is repeatable and stackable to yourself, and can be applied to yourself every 10 seconds allowing you to enhance your capabilities multiple times in quick succession. However, there is a limit to how many times you can stack this enhancement: currently, your limit is 10 stacks.

Magical Girl Lineage[Restricted for Magical Girl only]:

Here is the option for you to become part of one of the prominent lineages of magical girls that exist in this world. Each lineage costs 400 CP, and being part of a lineage grants you significant respect among magical girls, along with special abilities unique to yourself and potentially any descendants you may have. If you choose multiple lineages, it means your parents were born from unions between these lineages.

Being part of a prominent lineage elevates your status in the magical world in this and future worlds, granting you access to ancient knowledge, powerful spells, or unique magical abilities that set you apart from other magical girls. These lineages often have rich histories, unique traditions, and a strong influence within magical society, making you a central figure in the ongoing struggle against evil or chaos.

Celestial Seraphim

This lineage has strong connections to Christianity, making them some of the best users of light magic and purification magic in the world. As a member of this lineage, you have mastery over light magic from the elite tutelage of priests and archbishops. Your abilities include powerful purification spells, healing abilities, and devastating light-based attacks. You can manifest angelic wings for flight and enhanced mobility in combat, as well as summon lances of pure light to smite your enemies.

In battle, it is not unusual to see members of this lineage fighting with their angelic wings and attacking enemies with lances made of light. While you are in Japan or any future world, you will be given a cathedral as a base of operations. This cathedral serves not only as a strategic base but also as a sanctuary and symbol of hope and righteousness.



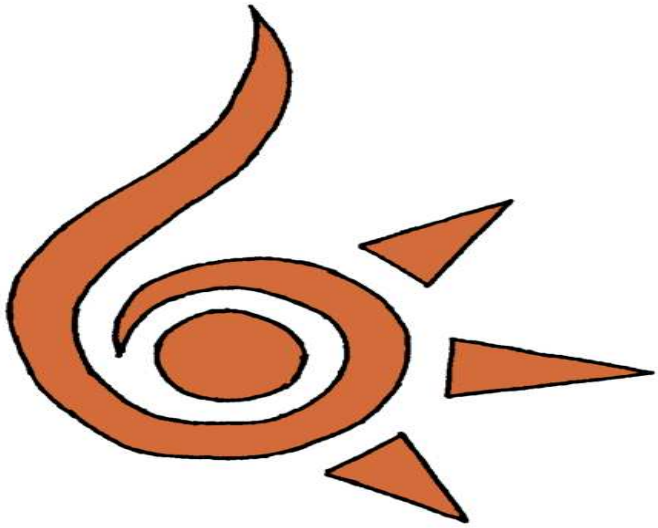
Shadow Veil
Unlike the other lineages, this is the most secretive lineage, existing to enact the darker side of justice. As members of the Shadow Veil, your purpose is to eliminate targets that, if left alone, would only cause misery. Consequently, you are trained in the art of assassinations, poison brewing, and maintaining an incognito mode.

You have also mastered shadow magic, enabling you to manipulate shadows to create illusions, provide concealment, and teleport through shadow realms. These abilities greatly enhance your stealth and infiltration capabilities, allowing you to carry out your missions discreetly. Your battles are meant to be conducted away from the public eye, ensuring that justice is served without drawing unnecessary attention.



Spirit Crest
Since ancient times, this lineage has served as mediators between the mortal plane and the spirits of the elemental planes. Tasked with maintaining the balance between nature and human progress, members of this lineage have been trained extensively as politicians and diplomats, becoming experts at garnering support from the human population.

Additionally, due to your deep attunement with the elements and learning from these primordial forces themselves, you have mastered the raw elements of fire, water, earth, air, lightning, and ice. You can wield their unique spells, which are typically never meant for mortals, allowing you to control and manipulate the elements in ways that are both powerful and awe-inspiring. Your lineage's role is to ensure harmony between nature and humanity, using both your political acumen and elemental mastery to achieve this delicate balance.



Chronicle Keepers
As one of the oldest lineages in existence, the Chronicle Keepers have been tasked with the crucial role of historians, maintaining records of all past enemies that have ever threatened the world of man. As a member of this lineage, you have access to a huge, infinite-page tome that contains the history of every member's adventures, including your own.

You have been trained in the art of being a historian, seeking out the truth of current events before they are preserved in history. Additionally, you have mastered the arts of sealing and preserving magic. This ensures that you can seal away very powerful enemies for future generations to defeat and preserve old documents, monuments, or shrines from the cruel degradation of time. Your role is to document and protect the world's history, ensuring that the knowledge and experiences of the past are not lost and that future generations are equipped to handle any threats that arise.



Valkyries
Originating from the ancient legends of Northern Europe, the Valkyries Lineage is steeped in myth and grandeur. According to these legends, Valkyries were beautiful maidens tasked by Odin, the All-Father of the Aesir, to collect the souls of warriors who died heroically in battle. However, this story is merely a fabrication to conceal the true nature of the Valkyries: magical girls tasked with leading armies and proficient in combating the undead prolific in the ancient north.

As a member of this lineage, you are a great general, adept at commanding armies in open combat. Your strategic acumen and leadership skills make you a revered figure on the battlefield. But commanding is not your only strength. You are also proficient in using rune magic, an ancient and powerful form of magic that allows you to cast spells for various purposes, from protection to destruction.At the cost of precision and control.

In addition to your magical prowess, you possess enhanced physical abilities, including increased strength, agility, and endurance, making you a formidable opponent in battle. You have also been granted the ability to summon and ride ethereal steeds, which allow you to traverse the battlefield with unmatched speed and grace. Your combat skills are further enhanced by your mastery of one celestial weapon of your choice capable of channeling divine energy to vanquish your enemies. As a Valkyrie, you embody the warrior spirit, leading your forces with honor and valor, while ensuring the safety of humanity from the threats of the undead and other dark forces.



Monster Form[Restricted for Evil General Only]:

As an Evil General you will need a powerful body to combat magical girls. Here is what you get. As an evil general, the organization is willing to provide you with various augmentations to enhance your capabilities. These augmentations are designed to increase your effectiveness in combat.

Bondage body [Free]:

As an Evil General, your strength and power far surpass that of a human's peak abilities while wearing bondage gear. Your physical prowess is augmented by your bondage gear, granting you immense strength, endurance, and resilience.. 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.

Portal Creation[100CP]:

You now possess the ability to create portals using the bondage energy you collect. These portals allow you to quickly enter and exit an area in an instant, providing you with a tactical advantage to both collect bondage energy and escape from those pesky magical girls. This ability ensures that you can efficiently gather the energy needed for your organization's goals while avoiding capture or confrontation.

Bondage Eyes [100CP]:

You now possess a pair of eyes with any pattern you wish on the iris. Choose one ability from the following:

1. ***Bondage Weak Point:*** When you look at opponents wearing bondage gear, you can see their weak points, indicating where to strike to gain the maximum amount of bondage energy.

2. ***Bondage Acceptance:*** With your left eye, you can instill a strong emotional fascination or fear in people, compelling them to wear bondage gear. This strong fascination makes them lose all reason, and those with weak minds can even go insane with this new fetish.

3. ***Whipping Eyes:*** Your eyes can conjure whips that can be used to strike your opponents, allowing you to engage them in combat from a distance.

4. ***Draining Eyes***: You now have the ability to completely absorb the dormant bondage energy in a person. However, this causes the person to go crazy and become obsessed with anything resembling bondage gear for a few weeks.

5. ***Indulgence Eyes:*** You can paralyze someone in place, making it easy for you to take photos as they probably look good in bondage gear.

You can buy this ability multiple times, selecting a different power each time.

Beastman Transformation [200 CP]:
You now have the ability to transform into one beast from mythology—be it a werewolf, minotaur, mermaid, or harpy. In this form, your physical abilities are significantly enhanced beyond their normal levels. Additionally, you gain the common abilities associated with your chosen mythical creature:

1. ***Werewolf:*** Increased strength, speed, and senses (such as heightened smell and hearing). You also gain rapid healing and the ability to shift between human and beast form at will.

2. ***Minotaur:*** Unmatched brute strength and endurance, with the ability to charge at enemies with devastating force. You also possess heightened senses and the ability to navigate labyrinthine environments effortlessly.

3. ***Mermaid:*** The ability to breathe underwater, swim with incredible speed and agility, and communicate with marine life. You also gain control over water magic, allowing you to manipulate water currents and create powerful waves.

4. ***Harpy:*** Enhanced agility and the ability to fly with great speed and maneuverability. You also gain sharp talons and powerful wind-based attacks, allowing you to control gusts of wind and create air-based projectiles.

This transformation only lasts 2 hours without any boost. Also you can buy this power multiple times, to gain the other forms.

Combat Cyborg [200CP]:
You are now a cool cyborg. Your body is enhanced by cybernetic augmentations that allow bondage energy to regulate the electronics within and power a small self-repair system. These enhancements are seamlessly integrated into your body, enabling you to channel bondage energy through your mechanical limbs, significantly increasing your strength. Additionally, you now have the ability to easily integrate any weapon you see fit into your limbs, further augmenting your combat abilities and making you a formidable opponent on the battlefield.

Vampire [400CP]:
Through a dark ritual, you have been transformed into one of the Children of the Night. You now possess enhanced speed, strength, and endurance, greatly augmenting your abilities. Additionally, you have gained the power to turn into black mist, possess others, and manipulate and solidify blood. However, with this newfound power comes a significant drawback: the light of the sun drastically weakens you. This is a small price to pay for the extraordinary powers you now wield, making you a formidable force as an Evil General.

Rule Of Bondage [400CP]:
You now have the ability to create a bounded field around you, forming a forcefield that prevents anyone from entering or leaving an area with a radius of 600 meters. Within this field, you can impose your will of bondage play on every living being, forcing them to continuously wear bondage gear as long as you maintain the field. The bondage energy generated within this field is five times more efficient than anywhere else, making it a powerful tool for both capturing enemies and gathering energy rapidly.

Near Immortal [600CP]:
You are now completely immortal, able to regenerate even missing limbs and your head from any part of your body. However, this doesn't mean you are invincible; if your body is completely disintegrated or you run out of bondage energy, you can still die.

Items[+200CP]:

After purchasing all of the powers that a magical girl or Evil General might desire, you are granted an additional 200 CP to be used exclusively in this item section. Additionally, you will receive one discount per tier, with the 100 CP ones being free of charge.

Free:

Transformation Device [Magical Girl Only]:

You now have a transformation device in the shape of a grenade. Wait, what? Why isn't it cute? Additionally, you can import any transformation device you have in stock, blending the powers you gain both in and outside of this jump.

Bondage Gear [Evil General Only]:

You now have a stock of sexy bondage uniforms, including masks, that make you powerful. Even though these are just normal clothes when not worn by you, they become the most powerful armor you will have for a while. No matter how much damage you take, everything will be absorbed by your uniform before it completely breaks, leaving you in your underwear. This ensures that you can withstand even the toughest battles, as your uniforms offer unparalleled protection and resilience.



Magical Girls:

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.

Merchandise [100CP]:

As a magical girl with an affinity for cute things, you now have a collection of any cute merchandise that exists in this and any future world. When you enter a new world, you can choose one cute merchandise collection, and you will immediately gain the entire collection. This allows you to surround yourself with adorable items that bring joy and comfort wherever you go.

Home Away from Home[200CP]:

You now own your own home, free from the prying eyes of any adults. This one-story home is adorned with a design of your choosing and is always kept clean, allowing you to focus on your training and protecting the city without worrying about upkeep.

Morning star wand [200CP]:

It seems like your magical girl's wand is more akin to a morning star in appearance and functionality—sturdy and designed for both melee combat and

channeling magic. Despite its practicality and effectiveness in battle, it lacks the typical cuteness associated with magical girl wands. However, its strength and versatility make it a reliable tool for both offense and spellcasting, ensuring you're well-equipped to face any challenges that come your way.

Training Gear[400CP]:
you've acquired a comprehensive set of magical training equipment that adjusts to your current abilities and keeps pushing you to improve. This room filled with barbells, iron balls, and various gym equipment not only increases in weight and intensity as you grow stronger but also maintains itself magically, ensuring it's always ready for your next workout session. This setup guarantees that you can train effectively without the worry of equipment maintenance or plateauing in your physical development.

Magic powder [400CP]:
It seems like you've gained access to a remarkable substance! This unlimited stick of white powder not only instantly regenerates your magical power (MP) and relieves fatigue when consumed but also enhances the taste of food as a potent spice. It's a versatile tool for maintaining your energy levels and enjoying delicious meals.

Treasures [600 CP]:
As a magical girl, you have been entrusted with one of the many magical artifacts that your lineage of magical girls has collected over its long history. Choose any one from the list below.you can buy this multiple times.

1. ***Clock of Assassination[Free for Shadow Veil]***

The is a mystical timepiece that grants its bearer the ability to manipulate time itself, albeit only for brief moments. It allows you to slow down or speed up time within a localized area, making it invaluable for precise strikes and evasive maneuvers. However, its use is limited as it can only be use 3 times a day. Legends say it was created by a rogue magician who sought to control the flow of destiny.

2. ***Pendant of the Elements[Free for Spirit Crest]***

This pendant is adorned with intricate symbols representing the four primary elements: fire, water, earth, and air. When worn, it enhances your control over these elements, allowing you to summon elemental forces with greater potency and precision. It serves as a conduit for channeling elemental magic, amplifying your spells and abilities related to nature and the forces of creation.

3. ***Library of Magical Girls[Free for Chronicle Keepers]***

This library is a vast repository of knowledge accumulated over centuries by your lineage of magical girls. It contains volumes of spells, strategies, and histories of past battles and magical adversaries and will be updated by other heroes in future world. Access to this library grants you unparalleled insights into magical theory, combat tactics, and the weaknesses of your enemies. It also serves as a sanctuary for contemplation and research, hidden from those who seek to misuse its secrets**.**

4. ***The Miko Outfit of the Gods***

This sacred attire imbued with divine blessings and protection. Worn traditionally by shrine maidens in service to the gods, it enhances your spiritual connection and grants you powers of purification and exorcism. The outfit radiates purity and resilience, shielding you from malevolent forces and amplifying your abilities when confronting supernatural entities. It is said to have been blessed by celestial beings to uphold justice and maintain balance in the mortal realm.

5. ***The Orb of Prescient Sight***

This crystal orb that grants its wielder the power of heightened perception into the present moment. By gazing into the orb, you can perceive detailed aspects of the current surroundings, such as hidden objects, concealed movements, and even see through illusions. This ability enhances your awareness in real-time situations, aiding in tactical maneuvers, uncovering secrets, and making informed decisions instantly. However, the information gleaned from the orb's visions can be intricate and require careful interpretation, adding both a boon and a challenge to its use.

6. ***The Divine Sword of Anti-Undead [Free for Valkyries]***

This holy blade is forged in the fires of divine wrath, crafted specifically to combat the forces of undeath and darkness. It radiates with holy energy that sears the unholy and purifies the corrupted. When wielded, the sword grants you enhanced combat prowess against undead creatures, allowing you to banish spirits, cleave through necrotic energies, and protect the living from supernatural threats. Its presence alone instills courage and hope in allies facing the darkness.

Cathedral [600 CP/ Free for Celestial Seraphim]:

You now possess a grand cathedral, meticulously designed to reflect your personal needs and aesthetic preferences. Within its hallowed halls, you hold the esteemed position of Archbishop, delivering weekly sermons that exalt the virtues of divine providence and proclaim magical girls as blessed gifts bestowed by the divine. These powerful sermons resonate deeply with your congregation, reaching hundreds of faithful followers and amplifying your ability to harvest souls.

Your charismatic presence and compelling rhetoric not only sway the hearts and minds of your congregation but also attract significant donations from the public, bolstering your resources and solidifying your authority. The architectural magnificence of the cathedral stands as a testament to your divine role, serving as both a spiritual sanctuary and a strategic base of operations.

The cathedral is populated by a devoted cadre of nuns and priests who share your unwavering dedication to combatting darkness and protecting the innocent. Their loyalty and steadfast resolve make them invaluable allies, willing to accompany you across the multiverse in defense of righteousness and the divine cause.

Evil General:

Cold Iron Collar [100CP]:
A set of shackles, a collar, and a few other restraint devices have been provided by your boss to help you get into the role of a top general. While they may appear to be purely aesthetic, these restraints are specifically designed to suppress magical powers and when used on a magical girl , these restraints render her utterly helpless, stripping her of her magical abilities and leaving her completely at your mercy. These restraints are a crucial tool in subduing powerful adversaries and turning the tide in your favor.

Pay and benefits[100CP]:
It appears that the benefits of working for your organization extend into future worlds. You will receive a monthly salary of 300,000 yen, regardless of your current world or employer. Additionally, no matter which organization you work for in the future, you will always receive 2 weeks of paid sick days and 21 days of vacation days annually. Even with a standard work schedule of 5 days a week with 8-hour shifts, your future employers will provide you with these benefits, ensuring you maintain a work-life balance despite any demanding circumstances.

Pistols and Ammo [200CP]:
Your place of employment is truly generous in providing you with the necessary gear to aid in your world domination efforts. You now have access to a vast array of weapons, including guns, rifles, machine guns, grenades, and bazookas, along with a substantial stock of ammunition. This arsenal is replenished every month, ensuring you are always well-equipped for any confrontation.

Bondage websites [200CP]:
You have gained ownership of several of the most shady and underground websites where people with an interest in bondage gear gather. These platforms are ideal for spreading the trend of bondage gear, allowing you to subtly influence and popularize these interests. In the future world of these websites, you can promote various styles, share tips, and create a community that encourages the use of bondage gear, furthering your goals in collecting bondage energy.

Grunts [400CP]:
You now own a private army of 1,000 strong, consisting of minions clad in tight bondage gear, each responding to your commands with an enthusiastic "EEEEP!" These minions are unwaveringly loyal to you, following your orders without question. They are mostly humans who have been enhanced physically, providing them with increased strength, endurance, and agility. However, their mental capacities remain largely unaltered, ensuring their complete obedience and dedication to your cause. With this formidable force at your disposal, you can carry out your plans with greater efficiency and control.

Laboratory [400CP]:
You now possess a state-of-the-art laboratory provided by your organization, dedicated to the development and enhancement of bondage gear and related technology. This laboratory is equipped with the latest in scientific and magical apparatus, allowing you to create a wide range of devices and enhancements. Here are some of the capabilities of your laboratory:

1. ***Monster Creation:*** You can experiment with genetic manipulation and dark magic to create monstrous minions. These creatures are designed to be powerful allies in your battles, each one tailored to your specific needs and commands.

2. ***Advanced Bondage Gear Development:*** Innovate and produce cutting-edge bondage gear. This includes items like rays that force people to wear bondage gear upon exposure, glasses that alter perceptions to make everyone appear in bondage gear, and other devices that ensure complete control and compliance.

3. ***Technological Advancements:*** Develop and refine technology that can integrate bondage gear into everyday life, making it a seamless part of the wearer's routine. This includes wearable technology, surveillance equipment, and communication devices that enhance your ability to monitor and control your subjects.

4. ***Magical Enhancements:*** Combine technology with magic to create items with unique properties. Enchantments that increase the effectiveness of bondage gear, potions that make wearers more susceptible to control, and

spells that enhance the physical and mental attributes of your creations are just a few examples.

5. ***Training Facilities:*** Equip your laboratory with training rooms where you can test new gear and train your minions. These facilities are designed to simulate a variety of environments and scenarios, ensuring your creations are battle-ready.

This laboratory not only provides a space for your experiments and developments but also serves as a hidden base of operations, ensuring that your activities remain undetected by the outside world.

Bondage Company[600CP]:
You are now the heir of a massive company that, on the surface, specializes in selling everything related to bondage gear. From whips to clothing, everything necessary for that type of play is available here. However, this company serves as more than just a retail business; it is the central hub of the organization you lead. Within the company, you command a group of highly loyal generals who follow your every command without question. These generals, each with their own unique skills and capabilities, assist you in various missions and strategies to further your goals. Additionally, you have a small army of grunts who are dedicated to helping you collect bondage energy throughout the city. These grunts carry out your orders efficiently, ensuring that the energy is gathered discreetly and effectively, strengthening your organization's influence and power. The company's extensive resources and covert operations provide the perfect cover for your activities, allowing you to blend in with the everyday business while orchestrating your plans for dominance behind the scenes.

Bondage Dragon Whip[600CP]:
You now wield a whip containing the spirit and body part of a perverted dragon. This weapon boosts your physical and magical attacks by 2.5 times and grants you enhanced acidic magic that, strangely, only melts down people's clothes, leaving behind bondage gear. Attacks with this sword and the bondage gear it creates are particularly insidious. The gear corrupts even the strongest of wills, turning its wearers into full-blown maniacs of S&M bondage gear.

These converted individuals become the elite of your army. While they may not be as powerful as an evil general, they are far stronger than standard grunts, providing a formidable force that is both loyal and highly effective in combat. The sword itself is a symbol of your dominance, embodying the perverse power that fuels your rise to supremacy.



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 +1000 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.

Keeping up Appearances [+100CP]:
Looks like you are truly dedicated to your role as a magical girl, as now, whether on or off the clock, you are stuck in your magical persona. Hope you get used to the annoyed looks from people around you. Or if you are an Evil General you will need to act as cartoonish evil around the clock.

Stripped A lot [+100CP]:
It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Scary Movies are Stupid [+200CP]:
It seems like you have a habit of watching scary movies every month, which has an interesting side effect: you gain a new phobia related to a place or type of creature each month. This means that every time you watch one of these movies, you're likely to develop a fear of something new. The upside is that you can typically overcome these phobias within a month, although it's a continuous cycle as new fears replace old ones over time. It definitely adds a unique element to your life, keeping things suspenseful and perhaps a bit nerve-wracking!

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

Rival [+300 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[+300 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.

You’re In Debt [+400]:
It sounds like you're in quite a predicament with that debt! Whether it was due to interference from magical girls' magic or accidentally damaging priceless artifacts, owing such a large sum can be daunting. Ten years might seem like a long time, but with determination and careful planning, you can gradually work towards paying it off. It might be challenging, but think of it as an opportunity to learn financial discipline and responsibility. Good luck tackling that debt! Because if you fail the jump will end.

Your personal demon [+600 CP]:
It seems fate has dealt you a harsh hand, condemning you to a relentless cycle of defeat and suffering at the hands of magical girls and evil generals. No matter how valiantly you struggle, every attempt to triumph over them ends in bruises, pain, and tears. They thwart your plans, dismantle your schemes, and leave you broken time and again, pushing you to the brink of despair.

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year.By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

The Perverts Want you [+1000CP]:
It seems you've found yourself in quite a precarious situation, becoming a prime target for every evil organization in the world due to your unique ability to produce pure bondage energy when humiliated while wearing bondage gear. This has made you an invaluable asset in their schemes for domination. Now, every corner of the globe is teeming with groups seeking to capture and imprison you, using all means at their disposal to exploit your abilities.

This constant threat means you must remain vigilant and always on the move to evade capture. Each organization will deploy their resources — from spies and mercenaries to advanced technology and magic — in relentless pursuit of you. The consequences of capture are dire: imprisonment that last a year will end in jump breaking.

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. **Hope you guys enjoyed this very simple jump of magical girl here. Also thai jump was a lot of fun to make as i did a lot of speculation base on this short and you series there are still alot of thighs not yet revealed in the manga yet. So if there is anything relevant I will update this jump.**