Who decides blues have to be cool!?0.1

By saiman010



Introduction:

Jumper, you have entered a parallel world remarkably similar to our own. However, there is a small but crucial difference: this world is threatened by monstrous creatures. Fortunately, humanity is safeguarded by defenders who maintain peace and stability from the shadows. These defenders are the magical girls of this world.

Chosen by fairy agencies, these warriors are ordinary girls, typically ranging in age from 10 to 16 years old, who possess the unique ability to harness magical energy to defeat these monsters. Unfortunately, this magical energy diminishes as the girls age, especially as they mature and fall in love.

Despite the challenges, you have chosen to join the ranks of these magical girls (or perhaps as a magical boy—no one will judge you here). Your mission is to save the world and protect humanity from these threats.

Here, take this 1000 CP and embark on your journey to safeguard the people of this world. Use your powers wisely and courageously to ensure peace and stability. Now, go forth and save the world as you see fit!



Starting Location:

Fortunately, the locations in this world are perfect replicas of those in our own. Therefore, you have the freedom to choose where you would like to start your journey in this parallel world. Whether it's a bustling city, a quiet countryside, a coastal town, or a mountainous region, the choice is yours. Each location presents unique challenges and opportunities for you to utilize your magical abilities to protect humanity from the monstrous threats.

Origins:

In this jump, you have the freedom to choose your gender at no cost. Additionally, you must select a starting age between 10 and 15 years old, as this is the required age range to be a magical girl (or magical boy). Your journey begins within these parameters, allowing you to fully immerse yourself in the role of a young defender of humanity.

Perks:

In this jump, everyone is required to take on the role of a magical girl, regardless of gender. This setting provides a structured origin system with tiers of abilities and items. Each tier offers two discounts, and the 100 CP options are free when discounted.



General:

Magical Energy[Free]
This magical energy is the foundation of your powers as a magical girl or boy. It peaks between the ages of 10 and 15. As long as you are within this age range, your magical output and capacity will be substantial enough to destroy one side of a mountain with ease using a focused, concentrated attack. However, beyond this age range, your magical capabilities will begin to diminish at a linear pace. Eventually, you will no longer be able to cast spells or even transform. This is why most magical girls retire at the age of 16 and above, as they are already past their prime. Fortunately for you, it will take more than ten years before this decline affects you.

Color Scheme [Free/100CP/300CP]:
Before diving into the abilities you'll gain as a magical girl, it's essential to choose your color scheme, which will significantly influence your design, behavior, and expectations in this world. Each color represents a unique archetype, shaping not only your appearance but also your role and demeanor.

If you choose the color red, you are painted as aggressive and passionate, embodying the archetype of a fierce warrior. As a red magical girl, your costume will be the most wild and bold, reflecting your fiery nature and determination. You will be expected to act with courage and assertiveness, often leading the charge in battle with a hot-blooded spirit.

Opting for the color green places you in the role of the most nurturing and empathetic member of the team. Green magical girls are known for their gentle and caring demeanor, often acting as the heart of the group. Your costume will be the softest and most relaxed, emphasizing comfort and harmony. You will be expected to act with kindness and understanding, using your powers to heal and support your allies.

Choosing the color purple marks you as the most closed-off and mysterious figure among the magical girls. Purple magical girls are often seen as enigmatic and wise, with a sense of mystique surrounding them. Your costume will be more adult and sophisticated, reflecting your air of secrecy and depth. You will be

expected to act with discretion and insight, often keeping your true intentions hidden while guiding others from the shadows.

If you select the color blue, you are considered the cool and collected member of the team. Blue magical girls are known for their calm and composed nature, bringing a sense of stability and logic to the group. Your costume will be the most armored(well there are some exceptions), emphasizing protection and resilience. You will be expected to act with level-headedness and strategic thinking, often taking on the role of the tactical planner and voice of reason.

For a premium of 100 CP, you can choose the popular color pink, where you are considered the most adorable and embody the archetype of innocence and joy. Pink magical girls are often seen as the heart and soul of their teams, bringing light and happiness wherever they go. Your costume will be the most innocent and cute, filled with frills and bright colors. Additionally, pink magical girls are, on average, the most powerful in their group, making your attacks hit with extra oomph compared to other color schemes.

For the ultimate investment of 300 CP, you can opt for either the white or dark color scheme. The white color scheme is considered the most holy and revered among magical girls. As a white magical girl, you are expected to act like a saint, embodying purity and virtue. Your costume will reflect this holiness, often appearing angelic and radiant. Your very magical essence will be imbued with holy energy, making your attacks highly effective against wicked beings and excelling in purifying corruption. You will be one of the best in the magical community when it comes to cleansing evil and bringing light to darkness.

The dark color scheme, on the other hand, is considered taboo and controversial within the magical girl community. It symbolizes the very corruption and darkness that magical girls are sworn to combat. Dark magical girls are rumored to have alliances with the monsters they were originally supposed to protect humanity from. Your costume will mimic that of a high-ranking general of darkness, often highly exposed and erotic, reflecting the allure and danger of your power. Your magical energy will be imbued with corrupted essence, making your attacking spells the most devastating in the magical girl community. Despite the taboo, your dark powers will be unparalleled in their destructive capability, making you a formidable force.

Transformation [Free]:
Now that you have chosen your color scheme as a magical girl, it's time to delve into your abilities. Your transformation is almost instantaneous and cannot be canceled, ensuring you're always ready for action when the need arises. In your transformed state, you will 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.



100 CP:

I Need To Be In Character
In the world of magical girls, sometimes the color you choose and who you truly are can be two entirely different things. To help bridge this gap and ensure you can seamlessly fit into the role expected of your chosen color scheme, you now possess incredible acting skills. These acting abilities allow you to convincingly embody the norms and traits associated with your color, even if they don't align with your natural personality.

Letting It All Out
Life has its major downfalls, especially if you are one of the many magical girls protecting this world. That's why it's sometimes important to let out all of your frustration through certain healthy outlets. Whether it's by building models, complaining to an empathetic listener, or by just punching a wall with your power, finding a way to release stress is crucial. With this renewed sense of relief and refreshed feeling, you can continue your day, ready to fight any opponents that stand in your way.

Keeping to routines.
Even as a magical girl, you still have a life outside of your duties as a defender of mankind. This often takes the form of routines that normal people would have in their lives. That's why, no matter how exhausted you are from your activities as a protector, you now have separate reserves of energy that allow you to continue with your day-to-day activities without issues. Whether it's watching your favorite anime or studying for your classes, you can engage in these activities without being hindered by your magical responsibilities.

Will you Excuse me
To address the unpredictability of attacks by mysterious monsters and the need to maintain secrecy as a magical girl, you possess the ability for your excuses involving your magical girl activities to be accepted without repercussions. People will not hold grudges or view you as flaky due to your need to attend to your responsibilities as a defender of humanity. This ensures that you can effectively balance your civilian life with your duties as a magical girl without facing social consequences or suspicion from others.

Perfect Cognito
To address the potential trouble arising from your frequent disappearances and the rumors circulating about a cosplayer fighting monsters, along with the possibility of people connecting the dots to your true identity, you now possess a safeguard to keep your identity hidden. Any leads or clues pointing to your true identity will be filed as inconsistencies and mostly lead to dead ends, regardless of the rationalization abilities of those investigating. This ensures that even if suspicions arise or connections are made, they will ultimately lead nowhere, preserving the secrecy of your true identity as a magical girl.

Perfectly Independent
It's always perplexing to observe how many magical girls lead independent lives without parental supervision, seemingly unaffected by societal norms regarding child welfare. Surprisingly, most people don't even bat an eye at the sight of children living in such conditions. You find yourself among these independent magical girls, navigating life without the safety net of parental guidance or oversight. Living independently as a magical girl presents its challenges and freedoms. On one hand, you have the autonomy to make your own decisions and live life on your terms. You're free from the constraints of parental authority, able to explore your abilities and the world around you without restriction. This independence fosters a sense of self-reliance and resilience, as you learn to navigate life's ups and downs on your own.

200 CP:

Enhanced six Senses
In this world, it seems that most magical girls rely heavily on their mascots to detect and inform them of the appearance of enemies of mankind in their territory. However, you are among the few who possess heightened senses, allowing you to detect the presence of these monsters without relying on a mascot. Your senses are finely attuned to the subtle disturbances in the magical energy surrounding the area, alerting you to the imminent threat.

Moreover, you've gained the knowledge of how to reach these locations with the fastest route. Whether it's through intuitive instincts or honed navigational skills, you can swiftly discern the most efficient path to the site of the monster's appearance. This ability not only ensures that you arrive at the scene in a timely manner but also allows you to strategize and prepare for the impending battle effectively.

Age is Just a Number
In reality, many people wish to continue being magical girls even after reaching an age where retirement is typically expected. However, for you, age will never be a hindrance to your magical abilities. Regardless of how old you become, the powers you gained during your journey will remain steadfast and unwavering.

Unlike other magical girls whose powers may weaken or diminish with age, your abilities will endure, unaffected by the passage of time, maturation, or any other conditions that might cause powers to fade. This ensures that you can continue to wield your magical prowess with the same strength and proficiency throughout your lifetime.

Low Ether Balance
In this world, magical girls must convert their magical energy into ether, which serves as the currency for using their spells and abilities. It appears that there is a monthly ether limit that magical girls must adhere to while on duty. However, you are among the few magical girls who are exceptionally efficient at converting magical energy into ether, boasting an efficiency level around 45% higher than the norm.

This heightened efficiency not only allows you to maximize the use of your magical abilities but also makes them more powerful and long-lasting. By converting magical energy into ether more effectively, you can stretch your resources further, enabling you to cast spells with greater potency and sustain them for extended durations.

Healing
In the heat of battle, injuries are a common occurrence, which is why you have been bestowed with the extraordinary power to heal. Your Healing Ability is a beacon of hope on the battlefield, allowing you to mend wounds, restore vitality, and bring comfort to those in need.

Calm Mind
In battle, one of the most critical skills a magical girl can possess is the ability to control her emotions and maintain unwavering focus on the task at hand. Amidst the chaos and danger of combat, emotional stability is not just a luxury but a necessity for effective decision-making and strategic execution. A magical girl who can remain calm and composed in the face of adversity can think clearly, assess situations accurately, and respond with precision and efficiency. By mastering control over her emotions, she ensures that fear, anger, or doubt do not cloud her judgment or hinder her ability to protect herself and her allies. Instead, she channels her emotions into a source of inner strength, fueling her determination and resolve to overcome any challenge that stands in her way.

Searching For Allies
Sometimes, working alone can be daunting, and finding allies who are willing to join your cause can be challenging. However, you now possess the ability to expertly navigate community websites and apps to advertise yourself and attract potential allies. Your proficiency in presenting your skills and strengths online not only makes you appealing to other magical girls but also allows you to assess potential teams with exceptional accuracy. You can determine whether you will be a good fit with a team for at least five years into the future. This foresight ensures that you form strong, compatible alliances, leading to more effective collaboration and a greater chance of success in your endeavors to protect the world.

400 CP:

Animal Mode

You can now ether consumption even further through a unique transformation known as Animal Mode. In this mode, you select an animal motif, gaining access to all of its natural abilities while also experiencing increased speed and endurance. For example, if you choose the vampire bat as your motif, you gain the extraordinary ability of echolocation, allowing you to navigate and detect enemies with pinpoint accuracy. Additionally, you acquire the capability to absorb magical energy from others through the consumption of their blood, mimicking the feeding habits of the bat.

However, there's a catch. While in Animal Mode, your outfit becomes noticeably skimpier than usual, resulting in a reduction of your overall defensive capabilities. This trade-off between offense and defense requires careful consideration and strategic planning during battles. Nonetheless, the benefits of enhanced speed, endurance, and access to unique animal abilities make Animal Mode a formidable asset in your arsenal, offering versatility and adaptability in the face of diverse challenges as a magical girl.

Elemental proficiency

As a magical girl, your proficiency with controlling certain elements is determined by the color scheme you choose at the beginning of your journey. Each color corresponds to a specific elemental affinity: red with fire, green with wind, blue with water, purple with telekinesis, pink with the null element, white with light, and dark with darkness This elemental control becomes a cornerstone of your magical abilities, shaping the way you engage in battle and interact with the world around you. Whether conjuring flames, manipulating the air currents, or harnessing the power of light, your mastery over your chosen element becomes a potent weapon in your arsenal, allowing you to confront and overcome the challenges that lie ahead as a defender of humanity.

Magic Canceler

In this world, where most, if not all, enemies of humanity rely on magic as the foundation of their attacks and techniques, you have developed an invaluable ability: the power to instantly cancel any magic-based technique with a mere touch. This skill allows you to nullify spells and disrupt enemy strategies, providing a crucial advantage in battle. However, your magic-canceling ability is

not without its limitations. For you to successfully cancel a spell, your magical output must be roughly equal to that of the spell you are trying to negate. If the enemy's magic is significantly stronger than yours, there's a chance your technique will fail, leaving you vulnerable.

Forever Alone
Being alone on the battlefield can be one of the most depressing and demoralizing experiences for a magical girl. Solitude can cause you to lose sight of the reasons you started fighting in the first place. However, this isolation also brings a significant trade-off. When you are alone, your magical powers increase by an order of magnitude, making you one of the most powerful magical girls out there. This immense boost in strength allows you to tackle formidable enemies and daunting challenges that would overwhelm others.

Phantom Form
You now possess the extraordinary ability to astrally project your consciousness, allowing you to enter people's dreams and memories. This powerful skill enables you to extract crucial information from your targets, whether it be uncovering hidden secrets, learning about their plans, or understanding their past. By delving into the subconscious mind, you can gather intel that is otherwise inaccessible, providing you with a significant advantage in your battles and investigations

Summoning
Like in certain series where busty ninjas are the main focus, you now possess the ability to summon one species of animal to aid you in battle at will. These summoned creatures are adorned with the same aesthetic as the color theme you chose at the beginning of your journey. This powerful ability offers you flexibility in combat, as your summons can be utilized in two distinct ways: either as full beings that will fight alongside you or as weapons that enhance your magical abilities. Whether you call upon them to provide direct support on the battlefield or to transform into potent magical instruments, these summoned animals amplify your power and versatility, making you a formidable force against any adversary.

600 CP:

Phoenix Resurrection
You have gained the extraordinary power to rise from your own ashes, embodying the mythical phoenix's cycle of death and rebirth. When you fall in battle or face seemingly insurmountable odds, this ability triggers a profound transformation. Your body is engulfed in a radiant fire, consuming your physical form before reconstructing it anew, stronger and more resilient than before. This miraculous resurrection happens once per jump, ensuring that no matter how dire the situation, you have a second chance to return to the fight with renewed strength and resolve.

Veteran Magical Girl
Your starting age increases by 10 years, signifying that you have honed your skills to perfection, mastering a wide array of combat techniques and magical spells. This decade of additional experience has granted you unmatched tactical acumen, allowing you to outthink and outmaneuver even the most formidable foes. Your extensive battlefield experience has given you an intuitive understanding of your abilities and limitations, making you highly adaptable in combat. Furthermore, your presence serves as a beacon of inspiration for younger magical girls, who look up to you for guidance and leadership.

Chaos God Empowerment
It appears that you have come into contact with the source of the monsters that threaten humanity, and through their sweet words and influence, you have been swayed to join the dark side, becoming a formidable threat yourself. Your body has been destroyed and rebuilt atom by atom, now crackling with chaotic energy. This transformation has pushed both your physical and magical abilities beyond what is possible for a human. In addition to your newfound power, you have gained the ability to create and control monsters, imbuing them with the strength and abilities to fight against normal magical girls. This shift to the dark side not only amplifies your own capabilities but also enables you to command an army of formidable creatures, making you a potent and dangerous adversary in the ongoing battle between good and evil.

Other Magical Powers:
Every Magical powers here will cost 200 CP and don't count towards the discount.

Sewing
You now possess the unique ability to summon a needle and conjure up infinite threads. This versatile power allows you to either sew your enemies together, immobilizing them and rendering them helpless, or use your threads to create magical clothes. Initially, these clothes provide minor effects, but as you become more adept at your craft, you can create garments with increasingly powerful effects. These magical clothes can enhance the wearer's abilities, provide protection, or grant other beneficial effects, making them invaluable tools in both combat and support roles

Agro
You have gained the magical ability to compel opponents to focus their attacks on you, effectively becoming a decoy on the battlefield. This power allows you to draw enemy attention away from civilians or injured allies, serving as a shield to protect those in need. By redirecting hostile fire towards yourself, you create openings for your teammates to maneuver or launch counterattacks without fear of being targeted. Your selflessness and bravery make you an invaluable asset in any combat scenario, as you willingly place yourself in harm's way to safeguard others.

Know Who Your Enemy Is
This Scan Ability grants you the extraordinary power to instantly analyze and gather all relevant information about your enemy. With a single glance, you can discern your opponents' strengths, weaknesses, motivations, and tactics, allowing you to devise informed strategies to outmaneuver them and achieve your objectives. This comprehensive understanding of your enemy enables you to anticipate their moves, exploit their vulnerabilities, and mitigate their threats effectively. By harnessing the insights provided by your Scan Ability, you increase your chances of success in any confrontation or endeavor.

Illusion
Illusion is a powerful magical ability that allows you to manipulate perception and create convincing sensory experiences that are not based in reality. With this ability, you can cast illusions to deceive, distract, or confuse your opponents, making them perceive things that are not actually there. Illusions can take many forms, ranging from visual, auditory, tactile, olfactory, to even altering the perception of time and space.

Teleportation
Teleportation is indeed a remarkable magical ability that grants you the power to instantaneously transport yourself from one location to another, effectively bypassing the physical distance between them. This incredible capability allows you to traverse short distances in the blink of an eye, appearing at your destination within eyesight in a matter of moments. The versatility of teleportation makes it invaluable for a wide range of purposes, both practical and strategic.

Water Travel
You've acquired the ability to travel intentionally between bodies of water, allowing you to seamlessly transition from one aquatic location to another. However, this ability comes with a crucial limitation: the body of water must be capable of submerging your entire body on both sides of the portal. This means that for your travel to be successful, the body of water you're entering and exiting must have sufficient depth to accommodate your entire form without obstruction.

This limitation ensures that you can only utilize your aquatic travel ability in environments where large bodies of water are present, such as lakes, rivers, oceans, or deep ponds. Shallow streams, puddles, or bodies of water too small to fully submerge you would not be suitable for travel using this ability.

Alter The Truth
You possess a minor reality-altering ability that allows you to permanently alter one fact within a town once a year. While this power cannot create impossible scenarios, such as making it rain candy from the sky, it can be used to reverse tragic incidents. For example, you could alter the fact that someone was dead and make them alive and healthy instead.

However, there are limitations and risks associated with this ability. If the truth of the altered fact is discovered by the individual whose fate was changed, the effects of the alteration immediately end. Therefore, discretion and caution are essential when using this power to ensure that the altered reality remains intact and undiscovered.

Near Death
You have selected a last-ditch ability that activates when you are near death, serving as a powerful safeguard against imminent demise. In times of extreme peril, this ability kicks in, amplifying the potency of all your other abilities exponentially. The closer you are to death, the more formidable your powers become, reaching unprecedented levels of strength and effectiveness.

Consumption
You now possess the extraordinary ability to consume the magic used by your opponents. this means that whenever an opponent uses a magical attack or spell, you can absorb its energy, turning their power against them to strengthen yourself.When you absorb their magical energy, your own abilities receive a significant temporary boost, lasting for 12 hours. This enhancement amplifies the potency and effectiveness of your powers, allowing you to perform at a heightened level during this period.

Nirvana
You've gained the extraordinary ability to permanently kill immortal beings, overcoming their inherent resilience and ensuring that they cannot return from death. This power grants you the capability to deal decisive, irreversible blows to foes who would otherwise be immortal or regenerate from injuries.

Invisible
You now possess the ability to turn invisible to the naked eye.you can activate this power at will. Furthermore, this ability extends to hiding you from all forms of perception devices, whether biological, mechanical, or magical in nature.

Future sight
You have gained the ability to use your unique style of fortune-telling to affect the future. However, it appears that you have no control over whether the outcomes you receive are positive or negative.

History sight
You possess the ability to see the history of any historical artifacts you find. This means you can uncover information related to the object through its memories, allowing you to learn about specific individuals or circumstances connected to it.

Seductive Voice
You possess the ability to manipulate the actions and behavior of others through your words. Your magic isn't limited to your voice; you can also use your writing to influence others' actions and behavior. Unfortunately, this power is limited to targets that are weaker than you.

Items[+200CP]:

After purchasing all of the powers that a magical girl 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

You will be given a magical device that can be used for your transformations. Please choose any design for your device that fits in your hands; the keyword used will be "henshin." Additionally, you can import any transformation device you have in stock, blending the powers you gain both in and outside of this jump.

Magical weapon

No magical girl is complete without her weapon. Now, choose any weapon you see fit to use—it could be a classic sword or something modern like a gun. Regardless of your choice, you can summon and dismiss it at will with a thought. This weapon can also transform into two different weapons of your choice. Additionally, you can import any weapon into this arsenal, blending its powers with those you gain in this jump.



100 CP:

Magical Cell Phone

In your hands, you now hold a cellphone that is completely powered by your magical energy and will always have a signal in any world you visit. Additionally, you can import any cellphone or communication device into this item, merging its features and capabilities with your magical cellphone.

Magical Subscriptions

You now have a lifetime free subscription to the following apps: Magitube (YouTube), MagiX (X/Twitter), Magipedia (Wikipedia), Magiflix (Netflix), and MagiMail (Gmail). As long as you enter the URLs for these apps, you can download and enjoy them on any device in any world with its content updating with every information known to those new worlds you entered including any secret magical sides of those worlds, allowing you to enjoy some downtime wherever you are.

Magical Alter Ego

You now have a doll that you can use to take your place whenever you decide to engage in your magical girl activities. This doll will act like you and will have all of your capabilities. Additionally, whenever you deactivate this doll, its knowledge and experiences will flow into you, ensuring you stay fully informed of everything that occurred in your absence.



200 CP:

Magical Supplements

Sometimes the round-the-clock work as a magical girl can be tough. That's why you are now given some magical supplements that totally heal you, restore all of your energy, and remove all fatigue from your body with a single bite. You are given seven of these supplements, and they refill every month.

Home Away from Home

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.

Magical Girl Network

You now have a letter of recommendation from the Magical Girl Association, granting you access to high-level schools or jobs in the future that have fellow retired magical girls working there. They will instantly help you get into the jobs and schools of your dreams, both in this world and in future worlds, as you are considered a high-level noble.



400 CP:

Magic Bag

You now possess a Magic Bag, an extraordinary item that can store an unlimited number of objects regardless of their size or weight. This bag allows you to carry all your essentials and more, ensuring you're always prepared for any situation. Its contents are easily accessible, and it can be summoned or dismissed at will.

Ring Of Purity

You now possess the Ring of Purity, a powerful artifact that imbues you with protective and cleansing abilities. When worn, the ring enhances your resistance to corruption and dark magic, keeping your mind and body free from negative influences. Additionally, all powers that require the user to stay pure, either from corruption or contact with the opposite sex, will still work for you. This ensures that your abilities remain effective regardless of external influences, allowing you to maintain your strength and purity in your quest to protect the world.

Life Star

You now possess the Life Star, a radiant artifact that grants you extraordinary healing and life-giving abilities. Once per jump, when you would die from any source, this artifact will shatter and immediately resurrect you, transporting you to a safe space that you designate at the beginning of the jump.



600 CP:
Magical Shop
You now have access to a magical shop through your transformation device. This shop features a user interface that offers various items for purchase, including weapons, armor, and trinkets, which you can either change or augment about your current form as a magical girl. Some changes are purely cosmetic, while others provide buffs to your original arsenal.

But that's not all. The shop also sells potions and other forms of medication needed for battle, as well as grimoires and magic scrolls containing spells and magic systems ranging from basic to advanced from worlds you have visited.

To pay for these magnificent upgrades, you collect a currency called fragments, which are dropped by enemies when you cleanse or defeat them. The more powerful the monster you kill or purify, the more fragments you gain. Similarly, the more powerful the upgrades or items you wish to buy, the more fragments you will need.

Holy/Unholy Weapon
As a magical girl, you have been blessed with a weapon imbued with either the essence of a god or the bottomless rage of a devil. This weapon can take any shape and form of your choice and can be integrated into your existing magical weapon for free. When equipped with this weapon, your abilities are elevated to the level of a true hero, granting you the power to rival even a demon lord in combat. The effects of the weapon depend on the attribute you choose:

If it is a holy weapon, your weapon exudes a divine aura that enhances all your magical abilities and spells in combat. Your strikes become super effective against any creature of chaotic origin, such as devils. This divine power allows you to purify and vanquish evil with exceptional potency.

If you choose an unholy weapon, it is coated with a sinister aura that significantly enhances your physical capabilities. With a single swing, you can slice through the earth with ease. Additionally, you gain an advantage when fighting creatures of order, such as angels, allowing you to disrupt their purity with your corrupted power.

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.

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.

Too Much Fanservice [+100CP]:
Okay, your clothing is much more revealing than the conventional magical girl attire. Your outfit is now skimpier, exposing more skin, and you will always feel a sense of embarrassment when you're out there fighting.

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.

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.

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. **Hope you guys enjoyed this very simple jump of magical girl here. As there was really not much i can used from a short series like this. S**