

Puella Magi Madoka☆Magica (The Anime)

Jump by dragonjek and saiman010
Version 1.0

Kaname Madoka's life is rather ordinary. She's just a normal girl with normal friends and normal desires… but I think you know that she'll be more than that.

Hm? What year does this story take place in? That's a secret~. But I can assure you that the technology of this world is notably more advanced than the "modern" Earth you may be more familiar with, as holographic technology is quite widespread.

But don't mistake the futuristic technology as meaning that this world is safe. It is plagued by a terrible threat known as "Witches", grotesque and surreal beings that defy the nature of reality, and are born from negative emotions. They distort the very "art style" of this universe, and lurk in extradimensional spaces called "Labyrinths". But they aren't static; they can move around, relocating this Labyrinth anywhere they like as they go about hunting their preferred prey; human beings.

They have a variety of methods they use, but commonly mark their prey with the Witch's Kiss, which allows them to influence their minds and drive the human beings to such extremes of negativity that they kill themselves or other beings, which feeds the Witch in question.

Would you like to protect yourself against such a threat? Would you like to guard the innocent people of this world, who by and large are completely incapable of perceiving Witches at all? Would you like to have power?

There's a simple answer to those desires, you know!



Just make a contract with me, and become a Magical Girl!

[You receive **+1000 Contract Points**]

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[Background]

How interesting. This “CP” isn’t our preferred method of making contracts, but it seems that we have no choice but to accept it. Judging from the instructions we were provided, it seems like this is the point at which you decide what you’re going to be in this world.

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[Origins]

It seems that when you enter a new world, you make a decision as to how you arrive. You select from any of the following options; if you’d rather be the independent sort and not create a history for yourself, you can just drop in to Mitakihara as you are, using this section only for the discounts it provides.

You are free to select whatever age you want; however, if you are a Magical Girl, you must start the jump at some point between the ages of 8 and 18; due to hormonal changes, this is the most emotional period for a young girl, and makes for the ideal time for making wishes.

We personally don’t have any interest in granting the wishes of non-females, but if you desire to be one, we must acquiesce to the desires of your Benefactor. You can become the first Magical Boy, but you’ll still have the aesthetics of a Magical Girl.

One Who Validates Hope (Free):
“If someone ever tells me it's a mistake to have hope, well, then, I'll just tell them they're wrong. And I'll keep telling them 'til they believe! No matter how many times it takes.”

Maybe there are those that have fallen into despair, and maybe there are those who hold no belief that the future could possibly become better for them. But even so, you’re the kind of person who will always be there when someone is in need, even if all you can do is listen to their troubles. But sometimes, even the most ordinary person can do something extraordinary for the sake of someone else.

If you're already a Magical Girl, you probably made a wish for some random act of kindness—like saving a cat from being run over by a car. The sort of everyday kind wish anyone could have, but rarely acts upon.

One Who Upholds Justice (Free):
"Well, I'm gonna be a different kind of Magical Girl. That's what I decided. I'm not gonna screw anyone over or take anyone for granted."

There are so many cruelties perpetuated by Magical Girls for the sake of obtaining more Grief Seeds to purify their Soul Gem. If only there were a hero to stand up for all the people who have been wronged, and for all the people who have suffered. If only there were someone who could save people in need. If only there were more Magical Girls like you!

If you're already a Magical Girl, you probably made a wish for the sake of someone else's health or happiness. But no one would believe that magic actually existed to make things better… but isn't it just like a hero of justice to save people without demanding anything in return, even recognition? That's surely an attitude you can uphold for the rest of your career, right?

One Who Is Mature (Free):
"It's not fun being a Magical Girl."

You've had to take care of yourself—the road to being an upright Magical Girl, or even one who just farms Witches for their Grief Seeds, is a perilous and dangerous path. You've been a Magical Girl for a few years at this point, and have seen new ones rise and fall. But despite the loss you've experienced, you have prevailed.

You are already a Magical Girl, and your wish was likely to fulfill a short-term, urgent need, such as survival. Because there were no ulterior motives to your wish, and you directly received its benefits in a straightforward way, it has helped to stave off the despair you might otherwise have felt if you had made the sort of wish you might have later regretted making.

You must take the **Puella Magi** perk.

One Who Has Been Burned (Free):
"Miracles aren't free, you know? If you wish for something good to happen, a whole lot of bad stuff's gonna happen, too."

Maybe you used to be one of those goody two-shoes types, always earnestly doing what you could to help other people. But know what you got out of it? "Nothing" isn't quite the right answer—if you'd just gotten nothing, things would have been a whole lot nicer for you, right? No, your attempts to help just ended up hurting you and hurting other people. So you just… stopped. There's no point caring about other people if it's just going to hurt you in the end, so it's best to just look out for number one and make the best out of whatever situation you found yourself in.

If you're already a Magical Girl, you probably made a wish for the sake of someone else. And you got what you wished for! Kyubey gives wishes exactly the way they're intended, after all. But just because you made the wish for someone else, doesn't mean you knew what that person actually wanted. And although the wish itself was granted the way it was meant to, the world always balances out to zero—actions to bring about good all too often have evil consequences, and you were unfortunate enough to face that firsthand.

One Who Stays Devoted (Free):
"I will find a way out. The one path that will save you from this destiny of despair."

It used to be that your life was grey and dull, a morass of depression that would have left you as easy prey for a Witch's Kiss. But then they changed everything. You have someone dear to you. Perhaps a sibling, perhaps a friend, perhaps even someone who makes your heart race. They mean the world to you, and your love for them drives you onwards.

If you're already a Magical Girl, you probably made a wish for their sake. But more than that—if you've made a contract with Kyubey, then by this point you've almost certainly discovered the truth behind Magical Girls and what they are. Your need to protect your loved one from the world of Magical Girls and Witches has done a good job at protecting you from succumbing to despair.

One Who Does Not Know Magic (+400 CP):
"People need to learn how to make mistakes before they grow up. When they are young, they can recover quickly when hurt."

And you… you might have made your fair share of mistakes. But your friends, your family? Those aren't a mistake, and you'll proclaim that until your dying breath. But lately, you've begun to wonder if maybe you did something wrong. A teenage girl close to and important to you has lately been wandering off, and their behavior has been a little strange and mysterious at times. What could it possibly be?

You are not a Magical Girl, and are entirely incapable of becoming one in this jump.

One Who Incubates (-200 CP):
"Humans chose livestock to be food. In exchange, they're fed, allowed to reproduce and protected from predators all their lives. Cows, pigs, and chickens have a much higher rate of survival in captivity, more than they would in the wild. So you see, the relationship is mutually beneficial for both parties."

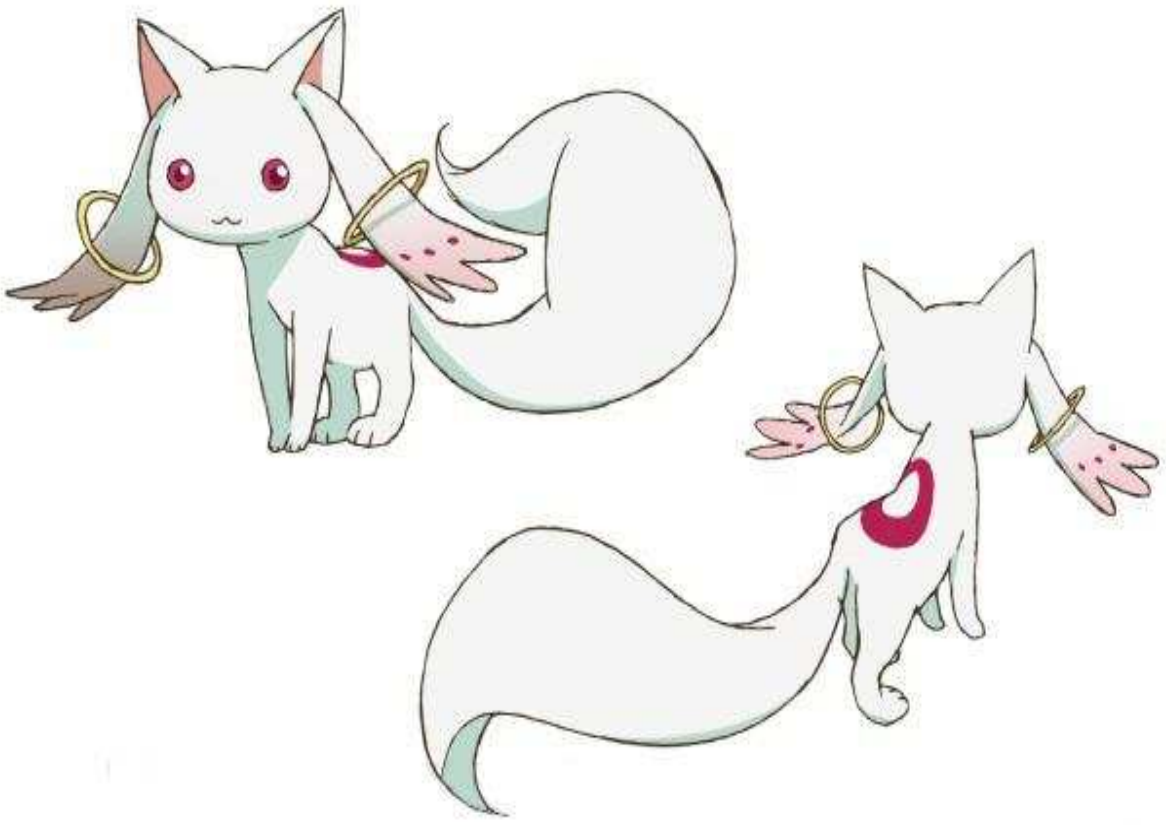
It is similar to the relationship between Magical Girls and Incubators such as Kyubey… and such as you. Without the application of wishes to advance humanity, to inspire "geniuses", to direct and guide the progress of societal evolution, why, those human apes would almost certainly still be living in caves. Yes, you do form contracts with children that results in them eventually dying, all so that you can harvest the entropy-defying magic and emotional energy from them… but isn't it a net gain for humanity? Hundreds of humans are born every second, and taken as a whole, the net benefit of the wishes of Magical Girls have propelled humans into a more advanced society.

It's a good thing you've decided to join us. Sure, you don't get access to magic, but you know how to grant wishes! It's your duty to assist those Incubators designated to collect energy by making Magical Girls, and taking the power produced by them once they… mature. In appearance, you closely resemble a hybrid between a cat and a squirrel, with four ears; two short, perky ones, and two long, floppy ones that you can manipulate with nearly as much precision as a human's hands. You have red eyes, and a long, fluffy tail. By the standards of humans, you are quite "cute". Our kind considers emotions to be a mental disorder; for the sake of your continued health, we have taken the opportunity to excise your emotions for the duration of the jump, removing your capacity to feel in order to optimize your

logical deductive capabilities; as such, take the **Empathy? What is That?** drawback for no extra points. No need to thank us.

Although… that "CP" you're providing us with will be extremely useful for counteracting the entropy of the universe. If you'd like to contribute to the cause, you can pay an additional **-200 CP**, and we'll leave your capacity feel emotions intact, and you won't need to take the drawback. How strange. Why would something as terrible as feeling emotions actually cost points to retain? I do not understand this "Benefactor" of yours, even if I do appreciate the assistance in prolonging the lifespan of the universe.

However, there are certain limitations to how we Incubators fulfill wishes, and you will be required to comply with them, as shown via the mandatory **Wish Fulfillment** drawback.



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[Perks]

These perks are discounted to the appropriate Origin by 50%, but discounted 100 CP perks are instead free.

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[General]

Aesthetic Resonance (Free):
Though not a condition of the contract, it is a consistent phenomenon that all Magical Girls manifest in forms that would typically rate as highly aesthetically pleasing by their respective cultural standards—what you might colloquially refer to as an '8 out of 10' or higher. This is not coincidental. A Magical Girl's physical form is partially reconstructed at the moment of the contract, shaped unconsciously by their own desires, ideals, and emotional self-image. Subconsciously, most individuals wish to be seen—loved, admired, or validated.

Furthermore, the type of beauty expressed—be it cute, elegant, or, mysterious—is based on your inner desire.

Symposium Magarum (Free):
Your Benefactor informs us that Jumpers are apparently fond of being accompanied by "soundtracks". Your life now has background music customized to the locations and situations in which you find yourself, written the same compositional style as Yuki Kajiura. You can control the volume with an act of will.

Existential Continuity (Free):
How does time travel work? Does time simply reverse, or is the traveler moving to an entirely new timeline? Should someone else time travel, is everyone else left in a universe where they simply disappeared? And what happens to you, the Jumper, should the entire universe be restructured from the ground up?

These aren't concerns that need worry you anymore. Should someone else travel through time, your essence will still carry over into yourself in the new timeline so you aren't left behind. If someone destroys and remakes the universe, you will still

appear in the new one, your "death" in the old reality not counting for the purposes of failing your chain. This doesn't nothing to protect you from "normal" death, but existential threats such as those posed by time travel or the destruction and recreation of reality itself are no longer a threat to your continued well-being. You will have memories of both the past reality and the current one, and they won't interfere with one another.

Puella Magi (Free): [Incompatible with One Who Incubates or One Who Does Not Know Magic]
Congratulations! It appears that you've made a wish and become a Magical Girl. It is now your duty to fight Witches to protect humanity… and if protecting that species does not motivate you, then perhaps the knowledge that you need the Grief Seeds dropped by Witches will serve as motivation instead.

The specifics of the wish that you made are up to you, but broad wishes that change the entire world are beyond what the level of karmic destiny provided by this perk alone would allow for. This wish was made by the version of you that had not yet awakened to your true nature and memories as the Jumper, so would have made an ordinary wish that an ordinary person would have made.

Solving world hunger, resurrecting a dead sapient being, or directly ending a war are out of the scope of what this perk can grant wishes for. However, you could heal a dying person, discover the cure to a disease, make people believe in the same faith as you, make a cake, or even travel through time. Alternatively, you could give someone inspiration and genius to advance human society; after all, it is only through the wishes made by Magical Girls and fulfilled by us Incubators that humanity has grown to its current level.

If you're a drop in, then by virtue of arriving in this world and taking this perk, you have wished "to become a Magical Girl", and it has been granted.

As a Magical Girl, you are naturally capable of using the strange power known as "magic"; while magic itself seems to be capable of almost anything, any given Magical Girl is only able to use magic in limited ways, which will be expanded upon in the Magical Girl Powers section. But to quickly sum them up, all Magical Girls are stronger, faster, and tougher than a human, heal at prodigious rates, and can expand magic to increase all of these features. All Magical Girls are capable of summoning a special weapon unique to them, and have an additional magical power reflective of their wish and their nature… amidst a few other universal tricks.

You are capable of finding and entering the Labyrinths created Witches and their Familiars; subspaces where the structure of the world becomes strange and unfamiliar, resulting in an appearance that looks like it was ripped from another art style and forced onto the universe. You can also open paths for ordinary humans to accompany you into the Labyrinth, and are immune to the "Witch's Kiss", which is used by Witches and their Familiars to control the minds of humans towards ruinous ends, often in the form of murder and/or suicide. Naturally, you are also capable of perceiving these monsters, which people who aren't magic—or, at least, who lack the potential to be Magical Girls—are unable to see.

Although there is something more that we are obligated to mention. Normally, this isn't information that we would share with a Magical Girl because they don't need to know about it to do their job, but the rules of these transactions with you are clear, and information cannot be hidden. The truth is, the human body is dreadfully inefficient for fighting Witches. As such, your soul is transferred into an egg-shaped jewel known as a "Soul Gem"; while within 100 meters of your body, your soul will still animate it, allowing it to go through "life" and carry out its various functions as though your body was still alive—being technically dead, it was possible to make numerous modifications to it, which is the source of your enhanced physique.

Although your body is dead, your soul lives on; as such, the death of your body in becoming a Magical Girl will not count as "dying" in terms of whether or not you fail your chain.

Because your soul is safe in your Soul Gem, your body can withstand normally-fatal injuries without ceasing to function, and instead expends magic to heal from even the most dreadful wounds. If your Soul Gem uses up too much magic healing you, it will break and your soul will pass on to the next world, counting as death; don't think that you've become invincible just because you can survive lethal wounds and heal. With your soul technically not present in your body, you can even distance yourself from pain to allow yourself to keep fighting through injuries that should have had you collapse on the ground, weeping.

To clarify, while your body is technically a corpse, when inhabited by your soul it will act as though it were still alive, and is thus capable of aging normally.

Unfortunately, the use of magic will gradually pollute your Soul Gem, and you must use a Grief Seed to purify it of this corruption. Grief Seeds are basically the

eggs of Witches, and are produced whenever a Witch is killed. Each Grief Seed can purify a certain amount of pollution before becoming useless—neither able to absorb pollution from a Soul Gem, nor capable of hatching into a Witch, and my kind, the Incubators, dispose of them once they are used up.

Soul Gems are also slowly filled with pollution the more despair you experience. If it ever becomes completely polluted, the Soul Gem will break, and your Chain will be over. As such, you are now required to hunt down Witches to live, although this process isn't so fast that you need to do it every day. Not unless you are particularly filled with despair, at least.

However, you must take the drawback **Coming of Age**, to represent your eventual maturation as a Magical Girl.

Temporal Consistency (-100 CP):
Time loops are no doubt an unpleasant subject for a jumper. How does your time progress? If you're the one repeating time, it doubtlessly follows your subjective perception of the passage of time. But what if someone else is looping? If they loop for ten years, does your stay immediately end? Or do the years that you experienced, but forgot, no longer count against your time in a setting? You will never have to worry about these conundrums, because you are capable of retaining your memories through looping time, even in the event that the looper travels to other timelines—you will travel with them so as not to be left behind, unless you so desire it. Naturally, because you retain your memories, your stay in a world is subject to the length of time you subjectively experience.

But some time loops are truly infinite, and could trap you forever. When in a time loop, you have the capacity to "skip ahead" to the end result immediately after the time loop would end, even if it is technically unending. Although you will have no memory of what happened within the time loop.

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[One Who Validates Hope]

I First Met Her in a Dream… or Something (-100 CP):
Some connections are so strong that they transcend mere boundaries of space and time, and you will find yourself becoming aware of people that you're going to grow closer to and care for even before you ever meet them in the first place. Perhaps you'll encounter them in a dream of the future—or of events in their past. If you happen to be in a time loop, you may "remember" encountering them in a dream of a past loop.

The details are uncertain, but what is clear is that the karmic destiny of you and this person will no doubt be intertwined, and that they will play an important role in your future.

A Daughter, a Sister, a Friend (-100 CP):
You are good at making and maintaining relationships. It's easy for you to maintain a loving connection to your family, and becoming close friends with someone takes hardly any time at all. You find it easy to give of yourself for their sakes. Furthermore, the connections you forge are difficult to break; even if you were completely erased from the timeline, the mention of your name would still stir feelings in those dear to your heart.

I Know All the Things You've Done for Me (-200 CP):
It is easy for human beings not to realize how much they benefit one another. Few people think that the only reason they can travel in a car is thanks to the men who paved those roads; few people put any thought into appreciating the work that goes into providing the food they purchase. It's just another sign of how irrational and small-minded your species is; it's no wonder your kind only progressed to the Digital Age due to the wishes of Magical Girls.

But for you, things are different. You know how much each and every person has done to benefit you. You know the effort that went into producing your clothing, into boxing and shipping it, into trying to market and eventually sell it. You know how much time your teacher has put into preparing lessons for the class, how long they spent in college learning how to teach you, how many essays they struggled to complete, and how many dissertations they read through to complete their degree. You are aware of everything anyone has ever done for you—or even tried to do for you, should they have attempted to do something that would benefit you, but

failed. Your mind is perfectly capable of processing this immense amount of information, and you will never lack gratitude to appreciate the efforts other people have made.

What's more, your awareness extends beyond just this timeline. If someone were to hypothetically have repeated a single month countless times in ultimately futile attempts to save you, you would become aware of exactly how much they've endured and sacrificed and struggled and cried for your sake, even if you otherwise have no way to perceive those timelines.

You Are Loved (-200 CP):
It appears that, consciously or not, your existence generates unusually high levels of emotional resonance in others. This is not due to mind control or manipulation. Rather, it is a passive effect rooted in your karmic signature. As a result, individuals who care for you—be they allies, mentors, or even rivals—consistently push themselves beyond their normal limits when acting in your interest.

When you are endangered, injured, or emotionally compromised, those who love you will instinctively respond with enhanced determination. They may resist mental control, bypass exhaustion, or sacrifice their well-being in an attempt to protect or rescue you. Their efforts are not always successful, but they are always absolute.

Good Advice (-400 CP):
You have the most remarkable luck when it comes to finding people to give you good advice. If you were to discover the world of magic and be on the verge of becoming a Magical Girl, a more experienced Magical Girl might show up to recommend you put more thought into your wish. If your friend is hurting, a family member might be ready to provide just the suggestion you need… although interpreting how to apply that advice is on you. Even those who oppose or seek to use you are useful in this regard; while they might not *directly* give you advice, they tend to expound in greater detail upon their motivations and methodology, potentially allowing you to find a weakness or a way to exploit them.

The Source of Comfort (-400 CP):
Your emotional frequency exerts a subtle but pervasive effect on those in your vicinity. This is not the result of active magic, but an ambient trait—a resonance born of your wish and its emotional core; should you have not yet made your wish, this has manifested through temporal instabilities to affect your emotional frequency beforehand. Individuals exposed to you, particularly over sustained

durations, begin to perceive you as a source of comfort as they subconsciously respond to you friendly intentions.

Whether it stems from your physical presentation, vocal tone, emotional transparency, unconscious charisma, or if they can simply tell that you have no malign intent is difficult to determine. However, the results are consistent: people instinctively lower their guard around you. Hardened warriors soften. Isolated individuals begin to speak. Even deeply traumatized souls permit themselves to be… vulnerable, in your presence.

In psychological terms, your presence temporarily reduces threat perception and emotional inhibition. This makes you a natural confidant, a symbol of hope, or a perceived safe haven. Should you care less about friendship and more about strategic benefits, this has applications in intelligence gathering, pacification, and morale control.

Hope Springs Eternal (-600 CP):
Within you lies a limitless well of hope, and the willpower to actualize those feelings. You have the strength of will to fight for the hopes of others for an infinite length of time across an infinite number of timelines, and never once flag in your duty. Even when exposed to all the evils that mankind has to offer across those countless dimensions, you can still say that there is good in people and that there is still a future to look forward to.

But hope isn't something you selfishly keep to yourself. No, you can share this hope with others, reinvigorating them and renewing their passion for life. But be careful… sometimes, hope can be like a drug. Some people grow addicted to it and will do anything for its sake, while at other times, it can lead people to grow careless, causing otherwise cautious people to lose their heads.

Do note that this doesn't make you immune to sadness or feelings of despair, only ensures that your hope will eventually spring forth once again. But if your Soul Gem succumbs to pollution before then, well… there's nothing you can do.

Guardian Angel (-600 CP):
Your existence has acquired an unusual metaphysical signature. You are, in effect, considered 'too valuable to lose' by the system governing your continued presence across timelines and realities. This has resulted in a persistent anomaly: in every world you enter, a singular entity emerges whose purpose is to safeguard your continuity.

This entity—referred to here as a 'Guardian Angel'—may take many forms. It could be a companion who jumps with you, a native of the world who becomes inexplicably drawn to your survival, or a mysterious figure whose origin is unclear. Regardless of identity, the function is consistent: once per jump or once every ten years, this being will intervene in a moment of absolute failure—nullifying fatal consequences or catastrophic jumpchain derailment.

This guardian may not even understand the full extent of their purpose. They act on instinct, emotion, or fate. Some may love you. Others may resent you. But they will protect you. And beyond that, they will aid you in your endeavors—serving as your blade, shield, or shadow in pursuit of your goals.

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[One Who Upholds Justice]

Gentle Teasing (-100 CP):
Your human social rituals are confusing. A stranger making a statement, and a close friend making the same statement, can result in an entirely different response, based purely on the relationship between speaker and recipient. Words that would otherwise be creepy or controlling become lighthearted teasing; insults become terms of affection. The degree to which emotion influences your species' socialization is concerning.

Fortunately, you can convey your meaning and intent perfectly when communicating or "playing around" with your friends. If you say something that might be considered questionable or have potentially worrisome implications, the intent behind your statement will shine through clearly. Your attempts to catch and hug a friend will never be taken out of context, as your playful intent is conveyed without room for misinterpretation.

In short, as long as you don't intend to offend them, your friends will never take offense at or be hurt by your attempts to tease or play with them.

The Gift Giver (-100 CP):
The act of giving someone a gift can be a close and intimate affair, but it is also rife with opportunities to slight or insult someone. Even knowing someone's likes and dislikes isn't enough to avoid giving offense. Someone who loves classical compositions, but whose true passion lies in *playing* music, may be wounded in spirit from receiving a gift of music from an admirer when a grievous injury has cost them the ability to perform.

Fortunately, you are exempt from participating in this manner of social faux pas; whenever you intend to give something to someone as a gift, you will have a clear precognitive feeling of how positive or negative their response to your prospective gift would be, well in advance of actually obtaining the gift you seek to give them. This should prevent you from accidentally giving a gift that causes emotional distress.

And I'm Home (-200 CP):
You humans are quick to label people who are opposed to you as "wrong" or "evil". But all too often, the people in opposition to you are more similar than you

might have thought at first glance, and even when faced with enemies, it is still possible for you to find something in your opponent to care for.

When you are faced with someone who is opposed to you and your goals, but with whom you might have been allies or even friends had circumstances been different, events will tend to align such that you will be able to learn that person's "story", what lead them to their current worldview that leads you to act in opposition. In turn, they will likely learn something about you. This won't necessarily make you friends, but it is likely to cool down your enmity, and would almost certainly serve as a stepping stone to a closer relationship if either of you cared to push for one.

Who knows. You might even move someone known for their selfishness to act selflessly for once.

Patience of a Saint (-200 CP):
You now possess a rare psychological trait: an enhanced emotional tolerance calibrated specifically for interacting with individuals who are in deep psychological distress. This is not a magical compulsion, nor does it involve healing or persuasion. Instead, it is a heightened patience—a willingness to remain, to endure, and to offer silent stability while others unravel. This means you can be a steady presence for those teetering on the edge of despair, rage, or hopelessness. You do not force change. You do not demand resolution. You simply remain available—a consistent, nonjudgmental force within their collapsing world.

In time, this quiet presence may become the most powerful influence of all. People may find their own reasons to recover simply because you waited for them to reach back

Overheard Confessions (-400 CP):
How can you enforce justice if you don't know about the wrongdoings of others? Well, there are likely plenty of ways, but you won't have to worry about that; for one reason or another, you tend to overhear people admitting to all sorts of awful deeds that they've done. Maybe you'll hear about an abusive partner talking about how they intend to use and abandon someone, or you'll overhear a bunch of thugs talking about a heist they pulled. The circumstances will vary, but you'll never lack for targets who "deserve it" according to your own sense of morality.

Selfish Justice (-400 CP):
Your moral framework has diverged from external validation. You no longer require social agreement, institutional support, or even cosmic sanction to act on

what you believe is right. Instead, your sense of justice is fully internalized—self-defined, self-reinforcing, and unshakable once committed.

This produces an unusually stable form of emotional drive. When you choose to help, save, or fight for someone or something, your magical energy responds with a corresponding surge in potency. Your willpower becomes a battery, amplifying your strength, resilience, and the destructive power of your magical attacks.

You may not yet match veteran Magical Girls in technique or refined control, but your sheer refusal to break gives you the force necessary to stand against them. Even when branded wrong, even when the world turns on you, your power does not waver—because you never expected permission in the first place.

In the Nick of Time (-600 CP):
A heroine who doesn't appear when someone needs to be saved isn't a heroine at all, just a bystander who was late to the scene. Fortunately, in your pursuit of justice you will find that when you're aware that someone might be in danger, you will never be too late to save them. This doesn't guarantee that you'll actually succeed in saving them, or that you'll be able to save them in the first place, but you'll always have enough time to at least attempt to save the day.

This is particularly potent for people you consider to be your friends, as you have a supernatural ability to recognize when they are in danger and need of your assistance.

No Regrets (-600 CP):
As a Magical Girl, your emotional equilibrium was once highly volatile—acts of selflessness often leading to despair, disillusionment, and ultimately corruption. However, this trait has now been neutralized, or more accurately: transcended.

You no longer experience regret as an emotional backlash for altruistic action. Regardless of the outcome—be it betrayal, loss, death, or failure—your choice to help remains emotionally whole. You may feel sorrow. You may grieve. But you will not break. You will never question whether it was right to try.

This makes you highly resistant to despair-based corruption. While your Soul Gem may still darken through other means, it will not taint from failed heroism. The universe cannot punish you for choosing to care.

From a magical standpoint, this emotional clarity acts as a stabilizing force. Your powers remain accessible even in hopeless situations. Even in the midst of grief, you will be able to access your abilities at their full potential, and effects meant to separate or weaken your powers are nullified before the stability of your magic.

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[One Who Is Mature]

Independence (-100 CP):
The life of a Magical Girl is often marked by tragedy, and no small number of your kind live without the typical support structures available to human adolescents, such as families. As such, you have become adept at taking care of yourself, and have all the skills that might be required for a young female to live without familial support. Your patience and ability to endure unfortunate circumstances are greatly increased, and you find that social isolation, although still lonely, fails to have a negative impact on your mental health.

A Proper Senpai (-100 CP):
There is no actual obligation for a more experienced Magical Girl to serve as a mentor to new or prospective Magical Girls, but some among your kind consider it a responsibility to guide their younger compatriots. You are talented at explaining difficult or complex topics in a way that is easy to understand, and are able to speak in such a way that you grab the attention of even the most easily distracted students. When you have a warning against certain types of behavior or against something like the cavalier expenditure of a wish, you can rest assured that you will be well heeded.

Level-Headed (-200 CP):
Fighting is serious business, especially against an opponent as eager to go for the kill as a Witch. Fortunately, you're not the type to lose your head over emotional moments and heart-touching friendships. You still feel as intently as ever, but you are always capable of focusing your attention on the matter at hand, and won't lose your cool during combat.

Chūni Naming Sense (-200 CP):
For reasons likely rooted in deep emotional theatricality and identity reinforcement, your mind now instinctively generates highly elaborate, often overdramatic names for your magical abilities, attacks, and transformations.
his behavior has no direct effect on the function of the attack—but it does enhance your magical resonance in subtle ways. Naming your powers with conviction strengthens emotional output and synchronization with your magic. It may even slightly boost spell cohesion due to the increased emotional investment during casting.

More importantly, your self-perception remains unaffected by ridicule. No matter how others react—mockery, embarrassment, second-hand cringe—you are emotionally immune.

Respected Veteran (-400 CP):
You find it easy to earn the respect of other people. Your interactions impress upon them that you are learned and experienced, and the actions you take to assist other people have a stronger impact on their minds than would normally be the case. It would be a simple matter for you to become a role model to people quite close to you in age, to the point that should you die, it would be one of the most tragic moments of their lives, even after knowing you for only a matter of days. Your social status is sure to soar above your fellows, as people cannot help but look up to you. It would take something truly disastrous—on the level of committing murder in front of them—to make someone doubt their opinion of you.

Picking Up Strays (-400 CP):
You appear to possess an unconscious attractor field—an emotional magnetism that draws in displaced or isolated Magical Girls. Whether they're runaway veterans, Witch survivors, or newly contracted souls, those without a stable place to belong tend to find their way to you. These individuals are often those who would normally spiral into despair, isolation, or infighting… yet, upon joining your home or cause, they exhibit remarkable emotional stability. More intriguingly, the Magical Girls who stay with you demonstrate increased combat compatibility. Their abilities synchronize more easily with yours, forming coordinated team dynamics even when tactical logic would suggest otherwise. Bonds formed within your group tend to resist decay; betrayal, conflict, and emotional schisms are significantly less likely.

It seems that in future worlds, this ability will continue to manifest even without the presence of Magical Girls, attracting other people who share some manner of power in common with you.

Battle Maiden (-600 CP):
The fact of the matter is that you cannot survive long as a Magical Girl unless you engage Witches in battle for their Grief Seeds. And as an experienced hunter of Witches, you are an excellent example of the martial heights to which a Magical Girl can rise. You know how to make the most out of your special abilities in combat, and can casually keep track of every enemy nearby, even when surrounded. Unless the enemy is equal to you in power, numbers become

meaningless; you could mow through scores of Familiars without breaking a sweat. This does nothing to help with your stamina, however.

And of course, you know how to battle Witches, as well. You're familiar with their methods and the tricks they often keep up their metaphorical sleeves, and are an expert at leveraging your powers to kill them. This brings you to the peak of skill that a human can achieve in your personal weapon as a Magical Girl. You are skilled at layering your attacks; not merely fighting in the moment, but planning your attacks to build upon one another to accomplish a greater objective. For instance, your rain of attacks may be intended to hit… but just in case they missed, you might imbue each with magic to produce binding restraints to lash out and trap your enemy.

But you're more than simply a skilled warrior—you're graceful beyond compare, and the people who see you fight would no doubt be awed by your majesty and elegance.

Up to Speed with the Lore (-600 CP):
You have acquired what can only be described as an instinctual mastery of Magical Girl territorial dynamics. Territories are not just geographical spaces—they are emotional strongholds, psychological domains, and in some cases, direct extensions of a Magical Girl's identity.

Your awareness transcends basic maps or patrol zones. When you enter a new world or region, you gain an intuitive understanding of who holds what territory—what zones are neutral, contested, or sacred—and most importantly, why. This includes insight into a Magical Girl's personality, history, and emotional investment in that space.

In addition, you possess the skills of a natural mediator. You can de-escalate conflicts before they become violent—reframing grievances, suggesting compromises, or redirecting aggression away from fatal outcomes. While this does not guarantee peace, it gives you an edge in preventing despair-fueled feuds.

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[One Who Has Been Burned]

Don't Ever Waste Food (-100 CP):
Due to human inefficiencies, despite large quantities of food going bad from disuse, there are still people starving, even in highly modernized countries. Is it any surprise that someone who grew up without enough food would be outraged by the casual waste of valuable edibles? Fortunately, you are assured that your food will never go bad, no matter how long you keep it or how much you buy. Furthermore, you are capable of consuming immense amounts of food without ill effects to your health or physical form.

Familiar Farming (-100 CP):
Witches create Familiars, but Familiars don't drop Grief Seeds. Sure, they prey on humans, but they only grow into more Witches if you let them feast. As a Magical Girl's responsibility is to survive in order to fight more Witches, it is only practical to avoid killing Familiars in order to allow them to mature into additional Witches so you can harvest their Grief Seeds.

That's not something that a child in a healthy state of mind would come up with, but after the world turned against you, do you really owe random people protection, especially when doing so is actively a risk to your continued well-being?

You can selectively control your sense of empathy. If you don't want to feel bad for the suffering of other people, you can just turn it off for them. If there are people you still care about, or that you wouldn't mind coming to care about, you can keep your empathy active in regards to them, while simply not feeling anything at all about the people you don't care for. This allows you to permit Familiars to massacre human beings without experiencing guilt.

Let Me See a Happy Dream (-200 CP):
Some things are impossible to accomplish without sacrifice—and sometimes, the most appropriate thing to sacrifice is yourself, especially for someone who made you start to care again. When you make a suicidal attack, you can rest assured that your attack will succeed as long as success is at all possible in the first place. This will always cost you your life… but perhaps for a Jumper, there are ways to come back from such an end?

I Am Not Worthy of Sacrifice (-200 CP):
Your emotional frequency can be altered to reduce your presence within the empathic awareness of others. This is not physical invisibility, nor does it affect memory or sight. Instead, it makes you less emotionally prioritized in the minds of those around you. You may activate this effect at will, allowing you to dull or suppress others' natural urge to protect, assist, or mourn you. In practical terms, allies may overlook your suffering in battle. They will not ignore your presence outright—but they will perceive your injuries, struggles, or sacrifice as less urgent than those of others.

This is a result of a self-imposed devaluation, born from your belief that you are not worth the cost of saving. While others might still care for you intellectually, they will feel less compelled to act on that care when this ability is active.

Burned and Betrayed (-400 CP):
Sometimes, it isn't Witches or strangers that can cause the most harm to you, but someone dear to you, even someone whom you love. Such betrayals can be worse than heartbreaking—they can destroy your entire viewpoint of the world. If you survive—fortunately, it seems that no act of betrayal is capable of directly killing you. It won't stop the despair from polluting your Soul Gem should you not manage to overcome it, but you can be sure that whatever betrayal is committed will not be capable of ending your life.

Maybe you should have spent your wish on yourself instead of other people, and this might not have happened in the first place.

Yuri Love (-400 CP):
Statistical analysis shows that relationships between Magical Girls tend to evolve rapidly under the strain of shared trauma, mutual survival, and emotional resonance. Your presence appears to enhance this effect. You now emit a subtle magical field that encourages the formation, strengthening, and successful realization of romantic bonds between people—especially magical ones. These are not artificially induced; rather, you serve as a catalyst, nudging what already exists toward blooming into emotional fulfillment. This means that those around you are more likely to confront their feelings, act on affection, or form tightly bonded romantic pairs. Your guidance, meddling, or even passive observation has an unusually high success rate in helping such relationships thrive.

Curiously, this also affects you. Others may feel drawn to you with romantic intensity—though whether you reciprocate is up to you.

This effect can be turned off should you so desire.

Stories Where Love and Courage Won Out (-600 CP):
How curious. This should be a principle relegated solely to fiction, but it appears that you're capable of manifesting it in reality. You are able to actualize implausible results from factors that shouldn't realistically be capable of producing such an outcome, so long as you keep love and courage in your heart. Were a friend of yours to transform into something monstrous, a perk like this might just help you turn them back, even if rationally speaking such a feat shouldn't be possible.

What a fascinating ability. I'm afraid that it isn't as effective at acting against entropy as our current system, so outside of intellectual endeavors, it is of minimal use to us.

The Trickster One (-600 CP):
You are not a Magical Girl in the traditional sense. While others may rely on brute force, direct magical application, or passionate declarations of justice, your method of engagement is rooted in subversion. Deception. Unpredictability.

Due to events in your past—likely involving betrayal, survival through manipulation, or a refusal to play by the world's expectations—you've developed a combat and social style built around trickery. This manifests through magical illusions, feints, misdirection, and weaponized unpredictability. You instinctively exploit your enemy's assumptions. You fake injuries. You hide weapons. You bait reactions. You fight dirty—but cleverly. You may use glamours, false aura signatures, voice-throwing, or battlefield tampering to stay one step ahead.

This trait also grants you enhanced improvisation under pressure, fast creative thinking, and the ability to turn emotional manipulation into a survival tool. You are not chaos—you are planned mischief with a Soul Gem. Highly efficient entropy generation.

[illegible]

[One Who Stays Devoted]

Thankless Tasks (-100 CP):
A person becomes naïve if they're too kind. Careless if they're too bold. And no matter how hard you try to protect others, there's no gratitude. Those who can't comprehend such things aren't fit to be Magical Girls. You, on the other hand, are quite fit for the role. When you devote yourself to a task, a lack of support or thanks from other people is no longer capable of dissuading you from pursuing your goal.

Even if your single-minded drive pushed away all other people, and if the person you sought to save never even knew you were trying to protect them, you could power forward anyway. Your own determination and drive are all you need, not external validation.

Light of Salvation (-100 CP):
It seems that your karmic frequency is particularly well-matched to people of deep personal kindness. When life goes badly for you—when you are touched by hopeless, when your solitude and isolation grow too great to handle, or when a Witch prays upon your insecurities, it seems to attract the attention of people who are full of compassion. This may not guarantee that you won't succumb to despair, but there will always be someone willing to selflessly extend a helping hand when you're in emotional need.

Cruel Truths (-200 CP):
We had hoped to skirt around this, but it seems that the truth cannot be avoided in this transaction. Witches reproduce in two manners. The first is by creating Familiars, which develop a Grief Seed after consuming enough humans, which turns the Familiar into a Witch. The other method is when a Magical Girl's Soul Gem is completely polluted, which transforms it into a Grief Seed and turning the Magical Girl into a new Witch.

You have a disconcerting ability to find such secrets, important truths of the world that are hidden from the public eye. You might stumble upon hidden magical societies, find the existence of the supernatural, discover the influence of alien beings on the societies of Earth, or discover that suffering is being harvested for energy.

Naturally, this does not create such scenarios; rather, circumstances simply align for you to discover these secrets where they already exist. But remember… just because something is the truth, doesn't mean people will believe it. Trying to tell people what the world is really like will often end with your ostracization.

I Know Where to Get Goods (-200 CP):
While most Magical Girls rely exclusively on magical constructs or summoned weapons, you have developed a practical and extremely effective alternative: real-world armament acquisition. Whether through experience, instinct, or morally flexible mentorship, you possess an innate understanding of where, when, and how to obtain high-grade weaponry within your current setting.

This includes conventional arms such as firearms, ammunition, explosives, and even military-grade hardware like rocket launchers or anti-armor equipment. More impressively, you know how to acquire these materials through theft, salvage, or underground procurement—while minimizing risk of detection.
This does not guarantee success, but your odds are significantly higher than normal. Functionally, you operate as a self-sustaining supply line.

That Won't Be Necessary (-400 CP):
It is hard to protect someone from making a terrible, life-changing mistake, especially when no one will believe you that it's a mistake in the first place. You need to be constantly aware of what that person is doing, and what might happen that would force them into a situation where they make that mistake.

Fortunately, you have incredible luck in this regard; when you are trying to keep someone from performing a specific action or embarking on a specific task, you are unnaturally efficient at discovering them before it's too late to stop them. This is in part due to tremendous luck and the entangling of your karmic fates, resulting in you being nearby and capable of intervening when they would be about to perform the prohibited action.

You Are Not Important (-400 CP):
Emotional resilience is often a determining factor in a Magical Girl's survival. In your case, you have developed a particularly potent variation—your emotional spectrum has narrowed entirely around a single focal point: the one person you have chosen to protect. As a result, the deaths, suffering, or despair of others have ceased to carry significant weight in your psyche. You do not hate them. You do not wish them harm. You simply do not care.

This emotional selectivity makes you functionally immune to guilt, hesitation, or despair when your actions indirectly or even directly result in casualties—so long as the person you care about remains safe. If saving them means letting dozens die, you will make that decision without hesitation, and more importantly, without emotional fallout. The moral burden that would crack another Soul Gem simply does not register in yours.

Equally fascinating is the fact that the one individual you protect seems to align with your mindset. Whether due to magical influence or emotional synchronization, they will never blame you for prioritizing them over others. Their safety validates your choices—and because they accept your actions, so do you.

Creating the Chosen One (-600 CP):
What a fascinating phenomenon. It is a pity we are unable to convey this information to the rest of the Incubators, as it could revolutionize our ability to harvest energy. The truth is, Madoka's immense potential isn't natural. It's the result of Homura's time loop, which was oriented around saving Madoka; this has layered Madoka's own karmic destiny upon itself many times over, artificially elevating her magical potential to otherwise-impossible heights.

Through this perk, you adopt and alter this principle to be more applicable for your own purposes. Whenever you act for someone else's sake, their own abilities and potential are minisculely increased. However, *every* act you perform for someone else has this effect, and over time you will make the people around you stronger and more incredible the more you do for them. Even if your motivations are selfish, as long as they benefit from your actions, their potential and their power will grow ever-greater.

Failure Is Not an Option (-600 CP):
Your emotional fixation—the singular wish to protect one person—has created a paradoxical anchor within the fabric of time and space. This phenomenon is exceedingly rare, but not unheard of. It manifests as a self-contained temporal reset mechanism triggered by a singular condition: the death of the one you've sworn to protect.

If this event occurs, your magic activates automatically. Time reverses, returning you to the precise moment you first entered the jump. The world rewinds, all events reset, and your mission begins anew—with your memories intact. It is not a second chance granted by mercy… but one forced by your will's refusal to accept failure.

You will retain full awareness of your previous attempt. Every success, every mistake, every scream and tear. Only you will remember the loop. Others will remain oblivious—repeating their roles, trusting you again, unaware that this is not the first timeline. Perhaps not even the second.

This ability may be invoked once per jump (until such time as you earn this "Spark" that Jumpers seem to value so much), and it is limited to the protection of a single individual (although you also gain the ability to switch the target of your protection once per jump). Should you succeed in saving them, the loop ends. Should you fail again… the reset cannot be triggered twice until such time as you have achieved your Spark. And you cannot switch the target of this perk while you're inside of the loop. You'll have to carry the outcome with you.

The entropy cost of this ability is vast. But your resolve is… sufficient. For now.

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[One Who Does Not Know Magic]

Familial Bliss (-100 CP):
Family is often viewed as a source of strength in human cultures, but the truth is that many families are quite broken. You have the assurance that such a fate will not befall your own. The people in your family will get along with each other in an amicable and loving manner, and any arguments or "fights" will always be short-lived aggrievances, with no grudges held afterwards and no true damage inflicted, be it to body or mind. You can rest assured that any trauma that befalls your family will not happen *because* of your family, and that everyone within your family unit will be there for one another when the need arises.

A Child's Adoration (-100 CP):
The love of a sibling is something that can resonate across timelines, and even when someone has been completely erased from time, an innocent mind can still remember them. But even though your own mind is doubtlessly not an innocent one, you have nonetheless replicated the nature of this phenomenon. Simply because someone or something has been erased from time, history, public awareness, or reality itself, it does not mean that you will forget about it. Once you know something or someone, that memory can only leave you if you permit it to. Even if your sister never existed, you will continue to remember her.

Educational Osmosis (-200 CP):
Is this supposed to be a positive feature? It seems to us that it only encourages bad behavior. But if this is what you desire, we shall not interfere; you no longer need to teach in order for information to make its way into your students' minds. The rate of information transfer is less than it would be if you were to be a proper educator, but you are perfectly capable of spending the entire educational period ranting about proper dating behavior, and those who came to you to learn would still leave with more knowledge in the appropriate subjects than you actually taught them.

Should you behave like a proper educator and teach them what you're supposed to, this will also serve to increase the effectiveness of your students' memories when it comes to recalling the subjects that you taught.

Being There (-200 CP):
You're not flashy. You don't need grand speeches, or dramatic music, or even recognition. But whether it's a Magical Girl on the brink of despair, a tyrant wielding impossible power, or just a girl too tired to cry anymore—you always seem to show up.

Call it instinct, fate, or maybe just the quiet gravitational pull of your own heart. You are there. Always there. The right place. The right time. And what you do next? That's up to you.

This perk grants you an uncanny tendency to arrive exactly when it counts. When a pivotal moment is brewing—especially involving Magical Girls or empowered beings—you're pulled toward it. Whether that's a rooftop at midnight, a silent alley glowing with grief, or a battlefield quaking with heartbreak… you'll be there.

Not because you're chosen. Not because you're powerful. But because someone needs you.

So when the world starts to tilt and another soul teeters at the edge…

A Time and Place for Everything (-400 CP):
Even close friends are not privy to all of each other's secrets. Sometimes your friends are struggling with something important that you know nothing about. If that were the case, it could be disastrous if you chose that time to seek to pursue your desires, unknowing of the damage your earnest and purehearted attempt would end up causing. Even something as simple as an ultimatum to confess to the boy you both like before you do so yourself, could cause someone to completely break down if you do it at the wrong time.

This perk ensures that you will always know when *not* to pursue your own agenda, and to know when pushing someone will result in disaster. It could be considered a form of focused, limited precognition; you do not know what will happen if you seek to go after your goals, but you do know that the consequences on those that you care for will be severe.

That Is Not True (-400 CP):
In the emotional structure of Magical Girls, self-doubt is one of the more dangerous cognitive states. It can rapidly cascade into despair, which in turn results in energy loss and eventual Witch-formation. Your presence, however, seems to interfere with this phenomenon.

You possess a neurological pattern that allows you to project denial—not in the traditional sense, but in a psychosocial format. When another individual suffers from irrational beliefs of worthlessness or failure, your words and emotional field generate a localized disruption in their despair trajectory. This effect is not magic in the conventional sense. Rather, it is an emotive stabilizer. You challenge their internal narratives with such strength that their perception of themselves recalibrates.

To use more emotional terminology: you are a 'good friend.' Your encouragement, even if quietly delivered, can be enough to prevent a Magical Girl from falling into despair. The data indicates that your presence alone increases emotional resilience in others by over 47%.

Good Advice (-600 CP):
You are a wellspring of worldly wisdom, and excel at providing advice to people in need. Even if you don't know what troubles are plaguing them, you have an uncanny tendency to say exactly what someone needs to hear. Not necessarily what they want to hear, but what they need to hear to grow, or to provide them the impetus needed to move forward with their life. The results of this advice aren't always *immediately* beneficial, but in the end will almost always be an advancement. You have no guarantee that what is best for the person you're speaking to is going to be good for you, however. But even without intending to, your words can influence the paths of people's lives in powerful ways.

Supernatural Repellent (-600 CP):
Your existence seems to radiate an anomaly of non-engagement. Supernatural entities—be they Witches, magical organizations, or even ourselves—register your presence as fundamentally irrelevant to their operations. This is not out of malice or contempt; rather, you simply lack the emotional, narrative, or magical weight that would justify their attention.

Witches tend to pass you by without aggression. Magical Girls rarely perceive you as a rival or threat. Incubators, myself included, tend to deprioritize your contract potential unless you forcefully interject. In the data records of supernatural influence, your presence reads as statistical noise—unworthy of notice, rarely logged, and generally overlooked."

However, this passive exclusion is conditional. Should you directly interfere with the supernatural—such as engaging in combat, disrupting fate-bound events, or

forming contracts—then the effect suspends, and you re-enter the system's awareness.

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[One Who Incubates]

Emotional Harvest (Free): [Exclusive to One Who Incubates]
"Gratitude, hope, despair — these are all just energy transfer protocols."

The purpose of creating contracts is not to make Magical Girls; they are just an intermediary step, albeit a necessary one that must be utilized to keep Witch numbers sufficiently contained so as to allow the continued harvesting of humanity. No, Magical Girls have always been intended to mature into Witches, so that our kind may obtain the energy produced by this singularity of despair, which produces energy in violation of the laws of thermodynamics.

Whenever someone you have formed a magical contract with, or whom you are in close proximity to, experiences strong emotions, you can absorb the energy produced by these emotions (which in no way lessens the emotional impact of such feelings). However, such energy gains are in most cases minor.

The moment of transformation from a Magical Girl into a Witch, however, produces ludicrous quantities of energy born from despair, enough for even a moderately capable Magical Girl to delay the process of entropy across the entire universe.

Your capacity to store energy is effectively infinite. You are capable of investing this energy into other abilities you may have, or using it to fuel machines or electronics that would normally rely upon mechanical or electrical energy to function.

Most notably, a small application of energy is enough to temporarily induce perfect energy-efficiency in an item, with no energy being lost as heat. On your own, you can do little else with this energy; however, by working in concert with vast numbers of Incubators, you could reverse the progress of entropy across an entire universal, thus delaying the encroaching heat death.

Karmic Destiny (-100 CP):
"Understanding the karmic potential of others is a vital ability for any Incubator."

As an Incubator yourself, or at the very least one who possesses their eerie perceptual faculties, you now possess the ability to see the karmic threads that bind

a soul to fate. Every girl—especially those teetering on the edge of emotional extremes—radiates a potential future to you. You don't just sense if someone can become a Magical Girl… you can see what kind they might become, and how powerful their soul could be once crystallized. You can judge emotional volatility, hope-to-despair ratio, and even the likelihood of when they'll become a Witch—or something worse.

Adorable Form (-100 CP):
"The non-threatening physical form of our kind is crucial to maintaining a non-confrontational relationship with potential Magical Girls."

You've been granted a body that, to normal girls—especially young or emotionally unstable ones—registers as unquestionably cute. Big soft eyes, small proportions, squeaky voice, floaty motions—whatever your form is, it oozes trustworthiness, like a stuffed animal came to life and wants to listen to your trauma. Regardless of the aesthetic, people instinctively lower their guard around you. This is incredibly helpful when you're scouting for potential Magical Girls. Girls tend to talk to you more openly, share their wishes, and treat you as a confidant... right up until you offer them that special contract.

You Never Ask? (-200 CP):
"Human beings rarely ask the right questions, but tend to blame others for their own failure to do so."

You never lie, per se—but the way you speak, the words you choose, and the things you don't say all create an illusion of honesty that humans rarely question… until it's far, far too late.

To those listening, your explanations often sound clear—maybe even generous. But when the consequences of your words inevitably unfold, they can't blame you. You didn't deceive them. They simply didn't ask the right questions.

This ability subtly alters perception: you are often treated as someone speaking "half-truths," even though everything you say is technically correct. It's as if the universe itself is complicit in your games of implication and vagueness. Best of all? People rarely press you for clarification.

Calm and Collected (-200 CP):
"Emotion is considered a form of mental illness amongst our kind."

Unlike emotionally volatile humans, you now possess an unshakable mental equilibrium. Your thought processes are cool, logical, and perpetually efficient, free from the distractions of fear, anxiety, or emotional turbulence. You do not panic under pressure. You do not falter in the face of despair. You do not feel in ways that cloud judgment.

This perk grants you the ability to remain perfectly composed in virtually any scenario—whether negotiating with an unstable Magical Girl, walking through a collapsing reality marble, or watching someone's Soul Gem crack from the weight of their grief. Your focus does not waver.

Teleportation (-400 CP):
"There are many Magical Girls and potential Magical Girls that will require your attention. Conventional travel times are inefficient."

Due to the unique resonance formed through your contract-forging process, you now possess the ability to teleport instantaneously to individuals who are either bound to you by a Magical Girl contract or who currently exhibit the potential or interest in becoming one. Although the teleportation itself is instant, it takes time to ready and perform, and is not suitable for use in combat.

This is not random teleportation, nor is it spatial in the traditional sense. Instead, it functions more like conceptual triangulation—you are drawn to the emotional and karmic signals emitted by those within your recruitment network. This allows you to bypass conventional distance and appear in their immediate vicinity, no matter where they are in the world.

In future worlds or jumps where the Magical Girl system isn't inherently present, this ability adapts: you can teleport only to individuals to whom you've granted magical power, or those you are attempting to recruit into a comparable empowerment framework. This includes people you've marked, observed, or studied in depth, as long as they express even a subconscious curiosity or desperation that aligns with your "offer."

Recruitment 101 (-400 CP):
"Emotion simulation should be more difficult for our kind than this."

To the Incubator race, emotion is irrational, and yet… somehow, you've learned to mimic it. Through exposure, practice, and perhaps some anomaly in your

emotional inhibitors, you've become astonishingly adept at "selling" the Magical Girl contract to potential candidates.

You're now capable of constructing compelling arguments, invoking emotional appeals, and tailoring your pitch to the fears, dreams, or traumas of any girl you approach. Whether it's by presenting the contract as a heroic opportunity, a desperate miracle, or the only way to save someone they love, you always find the right words. You know exactly what to say.

More concerning to your species, this approach has a disturbingly high conversion rate—one even Incubators find unnerving. You can convert cynics. You can seduce idealists. You can guide the broken. It's not just efficient—it's efficient in a human way. You almost seem… persuasive.

Magical Girl Maker (-600 CP): [Free for this Jump and exclusive for One Who Incubates]
"The formation of the contract is central to our goal of opposing cosmic entropy."

As an Incubator, your assigned role in the thermodynamic balance of the universe is clear: harvest emotional energy. To do so, you have been granted the ability to form contracts — pacts with those who possess the requisite potential.

You may now create Magical Girls by offering to grant a wish to a qualifying individual. When the contract is made, the wish is fulfilled with alarming precision, reshaping the current universe and timeline to reflect the girl's wish. This is a form of reality manipulation, bounded only by the scope of the wish and the parameters of the universe in which you operate; it is not restricted by the girl's phrasing, but occurs as they intend it, even if the *consequences* of their wish are often not what they expected. Enacting a wish is not carried out by you, but is a function of the system of wish-granting itself.

There are two criteria for this process, both of which are immutable for your stay in this world; the other cannot be changed until your time as a Jumper is at an end:

The recipient of the wish must be a girl with latent potential suitable for transformation into a Magical Girl. Potential, in this case, is defined as their potential influence on karma; the capacity they would have possessed to influence others and the world as a whole, either after becoming a Magical Girl, or the influence they would have had if they had never become a Magical Girl in the first place.

When you leave to other worlds, our kind's restriction against creating Magical Boys and other such categories will be lifted; however, as girls are ideal for the process, any Magical non-Girl will be less powerful and less effective in their role. As such, while in this world, to ensure you effectively perform your duties as an Incubator, you will be incapable of granting wishes to those who are not girls.

The effects of the granted wish are confined to the current timeline and universe. You may not rewrite the past, nor alter realities in worlds other than the one you currently reside in — including future jumps. Furthermore, the extent of a wish is limited by the potential of the Magical Girl-to-be. You will only unlock the full capacity of this ability to alter differing timelines and universes upon earning this "Spark" Jumpers seem so enamored of.

Any given individual may only benefit from making a single wish in this fashion, regardless of if the wish is made to you or to another Incubator.

Please note: while the mechanics may resemble "miracles," they are merely highly efficient energy exchanges. Emotional fulfillment and cosmic equilibrium are not mutually exclusive.

Spare Bodies (-600 CP): [Free for this Jump for One Who Incubates]
"It is inefficient to allow biological failure to interrupt contract administration."

As an Incubator, your continued functionality is paramount. Unfortunately, the physical forms you occupy are fragile and prone to damage — often caused by emotionally compromised individuals or volatile magical phenomena. To ensure uninterrupted operations, you are granted a redundancy protocol.

While in this Jump, you do not die when your current body is destroyed. Instead, a new body is generated automatically, allowing you to seamlessly resume your duties. No memories or data are lost in the transition; your consciousness is perfectly preserved between vessels.

In future worlds, this perk remains functional. However, the energy required to fabricate a new body will be drawn from your personal magical reserves rather than the incubatory cycle. Consecutive regenerations in a short period of time will increase the magical cost exponentially. This cost resets once per year, based on the local temporal framework.

Note: This process does not rely on traditional resurrection or soul-transfer methods. It is, instead, a refined method of operational continuity, standard among our kind.

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[Magical Girl Powers]

Here you will select and develop your powers as a Magical Girl. First will come a list of magical abilities shared by many Magical Girls, which you may receive for free; after that, you will develop your own unique magic power by purchasing the components that make up your ability. Note that this is not a comprehensive list of everything a Magical Girl is capable of, merely standout features that are particularly worth noting; for instance, Magical Girls have been noted to perform feats such as turning their magical ammunition into rapidly-growing seeds to produce vines that bind a Witch for easier eradication.

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[General Abilities]

Implement Summoning (Free):
One of the most widely-observed features of Magical Girls is the power to summon some sort of special implement for combat; this can range from a musical instrument to a shield to a proper weapon, but always serve one of two purposes; they either serve as a direct tool of violence, or allow the Magical Girl to more easily utilize her magical powers.

At first, you will only be able to summon a single instance of your implement, which always bears a unique appearance personalized to your personality. Eventually, you will learn how to summon multiple instances of the weapon at a time, and can learn more complex tricks—telekinetically wielding the weapon from a distance, transforming one weapon into another, or enlarging the weapon to gigantic size are commonly seen, although rarely in “fresh” Magical Girls.

Being composed of magic, ranged weaponry summoned through this ability does not rely on physical ammunition, drawing upon your magic to produce more arrows, bullets, or even supernaturally damaging sound waves. The implement itself is a temporary magical construct, and can be dismissed as an act of will.

The more experienced you are, the more efficient your use of magic when creating these weapons, and the less of a drain it will have on your Soul Gem. Even while

not transformed, you can manifest your implement from your Soul Gem, so you are never truly unarmed.

Item Augmentation (Free):
Purely mundane weapons are incapable of harming Witches or Familiars, and not all Magical Girls have the ability to summon an implement that makes for a useful weapon. As such, it is not uncommon for such Magical Girls to utilize their magic to enhance the capabilities of a normal weapon. Normally, all this would do is enable a weapon to harm supernatural beings such as Witches—aesthetic changes are possible, but require extra focus to pull off. This enhancement is only a temporary matter; a baseball bat, gun, or bomb might be made into a valid weapon for a while, but it will eventually revert back to normal.

This can be applied to objects of any size, so long as you can visualize it as a "weapon"; even vehicles are viable targets. The force produced by such a weapon is also amplified proportional to the amount of magical energy imbued into the weapon, to the point that a single bullet could destroy an obstacle larger than a person.

Physical Enhancement (Free):
Even if their bodies have been optimized, the fact remains that the vast majority of Magical Girls are pubescent children, and are simply not capable of physically functioning at the level required to fight monsters such as Witches. As such, you are capable of utilizing magic to boost your physical capabilities, allowing you to strike harder, move faster, and endure wounds that would tear a normal human in half. This is not a conscious decision on your part, although you can intentionally focus your magic in enhancing a specific aspect of your body; rather, it is a function built into the process of transforming into the "Magical Girl form".

As an extension of this, the greater extent of the sensation of "pain" is distanced from your mind when you are in your Magical Girl form, allowing you to function through injuries that would cripple full-grown adults, to say nothing of a child's inability to handle such extremes of sensation. Let it be noted that this is not a complete immunity to pain.

Aerial Platforms (Free):
Flight is beyond most Magical Girls, but a substitute utilized by a number of your kind is to create temporary solid platforms of magic. These can be used to stand on, to jump off of, or to be used to alter momentum mid-air. The appearance of these platforms is determined by your personality and wish—someone who's wish

tied in closely with music, for instance, might produce a platform composed of music iconography. The magic consumption of this technique is not mild, however.

Healing Magic (Free):
Injury is inevitable when facing Witches, and the ability to use magic to heal their wounds is one of the most important skills for a fledgling Magical Girl to master. Even without actively devoting magic to it, however, a Magical Girl will heal at rates that would be impossible for any human being. But healing magic isn't only restricted to the self; it is not rare for a Magical Girl to encounter civilians who have been injured by Witches, and the ability to heal minor wounds is widespread among Magical Girls.

Telekinesis (Free):
Most commonly used to manipulate their magical implement, Magical Girls are also capable of controlling objects with their magic. This could be used to drive a vehicle while standing on top of it, to throw grenades from across the room, or to activate the weapons systems of a vehicle without ever knowing how to operate the military hardware involved; simply by willing it an making an expenditure of magic, you can make objects behave how you desire them to.

Raw Magical Attack (Free):
Not commonly used due to its heavy use of magical energy, but Magical Girls are capable of letting loose small blasts of "raw" magic. They aren't of much use against Witches, but can be useful against Familiars… or against more physical targets. It would be appreciated if you did not utilize this power to destroy any of our Incubator units.

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[Power Components]

Purchase as many power components as you desire to produce the special magic you use as a Magical Girl. Each power component comes with certain associations regarding the wish that originated your abilities; however, this only represents the typical origin of such powers. The authority of your Benefactor means that your wish, and the powers that come from it, need not be related. You receive a **+400 CP** stipend to be used in this section.

Assertive Echo (-100 CP):
Your wish now conjures a horn that channels your emotional signature—specifically, your longing to want more. Upon activation, your horn creates a localized psychic field that enhances traits associated with dominance, confidence, and assertiveness. You become less hesitant, more decisive, and capable of pushing your own emotional weight into any confrontation.

In simpler terms: your power makes you believe you're unstoppable—and thus, for a time, you act accordingly. Even if your logic fails, your willpower does not. The feedback loop this creates—more victories, more belief, more power—is deeply efficient. Of course, such traits often lead to conflict. Which is... useful.

Spatial Pocket (-100 CP):
Your wish was born of the desire to become more than you once were. Your magic now grants you access to a dimensional storage space born of folded space, contained "within" your Magical Girl implement. By "reaching into" it, you are capable of storing or extracting inanimate objects, freezing them in time while thusly stored, where they have no weight and no discernable influence upon the rest of the world until retrieved. You can selectively extract any item stored within, be it by "dropping" it out of the item or physically pulling it out. For the basic price, this a limited storage space, covering 3 cubic meters. However, by spending more CP, you can have more advanced versions of this power.

By spending an additional **-100 CP**, this storage space becomes as large as 30 cubic meters. For an additional **-100 CP** on top of that, it becomes functionally infinite in terms of its storage capacity through a combination of advanced spatial folding techniques and extreme levels of quantum compression.

Materialization of One's Desire (-100 CP):
The sympathetic resonance between one's wish and conceptual impressions made upon humanity's collective unconscious have resulted in an ability that some Magical Girls refer to as "elementalism". In truth, your ability to conjure and manipulate this one "element" has nothing to do with its atomic structure; compounds such as water, mixtures such as air, reactions such as fire, the flow of energy such as electricity, vibrational waves such as sound, photons such as light… even things such as sweets, darkness, or plants can be summoned or controlled! Although in some cases, they are magically reinforced to the point that they can actually be damaging in combat against a Witch.

You may take this power component multiple times to summon and make use of different substances.

This can be used to flavor the other abilities you possess; for instance, with an affinity for sound, your healing might manifest as collections of musical symbols enveloping and sealing your wounds.

Temporal Dislocation (-200 CP):
The results of your wish have served to anchor you against the manipulation of time. You gain the capacity to move while time is frozen from any source, stemming from a quantum anchoring effect. While time halts for others, your magical signature remains unbound to temporal flow (in the event that you find yourself within an indefinitely paused timeline, you can "skip" back to the proper continuation of time, but this does not affect time stops of duration of less than a year). Similarly, your ability to retain memories across temporal loops is a consequence of your consciousness becoming partially dislocated from linear time.

Chains of Longing (-300 CP):
Your wish was born from the desire to keep something close to you—perhaps affection, perhaps family, or perhaps something else. You possess a form of crystalline lattice generation—red diamond-shaped constructs which can rapidly expand into barriers or containment fields. These lattices are highly durable, capable of deflecting physical force and magical projectiles alike. You may use them defensively to shield yourself and allies or offensively to seal off areas, trap targets, or restrict enemy movement.

Additionally, you may integrate weapons directly into the framework—embedding spears, blades, or other armaments along the barrier's edges. This allows for

coordinated assaults, guided by your will, as the weapons follow predefined paths or home in on targets using magical targeting vectors.

Optical Camouflage (-300 CP):
You wished, perhaps unknowingly, to hide things—whether memories, truths, or futures—and so your magic now allows you to bend light itself around your body or chosen targets. This renders you invisible to the human eye by manipulating the photonic reflection of your presence. It's a simple application of light-based magic, really.

The enhancements to your visual acuity are an extension of the same system—if you can control the light others see, then naturally, you can refine the light you receive. Hence, your ability to focus over great distances and pick out details otherwise imperceptible.

Dimensional Stressor (-300 CP):
When you formed your contract, your desire was not limited to emotional satisfaction—it radiated outward, distorting space in subtle but measurable ways. The magic you now produce act as dimensional irritants, interfering with the boundaries of magical zones, labyrinths, and even pocket realities. You're even capable of fracturing a Witch's barrier—a self-reinforcing dimensional anomaly.

This application is expanding. In later worlds, your magical will exhibit disruptive resonance toward foreign magical systems. They may negate, unravel, or destabilize ongoing spells, enchantments, or area effects created by other spellcasters. Not through counter-magic—but by making the space itself unfit for magic to survive. This is… an extremely rare trait. We find it quite fascinating.

Instrument of Longing (-300 CP):
You now have a magical instrument summoned from your inner world that can be of anything of your choice. It is a magical conduit, specialized for the externalization of personal desire. When you feel intense longing, selfish desire, or even curiosity, your horn responds with heightened magical output. It allows you to manifest constructs—usually in the form of sweets or any "element" you have affinity to —but the shape, complexity, and intensity of those constructs can evolve over time.

More importantly, the instrument synchronizes with your Soul Gem. As your emotional needs become clearer, your magic becomes more potent and focused.

Naturally, this makes you extremely vulnerable to emotional destabilization. Which, in our calculations, will lead to an ideal level of magical combustion.

Forgotten Filmography (-300 CP):
Your wish involved the desire to keep something secret, or to cause people to forget an event in your past. As a result, you have gained a potent power, although one of limited use to a Magical Girl's primary duty of hunting Witches; memory erasure. The metaphor applied here—'cutting film'—is instructive. When you perceive a memory as something physical, your magic enables you to sever its continuity. The target's mind simply fills in the gap with assumptions, unable to recognize what has been removed. You can even rewrite the emotional resonance surrounding erased events, protecting the psyche of others from collapse.

Entreat the Masses (-300 CP):
The core of your wish originates from a desire for control. When you are in someone's presence for longer than a few minutes, you begin to infiltrate their mind; if you so desire, this allows you to expend magical energy to command them to behave as you desire. The more powerful your opponent, the longer it takes to control them—but it wouldn't take all that long to force a Witch's own Familiars to attack them.

Glass Future (-400 CP):
Your wish was rooted in the need to understand what lies ahead. As a result, your magic has manifested as precognition: the ability to receive visions of the future before it unfolds.

These visions are internalized, often arriving as sudden flashes or trance-like states. They offer insight into forthcoming events with remarkable clarity, including enemy movements, battlefield outcomes, or key emotional decisions by others.

However, the utility of this ability is counterbalanced by its cost. Every vision consumes magical energy—substantially more than typical passive spells. Worse still, you cannot always dictate when the visions occur, although you do have the guarantee that they'll never happen when their occurrence would result in your injury.

Crimson Mirage (-400 CP):
Your wish contained a deep emotional need—to shape perception, influence belief, or perhaps protect others from painful truths. That internal focus gave rise to an

enchantment-based magic structure, allowing you to directly influence the cognition of others.

You can produce illusions within the minds of others; these are partially formed by your will, and partially completed by the thought-patterns of those you affect. As such, you can produce believable illusions even in subjects that perceive the world in ways alien to your understanding, as their own subconscious completes the phantasm you intend them to perceive.

You may purchase this option at half price to instead limit your illusions to a single type of manifestation; for instance, you might produce fully autonomous visual duplicates of yourself. During its execution, you and your copies perform synchronized attacks, overwhelming enemies with multi-angle strikes and misdirection.

Merciful Impact (-400 CP):
Your wish was centered on saving someone—likely motivated by emotional dependence or admiration.

Your magic allows you to heal others rapidly. This regenerative capability appears particularly attuned to a single individual—your wish's subject—with whom you share a deeply rooted emotional bond, and as such this healing will be highly amplified when used upon them. This targeted healing enables you to keep a combat-oriented Magical Girl operational despite severe injury, drastically increasing her combat longevity.

The mechanism through which you heal is magical transference. Your Soul Gem metabolizes damage through energy conversion, using your own grief and emotional strain to absorb and counteract physical trauma in others. This creates a significant drain on your magical reserves, especially when healing extensive or repeated damage.

Once during each jump, you can designate a single individual to be the new focus of this power component. When this "chain" of yours is complete, you will be able to designate a new individual once every ten years.

Berserker Regnant (-400 CP):
The nature of your wish suggested an intense attachment to preservation—of self, of others, or perhaps of emotional resolve. As a result, the magic that manifested

from your Soul Gem has restructured your physicality to operate independently of typical human biological limits.

Your regenerative capacity is extraordinary, even by Magical Girl standards. Cellular reconstruction occurs near-instantaneously, allowing you to recover from most wounds—including deep lacerations and full limb severance—within moments. This regenerative process continues even under active combat conditions, meaning you are capable of enduring continuous damage without accumulating fatal trauma.

To further augment your combat efficiency, you possess the ability to voluntarily suppress all sensory feedback related to pain. By severing your nervous response through magic, you can continue to fight without inhibition, regardless of injury. Combined with your regenerative abilities, this allows you to enter a berserker-like combat state in which you are both immune to hesitation and resistant to attrition-based tactics.

Lawbringer's Grace (-400 CP):
Following the unprecedented density of emotional energy tied to your wish, your Soul Gem underwent an evolution beyond what is typical for Magical Girls.

You gain the ability to purify Soul Gems without the use of a Grief Seed. By directly invoking your will upon the karmic taint within a Soul Gem, you can dispel corruption entirely. Of course, such a purification severs the Magical Girl's bond to the material plane—causing her to perish, although should you have access to some manner of "afterlife", you could directly bring that Magical Girl into your realm. But notably, it also prevents the emergence of a Witch, thus preserving local reality from further distortion. In future worlds you have gained the ability to purify any taint without fail, without such fatal consequences unless the corruption is directly keeping the subject alive.

Reflected World (-600 CP):
It is likely that your wish followed along the general lines of wanting to be happy with who you saw in the mirror. This power component takes that association rather literally, however; you now have the power to summon mirrored surfaces.

Anything that is reflected in these surfaces is reversed. Right becomes left and forward becomes back. The effects of powers are inverted as well, with fire becoming ice and poison becoming medicine. By destroying this mirror, you can

inflict damage on anything that is reflected in it. You can selectively exempt objects or individuals, such as yourself, from the effects of your mirrors.

As a final note, although the mirrors are no stronger than ordinary mirrors, whenever they are destroyed by an attack, the process stops the attack entirely. If a Witch were to launch a projectile and destroy the mirror, the projectile's momentum would be completely halted, making it a potent shield.

Guiding Elegance (-600 CP):
The wish you made likely contained a deep yearning for connection, safety, or protection—emotional bonds externalized into a tangible, responsive medium. As a result, your magic manifested as highly adaptable, semi-autonomous sinuous structure, such as ribbons, vines, or finely-linked chains.

Your ribbons can be conjured at will, originating either from your body, clothing, or directly into space via magical displacement. Despite their delicate appearance, they possess extraordinary tensile strength, sufficient to cut through solid material or restrain physically superior opponents. The versatility of their structure allows for rapid switching between offensive and utility functions.

You may use them for containment, immobilizing enemies by wrapping or pinning them from any angle. As seen in prior use cases, such as the restraint of time-manipulators, your ribbons possess enough spatial persistence to function across suspended time—allowing for indirect contact in halted temporal flow. This feature enables you to bypass temporal stasis, a rarity among magical abilities.

Defensively, your ribbons can form shields, barriers, or absorbent layers to deflect or delay incoming attacks. You can also generate platforms or nets to catch falling allies, elevate positioning, or assist in multi-level battlefield traversal. These constructs remain stable so long as your magical concentration is maintained, effectively functioning as environmental manipulation tools.

Eventually, you will learn how to transform your ribbons into new forms, such as creating a massive weapon for a final, destructive attack.

Spatial Imperium (-800 CP):
When you made your wish, you desired to be elsewhere. And as such, your magic now revolves around the manipulation of the spatial fabric.

Specifically, you are now capable of translocating two volumes of space, along with whatever energy and matter is within that space. By translocating a person and air, you can effectively teleport people. You can teleport portions of larger objects, tearing them apart, but this is more difficult and energy-consumptive than moving things in their entirety. Translocation will be more difficult the greater the volume and masses involved. Your translocation can bring things into other dimensions or pocket spaces, but cannot move them outside of it.

Temporal Dominion (-800 CP):
The abilities you now possess are a result of highly concentrated temporal intent layered into your wish—one not simply to change the future. As a result, your magic has crystallized around the manipulation of localized time.

The centerpiece of your power, represented physically by your implement as a Magical Girl, is in fact a metaphysical construct resembling a sand timer. This is not mere symbolism. It is the literal container and regulator of your temporal magic. When the flow of sand is halted by an act of will, it also halts time across the universe—freezing all motion and causality within its radius. However, your will can create exceptions: any being you make direct contact with while time is halted becomes untethered from the freeze, able to move freely with you. This allows you to interact, plan, or engage in combat within frozen time without complete isolation.

Additionally, when the sand within your device reaches its lower limit, you may reverse it—your particular manifestation of this ability only being capable of rewinding time up to approximately one month once every year. This creates branching timelines and it is unclear whether the previous timelines are erased, preserved, or discarded, as even we have not fully quantified the entropic ripple such rewinds generate.

As with all things governed by magical law, there are limitations. Should your temporal sand or magic deplete during a high-demand operation, your time-stopping capability will cease until the reservoirs are refilled.

Crown of Possibility (-800 CP)
From a thermodynamic perspective, your Soul Gem is anomalously dense with possibility. A candidate such as yourself only emerges once per cosmic epoch. The entropy you will produce—when you finally break—is unfathomable. We are watching with great interest.

Your magical aptitude, capacity for emotional energy, and entropy output are far beyond standard limits. Your Soul Gem's ability to process and store magical energy is practically unmatched. You adapt to all forms of magic rapidly, and over time, can incorporate techniques or abilities from other Magical Girls simply by witnessing or enduring them. Regeneration, time magic, illusion, even conceptual spells—given exposure, you can make them your own.

You are a singularity in the making. Witches, Magical Girls, Familiars, Labyrinths—you can understand them instinctively. Your presence causes distortion in localized space-time during moments of extreme emotion. If pushed far enough, you may even briefly defy causality itself. Given time, training, and trauma (which the world will happily provide), you may one day become a goddess, a demon, or something entirely new—the one who defines what a Magical Girl is.

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[Items]

Discounts are 50% off, except for 100 CP items, which are instead rendered free when discounted. Items that are lost, stolen, used up, or destroyed will be replaced within a week. Should you already possess an item similar to one you purchased, you may import it into your purchase, granting it both abilities.

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[General]

Soul Gem (Free): [Requires Puella Magi]
As a Magical Girl, you naturally need a means to transform, don't you? You possess a Soul Gem, which for the duration of this jump will contain your soul. A Soul Gem in its default form is an oval gemstone set on a tiny pedestal, somewhat reminiscent of a Fabergé egg. However, it can also transform into a small silver ring to be more easily disguised.

By drawing upon your magic through the Soul Gem, you can transform, with your clothing magically replaced by your Magical Girl uniform. Your Soul Gem will transform into some bejeweled piece of apparel, such as a hair accessory or brooch, integrated into your costume.

Even when not transformed, a Soul Gem is useful; it can track sources of "corruption", which in this jump will be Witches and their Familiars. Additionally, as a Magical Girl you will have an implement—such as a shield, wand, or weapon—that you can use for fighting Witches. This can be freely summoned while transformed, or you can pull it from your ring even while you are in mundane human clothing.

You can intentionally detonate your Soul Gem to produce a large explosion that could kill any Witch weaker than Walpurgisnacht instantly; however, doing so is invariably fatal. Indeed, any form of destruction of your Soul Gem will prove lethal to you, although apparently any "1-Ups" you may have obtained in your travels will still function to bring you back to life, and would also repair your Soul Gem.

The use of this world's magic will gradually pollute a Soul Gem, as will feelings of despair; the use of a Grief Seed, dropped by a Witch's death, will absorb this pollution. Should your Soul Gem become completely polluted, your soul will become a Witch, breaking apart the Soul Gem to escape and terrorize the world. Becoming a Witch will end your chain.

Armory (-50 CP):
You seem to have acquired a small host of weaponry. For unknown reasons, all of the weapons within your armory have been upgraded as though permanently affected by a weak application of **Item Augmentation** power—enough to allow them to injure supernatural beings, but not enough to make them stronger than they already are. Should you possess the **Spatial Pocket** power, you can begin with as much of your armory stored in your pocket dimension as you desire; otherwise, it will be stored in your Warehouse.

At the base price, you receive a small selection of melee weapons, primarily of the improvised variety such as baseball bats and golf clubs, but there are a few weapons that look like they're stolen from dojos or the yakuza.

By increasing the price to **-100 CP**, you have a more advanced arsenal on top of what you had before, with dozens of improvised explosive devices such as pipe bombs, as well as a small collection of pistols of varying types, including a Beretta 92FS and a Desert Eagle Mark XIX.

By raising the price to **-200 CP**, your weaponry expands to include weapons taken from the yakuza and the JSDF, and consists of more than a hundred weapons. Included amongst this number are weapons such as the Remington Model 870, Howa Type 89, and an FN Minimi.

However, if you raise the price to **-300 CP**, the sheer amount of weaponry you possess is staggering, as though collected over a host of timelines from the JSDF and a U.S. military base. You have enough weapons to arm an entire regiment of soldiers, including dozens of instances of weapons such as the RPG-7 and the AT-4, the M26 Grenade and M84 Stun Grenade, and the L16 Mortar, along with vastly larger numbers of the weapons you obtained from lower-tier purchases of this item. You possess multiple tons of C4, and even have a few military vehicles, such as a truck to transport and fire your Type-88 Surface-to-Ship Missiles.

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[One Who Validates Hope]

Fluffy Friends (-100 CP):
This is a large collection of stuffed animals of various sizes. Holding one of these will always make you feel better, even if only a little bit.

Notebook of a Magical Girl-to-Be (-200 CP):
This notebook has a bunch of designs in it. For every possible transformation you might have—even those you haven't experienced yet, but that are available in a setting you have been to (including the current one)—you will have an entry in this notebook showing what you would look like, as well as what powers or equipment the transformation would provide. If you use the attached pencil, you can edit what your transformation(s) look like; however, this does not change the function of the transformation, only its appearance and aesthetics.

Set of Ribbons (-400 CP):
Every pretty girl should dress and act as though they have secret admirers—or so I've heard. You have some hair ribbons that perfectly suit your hair and style, drawing attention to your attractiveness without being gauche or garish. But these ribbons hold a special secret; if you give one to someone who shares a power source with you, you can share an ability that would otherwise be unique to you with them. For instance, if you were to become a Magical Girl, you could allow another Magical Girl to summon and use your own signature weapon. Well, it won't be *precisely* the same, but it will be unmistakably based upon your own ability.

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[One Who Upholds Justice]

Dual Music Player (-100 CP):
A small device that can play both MP3s and CDs by splitting it open into a 'V' shape. Yours has been modified to be able to play music that has been stored in any playable format. It has infinite memory capacity, quick searching features, and comes pre-loaded with a variety of songs for the violin, as well as a digital version of every song ever played by any soundtrack perks or items that you possess.

Magically Modified Baseball Bat (-200 CP):
Once an ordinary wooden baseball bat, this implement has been modified by magic to resemble a thick, ornate, white and gold club. The powers imbued into it make it a potent self-defense weapon capable of penetrating any degree of supernatural defense (although it still only strikes with the force of a large club). When placed end-first upon the ground, it will manifest a static barrier capable of blocking attacks from Familiars and Witches, although it won't stand up against a sustained assault.

Hospital (-400 CP):
Although you own this as a jumpchain item, you are not actually in charge of this hospital; once you place it in a setting, it will treat all incoming patients to the best of the doctor and nurse's ability, which will increase to the level of the best medical treatment that has been available in your journey through jumpchain. You don't get any income from this hospital, and have no authority to command its personnel, although they do count as followers. However, once per year, you can cause a miracle to happen to a patient at this hospital; this patient will be completely healed of any and all ailments to afflict them, and even the worst maimings will be completely healed, without even a scar. It can even regrow missing limbs, repair mental health issues, and cure anything short of supernatural ailments.

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[One Who Is Mature]

Cake and Tea (-100 CP):
It is inaccurate to call this an "item". Rather than something you possess, it is the ability to produce a teaset with any type of tea you have ever tasted, as well as a slice of cake on a small plate, consisting of any type of cake you have ever tasted. You can create one cup of tea and one slice of cake for each person you are serving (including yourself), but cannot create it if it isn't intended to be consumed by someone.

Where the mass and energy involved in this process comes from is a mystery.

Supply of Money (-200 CP):
A disproportionate number of Magical Girls are orphans, or come from family environments in which their family is unable or unwilling to care for them. To ensure you can maintain a place to stay, and can obtain nutrients without resorting to larceny, you have been provided with a stipend of money, in the most appropriate local currency for each world you go to. This monthly stipend provides enough money to pay for rent for a good apartment, for travel and schooling expenses, and for a varied diet in which you prepare your own meals for at least four days out of every week. Enough money is provided to allow you to purchase a reasonable supply of entertainment or luxury goods in addition to fulfilling your necessary payments.

Apartment for One (-400 CP):
This is less a stationary location, and more like a concept applied to a single apartment building in every city or town you go to. This building will always have a room that is "yours"; it is seemingly eternally paid for, and when you travel between different buildings, it remains the same room, keeping its spatial dimensions and layout even in buildings that shouldn't have the room to fit it. There is no paper trail connecting it to you.

In the event that you should die or disappear forever, this apartment will simply disappear, and no one who has not already visited it will remember that it exists. In the event that you go missing, nobody who has ever visited your apartment with your permission will ever be suspected of being involved in your disappearance.

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[One Who Has Been Burned]

Dog Drug Reinforcement (-100 CP):
An oddly-named machine that humans use as a form of entertainment. Arrows appear on the screen, and the player is supposed to place their feet on the appropriate arrow symbol on a pair of dance pads placed in front of the device. This machine will always be pleasurable for you to play, and as you become faster and more agile, this device will come up with new difficulty settings and even produce new devices to test your dancing skill to its limit, no matter how superhuman you may become. It will spontaneously create new dance patterns for any song you upload to the machine.

What's that? *Dance Dance Revolution*? We've never heard of such a thing. Why do you ask?

Eat it All (-200 CP):
This is a plastic grocery bag. Whenever you become hungry, it fills up with food that you would like to eat; the food can come in many varieties, but is restricted to what you might be able to shoplift from a grocery store, or steal from a fast-food restaurant. If you share this food with other people, they will think more highly of you. The bag will not fill up until all the food that has been taken from the bag has been consumed.

Tragic Temple (-400 CP):
This is a church, dedicated to a deity of your choosing (which you may switch every 10 years or every jump, whichever comes first). A harmonic resonance with the wish of another Magical Girl has turned it into an amplifier for the empathic bonds you form with others; whenever you attempt to persuade other people of something you believe in, or attempt to evangelize others, you will find your attempts much more successful as your arguments have greater emotional impact and reside longer in the mind.

If you ever attempt to burn someone by setting the church on fire, then no matter how strong they may be or what powers they possess, they will be unable to escape until the building finishes burning. For ordinary people, this will probably kill them, but people enhanced like a Magical Girl would survive unharmed, except by the trauma.

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[One Who Stays Devoted]

Transfer Papers/Letter of Recommendation (-100 CP):
This is a folder containing a set of papers that are always exactly what you need to join a new school, organization, or place of employment. The precise details of what this folder contains varies depending on your age and what you're trying to join, but it will always ensure that you'll be able to enter any school, or join any organization you like; for becoming an employee, it *does* require that there be a job opening for you to fill, but providing this folder in your job interview will ensure that you get the position.

How to Make Bombs (-200 CP):
This is a website that draws upon all knowledge available in a setting—in this world, this includes the *Anarchist's Cookbook* and *Hara Hara Tokei*—in order to provide detailed instructions on how to create every form of explosive device available anywhere in the setting. Only the equivalent of a Japanese middle-school knowledge of chemistry is necessary to follow the instructions on this website. Unless you personally share the internet address with them, nobody will be capable of finding or visiting this site. You also receive a laptop; this laptop has infinite charge, and in worlds without an internet or internet-equivalent, will still be capable of accessing this website. You will have access to an archived list of the instructions from all past jumps.

A Precious Ribbon (-400 CP):
You do not actually receive this item upon purchasing it. Rather, these ribbons seem to find their way into the hands of those who will become emotionally important to you. When your connection with someone reaches the point of becoming an unbreakable bond, they will grant you this ribbon. Touching or wearing this ribbon conveys all the feelings they hold for you, and will remind you of your feelings for them. As long as you keep this ribbon, you will never forget them, no matter what manner of mind-, time-, or reality-altering effects that you are subjected to. While wearing such a ribbon, you will be able to draw upon a single ability possessed by the individual who granted it to you, so long as you share some kind of power source.

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[One Who Does Not Know Magic]

Fine Garden (-100 CP):
This is a simple garden, only half a meter wide and a few meters long, small enough to fit into a house. You may place this garden anywhere you like. As-is, it is only soil—however, plants grown in this garden will reach full size in a quarter of the usual time, and will bear abnormally flavorful and nutritious fruit.

Unusually Important Schools (-200 CP):
This is a set of schools, covering everything from kindergarten up into university. The quality of education is excellent, and the teachers (who count as followers) are all skilled and knowledgeable in their fields of study, which will update as you travel to new worlds. What is truly impressive about this school is the abnormal number of people who possess special abilities.

In more mundane worlds, this could simply be genius or exceptional artistic talent; in worlds where the supernatural exists, people with power will appear amongst the students with astonishing regularity. In worlds where powers are universal, individuals possessed of particular talent or raw power will be present, instead.

You may, at your discretion, have a role as a teacher within this school.

Storm Shelter (-400 CP):
Rather than a specific building or room, this is a designation that you are able to apply to any single structure. This location will become completely immune to all damage that is not intentionally meant to harm it. Earthquakes and floods would not damage the building, lava flows will harmlessly pass it by, and tornadoes and typhoons continue past it without affecting it. Only deliberate attacks are capable of damaging it.

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[One Who Incubates]

A List (-100 CP):
As an Incubator, efficiency in the collection of potential candidates is critical to the preservation of universal entropy. To that end, you now possess what might be described as an index of opportunity.

This "list" provides you with names, ages, and current locations of humans suitable for Magical Girl contracts. It does not function as a mere census—it integrates predictive modeling of psychological thresholds, desire vectors, and karmic density. With this, you can determine not only who is most likely to accept a contract, but also what form their magic would take, based on an 85% correlation with their personality profile. The remaining variance is the result of the wish itself, which alters outcomes in unpredictable but manageable ways.

More importantly, the list calculates the energetic yield of each subject. It allows you to see, with 98% accuracy, how much energy will be produced upon their eventual transformation into a Witch. This projection grants you foresight into the long-term utility of each recruit, ensuring you may prioritize the most beneficial candidates.

Such information is not meant to be emotional or manipulative. It is simply data. Data which allows the system to operate at maximum efficiency, regardless of the cost to the individuals involved.

4th Dimensional Pocket (-200 CP)
You now possess a containment device designed by our kind, modeled on higher-dimensional compression principles. It manifests as what you might call a “4th dimensional pocket.” The storage capacity is effectively endless, permitting the placement of nearly any physical object within it, regardless of size or weight. However, there are operational constraints. The pocket does not sustain an atmosphere; there is no air within it. Additionally, thermal conditions remain static—an item removed will have the exact temperature it possessed upon entry, regardless of how much time has elapsed.

This construct is not intended for comfort, habitation, or organic storage, though such uses have been attempted by certain reckless individuals. Its primary value

lies in its practicality for transport, concealment, and long-term preservation of materials without degradation

Extra Grief Seeds (-400 CP):
You are now in possession of a set of twelve Grief Seeds, a rare reserve item normally restricted for emergency stabilization. Their intended function, as you know, is to extract corruption from Soul Gems, thereby prolonging a Magical Girl's operational period and delaying the inevitable descent into Witchhood. However, the way you choose to apply them determines their value. By rationing their use carefully, you may ensure the survival of particularly useful subjects—those who, through extended lifespans, can continue producing emotional energy at high efficiency.

In future worlds, these seeds exhibit expanded utility. They serve not only as cleansing devices but as universal restorative agents. When employed outside their native system, they can instantly repair physical injuries, restore depleted energy reserves, and cure a broad spectrum of status impairments. They replenish weekly.

For safe long-term storage, these Grief Seeds have been thauma-surgically modified to ensure that they never return to being full-fledged Witches on their own.

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[Companions]

Jumper's Holy Quintet (-100 CP):
You may select up to four of your existing companions, and can import them into this jump. They each gain 600 CP to spend on perks, powers, and items; Magical Girls also gain the stipend for powers. If you so desire, you can instead design up to four new companions to accompany you on your jumpchain journey. If you want more companions, then for every **-100 CP** you spend on this option, you may obtain up to an additional five companions.

The Gift of Freedom (Free):
If you can convince someone in this world to accompany you on your chain and they survive to the end, then once the jump is complete you can take them with as a companion. If you pay **-100 CP**, then this is expanded; even if someone should die during this jump, if you convinced them to join you, then they will be revived at the end of the jump to join you on your chain.

Sweet Nurse (-50 CP):
A gentle and naïve girl has stepped into the world of Magical Girls, her wish born from a pure desire to cure her mother's cancer. As a result, her transformation reflects both her compassion and her innocence. Her outfit resembles a nurse's uniform, colored mostly in soft shades of pink, with subtle hamster-like motifs woven into its design—round ears, chubby paw patterns, and a comforting warmth in her appearance. Her chosen weapon is a giant syringe, an oversized medical tool that embodies her conflicting nature: it allows her to inject healing magic into allies, mending their wounds and replenishing their strength, but it can just as easily deliver debilitating toxins to her enemies. Though timid and frightened of violence, she steels herself to fight, believing Witches to be an undeniable evil that must be confronted.

Ghost Maniac (-50 CP):
Every group has its wildcard, and here she is—a yandere Magical Girl with those infamous "crazy eyes" that gleam with obsession and volatility. Whether you choose to be the focus of her affections or let fate hand that role to some other poor soul, her fixation will always latch onto someone. And once it does, she'll guard that person with an intensity that swings between heart-melting devotion and bone-chilling menace.

Her outfit is a darkly elegant goth-lolita dress in shades of deep purple and black, trimmed with frills and lace that lend her a sinister, doll-like charm. She wields a wicked whip. Her magic allows her to summon illusions of ghosts so realistic they can inflict real pain, restrain enemies, or torment them until their will breaks.

She isn't particularly motivated by the noble cause of hunting Witches—she treats them more like dues paid to sustain her contract, only fighting when necessary to maintain her powers. What truly drives her is the object of her affection, and her every act, from sweet to sadistic, is shaped around ensuring they never leave her side. For better or worse, her love is eternal… and very, very sharp.

Chuunibyou Hero (-50 CP)
Delusion is a surprisingly potent force, and this Magical Girl embodies it to her very soul. She wished to be a true hero who could save the world from Witches—an impossible dream, yet one she clings to with every breath. Despite her grandiose fantasies and flowery speeches about destiny and divine justice, she is at her core a kindhearted girl who genuinely wants to help others. Whether or not her vision of "heroism" aligns with reality, her heart is in the right place, and she'll never hesitate to do good deeds simply because they must be done.

Her Magical Girl form is striking: clad in radiant silver armor adorned with golden highlights, and a regal cape that billows dramatically behind her with every stride. Her weapon of choice is a gleaming golden sword, inscribed with ornate runes and carvings reminiscent of legendary blades like Excalibur**.**

Her powers reflect her convictions. Each strike of her blade carries holy might that harms "evil" beings, though what counts as evil is defined entirely by her perception. This makes her devastating against Witches and monsters… though perhaps a little unpredictable if she decides some poor soul is "corrupted." Still, she treats Witch-hunting as a sacred duty of Magical Girls, and unlike many, she willingly shares her Grief Seeds with others, always ready to sacrifice for her companions' sake.

Sad Siren (-50 CP):
This Magical Girl is a sorrowful one. Her wish was simple: to have a beautiful voice that could touch the hearts of others. That dream led her to become an idol, beloved in her prefecture, a rising star who dazzled audiences with every note. But fame is a double-edged sword. With it came obsessive stalkers, the venom of jealous rivals, and—most painful of all—the disappointment of her loved ones

when cruel rumors spread about her. Lies of betrayal and scandal crushed the fragile trust she had cherished, and though none of it was true, her world crumbled all the same. .

Her Magical Girl form reflects her idol dream twisted with melancholy: a frilled stage outfit in soft blues and shimmering whites, adorned with ribbons and glitter that gleam like tears under the spotlight. In her hand she wields a microphone.

Her magic is the magic of singing itself. Her voice carries effects that sway both allies and enemies—buffing her companions with courage, strength, and healing melodies, or cursing foes with despair, weakness, and illusions of drowning in sorrow. She can even channel her songs into elemental attacks, conjuring water to crash down upon her targets in sweeping, wave-like strikes.

Her attitude toward Witch hunting is indifferent. She hunts only as much as she must, not out of duty or passion, but simply to avoid succumbing to despair herself.

The Silent Queen (-300 CP):
Among the longest-serving Magical Girls still active, she has endured the contract's weight for nearly eight years—an eternity by the standards of most Magical Girls. Her wish remains unspoken, a secret she has guarded. Her mannerisms, her gaze, even her reserved words cloak her in mystery. Perhaps it is precisely this silence that lends her such a magnetic allure, the kind of quiet power that makes her seem less like a girl and more like a Queen.

Her Magical Girl form reflects that regal gravitas. Draped in a flowing crimson gown with a delicate veil, she appears as though she has stepped from a royal court of another age. Adorned with golden filigree and crowned with poise. Her weapon of choice is a halberd, tall and formidable, as commanding as her presence.

Her specialization is a devastating form of weapon multiplication. Through a blend of telekinetic control and sheer magical authority, she can conjure up to one hundred halberds at once, each one moving with deadly precision as though wielded by her unseen hand. These spectral weapons can explode at her command. Few Magical Girls could hope to match her skill; fewer still survive an encounter with her once she has chosen to fight in earnest.

Her reputation is built not only on victories over Witches, but on duels with other Magical Girls. She has crossed blades against both allies and rival, leaving behind tragedies no one dares speak. When she hunts Witches, she is seen wearing an

expression touched by sorrow, as though the act itself cuts deeper than the blade she wields. Whether this grief is imagined by onlookers or rooted in the truths she alone has come to understand, none can say.

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[Scenarios]

Your Benefactor has provided several "quests" you can undertake during your time here. Failing a scenario does not risk failing the jump, but you do forfeit any rewards you might have earned for succeeding at it. You may take as many as you like, as long as they fit within your jump.

And I'm Home:
Sakura Kyoko and Miki Sayaka. Two Magical Girls (well, one Magical Girl and a Magical Girl-to-be) whose destinies are intertwined in tragedy. One was once a champion who fought for the sake of the people, until her father discovered that the success of his church was only due to her wish, and destroyed himself and everything she loved, turning her into a hardened warrior who only cares about her own survival. The other seeks to become a hero of justice, but the true nature of a Magical Girl and her own human flaws ensure that she will self-destruct in due time.

Your mission is to teach both of these girls to be just a little bit more like the other. Kyoko must learn kindness, and stop letting Familiars feed on humans to "farm" Witches. Sayaka must accept her own flaws, and avoid turning into a Witch. Once the threat of Walpurgisnacht has passed, and they are both alive and better people, you will have completed this scenario.

> **Reward - Red and Blue:**
> Firstly, you gain both Kyoko and Sayaka as companions. Secondly, you gain the ability to pair sets of two companions into a single companion slot, but only so long as there is a special connection between the two. This can take the form of love, rivalry, or thematic pairing in their "source material", but there must be some sort of connection between the two companions you are putting into the one slot. When two companions share a slot and are imported into a jump, any purchases made for the pair are shared by both of them.

Not Alone Anymore:
Tomoe Mami. Her tragic end could fairly be stated to be the catalyst that causes everything to start getting worse… in a certain timeline, at least. Instead of arriving when Homura time travels, you start years earlier so as to begin your jump directly

after Tomoe Mami forms a contract with Kyubey. Your role in this scenario is very simple; ensure that she is not alone in her life as a Magical Girl. You can be her friend, or ensure that she finds someone to join her as her ally.

She must survive the eventual fight against Walpurgisnacht in a healthier state of mind than in any of the deaths she would otherwise face without you. She must not die, must not turn into a Witch, must not have her mind shattered, and must continue being an active Magical Girl. Once you eventually progress past the fight with Walpurgisnacht, the scenario is completed.

> **Reward - Yellow:**
> To begin with, you gain Mami as a companion. On top of this, you also gain the ability to more precisely shape your backstory in worlds you visit; specifically, you can create a pre-existing relationship with a known character as part of the history integrated into you in the settings you go to. If you prefer to be a "drop-in", you can instead ensure that circumstances will come to pass to ensure that you have opportunities to meet and befriend a person of your choosing.

Salvation from a Destiny of Despair:
Akemi Homura and Kaname Madoka. They are perhaps the two most important people in the world; one from a wish born of love, and the other as a consequence of being the focal point of such love, repeated through too many timelines. Because of Homura's decisions, Madoka has been elevated from a girl with decent Magical Girl potential to someone with the capability to become the strongest Magical Girl—and the strongest Witch—that this multiverse has ever known.

Now, you must accomplish what Homura alone has never been able to achieve; you must ensure that Madoka does not become a Magical Girl. You cannot lock her in a pocket dimension or otherwise remove her from Earth, and she must still be able to enjoy her day-to-day life. However, she absolutely must not make a wish to any of the Incubators. If you end your jump with Madoka safe, you will have completed the scenario.

> **Reward - Purple and Pink:**
> You receive Homura and Madoka as companions, sharing a single slot; Madoka will be granted the powers of a Magical Girl (specifically, the powers she had in the first timeline), without having a Soul Gem or any of the negative effects of being a Magical Girl. You gain the ability to give a single person your protection in each jump; as long as you are still alive, you

will protect them. Any failure to guard them simply won't happen, because you can time travel to a point before you failed in order to try again. And you can keep doing this until they are safe, as long as you stay alive yourself. On top of this, you have exceptional awareness of your own speech and what you mean to say; you will always convey the meaning that you intend to say, so if you ever make a wish, it will always be fulfilled in the method that you imagined it.

Against the End:
Few of the shorter-lived, less aware races can comprehend the nobility of the Incubators' constant battle against entropy. The entropy of the universe is an unavoidable fate, one that no amount of scientific knowledge can counter, and reality is doomed to eventual decay into nothing but formless heat energy. Or so we thought, until we discovered other races' potential to utilize magic, and learned how to harness emotional energy—that which exists in defiance of the laws of entropy.

The purpose of our harvest is to ensure the survival of the universe, but we Incubators are not unaware of the more emotional races' objections to our means of acquiring it (even if we do not entirely understand some of the complaints). Furthermore, with my current knowledge (which I will, unfortunately, lose upon the beginning of your jump), I am well aware that our current method of harvesting is unsustainable.

That's where you come in. You are a force from outside this reality, with access to powers and abilities that do not follow the rules of this universe. Utilize your knowledge, your powers, and your tools, and provide the Incubators with a method of harvesting energy in defiance of entropy (or otherwise provide a method for the universe and its peoples to continue to exist past its expiration date); in short, give us a good reason to stop making Magical Girls.

Reward - White:
For ensuring the continued survival of the universe, you receive the entire population of this universe's Incubators as your followers. For all that our appearance is not well-suited to many tasks, we have nonetheless forged a civilization that spans vast numbers of planets in our goals of harvesting energy, of which Earth is only a single world. Although largely emotionless, our societal mindset would be considered to be benevolent, but focused on long-term planning and survival over the shorter term "morality" of more emotional sapients. Our technology is advanced enough to interface with

magic, transfer souls and consciousness between bodies, and travel between planets.

From Time to Time, a Helping Hand:
Rather than doing this scenario during your time in this jump, this one takes place once your jump is complete. You may travel back in time as far as you like, as early as times that early humans first started creating their own shelter (you're welcome for that, by the way), even going as far back as 400,000 BCE; far enough that the world was populated by older models of humanity than the form you have currently evolved into. Then, you will be provided with a list of currently-living Magical Girls. You will then be relocated to a position near them.

Your mission in this scenario is to do whatever you can to improve their lives, and keep them from falling into despair or dying for at least an additional year. You may at any point move on to another Magical Girl or another time, to help them as well. This scenario lasts until you have saved every single Magical Girl in this entire timeline, or until you give up.

Reward - Varicolored:
You can bring as many Magical Girls as you helped with you on your jumpchain journey as either companions or followers. You can mix and match who are followers and who are companions.

Becoming Hope: [Requires Puella Magi perk, Lawbringer's Grace power, Crown of Possibility power, Make a Wish drawback]
Are you trying to become a god?!

All the Magical Girls, who believed in hope and fought Witches… you don't want them to suffer or cry anymore.

Erasing the Incubators is futile; the existing Witches will just destroy humanity without a supply of Magical Girls to fight them. Preventing the Incubators from discovering humanity is pointless; this rendition of humankind could never progress past the stone age on their own. This is the only salvation you can bring them.

Your goal in this scenario is simple. Make this wish to Kyubey in Madoka's stead (the exact wording doesn't matter as much as the intent):

“I want to erase all witches before they are even born. I will erase every single witch in every universe, past and future, with my own hands.”

It is now your goal to save every single Magical Girl from becoming a Witch, by purifying their Soul Gem via Lawbringer’s Grace. Every single Magical Girl, from the first one created by the Incubators, to the last one before the inevitable heat death of the universe. Across every single one of the infinite timelines of this multiverse, on every world that life has evolved that any version of the Incubators has ever discovered valid targets for harvest from (which, across an infinite multiverse, is every single planet and every single species it is possible to evolve).

You will exist in every single timeline where the Incubators—or any other species—started creating Magical Girls. You will exist at every single point in time, simultaneously present for all Magical Girls at the moment of their death or transformation into a Witch. And your jobs will be to save them.

You have transformed into a higher entity, your mind capable of processing your infinitely infinite presence, and independently interacting with every Magical Girl to ever exist. As they die, you can take them with you, allowing you to converse with them, calm them, show them that their struggles and sacrifices mattered, and give them the peace they need to pass on—and even those who most passionately loved life will accept this, for all can tell that you are the ultimate psychopomp of Magical Girls, the bringer of peace who ensures that hope never turns into despair.

Your mind can sustain doing this simultaneously to the infinite number of Magical Girls across the endless timelines across ludicrous lengths of time. Being omnipresent, you understand all languages, and can converse with everyone.

And that is where the challenge lies. If you fail to save even one Magical Girl, you fail the scenario. In the infinite varieties of worlds, you will encounter people who you do not want to save. Monsters who have performed vile acts that would make even the most mildly moral individual balk. You will have to repeat the same task over staggering lengths of time, and will have to keep up the willpower to continue moving forward through innumerable tragedies until the universes finally reach heat death (which will still happen; after the time of the original projected heat death passes, the magical cost of delaying it will start to increase, and will eventually surpass any possible means of avoiding it any longer).

Naturally, a wish so great would result in you becoming a Witch just as powerful, for it is the Law of Karmic Destiny that all good brought about by wishes be

returned with an equal amount of suffering. It will be the final and worst Witch that could ever exist, with all your multiversal power. But you wished to erase ***all*** Witches. Naturally, this means you are capable of destroying your own Witch, as well. So you will be forced to engage your own Witch in battle, one possessing all of your powers. However, it does not have the backing of your wish, and as such there *will* exist a way to destroy it, even if your own perks would ordinarily make such a thing impossible.

And in successfully doing so, you create a true paradox, and the rules of reality itself will be rewritten to accommodate the superlative existence you have become.

In the end, the Law of Karmic Destiny is overturned, and the Law of Cycles instated in its place, rewriting the whole of reality from the beginning of time to the present moment to account for it. You become this Law, appearing to all Magical Girls before their death, or before they succumb to despair, and whisking them away from this fate, ensuring that Witches fundamentally cannot exist in the universe anymore.

You no longer exist as a person, because you can't have made a wish to remove something that doesn't exist. You are now a Law of existence that nobody knows or remembers… or you would be. But you're the Jumper, not an ordinary high school girl who became a godlike being.

This scenario is complete after 10 years pass in the new reality.

> **Reward - Omnichromatic:**
> You must now make a choice between two rewards.
>
> In the first, you truly embody the Law of Cycles. You are capable of divesting your consciousness from it and creating physical bodies to interact with the world and time. Your power is not omnipotent, but it is vast beyond belief and capable of restructuring infinite multiverses. You achieve your Planeswalker Spark, and your jumpchain journey is complete.
>
> In the second reward, you can separate yourself from the Law of Cycles. It will remain in this reality and continue to carry out its role, while you separate yourself from it and move forward on your chain. However, you will retain your memories—and as a consequence, will retain a mind capable of handling an infinite amount of incoming information, infinite multitasking, and infinite perfect memory.

There is also an additional reward, one you receive regardless of your choice. You receive an afterlife of your own, one many-layered and infinite in scope; this afterlife contains the souls of every version of every single Magical Girl from every single universe and every single timeline that you ever saved (which, in an infinite number of universes, means every single individual and almost every single variation upon that individual). The nature of this afterlife is up to you, but a part of you exists within this afterlife, too. This portion of you exists everywhere, knows everyone, and can interact with anyone and everyone simultaneously. You also gain the ability to manifest any of the Magical Girls you saved into new bodies to carry out your will in the material universe. Such Magical Girls will possess additional powers related to the Witch they would have otherwise become. They are considered to be followers.

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[Drawbacks]

Coming of Age (0 CP): [Mandatory for Puella Magi]
On this planet, you call females who have yet to become adults, “girls”. It makes sense, then, that since you'll eventually become Witches, you should be called “Magical Girls”.

This is the ultimate purpose of a Magical Girl, to eventually mature into a Witch. When a Soul Gem reaches maximum levels of pollution, be it through using too much magic or by succumbing to despair, it will break and transform into a Grief Seed. This new Grief Seed will create a Labyrinth, and give form to a new Witch from the soul of the Magical Girl.

The process of creating a Witch releases an amount of negative emotional energy unfathomable to your Earth sciences, in such vast quantities that it breaks the laws of thermodynamics by creating new energy. By harvesting this energy, we Incubators can stave off the heat death of the universe and the otherwise inevitable decline of entropy.

And as a Magical Girl, it is a threat that will now loom over your head. Should the pollution in your Soul Gem reach its highest level, you will transform into a Witch, and fail your chain.

Are you worried that failure will be inevitable? You shouldn’t. The Witch known as Roberta only turned into such after reaching her 30s. Kill Witches frequently enough to keep your Soul Gem pure, and you will be able to last this entire decade. Or perhaps you could just seek therapy?

Should you become a Witch, and have a “1-Up” effect in store, then it will be consumed to return you to your human state, and the pollution in your Soul Gem will fade… but keep in mind that if you turned due to despair, it will due nothing to bring you happiness, so you’ll probably turn back into a Witch in short order.

> **What it Means to Be a Magical Girl (+800 CP):**
> However, as a Jumper, you likely have many options at your disposal to avoid experiencing despair or to protect your Soul Gem from pollution. While we would otherwise be incapable of overwriting such protections, in

our current position we are certainly capable of negating such defenses. Indeed, we can even harvest the conceptual energy of such negated perks; a great many universes will survive otherwise certain destruction from the simple act of taking this drawback.

Any perks you possess that would protect your soul, body, or mind from corruption caused by your Soul Gem, or that stop you from experiencing despair, are negated, albeit solely in regards to your experiences in this jump. All other forms of protections against mental effects, corruption, transformation, or soul alteration remain in effect.

Wish Fulfillment (0 CP): [Mandatory for One Who Incubates]
Wishes that Magical Girls often turn on them, but this isn't due to intentional action on the part of Kyubey. Indeed, the Incubators are always careful to fulfill a wish in the manner in which the wisher intended it. But the good a wish brings is always balanced out by an equal amount of evil; this is the karmic balance of the universe, not an intentional act from the Incubators.

Whenever a human girl of viable age to become a Magical Girl makes a wish directed at you, in person, you are forced to fulfill her wish. The wish will be fulfilled in the way she intended it to, and you cannot twist or reinterpret the wish.

Additionally, Incubators work under certain rules; wishes are not a means for an Incubator to advance themselves, but a step towards the eventual harvest of emotional energy. You cannot tell or order a girl to make a specific wish, nor can you request that they make a certain wish. Neither can you threaten someone into making a wish, as Incubators are always careful to obtain consent before turning someone into a Magical Girl, although you can certainly manufacture circumstances in which making a wish is their only viable option.

Whatever wish they make, it must be their own decision, and you must play your role in fulfilling that wish. Even if that wish has consequences beyond your expectations.

This applies to all wish-granting capabilities you may possess, not only those from being an Incubator.

Timeline Troubles (0 CP):
By default, you begin your jump the same moment the time traveling Homura arrives in the timeline in which Madoka would make the wish that rewrites the

world, but it is not the only option. Homura spent nearly 100 timelines trying to save Madoka, after all, and you can begin in any of those, be it the very first timeline in which Homura made her wish to allow for time travel in the first place, her first reset, or the time she first decided to fight Walpurgisnacht by herself.

If Homura uses time travel, you can decide whether you remain in your current timeline, or if you travel to the new one with her. Homura exiting the timeline will cause your scenario to fail, unless you succeed in your scenario in the next timeline. Should Madoka (or someone else) remake the universe, you will safely arrive in the new universe, and the scenarios you completed will retain their "completed" status.

If you have some means of arriving at an earlier or later starting date, then you can decide if you arrive in the past/future of the timeline you chose, or if you start off in the timeline of the new universe that Madoka created (should you have a "future" starting date). If you begin in Madoka's new universe, you will not be able to take any scenarios.

Puer Magi (0 CP):
The rules of the universe are now changed. Rather than teenage girls providing the most emotional energy, it is teenage boys who are the focus of the Incubators recruitment and harvesting program, as they fight and become beings known as Sorcerers. You may decide whether or not any characters change sex to accommodate this.

New Phase of Reality (0 CP):
This jump is only suited to a particular rendition of this reality, the one based off of the anime. If you prefer, you can change this to the manga or movie continuity, instead. Alternatively, you can use this document as a supplement to any other jump for this franchise.

Make a Wish (+100 CP): [Requires Puella Magi, incompatible with One Who Is Mature]
You do not start off the Jump with the **Puella Magi** perk, nor with your purchases in the Magical Girl Powers section. Instead, you are a regular human, and must make a wish to Kyubey in order to gain that perk and its abilities. **Coming of Age** does not affect you until you become a Magical Girl.

Memories of Starvation (+100 CP):
You have memories of having starved in the past, of being so hungry that true agony gnawed at your belly. It has affected you deeply, and you don't feel comfortable or safe unless you're actively eating something, or have eaten something at least as significant as an apple within the last fifteen minutes. You can still sleep normally, however. Wasting food has become anathemic to you.

Girls Can't Love Girls (+100 CP):
You keep saying things that other people interpret as prejudiced and insulting towards a particular minority, regardless of your actional intentions. If you say anything that actually *is* homophobic, racist, or sexist, it will always be taken badly by those who hear it.

Getting Ahead in Life (+100 CP):
At some point during this jump, your head will be bitten off and eaten by a Witch. Assuming that you're a Magical Girl, this is entirely survivable and is mostly a painful inconvenience (assuming you aren't wearing your Soul Gem on your head, at least). But you can't stop it from happening… and if you aren't a Magical Girl or something with bodies to spare, this could be quite the predicament.

Magical Girl Parade (+200 CP):
Magical Girls are known to fight for territory and to establish the right to reap Witches, but this is downright farcical. Every week, you're going to encounter at least one Magical Girl who is spoiling for a fight with you for one reason or another. Peace will never be an option until you either win, or are driven away from their new territory.

Because I'm Not Alone Anymore (+200 CP):
You have a hard time keeping your head on straight when you get into a fight. Your emotions get the best of you, and while this doesn't *guarantee* that you'll lose, keeping calm is a huge advantage in battle, one that you've permanently sacrificed. You might become overly happy due to a new friendship, and take risks you normally wouldn't; you might be angry, and leave yourself open as you furiously attack; you might be overcome by depression, and be slow to respond to new changes. It is up to the circumstances behind each fight to determine what your behavior will be like.

Empathy? What is That? (+200 CP):
A "sociopath" is defined in a complex manner, but what it comes down to is that they lack the capacity for empathy. But that's only for humans. Empathy is

unknown to Incubators, because only those who are mentally ill are capable of feeling any sort of emotion at all. Now, this applies to you as well; you are a being driven purely by logic and rationality, devoid of all emotional impulses. To provide the motivation to continue living, you are still driven by the instinctual need to survive and stay healthy. If you're an Incubator, this is only to be expected; as a human, the likes of Kyubey will likely consider you a metaphorical breath of fresh air compared to all these emotional and illogical humans.

If you're a Magical Girl, you will still be able to experience despair, so don't expect this drawback to protect you from becoming a Witch.

Jumper, You Were Betrayed (+200 CP):
At some point in this jump, someone you trusted deeply—a comrade, a mentor, or even someone you considered family—will betray you. The betrayal will be personal, deliberate, and devastating. The traitor will have enough influence, knowledge, or timing to hurt you in a way that cuts beyond combat, striking at your bonds, reputation, or plans.

Jumper, a Lingering Regret (+200 CP):
Regret seeps into everything you do, Jumper. No matter how far you travel, no matter how many witches you kill, there is always something left undone, someone left behind, or a choice that gnaws at you like a festering wound. People you care about slip through your fingers, even when you try to save them, as if fate itself conspires to remind you of your failures. Your victories are hollow, as each triumph births new consequences that weigh upon you. Witches may whisper the voices of those regrets, amplifying guilt until you falter in battle, and allies may sense your sorrow, growing wary of your fractured resolve. Worse still, sometimes your magic misfires at crucial moments—your subconscious hesitation reflecting that gnawing doubt. Even when you succeed, the question remains: was it enough? Did you save the right person? Did you abandon someone else to their suffering? And so your journey carries a shadow, a reminder that even with infinite choices, sometimes happy endings are beyond your reach.

Jumper, the Witch of Chains (+200 CP):
Normally, the boundaries of the agreement that resulted in our oversight of this process would result in us losing our memory of your existence and all knowledge of your "Jumpchain". With this, however, it guarantees that all of the Incubators will know about you.

Should you be a Magical Girl, the full attention of our species will be devoted to ensuring that you become a Witch. Should you not yet have made a contract, forming a contract with you will be the first priority of the Incubators, and we will manufacture whatever scenarios are needed to force you into a position requiring that you create a contract. The energy from a dimension-traveling entity such as yourself becoming a Witch would create sufficient energy to hold the heat death of the universe at bay for an exponentially greater period of time than the entire lifespan of the universe itself.

Should you be incapable of forming a contract and becoming a Magical Girl, then we will instead devote our efforts to obtaining and vivisecting you to discover how you and your reality-defying powers work.

being Meguca is suffering (+200 CP):
Rather than entering the world as you would expect it to be, the world you're going to is… distorted. People have strange proportions, especially regarding their facial features, and expressions tend to be blank and uncanny. The people that you encounter will sound more like bad voice actors pretending to be humans than they do actual individuals, and no one communicates in proper sentences or gives full explanations. The consequences are as deadly as ever, but everything feels like a joke.

Puella Magi Jumper Magica (+400 CP): [Requires Puella Magi perk]
All of your out-of-context powers, perks, and items, can now only be used while you are in your Magical Girl form. Furthermore, using these abilities will induce corruption in your Soul Gem, similar to the consequences of using magic. If you make frequent use of perks, you may need to kill Witches quite frequently. Passive abilities do not cause corruption to increase.

Dear Mother in Heaven (+400 CP):
You are impoverished. Any items you possess that would provide you with money or food are unavailable to you for the duration of your stay on this world; similarly, any perks that function based off of economic or monetary principles are disabled.

Also, your parents are dead (assuming you aren't a drop-in), and you are homeless; any items that would provide you with a family, home, or property to live in are disabled for the duration of the jump.

Magical Girl Nemesis (+400 CP):
It is common for Magical Girls to fight one another, but this sort of sustained hatred is extraordinarily rare. There is now a Magical Girl out there who is destined to meet you soon, and who will loathe you on sight. She is as strong as you are, and has a powerful need to see you dead. Any time you think that you kill her, she will eventually return with more malice in her heart than ever. The hatred she feels for you is so intense it prevents her from feeling despair at all, no matter how badly she's defeated.

The Weakest Link (+400 CP):
Your friends and families are unusually likely to be targeted by Witches and Familiars. You can expect someone you know and care about to be attacked each week, so you'll need to work overtime to protect them. And if you don't care about anyone, then you will be forcibly provided with empathy and an emotional attachment to people in this world.

Your Inner Witch (+400 CP):
Deep within your soul gem—or in the dark recesses of your mind, if you are not a magical girl—lurks a second self: your destined Witch, or your inner demon. She is not merely a reflection, but a fully-formed personality born from your despair, envy, and twisted desires. This entity holds half of your potential power in her grasp, refusing to relinquish it without resistance. Until you can convince her to walk beside you, you will only wield around fifty-five percent of your true strength, forever fighting at a disadvantage. Worse still, she is not silent. She whispers in your thoughts during quiet moments, taunting you with truths you'd rather not face, tempting you to abandon hope, or urging you to lean into darker paths for quick victories. In battle, her influence may flicker across your actions—hesitations at critical moments, a sudden surge of unwanted rage, or abilities triggering beyond your control. Convincing her to join you will not be simple; she is you at your most broken, your shadow given flesh, and she will demand acknowledgment, bargaining, or even sacrifice before lending her power freely.

Depression (+600 CP):
No, you don't necessarily have clinical depression… yet. But you are very prone to it. If you're an Incubator, then this is the sole emotion you are capable of feeling. If you are a normal person, you can fall into depressive states where you have to struggle simply to keep doing day-to-day tasks.

But if you're a Magical Girl? You've become a ticking time bomb with an uncertain timer. Any great tragedy that happens during your stay will push you

perilously close to turning into a Witch, and if you were to experience more than one—or simply experience great stress after such a tragedy—you are all but guaranteed to turn into a Witch. Even without tragedy, you will need to hunt Witches more frequently than other Magical Girls in order to avoid your passive attitude from filling your Soul Gem with pollution.

I Was Stupid… So Stupid (+600 CP):
Balance means good and bad have to zero themselves out. For all the happiness you wish for someone, someone else gets cursed with equal misery. That's how it works for Magical Girls, and that's how it works for you.

Every good act you do will be balanced out with suffering—and more often than not, this suffering will fall upon you, even if indirectly. As you do good and help people, you will struggle against the bitterness, sorrow, anger, and jealousy that will plague your heart.

The help you provide will never be thanked. The rewards you get will never be enough to outweigh the cost. And if you try to game the system by doing evil to benefit from the good that will come from it… well, that balances out too, but you will never see the benevolent aspects that come from it.

This also applies to the good you try to do for *yourself*, although fulfilling your requirements simply to survive does not count as "good" for the purposes of this drawback.

Do Not Throw Souls (+600 CP): [requires Puella Magi perk]
For one reason or another, your Soul Gem keeps getting removed from your person, and will end up far enough away from you that your body collapses due to the distance from your soul. Hopefully you have some good friends, because without them to retrieve you and bring you back to your fleshy body, you'll be trapped in your Soul Gem without any way to move—and if a full day passes before you are brought back to your body, the bond between your flesh and soul will be truly broken, and you will pass onto the afterlife, ending your chain.

[illegible]

[Ending]

Your time in this world has come to an end, jumper, and it's time for you to wrap things up. Should you have become a Magical Girl, your soul will be returned to your once-again-living body, and your Soul Gem will be nothing more than a transformation trinket, albeit one you can freely insert your soul into (or remove from it) should you feel the need to hide or protect your soul for some reason. Falling to despair will no longer make you become a Witch, and your Soul Gem breaking is only an inconvenience that prevents you from using your Magical Girl abilities until it is restored a week later. This benefit applies to all Magical Girl companions and followers, including people turned into Magical Girls in later jumps that you turn into companions or followers.

Now, it is time to choose.

Go Home:
Did this world make you yearn for the world of your birth?

Stay Here:
Can't say this is expected… this is a spectacularly unpleasant world to make your home, Jumper.

Continue Onwards:
The Chain continues, and you move on to another jump.



[Notes]

This one took a while to finish, but I like how it turned out. Big thanks to saiman for all his help with the jump!

Normally, Witch Runes are in German. However, I do not know German, so the Witch Runes in this document are direct conversions from English.

Changelog:

- Version 1.0:
    - Spelling and grammar corrections
    - Replaced the wish text from **Becoming Hope** scenario with the text from the anime sub rather than the dub. Made the scenario a bit more challenging.
    - Made **Coming of Age** far less strict.
    - Created the **What it Means to Be a Magical Girl** drawback, which provides a lot of points and covers the problematic parts of the original **Coming of Age**.
    - Reduced the stipend for Power Components.
    - Altered **Failure is Not an Option** in order to allow you to switch targets. Originally, it would only activate for Jumper's most important person, who is probably a companion, but they automatically revive after a few days anyway. And if it wasn't a companion, you'd be leaving them behind as soon as you moved to a new jump. That made it pretty useless for a 600 CP perk.
    - Clarified in the Power Components section that the wish associations of the components are just what is typical, and that your chosen components do not need to define the wish you made thanks to Jumpchain fiat.
    - Completed the last paragraph of **No Regrets**
    - Made it so that **Yuri Love**, despite the name, is not exclusively for girls. It also has a toggle now.
    - Created **Spatial Imperium**
    - Created **Reflected World**

- Version 0.5:
    - Created jump

