Magia Record: Puella Magi Madoka Magica Side Story Act 2 0.1

By saiman010



Introduction:

Welcome, Jumper, to an apparel version of Earth where the Incubators have visited in the distant past. In this universe, they were responsible for uplifting humanity from primitive hunter-gatherers to the modern wonders our species have achieved today.

How did they accomplish this? By harnessing the power of wishes and dreams, of course. They would approach young, gullible pubescent girls, granting their wishes in exchange for them becoming magical girls. However, these wishes harbor a dark secret: whenever a magical girl runs out of magic or falls into complete despair, she transforms into the antithesis of a magical girl—a witch. Instead of spreading hope, these witches spread despair and hatred. The only ones capable of hunting these witches are other magical girls. This creates a dangerous downward spiral where magical girls become witches, witches become fuel for magical girls, and magical girls, in turn, become witches.

Fortunately, there is an organization called the Kamihama Magia Union located in Kamihama City that strives to end the suffering of magical girls. The question is, will they succeed, or will they fail?

You have 1000 CP to navigate this dark world and see if you can survive.



Starting Location:

Roll 1d4 to see in which city or location you start in this world. Or pay 50 CP to decide.

1. Kamihama City

Kamihama City is a large metropolis with an unusually high number of magical girls, each having enough witches to hunt and share. The witches in this city are particularly strong and numerous, adding to the challenge. It is also home to the Kamihama Magia Union, an organization dedicated to addressing the unique struggles of magical girls of the city.

2. Yukuni City

Yukuni City is where the organization Folklore of Zero is located. In this town, unfortunately, the residents have become aware of the existence of magical girls, which has been publicized. This has led to magical girls being scapegoated for the suffering of humankind. It is a very dangerous place for magical girls right now.

3. Futatsugi City

Unfortunately, this city has become a bloodbath as a civil war rages between three magical factions: the Ryuugasaki faction, the Torayamachi faction, and the Janomiya faction. They are fighting for the few witches that remain in the city due to the events in Kamihama, which caused a drought of these valuable resources. At the end of the civil war, the surviving members formed a new organization called Promised Blood.

4. Tokime village

You find yourself in an ancient village in Japan, where the local lords still hold power over their people. This village is home to the Tokime Tribe, a magical organization that has existed since the Sengoku era. The Tokime Tribe has a rich history and continues to wield significant influence in the magical world.

5-6 Free Choice

Choose any place in Japan where you start.

Origins:

You may change your gender to female free, and your age is 12+1d8 years. And all Origins can be considered a Drop-in. Also you choose to start where your origins base is.

1. Kamihama Magia Union [Free]:
Based in Kamihama City, this huge organization has one primary goal: to help the magical girls of their city and expand the Doppel Barrier, originally built by its predecessor, the Wings of Magius. This barrier was constructed to save magical girls from their fate of becoming witches. The current leader of the organization is Iroha Tamaki, a kind but naive leader dedicated to protecting magical girls from their grim destiny.

2. Neo-Magius [Free]:
Another organization based in Kamihama City centers its philosophy around the theory of Magical Girl supremacy. They believe that magical girls are inherently superior to humans due to the strength of their emotions, which allows them to make wishes and combat entropy. This organization also holds that magical girls deserve better treatment from humanity and seeks to restructure society so that magical girls are above humans, with Neo-Magius members being above other magical girls. The Current leader is Himena Aika a bright and easy-going personality, but when it comes to romance she is always thinking of her pure love for her childhood sweetheart.

3. Folklore of Zero [Free]:
Based in Yukuni City, the organization Folklore of Zero hypothesizes that a greater power seeks to preserve the magical girl system at all costs. The greater public was entirely unmoved by the unnatural spike in the deaths of adolescent girls, as many magical girls were sacrificed to maintain the current system. This organization believes that this greater power will not hesitate to eliminate those who threaten it or force magical girls to fall back in line.

The goal of Folklore of Zero is to observe the happenings in Kamihama City. If events play out as they did in Yukuni City, where exposed magical girls were forced into urban myth and forgotten by the public, they will conclude that their hypothesis is correct. From there, they will enact a currently unknown plan that

aims to prevent any further magical girls from being created, relegate the concept of magical girls to mere folklore, and ultimately eliminate all remaining magical girls.

4. Promised Blood [Free]:
Survivors of a civil war in Futatsugi City, because of the Wings of Magius—the predecessors of the Kamihama Magia Union—work, there was a severe drought of witches in areas outside of Kamihama. This scarcity ultimately led to a very bloody civil war in Futatsugi between three gangs. After months of fighting and dozens of deaths, they discovered that the Magius had caused their witch drought. United by a desire for vengeance, they banded together to destroy the Kamihama Magia Union.

5. Tokime Tribe [Free]:
It is unknown when the Tokime Tribe was founded, but it is known to have existed since the Sengoku Era in Tokime Village. In those days, Diviners (the tribe's term for magical girls) of the Tokime Tribe fought purely to protect Japan itself. They were taught the truth about the relationship between Diviners and Devils (the tribe's term for witches), were able to freely decide what wishes they would grant, and when they came of age, were also allowed to decide for themselves whether to leave Tokime Village or remain.

The current leader, Shizuka, still holds pride in her role as a Diviner and her service to her homeland. After Kyubey informed her and her friends about Kamihama's surplus of witches and its Doppel system, she decided to move operations there in order to replicate and expand the system so that more magical girls would be able to serve the country.

6. Puella Care [200CP]:
Puella Care is a traveling adjuster organization that remains neutral in most situations and conflicts. They came to Kamihama with the intent to adjust other magical girls and teach those who can't use magic how to harness their powers in constructive ways. Their true motive, however, is to profit from the ongoing conflict and further Kyubey’s plans. Additionally, they aim to punish Yakumo for breaking the neutrality code that adjusters follow. The leader of Puella Care, Livia Medeiros, is a figure of mysterious nature, and no one knows her past.

Perks:

General Perks:

Soul Gem and Artificial Body [Free]:

As a magical girl, you made a wish with the Incubators, this time a cute and deceptive creature named Kyubey, and became a magical girl. Let's be honest: a normal girl who has just gained magical powers is still just a normal, weak girl. That's why you have been given an artificial body, much tougher than that of a normal human being. You still feel pain and injuries, as your soul has been separated and now inhabits your Soul Gem, with a color and aesthetic that match your personality and wish.

In battle, with enough magical power, you can regenerate any part of your body, even if it has been completely transformed into flesh soup, as long as there is magical energy in your Soul Gem. Your Soul Gem must always be near your body; if it is farther away than 100 meters, your body will become unresponsive and begin the stages of decay until the Soul Gem is reunited with it.

Transformation [Free]:

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

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

In addition to the aesthetic transformation, your body undergoes significant enhancements, reaching peak human levels of strength, agility, and speed. You've also gained an identifying jamming ability, which helps protect your secret

identity while transformed. This ability scrambles any attempts to identify you while you're in your magical form, ensuring that your true identity remains concealed from prying eyes.

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

Elemental Affinity[Free]:
Each magical girl has an element, which they gain from the nature of the wish they made to the Incubator. The known elements that magical girls can have are water, fire, wood, light, and darkness. No matter which element you choose, it will affect you in the long run, including the types of elemental spells you will be proficient in learning, as well as their increased power and potency.

The only element you need to be cautious of is the one with a sinister origin the void element. Magical girls who have this element are those who choose to wish to destroy and harm others. As a result, they gain no resistance or advantages in their elemental affinity. If you choose the origin associated with Puella Care, you must take on this elemental affinity.

Efficiencies [100 CP]:
As a magical girl in this world, running out of magic would be considered fatal. To help mitigate this risk, you are now 10% more efficient when using your magical reserves. You can buy this perk multiple times, each time increasing your efficiency by 10%. The maximum efficiency you can achieve with this perk is 60%, allowing you to stretch your magical reserves much further.

Perfect Connect [200 CP]:
You now have the ability to connect with one magical girl. As long as both parties consent, with the simple act of touching hands, either you or your partner will transform into a weapon that automatically synchronizes and enhances the other's fighting capabilities. During these moments, the user will instinctively know how to effectively use the weapon's original powers and skills. This connection lasts only a few minutes, but it can significantly boost your combat effectiveness.

Shipping Duo [200 CP]:
You have now found the perfect fighting partner. Choose any of the companions you brought or bought into this jump, and now you two are completely in sync with each other. In civilian life, you are often mistaken for a loving married couple (whether this is true or not depends on you and your companion). In battle, you are perfectly synchronized, able to cover each other's weaknesses and enhance each other's strengths. Any attempts to separate your beautiful friendship, whether psychological or magical, will fail.

If you have bought Perfect Connect, the connection now lasts as long as you need it to, and you and your partner can switch at will who is the weapon and who is the wielder.

Veteran Magical Girls [200 CP]:
Add 4 years to your age, making you one of the most skilled magical girls in your faction. This addition gives you an air of seniority within your group, commanding respect and authority among your peers. Your experience and wisdom make you a valuable asset to your team, both in and out of battle.

Special Variants [Varied]:
You now have the capability of entering a varied state where you receive a different costume that transforms your abilities and costume based on the description below for each variation. You can buy this perk multiple times to get each variation.

- ***New Years [200 CP]:***Your costume is similar to that of a kimono or a miko's attire—the choice is yours. You don't have a change of affinity while in this variant. Instead, while in this form, you have the ability to increase effectiveness and give healing spells to yourself.

- ***Swimsuit [200 CP]:*** You now gain a costume similar to that of a swimsuit; choose any swimsuit of your choice. You now gain the water affinity while in this variant. If you already have the water variant, then you can choose another elemental affinity of your choice. Additionally, you have gained the ability to breathe underwater, and your magical capabilities are enhanced while near or around water. You also gain one weapon based on toys usually found in the pool, such as water guns or even a surfboard. Your swimming capabilities are incredible while in this swimsuit.

- ***Bride [200 CP requires Shipping Duo]:***It looks like the fact that you two act like a married couple was not a joke after all. Now, either one of you wears a wedding dress and the other a tuxedo, or both wear wedding dresses—the choice is up to you. Regardless, in battle, your synchronization has been enhanced even further. Your attacks will always be at their most powerful state, as you can perfectly time your attacks with ease. You can change your affinity to any element you want here.Additionally, while in this form, you will do continuous mental damage to all enemies who are currently single.

- ***Valentines [300 CP]:*** You now have a costume similar to that of those cute girls you find baking sweets and candy. You can change your affinity to any element you want here. Regardless, because of the power of Valentine's, you now have the ability to create and command anything considered sweets. These sweets will have the ability to heal allies when eaten, poison and give other status effects when eaten by enemies. Additionally, all of your skills will have sweet-based puns in them, increasing their damage and adding smaller effects. For example, a fireball from DND 5e, while in this form, would become a Cotton Candy Ball. The cotton candy will explode, dealing fire damage like normal, but also trapping every hostile enemy in place due to how sticky the candy has become.

- ***Halloween [300 CP]:***Your costume now follows the motif of any yokai, monster, or demon from mythology. That is the point of it: whatever monster you base your costume on, you gain one of the powers associated with that monster. For example, if you choose an Oni, you could select either their power of shapeshifting, their insane strength that allows you to destroy mountains with a single punch, or their immunity to poison.You can change your affinity to any element you want here.

  If you pay an extra 300 CP, totaling 600 CP, you now gain all of the abilities of the monster that your costume represents. For example, if you choose the Oni, you would gain all of their abilities, including shapeshifting, immense strength, poison immunity, and more, as long as you have the real reference points in actual mythology.

- ***Christmas [400 CP]:***Your costume now has a Christmas motif. It can be inspired by Santa Claus, his reindeer, or even the Holy Mother, as Christmas is said to be the birth of Jesus Christ. You now gain the light affinity while in this variant. If you already have the light variant, then you can choose another elemental affinity of your choice.

  You are now one of the fastest variants on this list, embodying the myth of Santa Claus needing to travel across the globe to deliver presents with in 24 hours. Additionally, you can summon any toy you can think of, and that toy will turn real in your hands, with the exception of toys that mimic living things.

  Since you have the blessing of Jesus Christ in this variant, your magical powers are now super effective at killing and disposing of creatures of evil and corruption, such as the witches you hunt to sustain your magical powers.

True Uwasa [600CP Incompatible with Dopple]:
From the looks of it, you are not a magical girl but instead a creature born from the Rumor: "I am a jumper." The contents of this rumor are up to you; all you know is that enough people believe in it, which has given birth to you. The rumor will follow you to future worlds, giving you an anchor for your existence. If not enough people believe in this rumor, you will disappear.

Regardless, because you are not a magical girl, there are no worries on your end as your magical abilities have been heightened to orders of magnitude, dwarfing that of a normal magical girl. Though you aren't a real magical girl, you still have all of the basic abilities of one, except you do not have a Soul Gem. This means that even if you run out of magical powers, you won't turn into a witch; you would simply disappear from existence.In future worlds, this downside is removed, and you become immune to all things that would negatively affect your psyche.

Dopple[600CP Incompatible with True Uwasa]:
Doppels are the materialization of despair of the magical girls in Kamihama City. The Doppel system allows Soul Gems to be purified without the need for Grief Seeds after being overwhelmed by negative emotions. Any magical girl who has gained control over her despair may call out her Doppel to attack her enemies during battle, causing massive damage. Doppels are actually materializations of the Witch forms of magical girls. Kamihama's special properties mean that magical girls simply summon their Witch in its Doppel form instead of becoming full-fledged Witches themselves.

Normally, the Doppel system can only work in Kamihama due to the existence of the Doppel barrier. However, since you are buying this at a premium, you can use Doppel abilities outside of the barrier, with around seven uses before you need to see an adjuster to reset and fix the gunk that has piled up in your Soul Gem. If you use your Doppel again without the tuning of an adjuster, the Doppel can go berserk and fuse with you leaving you as a monster not much different from a Witch. Additionally, Doppels themselves will often appear to taunt you with their darker feelings, such as fear and guilt, hoping it would drive you into despair and allow the Doppels to take over through Doppel Syndrome, eventually leading to hatching and becoming a full-fledged Witch, ending your jumpchain.

If you have bought any Special Variants, then your Doppel will change and gain the same abilities as your variants when your variants are active. In future worlds, instead of needing an adjuster to hold off the negative effects of your Doppel, you can use the power of an external source of purification and healing magic to heal your Soul Gem of its muck. You can't use any purification abilities that originate from you. Additionally, your Doppel will now protect you from all external sources of negative emotions that target you and could transform you into a monster.



Kamihama Magia Union Perks:

Happy Aura [100CP]:
Whenever you are happy, you spread your gift to the people around you. This eases people, making them relax more around you and more open to any ideas and suggestions that you may have. Your positive aura creates an inviting atmosphere, encouraging collaboration and the free flow of creativity and thought among those near you.

Juggle Both Lives [100CP]:
You are now able to freely juggle the responsibilities of being a magical girl and any school work or part-time job you may have, ensuring you are not slacking in any area. Your enhanced time management and multitasking skills allow you to excel in both your magical and everyday duties, maintaining a balance that keeps all aspects of your life running smoothly.

Administrator [200CP]:
You have acquired great knowledge about how to run a large organization like the Kamihama Magia Union and keep the people under your leadership content and happy. You are skilled at managing disputes between members, minimizing collateral damage in your city, and ensuring that outside parties have minimal impact on your territory. Your expertise enables you to maintain a well-functioning, harmonious organization while effectively navigating the complexities of external influences and internal challenges.

Spy Catcher [200CP]:
One of the most perilous threats to an organization is having spies embedded within its ranks, engaging in sabotage or stealing secrets. To counter this, you possess an exceptional talent for uncovering and exposing such infiltrators. Confidential correspondence and information revealing them seem to effortlessly come your way, and those who are guilty invariably appear suspicious to you. It would take an extraordinarily skilled spy to elude your scrutiny, and someone you know personally could never conceal their betrayal from you.

Kidnap Heroine [400CP]:
From time to time, enemy magical girl factions may want to see you dead to further their own goals. However, for some reason, enemies will always decide to capture you alive and rarely aim to kill you. This gives you ample time to escape, as you now have a talent for ensuring your freedom. You can escape captivity after being held for no longer than two weeks

TeamWork [400CP]:
You are now highly skilled in fighting alongside a group of magical girls, making you a formidable force in battle. Your ability to coordinate and strategize with your teammates enhances your collective strength, allowing you to effectively combat beings of an opposing nature, such as those of pure magic like Witches,Uwasa and Kimochi. Your teamwork skills ensure that your group's efforts are synchronized, maximizing your offensive and defensive capabilities.

Becoming Hope [600CP]:
It seems you have become the beacon of hope for your faction. Because of this, once every year, you have the extraordinary ability to absorb the hopes and wishes of your allies, friends, and even former enemies. By condensing these hopes and wishes, you can create a miraculous power variant form. This form grants you the unique ability to find a third option to a morally grey problem, ensuring a solution that brings a happy ending for everyone involved.

When you enter this miraculous form, your presence radiates hope and inspiration, filling those around you with renewed faith and determination. You gain heightened insight and wisdom, allowing you to perceive solutions that others might overlook. This power not only enhances your combat abilities but also imbues you with the ability to negotiate and mediate conflicts, finding resolutions that satisfy all parties.

Infinite Source [600CP Requires Shipping Duo and Dopple]:
Well done, Jumper. You have become the salvation of all magical girls in the present, past, and future, as you have now ascended to a singular, omnipotent entity known as the Infinity Source. Similar to Madoka in other timelines and universes, you bring salvation to all magical girls throughout time, eradicating the existence of witches across time and space.

However, this immense power comes with a terrible price: every parallel version of you and your companion in other timelines has perished before the age of 14, and only magical girls will remember your existence. This is likely the cost of reaching godhood and bending space and time.You stay fused for the reminder of the jump.

In future worlds, you will be split again into two separate individuals. If you wish to eliminate certain threats or curses that destabilize that world, such as Kegare from Twin Star Exorcists or Hollows from Bleach, you can enter your Infinity form again to eliminate those threats from that world's past and future. However, this will come at the cost of the deaths of your parallel selves in other timelines, and nobody but your closest allies will remember your existence. You can start this ascension to godhood during the halfway point of your jump.



Neo-Magius

Acceptance Arrogance [100CP]:

You are a very arrogant individual, often snide and rude, and yet, for some reason, your existence is not only tolerated but also admired by your fellow magical girls. Despite your abrasive demeanor, you exude serious "boss babe" vibes, commanding respect and admiration. Your confidence and assertiveness, combined with your undeniable competence and strength, make you a natural leader that others look up to, even if they might not always like your attitude.

Fearsome Reputation [100CP]:

Your reputation now precedes you, and you have the freedom to choose how people perceive you. You can be seen as a frightening sergeant, a sadistic killer, or a charismatic leader worth serving. Your persona is shaped by your actions and demeanor, allowing you to command fear, respect, or loyalty as you see fit. Whether you choose to instill terror with your ruthless efficiency, evoke a chilling sense of dread with your sadistic tendencies, or inspire unwavering devotion with your magnetic charisma, your presence leaves a lasting impression on everyone around you.

The Power Of Chunni [200CP]:

Ever thought that you were born special and that you have a talent for naming things in German? Well, your delusions now have the ability to affect the people around you to a certain degree. The more dramatic you act on your delusions, the more dramatic everyone's responses become. No matter how ridiculous you act, people around you will always take you seriously. As a bonus, you are fluent in German and will never find your activities embarrassing.

Love Is Powerful [200CP]:

No matter what, magical girls are still girls who anticipate the bittersweetness of their first love. You are no different; whenever you are fighting for your loved ones, your abilities are greatly enhanced in battle. Your attacks are fiercer, and your mind is as clear as water. Additionally, you excel at maintaining good relationships with your lovers, to the point where, after the initial heat of new love fizzles, it is replaced with a strong, healthy relationship.

Caste System[400CP]:
One of the main reasons for the creation of Neo-Magius is to establish a hierarchy where Neo-Magius members are superior to other magical girls, and magical girls are superior to normal humans. That's why, no matter where you are, you are able to create and maintain a caste system in organizations and territories you control. Like actual caste systems, yours will always place you and any individuals you deem worthy at the top, gradually weeding out the usefulness of others. The lower they are on the totem pole, the less useful they are to you and your organization. Additionally, within the designated territories, people of the lower caste must obey those of the higher caste.

Stepping on Bugs [400CP]:
Bugs in this context are magical girls outside of your group and those pesky humans. With this perk, you now have a huge advantage when fighting opponents that you believe are far beneath you. These lesser magical girls will frequently miss or fail to launch their attacks on you. Additionally, luck has abandoned them, causing them to stumble or encounter more accidents while fighting you, making them easy pickings.

Living God [600CP]:
Being treated as a living god is the ultimate goal of Neo-Magius top leaders San Kagura and Himena Aika, and now you are on the way to reaching this level of reverence. Within the Neo-Magius or any future world, you are automatically elevated to the highest echelons of the organizations or factions you are a part of. Because of this, you will easily gain the love and affection of your followers and people, especially those under your authority. You also exude an aura of charm and elegance that gives you the presence of a goddess, even your voice has the power to charm the hardiest of thugs and enemies into submitting to you.

But this admiration isn't only useful for controlling your subordinates. Every form of affection and worship that comes your way will be converted to power and can be used as a substitute to cleanse any form of corruption that your soul gem or body has accumulated. With enough worshipers, it would be possible for you to reach apotheosis and become a minor deity.

Uwasa Creation [600CP]:
A technique used by Nemu Hiiragi, one of the previous leaders of the original Wings of Magius, is now in your hands. You now have the ability to spread rumors within a city. The context and name of the rumor are up to you. The rumors you create must be fantastical in nature but also believable enough to stick in people's minds and have a chance to spread around. Once enough people believe and spread the rumors you've created, the Uwasa can gain sentience and develop abilities similar to those of a witch, including creating and controlling their own familiars and forming barriers akin to those witches use.

You can also alter and spread different variations of the Uwasa's rumor to modify it and grant it new abilities, such as flight or the creation of portals that connect to other areas. Additionally, if you wish, you can fuse the Uwasa you created with a magical girl, forming a monstrous hybrid that combines the abilities of both an Uwasa and a magical girl, greatly enhancing their power. However, be warned that both creating and altering an Uwasa rumor is magically taxing, and overusing this power could result in your death. Moreover, the magical girl fused with an Uwasa would lose their sanity if they remain fused for too long. However, be warned that both creating, and altering an Uwasa rumor is magically taxing, and overusing this power could result in your death.



Folklore of Zero

Just An Observer[100CP]:

You are clearly just an observer who has no clear intentions of siding with anyone in any conflicts between magical girls. As such, most factions will ignore your existence, viewing you as a neutral historian dedicated solely to documenting the truth of any conflict and ensuring it is recorded in history.

Clear Notes Taking [100CP]:

You have an exceptional ability to take detailed notes on various situations and draw insightful conclusions from hours of research. Your skill in compiling this information into well-organized books and papers makes complex topics easy for people to understand and digest. This talent ensures that your observations and analyses are not only thorough but also accessible, providing valuable insights to anyone who reads your work.

Infiltration [200CP]:

There is some information that is key to your investigations but is hidden in files inside a computer or stored inside ledgers and books within safes. That's why you have learned the importance of both hacking into tight cybersecurity systems and infiltrating enemy lairs undetected. You have also mastered the ability to crack open safes without being detected, ensuring that no piece of crucial information remains out of your reach.

Undercover [200CP]:

Getting inside organizations and gathering information from the inside is another effective way to collect crucial intel. You now have the ability to infiltrate rival organizations as a spy, seamlessly blending in. You have mastered the art of acting, making you a believable member of any group, whether you're playing the role of an obedient soldier, a seductive receptionist, or just a simple janitor. You also know exactly how much sabotage and espionage you can execute without getting caught, minimizing suspicion from your enemies and ensuring your covert operations remain undetected.

Alliance Breaker [400CP]:
Alliances between opposing factions can be a significant hindrance to your and your allies' goals and ambitions. That's why you now possess a secret weapon: the ability to more easily obtain incriminating information on the activities of an organization that would be seen as a betrayal or deal breaker. As long as you are seriously pursuing this juicy info, you can uncover secrets usually hidden deep within the walls of these organizations. Additionally, you have confidential contacts within these rival organizations who share your desire to break these troublesome alliances. By passing on this sensitive information to them, there is a high probability that the alliances will crumble.

Abort Abort!![400CP]:
Sometimes, you or your allies will find yourselves in grave danger, desperate for a swift escape to ensure your safety and preserve your life. In such dire moments, you possess a last-resort option that you can use once per jump: a panic button for escaping enemy capture or mission failure. This is only useful if you are ever imprisoned and in need of rescue, or if you are in an unwinnable situation. This guarantees a successful escape from danger, even if the odds are against you. Fate will ensure your escape is successful.

Contingency Plans [600CP]:
You are now adept at creating contingency plans, with each backup plan having its own backup plan. If one of your plans fails, you are not easily disheartened and use the setback to ensure that future plans do not fail for the same reason. Your plans and schemes are as intricate and layered as those of a Tzeentchian Chaos Lord from Warhammer. To others, your plans might seem convoluted, but you know it's simply because you have prepared for every possibility you could imagine, and have even set things in motion for the unlikely event of something unforeseen happening.

Genocide [600CP]:
One of the potential end goals of Folklore of Zero is the total eradication of magical girls and relegating them back to myth and legend. In this world and future worlds, with enough information and a minimum of five years of preparation and planning, you can eradicate any one type of magical occupation—such as magical girls, onmyoji, warlocks, paladins, or any occupation that primarily relies on magic—and make it disappear.

This could be achieved by severing the connection between the physical and spiritual worlds, causing spirit summoners, onmyoji, and warlocks to lose their power source. Alternatively, you could deplete the magical energy from the environment, rendering magic useless for every occupation that relies on it. Each world will present unique challenges and solutions for you to eliminate a specific class permanently. Note that you can only have one plan to eliminate one class with the same power source in motion at a time.



Promised Blood

If Looks Can Kill [100CP]

Your face is extremely intimidating, and at will, when you glare at someone, you can make them stop in their tracks or stun them for a few moments due to being startled by your enhanced bloodlust. This ability is particularly useful in battle, as it can give you a crucial advantage by disrupting your opponents' focus and creating openings for you to strike.

Proper Distance [100CP]

Because of the intense civil war back at Futatsugi, you understand the importance of being part of a group while being acutely aware of how betrayal can lurk around any corner. This experience has honed your ability to maintain a functional and effective working relationship with your fellow magical girls. However, you keep these relationships at a professional level, ensuring they are not strong enough to be considered true friendships.

Joys Of Life [200CP]

Due to the civil war in Futatsugi, you've learned to find joy in the simplest things in life—the coffee you bought, that little meat bun you grabbed, or the street performance you watched and mildly enjoyed. These small pleasures help you relax and maintain your focus on what life has in store for you, keeping you grounded and motivated to survive and thrive despite the chaos around you.

Riders [200CP]

Most of the magical girls in Promised Blood prefer motorcycles as their mode of transport. When you ride a motorcycle, it can scale vertical walls and move much faster than any magical girl. Additionally, you are adept at fighting while on top of a motorcycle, making you a formidable opponent even in high-speed chases and battles.

Fight Dirty [400CP]
In battle, you believe there's no such thing as being unfair—it's simply a matter of being either killed or the killer. That's why you are a master of playing dirty. Your tricks in battle can easily give you the edge against both veteran magical girls and groups of them. Your words can get into their heads, disrupting their focus and strategy. Additionally, you excel at executing assassination or surprise strikes that easily bypass their defenses, making you a formidable and unpredictable opponent.

Melee Specialise [400CP]
Unlike other magical girls, you are more accustomed to either hand-to-hand combat or using a melee weapon of your choice. As you specialize in this form of combat, whenever you become more powerful magically—primarily by becoming a more powerful spell caster—your abilities in close-range combat will also improve significantly. This synergy ensures that your physical prowess keeps pace with your magical growth, making you a formidable opponent in both magical and melee combat.

Fighting Alone[600CP]
The civil war has scarred you deeply, leaving you with the realization that the only person you can truly rely on is yourself. This harsh lesson has driven you to become a lone wolf. On the battlefield, your power and stamina multiply the more you are outnumbered, transforming you into a terror when fighting alone. Small armies are no match for your enhanced abilities, allowing you to take on numerous opponents with ferocity and skill.

However, this doesn't make you invincible. Your strength and stamina have limits, and recklessness can lead to your downfall. It's crucial to remain cautious and not let overconfidence or greed cloud your judgment. While your solo prowess is formidable, knowing when to strike and when to retreat is essential to ensure your survival and continued effectiveness.

Magical Hunter [600CP]
Surviving a civil war between magical girls has profoundly changed you. The scars and agony from the senseless killing of your fellow magical girls have given birth to a new ability born from your soul. You have become the ultimate hunter of magical girls.

You can effortlessly track and locate magical girls, honing techniques that easily disrupt any abilities relying on magic, rendering them ineffective against you. You have developed a sixth sense for detecting when magical attacks are targeting you and your allies. Additionally, you possess a remarkable resistance to all forms of magic, except the most potent and powerful ones in existence.

In future worlds, these abilities translate to any fantastical classes or mana sources native to that world. Your skills will allow you to track and counteract any supernatural or magical threats, ensuring your survival and the safety of your allies regardless of the mystical nature of your new environment.



Tokime Tribe
Well Educated [100CP]
The members of the Tokime Tribe are part of an old, sophisticated line of Japanese nobility. As a result, you have been trained to be a well-mannered lady in both modern and future high societies. You are adept at any traditional lady-like activities, such as making tea or performing traditional dances.

This training extends to future worlds, ensuring that you are well-versed in the etiquette and cultural practices of high society, allowing you to navigate social circles with grace and poise.

Social Butterfly [100CP]
You're just such a delightful person to converse with, aren't you? Whether in a formal setting or a casual get-together with friends, you are the heart of any social gathering. You can be perfectly courteous or casual when the situation demands it, making it effortless for you to make new acquaintances or engage in light conversation.

Miko/Deviner [200CP]
You are what people once called a magical girl, a Diviner or Miko. In addition to your powers as a magical girl, you are also skilled in the art of Shintoism. This grants you the ability to purify corruption caused by witches' magic, create barriers to contain witches, and use sealing techniques to negate the abilities of both witches and magical girls. You can also maintain and restore temples and other deserted places of worship; after all, it wouldn't do for a holy woman like you to neglect those sacred sites.

Connections [200CP]
As someone hailing from a prestigious clan, you have established connections with numerous influential individuals, including politicians, doctors, lawyers, and other powerful figures.

These connections are invaluable, as these individuals will readily do you favors whenever you ask, provided your requests are reasonable and not overly frequent. Whether you need political influence, medical assistance, legal advice, or any other form of support, your network of high-ranking contacts is always ready to assist you, reinforcing your position and abilities in your ongoing endeavors.

Premonitions [400CP]
You now possess the ability to glimpse into multiple futures through deep meditation. During these meditative states, you can clearly see the outcomes of different choices and their potential impact on the future. You have developed the knowledge and insight to identify which activities and decisions will lead to the realization of your desired future. This foresight allows you to navigate through various possibilities, making informed choices that align with your goals and aspirations.

Our Ideal Are Our First Priorities [400CP]
Even though the Tokime Tribe wishes to save all magical girls and foster alliances with other factions, they remain resolute in prioritizing Japan and the Tokime clan's well-being. That's why you are very politically savvy. You possess the ability to understand other factions' beliefs and needs after conversing with them just once in a formal setting. This enables you to forge mutually beneficial deals that significantly advance your goals and ideals, ensuring the Tokime clan's continued prosperity.

Furthermore, as long as you uphold your end of a deal and genuinely strive to keep your promises, any alliances you form will remain intact. Your allies will refrain from betraying you, even if circumstances change and the agreements you make end up benefiting you more than the other parties.

Change is Acceptable [600CP]
The Tokime Tribe is an old and proud clan with many ancient traditions, many of which are obsolete in the modern era. These include prohibiting magical girls from leaving the villages to find lovers, requiring tribe members to adopt girls with high magical potential and transform them into magical girls while hiding the truth about witches, and disposing of Diviners on the verge of turning into witches through a twisted traditional coming-of-age ceremony.

This ceremony involves taking the girls to a nearby river and drowning them, feeding their souls to a witch hidden in the river, worshipped by the leaders of the Tokime Tribe.

As you can see, the Tokime Tribe's current system is deeply corrupt and rotten. That’s why you now have the ability to spread the spark of rebellion within a system you deem corrupt from the inside. It will take time, along with a lot of sweat and tears, but eventually, you can reform a system from within and change the organization to align more closely with your personal ideals and sense of justice.

Tokime Tribe Main Branch [600CP]
As someone from the main branch of the Tokime Tribe, you have been given the title of Lord. You now own land divided into several counties and enjoy a surplus of passive income derived from both your business ventures and the taxes levied from your people. If you ever feel overwhelmed by your rank, fear not, for you have the option to let your lands run with the bare minimum of your personal labor. After all, attending social gatherings and hosting lavish parties is what nobles do best. In future worlds, this status follows you as the second-highest rank achievable in a country or organization of your background. So, you can continue to indulge in the luxuries of your elevated status and have fun wherever you go, knowing that you've earned it.



Puella Care

True Neutrality [100CP]

You are part of Puella Care, an organization that upholds and stands for true neutrality, avoiding involvement in conflicts between magical girls. Unless you join a side, you will remain completely neutral, and no faction will actively harm you or the places where you do business. Any establishment you set up will be considered neutral ground.

Sales Pitch[100CP]

You have the exceptional ability to effortlessly pitch your services and negotiate fair deals. In this world, your compensation will come in the form of grief seeds, essential for maintaining your powers. In future worlds, you will be compensated with any goods or resources you need, ensuring you can continue your operations smoothly and profitably.

Thats Where to Farm[200CP]

Magical girls often seek your expertise to upgrade their abilities, but unfortunately, they don't always have the correct materials on hand. You will need items such as elemental gems, witch parts, books, orbs, and SE Fragments to enhance their powers. To assist these magical girls, you now possess the ability to alter their Soul Gems, granting them the knowledge of where to farm these necessary items. This ensures that, as an adjuster, you can further enhance their abilities once they collect the required materials.

In future worlds, you can directly imbue this ability into your customers' souls with little to no energy expenditure, allowing them to intuitively locate and gather the resources they need for their upgrades.

Teacher [200CP]
You have now become an excellent teacher, capable of imparting your perks through rigorous study and training. The more powerful the perks you wish to teach, the longer and more strenuous the training will be. You are also adept at identifying students who can use the perks efficiently as intended, ensuring that your efforts are not wasted. After all, there is nothing crueler than teaching an ability to a student who cannot use it.

In this role, you guide your students with patience and precision, helping them master the abilities they need to succeed. Your keen eye for talent and dedication to proper training ensure that those you teach can harness their new powers effectively, making you a revered mentor among magical girls.

Magical Girl Attunement [400CP/Free As Puella Care Origin]
As a magical girl, the journey to becoming truly powerful is fraught with danger, and many perish before reaching their full potential. Now, as an adjuster, you have the ability to enhance the battle capabilities of magical girls. By consuming elemental gems, you can significantly increase their magical prowess, including physical strength, potency of magical attacks, and overall resilience. However, this process does not improve their skill or mastery over their abilities.

You can perform these enhancements in batches, and while the magical girls' raw power will grow, it will take a considerable amount of jewels and dedicated sessions over six months to achieve their full potential. During this time, you will meticulously work to ensure that each magical girl under your care becomes a formidable force, better equipped to survive and thrive in their perilous world.

Attribute Enhancement [400CP]
As an Adjuster, you can now offer specialized services to organizations or factions, enhancing the elemental affinity of their members. You have the unique ability to create custom emblems for your clients' leaders, which can enhance the elemental powers of members who have a natural affinity with the chosen elements.

You and your clients can select from elements such as water, fire, wood, light, darkness, and void. These emblems are specifically for the leaders and their successors. When these leaders are in control of an organization, any member with a natural affinity matching the emblem's element will experience a significant surge in power when using that element.

Clients can have multiple emblems, each dedicated to different elements, or a single emblem incorporating all elements. However, the complexity and cost increase with the number of elements included. The more elements an emblem has, the longer and more expensive it will be to produce.

This service allows you to bolster the strength and capabilities of your clients' factions, making them formidable forces in any conflict.

Awakening [600CP]
Limits are inherent to everyone from birth, and at some point, everyone reaches their peak. However, you possess the unique ability to shatter these limits for a magical girl who has reached their ceiling. When you break their limits and set a higher ceiling through an awakening, it's akin to them being reborn. This process resets their magical capabilities but significantly increases their base stats and their potential for growth. Consequently, when they reach their new limits, their abilities will be far greater than before.

A magical girl can undergo this awakening multiple times in her lifetime without any limit. Each awakening elevates her potential and power growth further. Upon being awakened at least four times, she gains the ability to use the Doppel perk for free, unlocking even greater strength and versatility.But each awakening the cost of materials needed will increase significantly.

This ability to break limits and foster continual growth ensures that no magical girl will be constrained by their initial boundaries, allowing them to reach unprecedented levels of power and effectiveness.In future worlds the restriction that limits this ability to magical girls will be eliminated.

Spirit Enhancement [600CP]
Deep within every magical girl's soul lies a dormant power that only the most talented and fortunate can naturally awaken. As an adjuster, you possess the unique ability to delve into their souls and forcibly awaken these skills, significantly enhancing their abilities. These skills can range from increased endurance, magical attack and defense boosts, to passive and active abilities influenced by their lineage, upbringing, and personality. Common skills include MP Boost, Anti-Status Ailments, and Quick Draw (which allows spells to be cast faster).

Each magical girl has a minimum of 100 potential skills within their soul, with no known upper limit. Typically, around 70-90% of their skill tree focuses on enhancing their personal stats, while the remainder consists of passive and active skills. Unlocking each skill requires a significant investment of materials, making it costly to fully awaken a person's skill tree. However, once fully enhanced, the individual becomes one of the most elite magical girls within their faction.

In future worlds, this ability will extend beyond magical girls, applying to any character class or role. This ensures that your talent for unlocking hidden potential remains invaluable regardless of the world you find yourself in.



Magia Powers[+400CP]:

Here you can choose any magical abilities to enhance your capabilities as a magical girl. You have 400 CP to allocate within this section. Each ability comes with a CP cost, and you can mix and match to suit your needs.

Weapon Creation [Free]
You have the ability to create a weapon of your choice using your magical energy. This creation can be anything from a simple blade to a complex magical artifact, tailored to your needs and preferences.

Extra Weapon [100CP]
You have the ability to create an additional weapon of your choice using your magical energy. This creation can be anything from a simple blade to a complex magical artifact, tailored to your needs and preferences. This can be bought multiple times.

Boost Aura [100CP]
You can generate an aura around yourself and your allies that enhances the power of your and your allies' magical attacks, causing significantly greater damage to your foes.

Photografi [100CP]
Your magic now allows you to create perfect photos of any situation you are physically present in. These photos are indistinguishable from real ones, capturing every detail with absolute precision. This ability enables you to document events flawlessly, preserving moments exactly as they occurred

Temporary Deletion [100CP]
You now have the ability to erase inanimate obstacles in your path that would otherwise be a threat or a bother to you, temporarily sending them to a pocket dimension for a period of 3 minutes.

Mind Readings[100CP]
You now possess the simple ability to read people's minds.

Stun Lock [100CP]
With a mere gaze, you can stun an enemy, rendering them immobile. However, this requires you to maintain eye contact without blinking, making it a challenging but powerful ability in the right circumstances.

Living Weapon [100CP]
Your weapon is now sentient, capable of independent thought and action, and will assist you in battle. It can communicate with you, offering advice, warnings, and strategies, and can even act on its own to defend you or attack enemies when needed. This bond enhances your combat effectiveness and ensures you always have a reliable ally by your side.

Steal [100CP]
You now possess the ability to steal physical objects using your magic, though this power does not extend to items of magical origin. The effectiveness of this ability is determined by the amount of magical energy you are willing to expend and the physical limitations of how much you can carry.

Speak With Animals [100CP]
You now possess a charming ability befitting the image of a magical girl: the power to talk to animals. This allows you to communicate with creatures of all kinds, understanding their needs and enlisting their help when needed.

Memory Alterations [200CP]
You now possess the powerful ability to rewrite the memories of anyone you encounter. With this skill, you can alter, hide, or completely eliminate events from a person's mind, giving you significant control over their perceptions and recollections.

Damage Redirection [200CP]
You now have the ability to create a link between two individuals or between a person and an object. When one of them takes damage, the other simultaneously feels the same pain. This connection can be used strategically in battle, allowing you to control or manipulate situations by leveraging this pain link to weaken enemies or protect allies.

Weapon Copies [200CP]
You now have the ability to create several copies of your chosen weapon, each one independent and controlled by telekinesis. These copies can hover around you, ready to strike at your command. This ability significantly enhances your combat effectiveness, allowing you to engage multiple enemies or focus overwhelming power on a single target.

Mimic [200CP]
You have the ability to change your appearance, allowing you to disguise yourself as other people, with your voice changing to match. You can use this ability even in your non-transformed state. When transformed as someone else, specifically a magical girl (or in future worlds, spellcasters), you temporarily gain the abilities of that person.

Synthesize [200CP]
You now have the ability to fuse the unique abilities of two people or a person and an object, such as magical powers or mutations like those from the X-Men. This fusion lasts for one hour, and at any given time, you can merge up to six powers. This allows you to create powerful combinations and enhance your capabilities or those of your allies, offering incredible versatility and strategic options in various situations.

Consent Pupetring [200CP]
You now have the ability to create magic strings that allow you to puppet multiple people simultaneously. However, there is a downside: you need the permission of your target first. Despite this limitation, there is currently no cap on the number of individuals you can control at once. This ability can be incredibly useful for coordinating large groups or manipulating situations to your advantage.

Shortening Of Time Experience [200CP]
You now have the ability to fall asleep at will and begin sleepwalking. In this state, you can perform any mundane tasks with ease. Additionally, while in battle, you can enter a berserk state where your power and ferocity are heightened, enabling you to easily kill witches. However, this berserk state renders you uncontrollable and dangerous to everyone around you, both friend and foe. Your actions become unpredictable, and you attack anything in your path, making you a double-edged sword on the battlefield**.**

Invisibility [400CP]
You have the ability to turn yourself completely invisible and silent to humans and other magical girls. This form of invisibility can be used to help you escape from difficult situations or to obscure your image from other people, making them oblivious to your presence. Your magical signatures are also obscured, rendering you undetectable. Additionally, you can extend this ability to others through enchanting them or physical contact.

Illusiones [400CP]
You have the ability to cast powerful illusions and mirages, creating images and experiences that are not truly there. This skill extends to inducing hallucinations, allowing you to manipulate the perception, thoughts, and memories of others. You can use these illusions to obscure yourself and others, effectively hiding from or deceiving opponents. Additionally, you can manipulate your own perception and magical limits, enabling you to ignore your normal constraints and utilize more magic than you would typically be capable of. However, this increased power comes with a significant risk, as overusing your abilities makes you highly susceptible to turning into a witch.

Plant Creation, [400CP]
You have the ability to manipulate plant life, allowing you to make plants sprout from the ground in short bursts or create entire trees in large bursts. These plants are surprisingly durable and can withstand significant damage. You can use your plants to trap or ensnare enemies, providing both offensive and defensive capabilities.

Accelerate [400CP]
You are now incredibly fast, with your speed and reaction time comparable to that of Quicksilver from the MCU. This heightened speed allows you to move, think, and react at extraordinary rates, giving you a significant edge in both combat and everyday activities.

Absolute Defense [400CP]
Your magical abilities now grant you the power to make your skin as tough as iron, rendering you immune to all forms of physical attacks. This enhancement ensures that blades, bullets, blunt force, and any other forms of physical harm cannot penetrate or damage your skin. Whether you are facing a barrage of

arrows, the swing of a sword, or the impact of a powerful punch, your iron-like skin will protect you from harm, allowing you to focus on your offensive strategies without worrying about physical injuries**.**

Healing [400CP]
In the heat of battle, injuries are a common occurrence, which is why you have been bestowed with the extraordinary power to heal and restore magical powers.

Neutral Room [400CP]
You now have the ability to create a magical room where acts of violence, treachery, or any threatening activities are strictly forbidden and rendered impossible. This sanctuary ensures that all within its bounds must adhere to peaceful conduct.

Monster Slayer[400CP]
Your magic is incredibly potent against any monster type found in any world you visit. At the beginning of each jump, you can choose one species or type of monster, and your strikes against them will either kill them easily in one blow or be extremely fatal. This skill works exclusively on monsters.

Decay [600CP]
Your magic is now a source of decay. Whatever you touch, whether physically or with your magical attacks, will begin to decay. Flesh will rot off bones, and buildings will crumble to dust. When attacking other magical girls or, in future worlds, spellcasters, you can cause their Soul Gems to decay, hastening their descent into becoming a witch or demon.

Reversal [600CP]
You possess one of the most potent healing abilities known. This ability allows you to heal not only physical wounds but also repair cracked Soul Gems, which is typically considered a death sentence for magical girls. Additionally, you can restore individuals to their physical prime, effectively reversing aging and deterioration. Although this advanced healing technique works slower than conventional methods, its profound effects make it invaluable.

Lucky-lucky [600CP]
You are one of the luckiest individuals in the magical world. Your luck is extraordinary, making rare and valuable opportunities fall into your lap with ease. Whether it's pulling the rare cards you need to complete your collection, avoiding enemy attacks, or attracting wealth, your luck knows no bounds. This exceptional fortune extends to your allies and friends, ensuring that those around you also benefit from your remarkable luck.

Infinite labyrinths [600CP]
You now possess the ability to summon and maintain labyrinths within a pocket dimension using your magical powers. In these labyrinths, you can capture and contain witches without the risk of them escaping. Additionally, as long as the creatures are trapped within your labyrinth and not dead, you can summon cube-like weapons that grant you their abilities during active battle.

Sound Manipulation[600CP]
You are now proficient in one musical instrument of your choice, possessing the ability to manipulate sound waves. This allows you to greatly enhance the volume and strength of sound and sound-based attacks. You can form defensive barriers using sound waves to shield yourself, and play certain tunes or songs to produce various magical effects or damage enemies.

Additionally, this ability lets you amplify the range of a magical girl's telepathy, enabling contact with other magical girls far beyond their usual range. This is likely because Magia Record establishes that messages, even non-telepathic ones, can be broadcast to magical girls via radio waves.

Explosion [600CP]
Your magical abilities now allow you to imbue your magical energies into objects and people, causing them to explode. The more magical power you infuse and the larger the object, the bigger the explosion generated. This power provides you with a potent offensive capability, enabling you to create devastating blasts by channeling your magic into various targets.

Necromancy [600CP]
You are now a type of magic caster found in famous tabletop games, a necromancer. As a necromancer, you have the ability to summon undead spirits and use them in battle. You can communicate with these undead minions, commanding them to follow your orders, protect you, or attack your enemies. Your mastery over the necromantic arts allows you to control and manipulate these spirits with ease, making you a formidable force on the battlefield.

In addition, you can use your necromantic powers to enhance your own abilities, turning your magic into a powerful tool that can manipulate life and death itself. Whether you're raising skeletons to fight alongside you or calling forth ghosts to haunt and terrify your foes, your necromantic prowess is unmatched.

Emotion Elimination [600CP]
You now possess the ability to eliminate the emotions and free will of any creature that is weaker than you. These creatures, once stripped of their emotions, become immune to all forms of psychological and mental attacks and can be commanded to perform basic tasks. As a byproduct of having their emotions eradicated, they also lose the ability to use magic. This power allows you to control these emotionless beings, turning them into obedient, magic-nullified servants.

The Beast Of Monogatari [600CP]
Your magical energy is now infused with the essence of an animal, granting you abilities based on the chosen animal in real life and the associated stories they are birthed from. These animals and their stories have deep roots in Japanese synonyms and literature. Regardless of the animal you choose bellow, you gain a high resistance to turning into a witch, and your costume and doppel will reflect the chosen animal. You can purchase these magical powers at a discount to gain the abilities of the other animals.

- ***Crab:*** You now possess the ability to freely manipulate the weight of objects using your magic. This includes the capability to transfer weight from one object or person to another as you desire. Additionally, your own default weight is now a mere 0.8 kg, regardless of circumstances.

- ***Bee:*** you now have the ability the spread the heat cursed.The most well-known symptom of being inflicted by the curse of the bee is a fever that renders the victim unable to move. It is said that in more severe cases, the victim would perish from this curse, but the sickness brought by this oddity may actually be suppressed by people with stronger bodies.

- ***Snail:*** You now possess the ability of "Infinite Lost." This powerful and cunning spell ensures that any person or object it is cast upon remains perpetually lost, never reaching their intended destination. This ability extends to enemy attacks, causing them to always miss you. This clearly decisive and strategic power can turn the tide of battle and create significant confusion and disarray among your enemies.

- ***Monkey:*** When you sleep, a monkey born from your subconscious emerges and begins fulfilling the dark subconscious desires you have in life. That annoying guy who kept pestering you? He will be gone by tomorrow because of an "accident." Or, if you want to pass a test but are too lazy to study for it, your monkey will just either steal the answer keys and memorize them, putting the information in your subconscious. The more dark desires it fulfill, the more powerful your magic becomes.

- ***Tiger:*** You have now gained the ability to drain the energy of your victims, leaving them weakened while you grow stronger. Additionally, you possess

the power to suppress the abilities of your fellow magical girls, rendering them unable to use their powers effectively in your presence.

- ***White Snake[Can't be Discounted]:*** Well, this is kind of awkward, but you have now become a snake god. Your hair has turned white and now sprouts snakes, and your eyes glow a deep red. You radiate divine energy, and your magical abilities have been heightened to that of a minor god, making you even more dangerous than witches. You will no longer grow old, nor need food, water, or air to survive. However, in return, you will become more whimsical and selfish in your desires. Additionally, you gain extra magic from sacred places of worship or from people's faith in you as a god.

Energy Conversion [1000CP]
You have access to an almost infinite supply of magic without the risk of clouding or corrupting your Soul Gem. By converting stagnant energy in the environment into magic, rather than drawing from your Soul Gem, you ensure that your Gem remains pure no matter how much magic you use. As a magical girl, this unique ability allows you to consistently outperform others, effectively making you immune to becoming a witch and granting you unlimited magical power.

Time Manipulation [1000CP]
You now wield the power of time. Once per jump, you may reverse time up to 24 hours, undoing all events leading up to that point. However, fate is difficult to change, and events will conspire to unfold in a similar if not identical way, with the sole exception of what you reversed time for.

Additionally, by using a small amount of your magical energy, you can bring time to a complete halt around you. Anything that isn’t touching you is frozen in time. Initially, you can maintain this state for about a minute at a time before you need to resume time.

Mage [1000CP]
You are not originally from this world. Perhaps you are part of the Time-Space Administrative Bureau (TSAB) investigating strange phenomena on this planet, or maybe you are an independent individual from the starts. Regardless, you have learned to use your specialized organ called a Linker Core. Linker Cores are physical organs located in the chest, above the solar plexus, responsible for absorbing and releasing mana. This is the source of power for a mage, and since you are paying a premium price, your magical potential is ranked S, equivalent to the raw magical powers of a released doppel. Additionally, your soul gem has fused with a magical terminal called a device.

Devices are ubiquitous and extremely versatile tools used by mages. The primary function of any device is to augment their master's magical abilities and assist in casting spells. Since magic used by mages is very similar to information technology, these devices are considered sophisticated magical "computers" that take over tasks the human brain cannot handle efficiently enough, such as recording and reproducing spells. As a bonus, your device is fully equipped to help you resist the dangers of becoming a witch.

A mage uses two different magical systems; you can choose one for free and pay an extra 100 CP to gain the other system.

- ***Mid-Childan:*** The most common system used by modern TSAB agents. It utilizes mana in various ways for a multitude of effects and uses, primarily focusing on long-range spells in combat. However, it leaves melee combat somewhat lacking. Additionally, you gain the ability to transform your device into long-range weapons such as guns or bows for free.

- ***Ancient Belkan:*** This system specializes in melee combat and anti-personnel techniques, designed to incapacitate opponents through a combination of mobility and fighting prowess. It also incorporates the Cartridge System, integrating a chambering mechanism similar to those found in semi-automatic guns and revolvers into your device. You can create bullets made of compressed mana called cartridges, which greatly enhance the firepower of your spells and strikes, while also increasing the strain on your body and devices.

Items[+400CP]:

After purchasing all of the powers that a magical girl might desire, you are granted an additional 400 CP to be used exclusively in this item section.

Kamihama Magia Union

Transfer Papers [100CP]

You now have pre-approved transfer papers that allow you to switch schools every three months with ease. These papers are enchanted to bypass typical administrative hurdles, ensuring a seamless transition between educational institutions. Whether you're seeking new environments to explore or need to relocate for strategic reasons, these transfer papers guarantee that you can continue your education without interruption.

Enhanced Barrier Cloak [200CP]

A magically reinforced cloak that provides substantial protection against both physical and magical attacks. When worn, it significantly reduces the damage you take from enemy strikes, making it easier to survive in battle. The cloak also has a built-in emergency teleportation spell that can whisk you away to safety if you are overwhelmed, though this can only be used once per day.

Mystic Grimoire [400CP]

An ancient tome filled with powerful spells and magical knowledge. This grimoire enhances your spellcasting abilities, allowing you to learn and use advanced magic that would otherwise be beyond your reach. It includes rare spells for both offensive and defensive purposes, and can also be used to enchant weapons and items, making them significantly more powerful. The grimoire is a valuable resource for any magical girl looking to expand her arsenal and increase her magical prowess.

Doppel Barrier [600CP]
You now have a copy of the Doppel Barrier that covers the entire city of Kamihama. This barrier temporarily transforms the area around the city into a Doppel Zone, significantly enhancing the abilities of magical girls. Within this barrier, you gain the ability to use the Doppel form safely. Your magical attacks become more potent, and your defenses are heightened. Additionally, the barrier helps to suppress the corruption in your Soul Gem, allowing you to fight longer without the risk of becoming a witch. This powerful tool ensures that magical girls can maximize their potential while maintaining their sanity and strength during critical battles.



Neo-Magius

Love Letters[100CP]

You now possess a precious love letter imbued with a touch of magic. When you give this letter to the one you love, it ensures that your feelings are conveyed with such clarity and sincerity that success is achieved 99.9% of the time. This enchanting letter transcends mere words, speaking directly to the heart of its recipient, making your love almost impossible to resist

Books Of Pain [200CP]

You now possess several volumes of detailed manuals on how to effectively torture lower beings without causing death. These grim texts provide comprehensive techniques and methods designed to inflict pain while preserving life, ensuring that you and your allies can extract information or achieve compliance when necessary. Mastery of these techniques requires a dedicated six-month study period for anyone who reads these volumes, emphasizing the importance of precision and control in these unsettling practices.

Human test Subjects[400CP]

You now possess a group of humans who can be readily used for various experiments or sacrifices to witches, thereby strengthening them. The demographic composition of this group is entirely at your discretion, allowing you to choose individuals based on specific criteria that suit your needs and objectives. Whether you require a diverse range of subjects for broad experimentation or a particular type of individual for more targeted purposes, this group is at your disposal.

White Feather Unit Number 100 [600CP]

You are now the leader of a unit of 100 magical girls. These girls are perfectly competent when fighting against mob characters and can hinder the progress of named characters. They will follow your orders flawlessly and adapt based on their abilities. This unit provides a significant strategic advantage, capable of executing complex plans and maintaining cohesion in battle, ensuring your goals are met with precision and efficiency.

Folklore of Zero

Fake Name Tag[100CP]

You now possess a magical fake name tag that allows you to seamlessly blend into any organization or group. This name tag can change its appearance to mimic simple ornaments or emblems, making people believe you are an authentic member of the organization it represents. This versatile tool ensures you can infiltrate or operate within various groups without raising suspicion, granting you the ability to gather information, influence decisions, or carry out missions undetected.

Laptop and Other Spy Wear[200CP]

You now possess a laptop along with several hidden cameras and microphones, which you can discreetly plant within rooms and areas to gather information. The laptop has an extensive memory capacity, ensuring it never runs out of space for storing high-quality video and audio recordings. Additionally, it comes equipped with special software that enables you to quickly trim down the data and extract the important and juicy details immediately.

Cafe [400CP]

You now own a charming cafe that not only generates a steady stream of income even when you're not active, but also serves as a gathering spot for the secret agents of the Lycoris organization. This cafe is a favorite hangout for them, offering a relaxing environment where agents can unwind and blow off steam. It's particularly popular among the female middle school demographic within the organization, making it a central hub for both casual meetings and covert discussions.

Pocket Watch [600CP]
You now possess a doomsday watch that perpetually displays the time as 5 minutes before midnight. This watch is a powerful tool designed to guide you through executing a world-altering plan. When you embark on a destructive plan that could permanently affect reality, the watch will serve as your guide.

As you encounter critical decisions and forks in the road, the watch will ring to alert you. It will display the options that should be avoided, the actions that need to be taken, and the issues that can be ignored to ensure your plan stays on track. Once your plan succeeds, you can set a new plan for the watch to monitor, helping you maintain your success and adapt to new challenges.



Promised Blood
Cool Mask [100CP]
You now have a cool mask of your own design, making you look both badass and menacing while you wear it. This mask isn't just for show; it also has a unique effect on people. When you wear it, others instinctively know not to mess with you and will generally ignore your presence, allowing you to move through spaces without drawing unwanted attention.

MotorBike [200CP]
You now have a sleek motorcycle of your preferred brand, fully customizable with any and all modifications you desire without hindrance. This motorcycle is powered by the magic you pour into it, eliminating the need for traditional fuel. This magical fuel system ensures that you are always ready to ride, provided you have enough magical energy.

Simpel Hideout[400CP]
It’s a modest one-person apartment that nobody else seems to frequent, yet it has utilities and amenities suitable for someone who has lived alone for years. It always feels particularly cozy to relax in during sunset or nighttime, though it can feel a bit lonely without some company.

Killer Weapon[600CP]
You now possess a formidable weapon designed specifically for magical girls. This weapon, which can be customized to your preferred form—whether a sleek sword, a powerful staff, or any other form—has the unique ability to disperse and destroy anything magical in nature. It can unravel spells, shatter charms, and even disrupt the magical essence within Soul Gems, making it a true magical girl killer. When wielded, this weapon can negate any magical attack directed at you, dismantle enchantments and protective wards, and render magical artifacts powerless. Its mere presence can cause unease among magical beings, as it symbolizes a potent threat to their existence.

Tokime Tribe

Beautiful Tea Set[100CP]

You now possess a refined and exquisitely crafted tea set of Japanese origin. Every beverage you prepare with this set will be exceptionally flavorful, and any fragile item that gets broken will be promptly replaced the following day.

Family Wealth [200CP]

You are now part of the top 10% in terms of wealth. Every month, you will receive an automatic deposit of $1,000,000 into your account. This steady income ensures that you have the financial freedom to indulge in any luxury or investment you desire, without worrying about monetary constraints.

Manor [400CP]

Your grand estate of a Japanese architect , a symbol of opulence and sophistication, sits majestically amidst lush greenery, its impressive facade commanding attention and admiration. With intricate architectural embellishments and meticulously tended gardens, the estate exudes an air of timeless elegance and refined beauty. Surrounded by serene forests, tranquil lakes, and vibrant floral displays, it offers a haven of tranquility and luxury. Not only is your home a marvel of architectural splendor, but it also boasts self-cleaning capabilities and is perpetually stocked with all the essentials needed to sustain a life of lavish comfort and indulgence, ensuring that every moment spent within its walls is nothing short of extraordinary.But that's not all as a barracks is also attached to your estate giving you a loyal squad of 1000 individuals strong.

Small Village [600CP]

As the ruler of a small village, your domain centers around a magnificent fortified Japanese castle , characterized by a bustling economy centered on the Diviner powers. This bustling capital serves as the vibrant hub of your village, teeming with activity and commerce. Surrounding the capital are several clans, often huge village , each governed by loyal lords and nobles who faithfully administer these clans on your behalf. These nobles, unwavering in their allegiance to you, ensure the prosperity and stability of of your village, allowing you to focus on matters of governance and leadership from the seat of your power within the castle walls. You may choose the demographics of race & sex/gender of your village .

Puella Care

Comfortabele Chair [100CP]

You now have two comfortable chairs for you and your clients to sit on. As the work of an adjuster is time-consuming, being comfortable during long sessions is essential. These chairs are designed to provide optimal support and relaxation, ensuring that both you and your clients can focus on the task at hand without any discomfort.

Work Office [200CP]

You now have a work office that you can decorate as you wish. It can be as small as a treehouse or as large as a two-story building. Regardless of its size, this office is completely invisible to everyone except potential clients. Additionally, your workspace is protected by an anti-violence force field, ensuring that no violence can occur within this space.

GoldFish Cage[400CP]

You now have a dungeon filled with rows upon rows of giant goldfish tanks. Anything placed in these tanks will be forced into suspended animation until you see fit. Transporting creatures into these tanks is super simple: first, capture and bind any creature you wish. Then, with a simple white cloth provided by the dungeon, cover the creature, and it will be immediately transported to a vacant tank. There is no limit to how many creatures you can fit in this dungeon.

Grief Seeds[600CP]

You now own a bag with six Grief Seeds that refills quarterly. These seeds work like normal Grief Seeds harvested from witches, with their main function being to reduce the taint from Soul Gems. In future worlds, these Grief Seeds will transform into elixirs that will automatically fully heal HP, MP, missing organs, and any diseases.



Companions:

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

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks:
You are limited to +2000 Cp from drawbacks.

Rule 63 [+0]
Well then... looks like we are entering a world where instead of focusing on Magical Girls, it is instead the Magical Boys. If you want to see bishonen use cute magical clothes , be my guest.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Side Character [+100CP]:
It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Disliked by Dogs [+100CP]:
It seems that one animal of your choosing in the animal kingdom has taken a rather unfavorable stance against you. Whether it be mischievous squirrels that delight in disrobing you at every opportunity or overzealous dogs that pursue you relentlessly, leaving you drenched in their drool, you find yourself facing daily encounters with these vexing creatures. Despite your best efforts to avoid them, it appears that these animals have made it their mission to inconvenience you at every turn, adding an extra layer of challenge to your daily routine.

Hikineet [+200CP]:
Looks like you're a shut in. Going outside is a pain. You'd rather stay inside your room and play video games. Unfortunately you need to go outside, and some busybody will always try and get you to leave your room every day. You hate being outside your room and your complaints will be ignored. I hope you don't go stir-crazy…

Amnesiac [+200CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world.

Tragic life [+200]:
You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

I Hate Being Poor [+300CP]:
And unfortunately, looks like the fortune gods hate you. No matter how much money you make you will lose most of it through either scams, careless spending or just from sheer bad luck.But look at the bright side, you'll at least have enough money to rent a crappy apartment and eat one meat bun everyday.

I Don't Need My Brains [+300CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Playgirl [+300CP]:
It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you're still unmarried at the end of the Jump you can take all of the women with you for free.

My Nemesis [+400CP]
Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a Magical Girl but the most vexing part is that you will not be able to defeat her alone for the first 8 years of your stay here. She will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

No Outside Help [+400CP]
You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

The Cursed Twin [+400]:
You have been cursed with a twin sibling. Sharing all your abilities within and beyond the jump, they are as formidable as you are. However, their intentions are malevolent—they seek to bring you endless misery by targeting your companions and undermining your interests with a malicious grin. With cunning and agility, they evade your strategies, always slipping away to fight another day. This torment will persist until the final year of your journey, a constant thorn in your side.

Targeted [+600CP]
seems you've caught the attention of a powerful magical girl faction in this world. You must choose one faction from the origins as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of magical girls to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of additional factions. The maximum CP you can gain from this drawback is 1200 CP.



Ten Years Later:

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

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

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

Notes:

1. Whenever you see a perk or power that gives you resistance to becoming a witch in future worlds, you become resistant to becoming a monster caused by external forces**.**

2. In future worlds, you are no longer in danger of turning into a witch. You can choose either to have your Soul Gem shatter, or it becomes an accessory with the ability to store magic for future usage.