

Introduction
This document exists as an expansion to the original Civilization V: Peace Walker Jump document, but may be taken as a standalone. Regardless, refer to the original jump doc as much as possible if clarification is needed.

In effect, it allows you to either use the options within this document within the context of the original jump or it will deposit you in what is effectively an “IRL Civilization V” game, at an Ancient Era start, just with some Magical Girl civilisations put in the mix.

You’ll probably want this though,
+ 1000 CP
Only if you didn’t get it from the original jumpdoc.

Age & Gender
Magical Girls are often young women (although Cleopatra lived to the age of 39).
Thus you may freely change your gender to female if it is not already.

Origins

Puella Magi of Much Magica

A Wish has been made upon the World. Though you may have fallen into the depths of Despair, though you may have fallen in battle, a second chance has been bestowed upon you. You and the vast hordes of magical girls that now make up the fledgling nation -nay civilization you rule over. Perhaps you were part of the so-called Holy Quintet or maybe you're your own person.
A new stage has risen, upon which past wrongs may be righted, regrets relieved and missed opportunities from your past life as a magical girl may be taken.
Will you build a magical girl civilization to stand the test of time?

Perks

Lich Life - Free, Mandatory and Exclusive to PMMM

As a Magical Girl, you're basically a Lich, your mind/soul stored in a pretty little bauble known as a Soul Gem. Destruction thereof will result in the end of your life, so keep a good watch on it.
Of course, there are some advantages to your condition, as shutting off various pain centres can prove quite useful, if only to handle hangovers.
However, it seems that the other benefits of being a magical girl aren't quite there for you. Sure, you can summon forth a frilly outfit and there's some remnants of a supernatural healing factor, but that's about it.
All of the magical girls in your civilization have access to this perk.

Actual Magic - Variable Cost

From summoning weapons out of the air, casting illusions, firing bubbles from trumpets that explode with enough force to put any mundane gunpowder explosive to shame or even stopping time, the powers a Magical Girl can get are a varied lot. Try to be sensible.
List of "Canon" powers and my rough guesstimation prices, based on how far their unique unit is into the tech tree.

>Madoka - 200 CP

Make bow, shoot energy. Charge up shots the longer the bow is drawn, effectively doubling efficacy. Who does she think she is, Megaman?

>Sayaka - 300 CP

Make sword, stabby stab. Also, some healing stuff. Theoretically there's summoning her witch like a Stand but it's not really mentioned in the mod. Outside of Kyoko, that is.

>Mami - 300 CP

Make musket, pew pew. Musket can becom VERY LARGE. Theoretically, there should be stuff about binding people with ribbons but it's not really mentioned in the mod.

>Kyoko - 300 CP

Make spear that can do tricky shit and detach into segments. Also illusion stuff. Also compelling voice stuff, even though that's something only her dad should be able to do??

>Homura - 600 CP

Time stop and pocket dimensional storage.

>Nagisa - 400 CP

Make trumpet, blow bubble from trumpet, boom boom.

Meguca Can Into Civ! - 100 CP Free PMMM
The logistics of an entire civilisation consisting of mostly prepubescent teenage girls is something of a complete clusterfuck. Their physicality makes manual labour prior to industrial development challenging, gaps in knowledge and skill will bog down technological progress, not to mention how population growth will work. Plus, there's nothing that can clean their Soul Gems.
But it's also something you don't need to concern yourself with. Just don't worry about it.

Aoki Artstyle - 100 CP Free PMMM
What's the point of being a Magical Girl if you don't look the part? Whether it's a pure and innocent doe-like look, something more tomboyish or even a mature "onee-san" like archetype, there's no one that would mistake you for something other than a Magical Girl and regardless of the exact details, you'll always look wonderful in frills.

- Two Great Diplomats - 100 CP Requires Aoki Artstyle

I was told to be neither cordial nor politically correct, so here goes. You have some massive fat tats. Big awooga boobas. So on and so forth. The magnetic appeal of your mammaries is of such power that, if you knew how to harness them properly, which you do, you'd be able to leverage them to improve your diplomatic standing. Minor states are swayed with ease and no male, (even if they are Ocelot tier dedicated to another man) leader of a major civilisation will find themselves able to remain unaffected by them. A few of your fellow magical girls will also end up under influence.

Express Your Aesthetic - 200 CP Discounted PMMM
Many a Magical Girl had their own share of idiosyncrasies, hobbies and interests that defined them as a person, proving their existence as a human and not just a means for the Incubators to struggle against the Heat Death of The Universe. And in this brave new world, these little aspects of your past life have become things that could define entire cornerstones of your civilization.
A philia for the Italian language could lead to a civilization of Magical Girls that speak a hodgepodge hybrid of two languages with no administrative or day to day inefficiencies. Festivals to celebrate your dance skill or hereditary alcoholism are sure to become national cornerstones.
Or maybe your civilization will simply be the finest pioneers to ever explore the field of dairy.

Fulfil Your Deepest Desire - 400 CP Discounted PMMM
As I said before, this new stage is an opportunity for magical girls to have a do-over of their past life, and in doing so, truly make their wishes come true. And in a manner less metaphorical than you might expect, as aspects of your civilisation are empowered in a manner fitting the wish
Examples
Tomoe Mami - Not Afraid of Anything Anymore
Her wish to no longer be alone manifests by granting her armies the ability to defend her new found friends. For every ally made out of a minor power, like the city states that dot the various

corners of this world, the power of her guns and the guns her civilization wields will receive a small incremental boost, one that truly adds up over time.

Kyouko Sakura - Feeding the Multitude

Borne of the wish to restore her Father's religious following, and the circumstances of poverty and starvation that lead to it, Kyoko's civilisation can harness the collective religious belief of the masses, harvests becoming more and more bountiful the more people follow her (well, her father's actually) denomination of faith as large milestones in population growth result in bursts of piety.

Sayaka Miki - Orchestra for Justice

Sayaka's wish is one of contradictions. A selfless deed to heal another as expected from a self-proclaimed Hero of Justice, yet the deed was borne of a selfish desire for love. Furthermore, it was only Kyosuke Kamijou's hands that were healed, not his whole body. In other words, above all else, his ability to produce beautiful music, works of culture was preserved. Thus Ms. Miki's wish has manifested in a twofold manner. Firstly, for every victory won in battle, every enemy unit destroyed, the probability of a Great Musician of history manifesting within her civilization increases until it happens and then resets for the metaphorical bar to fill up again. Secondly, the greater the cultural influence of her civilisation holds over others, the more their tune resonates with her own civilization, the stronger her forces will be in combat against them.

Nagisa Momoe - Cheese!

She wished for cheese. As such, the domestic dairy animals of her empire grow plentiful and spread rampantly and without restraint, especially when her citizens declare a Golden Age out of sheer happiness. Yet despite this, they never bolt out of control and her pastures hold a special power in them, decidedly better than those of any other civilization.

This perk, combined with Express Your Aesthetic, allows you to design "Unique Buildings" for your civilization to construct. These buildings combine the magic empowering the desires of your wish with your more surface hobbies. For example, a Teahouse that strengthens the bonds between diplomatic Friends, allowing for both parties to enjoy increased productivity. Or perhaps a Magical Dairy, that uses magical, non mechanical means to extract milk from livestock to produce high quality (and very profitable) milk and cheese.

Follow My Lead! - 400 CP Discounted PMMM

The Magical Girls under your leadership seem to lack much of their previous power, but with your guidance and some hefty training, this is a situation that can be remedied. A curriculum of learning, requiring the most diligent of effort, can create units of Magical Girls that can mimic your Magic, so much so that even their outfits, fighting style and flair are the same as yours. With this perk and Fulfil Your Deepest Desire, the special units you train will find themselves in one way or another, granting your wish on the battlefield. Whether this results in your magical girls fighting better when they're fighting to defend your friends/to protect Cheese/for great justice or swordswomen that resonate with your desire for culture, giving bursts of inspiration to

your musicians for every enemy they cut down with their cutlasses. Even a wish to protect someone could turn your troops into complete kleptomaniacs capable of stealing and using unique equipment they really shouldn't be able to in a fit of time stopping robbery.
Furthermore, you can grant your magic to less combat focused magical girls. For example, if yours was a wish akin to Kyouko Sakura's you would be able to train Missionaries that possess magically compelling voices, allowing them to spread the word further and faster.
With this perk, Fulfil Your Deepest Desire AND Express Your Aesthetic, you can even spread the use of your powers on an empire wide basis, whether it's broadcasting to all your subjects, no matter where they are in the world, magical healing through a special music stage, the strategic use of time stop for technological espionage and to bail out your mauled army units or even connecting the various armouries around your empire into your Dimensional Storage, allowing you to transport armies across the world in a matter of mere minutes.

Great Magical Girls - 600 CP Discounted PMMM, Mutually exclusive with Great People of History
There are some magical girls that made a wish for the sake of the one they loved. To save their own life. To help their family in a time of need. Or even just for cheese.
These are not those magical girls. Changing the world and carving the path of history, they are those whose wishes were the genesis of world religions, those whose wishes built majestic wonders and works of culture that resonate with the world, those whose wishes lead to great scientific breakthroughs and those that result in great glory on the battlefield.
By actively gearing your civilization to certain acts, whether they be of commerce, engineering, faith, warfare or some other thing, a Great Person of history may be drawn to your civilization. Other methods of bringing them forth include the construction of certain Great Wonders and the accumulation and usage of a certain degree of faith. Regardless, when they make their wish, when they perform their great deed, whatever it may be, they will be transformed into a Magical Girl.
These Great Magical Girls of history are truly some of the finest combat units that you could possibly see. Not only does their strength grow in tune with your own civilisations advancements in combat technology, allowing them as a single girl to handle hordes of barbarian warriors/phalanxes of spearmen/regiments of riflemen/divisions of mechanised infantry etc. but the skills and abilities they may garner over the course of a long career of combat are truly astounding. From infringing on the copyright of the TSAB with "friendship" inducing beams, truly extraordinary magical healing, walking on water, carrying squadrons of aircraft and magic SAMs in their pockets to simply just being able beat the shit out of foes on the field and in fortifications alike, these girls (who may have been men in the history books) who are dressed in frills, just might be a weapon to surpass Metal Gear. Or XCOM squads.
Finally, for each foe these Great Magical Girls fell, depending on their wish, your civilization will be awarded a bounty, its size depending on the strength of the vanquished enemy. A Great Magical Girl with a Creative Wish, will increase cultural output. One born of a Great Scientist, with a Genius wish Will advance scientific breakthroughs. The Pious Wish of a Great Magical Girl generated from a Great Prophet will increase societal Faith. So on and so forth, with Lucrative Wishes generating money and Militaristic Wishes increasing the probability of

generating a Great General of history. One exception exists to this however, as Great Magical Girls with an Industrious Wish simply gain the ability to dig dirt roads and lay down railroad tracks at ridiculous speed.

Barrier Realm - 600 CP Discounted PMMM
Well, it looks like you're a bit beyond being a mere magical girl. Though the nature of this world means that you can't exactly reach the heights that the Law of Cycles or the one who usurped her did, you hold an impressive degree of power within the borders of your civilization, improving the effect and increasing the ease of any magic you wish to be aided.
Furthermore, as a divine being, you'll probably want some emissaries. You can thus ordain any single Great Magical Girl or other person of sufficient power as your knight, granting them an even further hefty boost in their abilities.
Or perhaps your nature is something more infernal. In which case, you can harness the feelings of enmity, loathing, hatred and unhappiness to … unnatural ends. In short, your Rebellion against the world empowers your civilization to great heights, increasing your civilization's strength at the cost of stability. Each new civilization you meet, will experience stability, their citizens joyous while yours will only grow more unhappy. Yet, while they may be unhappy, your civilization's output of science, culture, food, wealth and industrial production will only continue to go up.
Even without any new neighbours to meet, you may simply decide to thrust your society into anarchy, increasing your civilisation's output just as if you met another civilisation. The more this decision is taken, the longer the chaos lasts. This might all seem like turning your regime into a tower of cards, but you know you can endure. So long as you have love.

Items - All non 100 CP items are Discounted for PMMM, only one 100 CP item is free for PMMM
264 Minutes of Historical Footage - Free
Yes, it's the entire Puella Magi Madoka Magica anime. Somehow, it's in a format that allows it to be watched, even if film hasn't been invented yet, let alone DVD players.

Witchy Remnants - 100 CP
Oh my, what are these? A parade of strange, practically surrealistic creatures is under your command. These Witches hail from the previous universe and are much weaker than what they used to be, being only a mite stronger than a bronze-age formation of spearmen. Still, while they rapidly lose strength outside the borders of your territory, they are rather cheap to hammer out, so to speak and are perfectly adequate for defensive purposes.

Enslaved Incubators - 100 CP
The Incubators were a race of aliens dedicated to the reversal of the heat death of the universe… and some of the coldest, most ruthless and somehow shortsighted creatures that would ever exist. Now stripped of their mighty technological power, they're effectively nothing but your very fluffy slaves.
Not only are these former tormentors and dealmakers excellent labourers and workers, they're a great source of stress relief. Were you to say, flay, pummel and otherwise torture the entire

population of this item, something that's preternaturally more efficient than it should be, you and your civilisation will acquire a permanent tangible, and sizable at that, boost to your happiness. Though, you won't be able to use them as workers anymore till the next restock, which may take a while.

Rocky Sticks - 200 CP
No, this doesn't have anything to do with the boxer. Instead, these are delicious snack biscuits, similar to a certain real world snack food that starts with P. Not only are these excellent luxuries that will improve the happiness of your people on a civilisation wide basis, but they make for excellent trade goods as well, somehow being of equal value to gold, pearls or ivory. These come with a bakery that somehow provides enough Rocky sticks to supply an entire city and can make these sweets with only a mediaeval tech base without compromising on taste nor quality.

Witch's Visage - 200 CP
Maybe you did Witch out the past world. Well, the good thing is that you managed to cut down your fellow Magical Girls by the baker's dozen. Ok, that might not be too good of a thing, but it sure does mean that your Witch form has one hell of a reputation, one you'll be able to exploit with some good old fashioned psychological warfare.
This massive ornament is easily installed on any sufficiently large fortification and it bears a striking resemblance to your Witch form. Beyond increasing the physical defences and material integrity of the structure, the terror it strikes into your enemies is intense, sending their morale plummeting to the ground.

Middle School - 400 CP
Besides being a place of learning, sure to improve literacy and the general knowledge base of your civilization, this Middle School is a prime place for Magical Girls to be discovered. Which might seem a tad useless, given that your civilization consists solely of them. But this place of learning draws out the most from its students, producing Magical Girls with incredible potential. While the Wish system of the Incubator's isn't quite in place, I'm sure there's a lot of things you could do with them.

Luminous Garden - 400 CP
An endless field of green, in which magical girls sit next to each other and nuzzle their faces. The yuri energy created by these interactions is palpable, and increases the rate at which Great People are generated. And population growth too, for some strange reason.
More importantly, they make for excellent training ground for your Great Magical Girls, though to truly unleash their potential, they'll need proper field experience. Other elite units of supernatural troops will benefit from the Garden as well.

Illusion Realm - 600 CP
Less of an item or a building, and more akin to a schematic for a type of space time phenomena, this miniature world can somehow be built in occupied cities to placate newly

conquered territories. Presenting the newly subjugated populace with a perfect world, or at least close to perfect, even a devoted paladin of a Goddess would eventually find themselves drawn into the illusion's lies and start forgetting. Dissent completely disappears from those you conquer. Not only that, but for each of these built, the unhappiness wrought by the infernal variant of Barrier Realm begins to dissipate, eventually allowing you to negate the effects entirely which'll let you bask in and reap the benefits of it.
Monument To A Forgotten Sacrifice: SIDE A - 600 CP Can not be taken with SIDE B
"Don't forget. Always, somewhere, someone is fighting for you. As long as you remember her, you are not alone."
So long as this edifice stands, you'll find the drive to persist onward, without hope, without witness and without reward. So long as the memorial exists, those who follow you will share in that drive, even if they don't understand its purpose, even if they don't remember who it's for.

Monument To A Forgotten Sacrifice: SIDE B - 600 CP Can not be taken with SIDE A
"Don't forget. Always, somewhere, someone is fighting for you. As long as you remember her, you are not alone."
Once in the previous world, there was someone who was utterly devoted to you. Wanting nothing more than to protect you, at any cost, they overcame trial after trial in a never ending war just for you. A once shy wallflower that wilted away from any conflict turned to a cold, seasoned warrior. Though they may or may not be present here, their spirit lives on. For in this world, and others to come, you'll find someone with the same utmost drive to protect you. In this world they'll likely be ruling a civilization of Magical Girls but who knows what forms they may take in your journey through the worlds.

Drawbacks
Ahead of Yourself + 100 CP
The puns just keep coming and they won't stop coming and they hit the ground running. It seems that everyone is now aware of some indignity or another that you suffered in a past life, and the most cheeky among them seem to consider themselves comedians. If nothing else, this is bound to get on your nerves.

Naming Syndrome + 100 CP
Despite how cool these monikers you provide may seem, no one agrees with your assessment. The incredibly tryhardy usage of foreign languages and poorly translated terminology will, at best, get you some awkward laughs. How embarrassing.

Sayabaka + 200 CP
You have about as much knowledge as a Japanese middle school girl who never graduated and also flunked their Math, History and English classes. While you can certainly lean on your advisors and council, try not to embarrass yourself too much in front of the other world leaders?

LOVEVIL + 300 CP
Hey, those aren't magical girls.

Your civilization now instead consists of your familiars. Though no stronger or otherwise different in needs and function than the depowered magical girls that your empire would normally be made of, there's one rather important difference. Composed of your self-loathing, which is at this point: OFF THE GODDAMN CHARTS, keeping them happy is a challenge akin to climbing Mt. Everest… every single day. Besides being surrealistic creatures that better fit inside a drug trip than anything real, their favourite hobby is to go around throwing rotten tomatoes at you, to which there is no recourse available to you.
Ruling a civilization this dysfunctional is sure to test both your skills in statesmanship and the limits of your mental endurance.

The One Who Will Seize The First Napkin + 300 CP
Those of you who paid attention in history class will know that the 23rd President of the United States of America was Benjamin Harrison. He is not this man, who has blond curls and a penchant for the utterance of "Dojyaan" . In spite of his downright peculiar mannerisms and way of talking, he is a formidable leader, worthy of a healthy respect.
Not only are his First Napkin Diners both cultural touchstones of American society and excellent distributors of food which facilitate fast population growth, he possesses a special ability, known as Dirty Deeds Done Dirt Cheap, allowing him to duplicate his military units, among other things. Not only that, but in his employ are Steel Ball Runners. Mounted "Stand Users", who, though few in number, all possess some manner of absurd and strange supernatural power, allowing them to go toe to toe with armies much larger than their size, no matter the technological era. Beyond being powerful troops, these Steel Ball Runners work for Valentine to find parts of the Holy Corpse. These Corpse Parts are powerful artifacts that enhance Valentine's D4C and his Steel Ball Runners.
While Valentine is not inherently belligerent, he certainly is very proud of his nation and he grows stronger with every Corpse Part collected. And when the Holy Corpse is fully assembled, Love Train will activate, redirecting any misfortune from his nation to everyone else, which will certainly not be good for you.

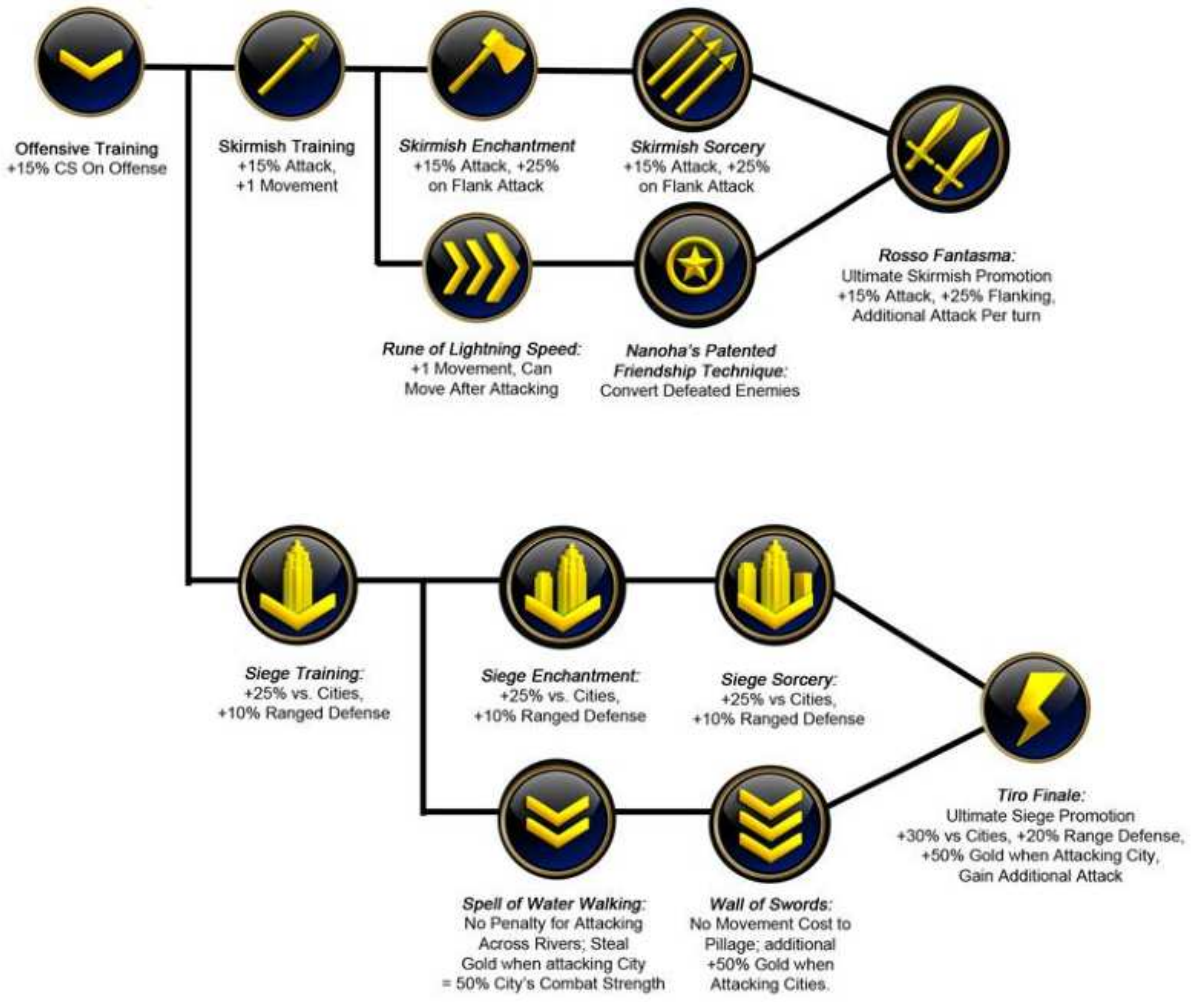
- Get Ready For Amber Waves Of Pain + 300 CP

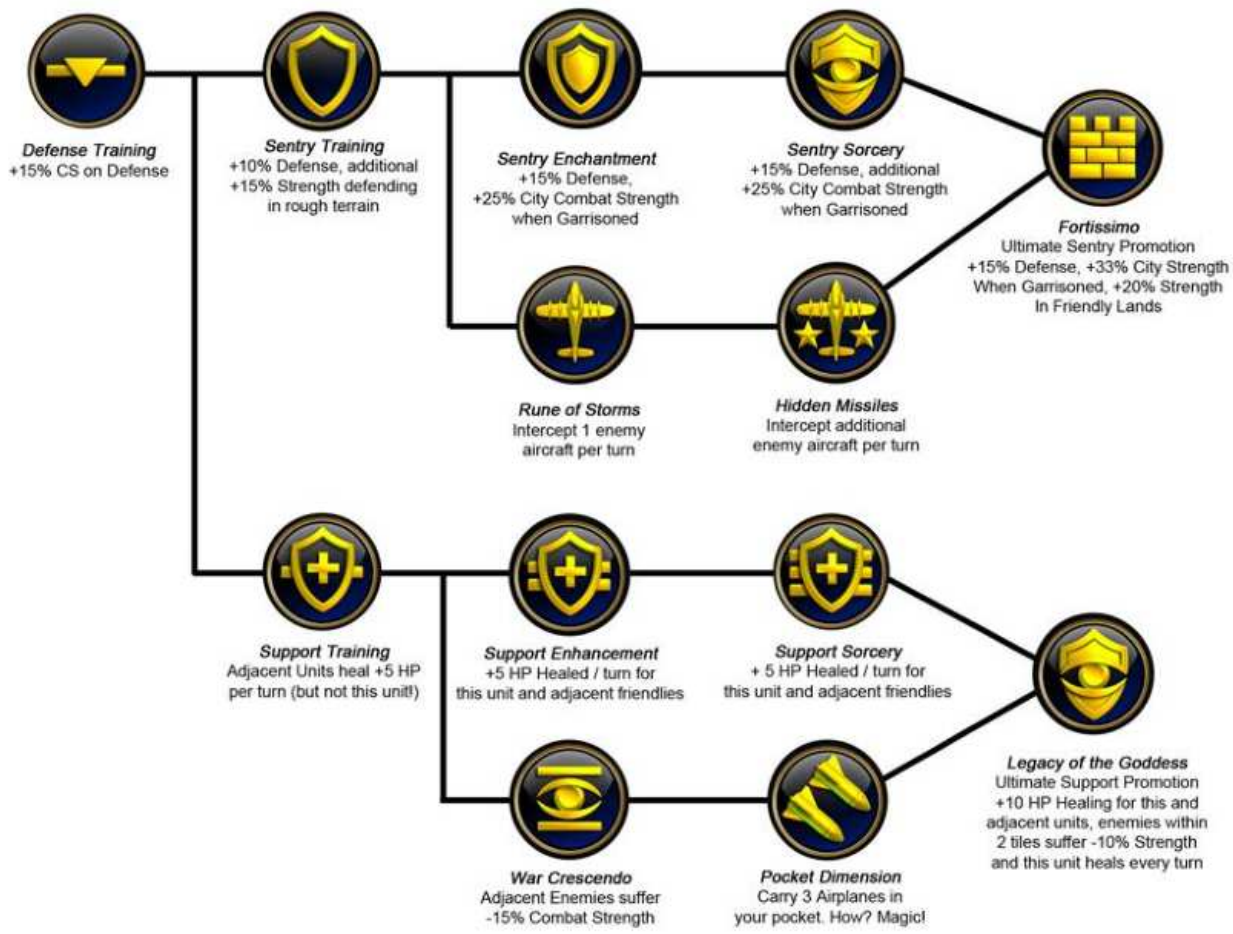
Valentine believes you to be in possession of a dormant piece of the Holy Corpse. And the man will certainly do whatever is necessary to take that metaphorical napkin.
Thankfully, there is a way out. In the case that his nation is irreparably damaged, irrefutably defeated, the President will not try to escape into another world nor will he bring in another copy of himself to carry on his will, should he die. Instead, he will solemnly accept defeat.

A Man With A Dream + 600 CP
IT'S STEVEN "COULD BREAK THE PRESIDENT IN TWO" ARMSTRONG COMING IN WITH A STEEL CHAIR!
Not only are his Nanomachines (daughter!) ™ at max charge, his Desperado cyborg ninjas have been equipped with a retrofitted Zandatsu system, allowing them to recharge their bodies with any old spine, not just electrolyte filled cyborg ones.
To make matters even worse, the legendary Cyborg Ninja known as Raiden has been brought over to his side.

While Armstrong isn't exactly outright gunning to get you, his extreme distaste for Japanese culture and his dream to plunge the world into a social darwinist anarchy is bound to cause conflicts with you, sooner or later.

End Text: Move on, Stay, Go home.
Notes
Based on this mod: https://steamcommunity.com/sharedfiles/filedetails/?id=207117800
Great Magical Girl Promotions, for reference.




Defense Training
+15% CS on Defense
Sentry Training
+10% Defense, additional
+15% Strength defending
in rough terrain
Sentry Enchantment
+15% Defense,
+25% City Combat Strength
when Garrisoned
Sentry Sorcery
+15% Defense, additional
+25% City Combat Strength
when Garrisoned
Fortissimo
Ultimate Sentry Promotion
+15% Defense, +33% City Strength
When Garrisoned, +20% Strength
In Friendly Lands
Rune of Storms
Intercept 1 enemy
aircraft per turn
Hidden Missiles
Intercept additional
enemy aircraft per turn
Support Training
Adjacent Units heal +5 HP
per turn (but not this unit!)
Support Enhancement
+5 HP Healed / turn for
this unit and adjacent friendlies
Support Sorcery
+ 5 HP Healed / turn for
this unit and adjacent friendlies
Legacy of the Goddess
Ultimate Support Promotion
+10 HP Healing for this and
adjacent units, enemies within
2 tiles suffer -10% Strength
and this unit heals every turn
War Crescendo
Adjacent Enemies suffer
-15% Combat Strength
Pocket Dimension
Carry 3 Airplanes in
your pocket. How? Magic!

Changelog