Puella Magi Madoka Magica: Wraith Timeline
Jumpchain-compatible CYOA
By HeavensAnon
Version 1.1

Welcome to a world of magical girls, Jumper! In this world, evil monsters known as Wraiths stalk the world at night, unseen by ordinary people. They are confronted and defeated by Magical Girls, who make contracts with a mysterious being named Kyubey to fight these beings and sustain themselves on the energy they provide. In return, Kyubey grants them a single wish, and even gives them eternal life so long as they can keep up with their energy reserves. Should they fail to do so, or fall in despair, they are said to vanish from existence. And now, you're one of these Magical Girls, Jumper! Or...Magical Boy, of course. Bending the rules a bit for you is fairly easy to do.

Who's Madoka? Don't worry about it.

Anyways, you will be joining the fight against the Wraiths and enjoying an ageless day-to-day life when you're not doing that. Being a Magical Girl isn't a perfect experience, but perhaps it's one you'll find amusing or useful.

You may have guessed it already, but you get a wish as compensation for becoming a Magical Girl. I'll be holding onto that until your chain is over. In return, I promise it won't have an equivalent exchange cost behind it, so you won't have to worry about all you've gained being lost, win or lose. Lucky you.

Anyways, you start at age 1d8+9 for this world. You can change your gender to female for free, if you want. Otherwise, you can change your gender to male and/or determine your age freely for 100 points. Let's determine your history in this world. Note that if you don't choose Drop-In, your history goes up to the point you made a contract - which is where the jump will 'begin', from your perspective.

Backgrounds:

Drop-In [Free]
There's no need to hide what you are in this world - an outsider. A world like this has its fate set in stone, and only an ultimately selfless or selfish wish could hope to change it. That's your advantage - you're from outside the cycles dictated by this world, and as such are free of memories or obligations. Perhaps as a side effect, you seem to have a better grasp of the

nature of magic and souls in this world...perhaps you could recreate the phenomena utilized by the Incubators? Or perhaps something more sinister?

Gentle Soul [Free]
Truth be told, you were originally hard-pressed to decide what you wanted to wish for - you don't really want much for yourself! Whether from a feeling of emptiness or wishing more for the happiness of others, you don't get much satisfaction doing things for yourself. That's why you ultimately decided to wish for someone else, or that becoming a Magical Girl who could protect innocent people was payment enough for you. You were kind and empathetic to others, and while you've otherwise lived an ordinary life to this point and may be naive to the dangers ahead, rest assured - you're a fast learner.

Hero [Free]
You wanted to be somebody. Whether you saw someone close to you suffering, or reached out in a moment of desperation, adventure came calling and you jumped at hearing it. You may have been pressured into circumstances you weren't expecting when you made your contract, or did it from an impulse decision you may end up regretting. Even so, you're the sort of person who makes the best out of a bad decision - you may not be the person you want to be now, but you're definitely going to become them! Someone others can look up to, someone who fights for justice and defends the innocent...or just someone who looks really cool doing it! That's the kind of hero you want to be.

Rogue [Free]
Whether you were burned in the past or just looked at things realistically, you're ultimately out for yourself. Not to say you're unpleasant to be around or that you can't do nice things - if anything, you've learned to appreciate the better parts of living, and can be the real life of a party. You likely lived a very hard life up to this point, or were just completely unsatisfied with what you or your family had. That's why you decided to make a contract, and ultimately had no illusions you were doing it for your own happiness. Whether or not you'll be happy about your choice is another story entirely. Either way, you're independent and incredibly determined, and your 'no nonsense' attitude can give you considerable longevity in withstanding the despair a Magical Girl must bear to keep on living...or provide an even deeper downward slide.

Perks:

Exact Words [100, Free for Drop-In] - Honesty is the best policy, isn't it? There's no reason to use deception or tell tall tales...just leave out a few key details and people will take your words at face value. You've become a master of half-truths and misdirection, especially if you do so without actually lying. After all, they can excuse technicalities by you if you're not really human, right?

Keep it Cool [100, Free for Drop-In] - It's hard to say how much you've seen before you came to this place. Maybe you've witnessed a terrible tragedy unfold before you several times, maybe

you saw your best friends die...maybe the multiverse is just a really scary place. You've learned how to keep your fear and sorrows from showing on your face, keeping a stoic appearance and demeanor, even in the throes of combat. This doesn't make the emotions go away - it just hides them from others. Be warned that someone who's around you for a long time or is perceptive enough can eventually tell you're hurting.

Blue and Orange [200, Discount for Drop-In] - Humans get worked up over such strange things, don't they? Crying over the death of family, getting worked up over how 'cruel' your perfectly logical plan to save the universe is...it's annoying. It's even more annoying if you find yourself agreeing with them. If you'd rather not be bothered by such things, you may take a moment to contemplate a new moral code that makes sense to yourself and how you've come to see others, and your emotions and attitude adjust to fit.

Hmm? You want to hold onto a human moral code? Well, if you want, this can instead affirm your humanity and let you keep a 'normal' perspective on things, even as you see the wider scheme and scope of creation. This means you can still feel guilt when you're forced to take a life, or shame when you use your powers in selfish ways...whatever you'd deem 'wrong' if you were still the person you were before, essentially.

You may also create a mix of these two, harmonizing both a human and inhuman mindset...though it may take some time.

Magical Magpie [200, Discount for Drop-In] - Goodness, you're quite the little thief, aren't you? You seem to have a knack for knowing just what to steal and when to steal it. In short, when you have a particular goal in mind...like, say, getting your hands on some weapons to compensate for a lack of arsenal...you instinctively know some places to go to find such 'assets'. More than that, you intuitively know how securely they're locked down, and know exactly how to utilize your powers in the most efficient way to 'borrow' them. This doesn't really help you if you want to acquire such things legitimately or with the owner's permission, but that shouldn't stop you, right? Take care - this doesn't help for specific or unique items, and narrowing down your search can make this less effective...though I suppose there's always a chance you'll stumble across such a thing on accident, this ability itself won't lead you to it.

Make You An Offer [400, Discount for Drop-In] - Well, if nothing else, you're awfully persistent. When you're making a bargain with someone, whether attempting to get someone to join your side or to take a literal deal with the devil, you're something of a Faustian demon. You have a knack for pushing people's buttons in the direction you want, and can gradually pick up what someone desires deep down just from observing their everyday interactions for some time. Also, the more you constantly pester and push said deal, the more likely their willpower will weaken and they'll take the bargain. That said, this isn't mind control - a blatantly suicidal or self-defeating deal, or anything that contradicts the core of their character will still be refused. But all you need to do is pretty up the deal or omit a few key details, and that won't be an issue, right?

More Powerful Than Hope…[400, Discount for Drop-In] - There is an idea in your mind. A person, a cause, or an idea you choose to fight for. So long as you can imagine it, you will find your willpower increased greatly, and your competence in furthering or protecting said idea will increase along with it, gradually pushing your forward and growing in intensity as time goes on. However, this can create very acute tunnel vision, and you will lose the benefits of this perk if you ever stray from said idea or cause, and will have to begin anew...or find something new to fight for.

...And Deeper Than Despair [600, Discount for Drop-In] - It can be called many things. Love. Insanity. Mania. Sorrow. These are intense and powerful emotions, things that would usually make one spiral into despair, and spell doom for a Magical Girl. But you, you're something else. You're a Devil, the very antithesis of how magic in this world works. You may greatly enhance any magic you use, from this world or otherwise, by channeling your most intense emotions into it…though this has a bias towards things like 'murderous insanity' or 'obsessive love', being most powerful when those are in use. This even has the luxury of making your Soul Gem completely separate from your emotional state - even if it is on the verge of shattering from energy loss, you'll still be your old self. The same goes for any force that dares to try and change your emotions against your will, finding your mind and heart will be as still as a stone.

Incubation of the Soul [600, Discount for Drop-In] - That's a fancy way to put it. Though even they don't completely understand how it works, magic in this world is generated by the power of the soul and intense emotions within sentient beings. Incubators themselves aren't really capable of such things (most of the time), yet somehow found a way to harness it. Magic can create weapons from thin air, make dimensional spaces, halt the flow of time and even reverse it completely to a predetermined point. It can even create a wish tailored to the words and desires of a user.

That said, this isn't a free lunch. Magic is the same as any other energy in that an equal amount of power is spent in the end result that was needed for it in the first place. Constant use of Soul Gems makes the user increasingly melancholic and prone to irrational behavior. A world-changing wish takes a 'cost' equal to what it created, and could even destroy the one who made the contract entirely if they somehow tried to change the physics of the world. Still, if you have the energy for it, magic can perhaps change the world...or make a very small part of it better, if you heed the costs.

All of this said, you now have an understanding of how to enable other beings to use this magic, and how to create Soul Gems of your own. You can, if you desire, grant the wishes of others through a willing contract...but it won't be able to escape the equivalent exchange required, and you (or they) should be prepared for the costs and entropic backlash. Or not. It's not your problem, after all. Though something you should remember is that if you make a contract for a wish with someone, it's largely out of your hands in both execution and end result. That's a

lesson a certain Incubator learned the hard way...not that he'd remember anything if you asked him.

Strangely, even though a large amount of despair seems to create a larger 'return' of energy, anyone who falls to despair while using a Soul Gem or having it shatter just seem to vanish from existence. I wonder why that is…?

Your Soft Smile [100, Free for Gentle Soul] - It's just the way your smile is, Jumper. Whenever you look happy or are enjoying yourself, you have a warm radiance around you that is almost contagious. This has a soothing effect on those around you, and will make others feel just a little more at ease or that all's right with the world. This has a minor effect on strangers, and a much stronger one on those who care about you.

Nothing Special [100, Free for Gentle Soul] - Whether or not it's actually true, you may not see yourself as anything special or unique...and that's okay. That just lets the talents and abilities of others shine all the brighter, doesn't it? You're good at keeping yourself humble and downplaying your own skills and powers without coming off as condescending, and instead of making others envy or despise any gap between you and them, you will encourage those around you to work harder towards their goals and see you as an inspiration. Maybe that gap will never close, but if you play your cards right, you may be able to help someone become even better at what they're good at.

The EveryJumper [200, Discount for Gentle Soul] - Perhaps there was no single event before now that truly defined you, and you were entirely self-motivated by the moment you first stood before a major crossroad in life. Maybe you're just good at tapping into your roots as an 'ordinary' person. Or maybe you're just that goshdarn adorable. Either way, you're good at appearing as sort of an 'Everygirl' (or boy), someone who has no particular bias or ambition. This not only makes potential enemies prone to overlooking any threat you might hold, but you will find it a little easier to make friends and integrate yourself into new groups. This gets less effective on people who know you better as time goes on, but by then, you're already friends or foes, right?

Stop Fighting! [200, Discount for Gentle Soul] - Well, it'd be trouble if the team mascot got hurt, right? What? I'm kidding. Whether it's your demeanor or that you're the moral center of the group, conflicts and interpersonal rivalries are a little less likely to explode into fights or betrayal among your allies. It won't make the issues or the symptoms go away, but you will find it easier to diffuse and maybe even resolve conflicts so long as their differences aren't completely irreconcilable. They just don't want to disappoint you. You can even diffuse conflict between two opposing groups, so long as there's still some chance at diplomacy...though you'll need to actually get through to them to do more than just stall out a fight.

Small But Strong [400, Discount for Gentle Soul] - You may not seem like much - you may even appear to be a tiny mouse compared to other Magical Girls who can have decades of experience fighting Wraiths and more. But that's their mistake...after all, being soft doesn't mean being weak. You know the right times to be assertive or to take charge of a situation. More than that, you become a very quick learner when it comes to fighting, especially against a superior opponent. Even if you had an average magical ability at best, you could put up an excellent fight against three stronger Magical Girls or the strongest Wraith possible and maybe even win if you could stay alive long enough. This won't let you win completely impossible battles, but in fights or conflicts with odds above zero? You just might stand a chance. Just don't bite off more than you can chew.

Don't Give Up! [400, Discount for Gentle Soul] - Despair is the ultimate enemy of Magical Girls in this world - use too much power or dive too deep, and you'll vanish forever. And life is full of plenty of hardships already without having to put growing up into the equation. It's a good thing you seem built to deal with that, right? You're good at holding onto hope despite things like your friends dying or breaking down, and though you may still shed tears, it will take more than a cruel and cold universe to make you fall to despair. Your willpower is boosted greatly by this, and emotion-based magic is just a little stronger in your hands to show for it. Just be careful - holding onto hope can turn into insanity if you focus too much on the impossible. But if something is possible? You'll only give up when you're ready to give up.

Hidden Power [600, Discount for Gentle Soul] - Kyubey was amazingly persistent in wanting to make a contract with you, and now you can see why. Your magical potential is much greater than the average Magical Girl, whether from winning the superpower lottery or some twist of fate. All magical abilities you have from this world or otherwise greatly increase in potency, and you will find both your Soul Gem and internal energies in your body will have much more energy available to burn for said magic. This is enough that you could potentially fight a swarm of the strongest Wraiths and live to tell the tale, and you will quickly become both admired and feared for this might. Imagine if all that potential went to waste, huh? Good thing you made a contract.

Becoming Hope [600, Discount for Gentle Soul] - It's not just magical power that will change the world...it's hope. And now, more than ever, you embody that hope. Your presence inspires others towards your cause, raising the morale of your friends just by arrival. You can find feasible third options in moral dilemmas that don't compromise your own code or beliefs, you can make a functioning team out of people who were trying to kill each other not even days prior, and otherwise make a hopeless situation into something that can be overcome. More than

that, those you sincerely and emotionally bond with will share your own willpower and resistances against despair or mind control, and even when you're indisposed or absent, they will be inspired to fight or work towards whatever your true cause or goal ultimately was. Standing alone is a terrible thing - standing together can move the world.

Cool Big Sis/Brother [100, Free for Hero] - No matter what, you have to be able to do your job and do it well. How else will your juniors believe in you? You know how to appear as a wise and experienced figure to those you speak to, and can keep calm and patient in stressful circumstances fairly well. Obviously, this works better if you avoid showing your flaws or speak on things you have ACTUAL experience in...you wouldn't deceive your own students, would you?

Play Along With Me [100, Free for Hero] - Music is the soul of mankind...and, well, your soul isn't in your body anymore so it makes perfect sense you'd be good at it, right? What? That doesn't make any sense? Well, who cares! Pick a single mundane musical instrument. You are now amazingly talented at playing said instrument. You can, if you wish, give magical abilities you have a 'musical' aesthetic by having the sounds of your chosen instrument play along with whatever sounds your magic makes...though this won't add anything except a personal touch to it, mind you. Go forth, Jumper. And play.

Golden Grace [200, Discount for Hero] - Oh, someone's an early bloomer, aren't they? Whether you look so darn huggable you make everyone drop what they're doing, or look attractive enough to make heads turn, you're someone who is definitely easy on the eyes and even the heart. Choose whether you want to look 'cute', 'handsome', or 'attractive'. Your appearance now fits that particular category VERY well, and apply just a little bit to a second category. These will compliment each other nicely, won't they? Now if only people would stop staring and just drink their tea…

I Will Save You! [200, Discount for Hero] - Though Wraiths mostly appear at night, they can threaten anyone at any time, which is why you must be diligent! You can now 'sense' when someone nearby is being physically threatened or attacked. This sense is 'loudest' for unusual or incredibly dangerous things - Wraith attacks, artillery bombardment, alien invasion, and so forth. You also receive a vague idea of how dangerous the threat is to you personally. This has the range of a small city and can be toggled on and off...unless you're foolish enough to think you can save everyone?

Believe in Justice [400, Discount for Hero] - You've learned the hard way that the world is cold and cruel, but you've also learned that this doesn't mean you have to throw away things like saving others or doing some good in this life. You will find that when you act to protect others or save someone from danger, you have a knack for arriving in the nick of time, and your acts of altruism or heroism won't backfire - the stranger you rescued will be grateful and possibly aid you later, your classmates who saw you fight will keep your secret and think you were cool out

there, and the rival who talked down to your attitude may even come to your rescue in a tight spot. Regardless, it's within your power to make the world a better place by being a hero, and you will be rewarded in little ways for it without fear of it turning against you. Do note this is much less effective if you try to 'rescue' someone who's proven they're bad to the bone or hate you personally.

I Will Fight! [400, Discount for Hero] - Tiny bit bull-headed, aren't you? You just seem to go charging off into combat, waving your sword around like an angry imp...yet you keep surviving, even thriving! Your hot-blooded determination lets you compensate for experience - the more willpower you have, the harder you'll fight and the harder you'll be to knock down. This still won't let you make complicated strategies you lack or suddenly gain new powers, but you'll find that applying a sledgehammer to a problem is a lot easier to pull off in a fight. This is enough that you could possibly fight off a Wraith with a weapon you've never used before or win a street brawl where you're outnumbered and armed with only a toothbrush if you got fired up enough. Just don't burn yourself out, alright? Your body might not be able to keep up with your spirit.

Absolute Configuration [600, Discount for Hero] - I take back any comments I made about you lacking experience - that's clearly not the case here. Magical Girls have a limited, singular arsenal that's determined by the nature of their wish and their soul. No 'power ups' are really to be found here. You've found a way to compensate - do one thing and do it well. You are now an undeniable master of using a single weapon of your choosing (likely your magical weapon) - muskets? You're a sharpshooter that would put even experts to shame and never suffer from jamming. A sword? You may as well be a painter who only uses red when you're wielding that steel. This even applies to using said weapon unconventionally, like using a gun as a blunt weapon or throwing swords en masse.

But wait, there's more. You're an incredibly quick thinker and tactician, enough so that you could fight someone with time stop powers on even ground if you got the drop on them - figuring out the abilities and limitations of your opponent is something you can do in mere minutes, and you can plan ahead far enough in a combat situation to know how your opponent plans to take advantage of a weakness of yours without skipping a beat. Can they keep up with you?

Decretum [600, Discount for Hero] - You were such an idiot. You're not quite the Hero you want to be - you had some kind of ugliness or selfishness you didn't recognize until it was too late. But that's okay. That doesn't mean you've given up on yourself, does it? You've accepted and recognized your faults, and this makes you completely untouchable by mind control or manipulation that tries to exploit your flaws and regrets. Seeing the worst day of your life play out in an illusion would hurt, but it would have a lot less power over you than your enemies would have hoped.

More than that, you have a tight enough hold on your inner demons that you can actually call yours forth...by spending a fair amount of magical energy, you may summon a representation of your despair and personal mistakes forward, creating a 'Barrier' around you and your foes. This

beastly extension of yourself can isolate the battlefield in an eldritch location within this Barrier, and fight your foes alongside you. Eventually, it will disperse, though not before likely confusing and even laying low your enemies. As a side benefit, summoning this monster will immediately 'refresh' your mind of any scars or trauma, breaking the chains of any negative emotions that tried to hold you down. This shouldn't be possible. You must be some kind of Witch, huh?

Here, Eat This Apple [100, Free for Rogue] - It will make you look even more like a bitch. You are good at looking smug and superior in whatever position you're in - in strength or weakness. Whether or not you are actually the stronger one in a confrontation, you are just good at looking confident while pushing your opponent's buttons. You can easily goad someone into a foolish argument or infuriate them into making a mistake, so long as they don't see it coming. Hot-headed Magical Girls don't live very long, after all, and you're good at exploiting that.

Tough Love [100, Free for Rogue] - The world isn't a nice place, contrary to what all those bright-eyed idealists will tell you. But at the same time, it's not all bad - people constantly overlook things like their strong points in favor of chasing silly dreams or impossible wishes. You're able to use the right amount of tough and cold-hearted in your words to snap someone out of a depression or get them to realize they're about to self-destruct. Even more than that - people will instinctively realize that you really do mean well, deep down, so long as you're actually trying to help them. This may not always work, but your barbed words and anger are born of worry and wanting to see them do better...and they'll know that.

Back Alley Chef [200, Discount for Rogue] - Food is one of the ultimate pleasures of life, and is essential to survival! Even if you could technically survive without anything to eat now, starvation is still a terrible feeling, even as a little nagging sensation. Fortunately, you grew up in dire straits and knew the pain of starvation - so you're well-equipped to avoid it. You're able to make filling and even delicious meals out of things like dollar store instant ramen, a bag of chips, and some leftover cookies, making it feel like a gourmet feast to the ones who eat it. As a bonus, poisoning from old or overripe food just doesn't phase you anymore, and you no longer gain unwanted weight from eating sweets or fattening foods. Bon appetit!

Life Is Short [200, Discount for Rogue] - Any minute now, you could die in anything from a car accident to a Wraith attack. Even if you no longer age or worry for physical death, you'll find yourself exhausting all has life to offer fairly quickly. Well, nuts to that. You're able to keep appreciating and finding value in simple pastimes like video games or talking to your friends, and it will be just as exciting as it was the first time. Who has time to be bored about everything done under the sun? That just means it's time for round two.

Fighting Dirty [400, Discount for Rogue] - Setting your opponent off by calling their mother a cow, tripping them up, overwhelming them with unfair advantages...you're an absolute master of foul play. You're enough of a wily foe that you could trip up even veteran Magical Girls and make a well-coordinated team fall apart into infighting so long as you knew which buttons to

push. Even better - sneak attacks or ‘dishonorable’ blows are much more effective when you use them, hurting just enough that they’ll regret thinking you play fair.

We’re Friends, Right? [400, Discount for Rogue] - Sometimes, fights happen just because of misunderstandings or some ill-timed words. Sometimes, conflict just erupts and nobody can do anything about it. But you’re going to live a very, very long time and doing it alone is the worst feeling you can suffer through. That’s why when you’ve managed to make an enemy of a group but haven’t done anything they’d consider completely unforgivable, you will find it easier to smooth yourself back into their good graces. You might even become real friends if you stay on the same wavelength long enough. A common enemy or goal helps speed up the process considerably. Just note that ‘fool me once…’ is completely in effect here: This perk gets less and less effective if you keep betraying them, until they’d rather put you in a noose than see your face again.

Perfect Partner [600, Discount for Rogue] - It can be tough, going alone for a long time. Even if you’re as self-sufficient as you can possibly get, you may want someone to share forever with - a rival, a best friend, even a significant other. But now, you have someone who will always be by your side - not behind you, not ahead of you, by. Your. Side. If you’ve managed to achieve a significant emotional bond with someone (preferably a positive one), you may choose to be ‘in sync’ with them, which they will have to voluntarily agree to. A declaration of protection, a confession of love, even a simple handshake will do. You will always know where this person is and how they currently feel, and they will likewise sense the same from you without fear of your abilities shutting them out or striking back at the reading (unless you want to - doesn’t that cheapen the bond, though?). In addition, when fighting or teaming up, you both count as one entity when working together, and their competence in any mundane skills you have soar to your equal level, able to work perfectly as a duo for teamwork purposes.

This may even work for magical powers, though they have to be capable of it and already know enough to use it on their own for that to work, and nothing unique or ‘just you’ will carry over. You will understand and know each other better than anyone else in the world, and if you maintain this bond, it may last forever. That said, breaking it off with them or losing this bond to begin with will make all the associated benefits disappear. You may also only share this with one individual at a time - it’s perfect partner, not partners, after all.

Lone Wolf [600, Discount Rogue] - There’s no need to worry about anything - you’re used to fighting alone. And you’re very, VERY good at it. You are skilled at self-sufficiency in combat...if anything, you excel when fighting alone. In a one-on-one duel, you’re an absolute terror to behold and can finish an otherwise equal foe in seconds. Numbers don’t help as much as they should, either...a group of said foes is no different than fighting one, fighting an army is more like routing a smaller mob, and so on. It’s still possible for you to be totally overwhelmed and outmatched, but you can bet it will take a lot more than even the most coordinated teams to bring you down.

That said, this only really applies if you're fighting by yourself. You won't gain this ability's momentum if you're actively working in a team of some kind. The effect this perk has is diminished in a group of one or two more people besides yourself, and anything bigger than that is too much for you to gain momentum from. People just kind of get in your way, you know?

Magic:

You wouldn't be much of a Magical Girl without some magic, don't you think? Let's get the essentials out of the way - you have +1000 Magical Points to spend freely in this section. Now, let's cover the basics.

Soul Gem [Free,Mandatory] - As part of your contract with Kyubey, your soul has been partially separated from your body. It is contained within a tiny gem with a color and aesthetic matching your personality and your wish...well, what WOULD have been your wish if you chose a background, or just a look that 'fits' for Drop-In. The benefits to this state are as follows:

Unaging - You do not physically age from the point of your contract onwards.

Magical Body - You can transform into a Magical Girl form by activating the Soul Gem, where it will rest on a part of your body either embedded onto your skin or as a piece of jewelry (it can remain in this form in your 'civilian' persona, as well). This creates a 'projection' around your physical form that is much more physically athletic and can take a lot of physical punishment with only some of the damage and the pain. Being knocked around or juggled by a powerful Wraith is still an unpleasant and painful experience, but you'd have a good chance of surviving the first few attacks instead of immediately dying like an ordinary person would. It's in this form that you can use your Magic, detailed below. Even better? As long as your Soul Gem is still intact, you can use magical energy to regenerate your body even if you were just a smoldering pile of ash, though this takes time and is a huge drain on your resources - you're more likely to disappear without a full 'tank' of energy ready than completely regenerate from a single cell. You will also be conscious through the entire experience, so...try not to get to that point.

Magical Girls, Represent! - As a bonus, your 'transformed state' has a neat costume and aesthetic of your choosing. It doesn't change its function, but if you want to wear a pretty dress into battle or look like an armored knight of some kind, you can. Just note that what you choose remains the same unless you find another way to modify it.

That said, this isn't all sunshine and pink dresses. There are some downsides.

No Wish For You - I'm holding onto that wish of yours until we're finished with your chain. Believe me, it is not worth cashing in here.

Energy Requirements - Everything I explained above, and the Magic it powers, is a product of the Soul Gem. The Soul Gem only has so much energy to spend and for the duration of this jump, you can only regain energy by using the remnants of Wraiths after defeating them. While you generally won't have to worry about this if you pick your fights wisely, using a huge amount of power or coming back from atomization will put you in the red fairly quickly. Your

mood will also dampen and become increasingly manic and depressed the more severe your energy deficit is. This also ties into…

It's Called a Soul Gem For A Reason You Moron - The Soul Gem literally houses your soul. If you're separated from it (more than a small room's distance would do it), your body will drop dead and start decomposing, utterly helpless until the Gem is returned to it. You have no motor control or awareness in the Soul Gem itself, to boot. What's more, it's amazingly fragile and if destroyed, will instantly kill you. Hm? You can survive this somehow? Then your Soul Gem will reform with you, but it will lose the same amount of energy needed to restore your body from the ground-up. You'll need to 'refill' quickly.

Game Over - If your Soul Gem is destroyed (without some way to cheat death) or you exhaust all of your energy, you suffer the same fate as other Magical Girls and vanish from existence...although, in your case, you just go home safe and sound as if nothing happened. Thankfully, this only applies to this jump - I'll get to alternatives and how things work onwards in a little bit.

No Thank You! [1000MP] - If this doesn't sound attractive to you or if you'd rather not have your body be a meat puppet, even for a decade, you can simply 'cash in' the Magical Points you were granted at the start of this section. You will not become a Magical Girl, thus gain none of the benefits or downsides above, nor will you receive a consequence-free wish from this world at the end of your chain. Any Magic you buy via converting CP will be a result of your interdimensional nature, and will have a slightly higher energy requirement (in the form of either your stamina or a magical 'energy pool' you already possessed) to compensate for the lack of a Soul Gem. This will also raise plenty of questions about you and how you can do these things. At least you don't have that sword hanging over your head anymore?

Power Has A Price [100 per purchase] - If you find yourself starved for Magical Points, you can give up just a little bit of your choice points to get some more. This can be done even if you forfeited the Soul Gem and being a 'real' Magical Girl from this world. For every 100 choice points you put into this, you receive 100 more Magical Points.

Weapon [Free/100*] - You are given a single weapon of your choosing, melee or ranged, to match with your Magical Girl form. You may import a weapon you already owned for free, letting it benefit from your magical energie like a 'normal' one would. Muskets, swords, bows made of energy...you can use any weapon of your choosing, just note that anything more powerful or complicated than an infantry-sized item is impractical -at best- and extremely costly at worst. If you forfeited a Soul Gem, you must pay 100 points for this.

Finally, let's move onto the various Powers you receive. You may buy from the selection indicated here. Normally, these are tailored to the personality of the Magical Girl who made the contract, but here it's more of...a suggestion.

Black Wings [200MP - Discount Drop-In] - **Did something or someone set you free...or bind you with grief?** A pair of magical wings can sprout from your form, made of energy and entirely

malleable in shape and size. This enables you to fly at your running speed, and merely having them revealed like this greatly increases your own agility. If you're someone with...well, problems, you may choose to manifest these as wings of Grief, like Homura Akemi herself will eventually end up using.

Dimensional Inventory [400MP - Discount Drop-In] - **Do you want to keep your precious things close to you?** You may store physical items within a time-frozen pocket dimension. This manifests one of two ways - either you can access items freely from your Warehouse, or you may store it within a bottomless dimensional pocket. However, if the latter contains any items you didn't buy with CP or move to store into the actual Warehouse, the items are lost on the next jump - you will need to restock.

Rewind [600MP - Discount Drop-In] - **Do you want to set something right?** Sometimes, we wish we could do things over again. You can, now. Once per jump, you may reverse time up to 24 hours, undoing all events leading up to that point. However, do note that fate is difficult to change - events will conspire to unfold in a similar if not identical way, with the sole exception of what you reversed time for. Struggling against this for long can lead to unforeseen consequences, as one Homura Akemi can attest. This power activates automatically if you are struck down by a fatal blow, undoing the events leading up to your death...but this power can still be only used once per jump. It will not save you again. Post-Chain, this power can be used as many times as you wish.

Stop Time [800MP - Discount Drop-In] - **Do you want to move without limits?** Using a slight sum 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 having to 'renew' it with another chunk of energy, but you can eventually maintain it for a few minutes longer after some practice.

Luck [200MP - Discount Gentle Soul] - **Do you want to live a carefree life?** Fate seems to continually smile on you...it's no coincidence, as your magic actually makes you just a little bit more lucky. You duck out of the way of lethal attacks more often, you find clues on accident just a little more, and so on. This doesn't make you invincible, however, for even with magic luck is rather flimsy and random - it will just tilt in your favor a little more often. This is a passive effect without an energy drain.

Energy Weapon [400MP - Discount Gentle Soul] - **Do you want to protect others?** Your Weapon is now directly charged with magical energy from your Soul Gem, letting you inflict even more magical damage by 'overcharging' them. This is proportional to how much energy you put into the weapon itself - letting the next attack or shot from it become anything from a little extra punch to a devastating finishing move. Just try not to use all of it at once, alright?

Purification Shot [600MP - Discount Gentle Soul] - **Do you want to stand for the best in others?** Your magical attacks from your Weapon and otherwise can now have a 'purification'

effect that can damage or even remove corruptive effects, as well as greatly damage things made of despair, angst, or other negative emotions.

Multi-Shot [800MP - Discount Gentle Soul] - **Do you want to reach out to everyone, no matter what?** As long as you have the magical energy to spare, your attacks and magical abilities can reach to someone. Your attacks now having a 'homing' capability limited only by the amount of energy you can use, and can launch multiple magical attacks with this same ability. While an average magical girl could attack all Wraiths in a small city block with a good chance of success, a true powerhouse could strike Wraiths across an entire continent. That said, that level of competence is rare, and will need a lot of energy and practice…

Weapon Summoning [200MP - Discount Hero] - **Do you want to always be ready to fight?** Your Weapon can normally only be summoned by itself and as a singular entity, but not anymore. You may now summon as many copies of your weapon as you have the energy for, creating your own unlimited works of weaponry. The extra copies tend not to last very long after being used, but if nothing else, you won't be empty-handed in a big fight.

Bindings [400MP - Discount Hero] - **Do you want to keep someone from hurting themselves?** Whether it's ribbons, ropes, or chains, you are able to summon extremely tight and durable bindings from thin air. These are strong enough to completely restrain an unprepared Magical Girl and possibly even act as crowd control for a Wraith if used carefully. They need some energy to maintain, but the cost is fairly small.

Finale [600MP - Discount Hero] - **Do you want to end a fight with a bang?** Similar to Energy Weapon, you may 'overcharge' your weapon to unleash a single, devastating Finishing Move that can deal a deathblow to a Wraith if placed at the right time. The difference being is that while the energy cost is much lower than if you simply charged it, you can only use it once every thirty minutes. Constantly using a finishing move just isn't a class act, you know.

Revival [800MP - Discount Hero] - **Do you want to be a hero?** Even among other Magical Girls, you are very good at healing from injuries. You will be able to heal bruises in seconds, cuts in minutes, and deeper wounds within hours instead of days or months. You can even 'share' this ability with allies, letting them heal quickly along with you. Be warned - healing yourself is a passive effect that costs no energy, but healing others will take more and more out of you. You can't save everyone, after all.

Trick Weapon [200MP - Discount Rogue] - **Do you want to see the look on their faces?** A spear that can detach pieces of itself and be controlled with your mind? Maybe a hidden blade or chain somewhere? Regardless, your weapon has a 'trick' behind it can make your fighting style more unpredictable, and this 'trick' is aided a little by your magic. This can make challenging you in melee (or even at a range) a more difficult prospect.

Invisibility [400MP - Discount Rogue] - **Do you want to live life without consequences?** You can obscure yourself from both magical and visual detection by cloaking yourself in magic, appearing completely transparent and invisible to the naked eye. Your footsteps can still be followed if you're walking, however - try not to make a splash in any puddles.

Barrier [600MP - Discount Rogue] - **Do you want to keep others away?** The older sister of Weapon Summoning, you can call gigantic version of your Magical Weapon out from the ground or the walls. This not only enables you to hit with bigger, stronger attacks, but it also lets you form a protective 'field' around any wall of weapons that you summon with this ability, which can shield you or others from strong attacks.

Double [800MP - Discount Rogue] - **Do you want to have an ace up your sleeve?** You can create a convincing 'double' of yourself with the same equipment and abilities as yourself. The copy itself is always temporary, as is anything it is wearing or wielding, and is extremely costly to maintain...but you'll find an instance where you can catch someone off-guard if you use it properly. You can switch places with your Double at any time, with your opponent likely being none the wiser until the clone dissolves into magical energies.

Enhanced Strength [100MP] - In your Magical Girl form, you are much stronger than you look. You can lift up about two tons and can probably re-arrange someone's face with a well-placed punch. You can by this ability multiple times.

Enhanced Dexterity [100MP] - You are graceful and quick, able to move with great dexterity and aim with deadly precision. Your eyesight is also clearer and lets you take in more details than you could outside of your Magical Girl form. This can be bought multiple times, letting you keep up with a long-term firefight even as you're being juggled in the air.

Vanity's Reward [100MP] - Don't like your new look? That's alright. You can now change your Magical Girl form or any clothes you're wearing with a wave of your hand and a very tiny amount of magical energy being spent. No matter what design you pick for yourself, it will always look good on you.

Cake~! [100MP] - You may use magical energies to summon any sort of pastry or cake you like into existence. For an extra 100 MP, this can be any sort of food at all (though copies of unique food won't have any supernatural properties if they had them) that you've seen or eaten at least once. You may summon this food to be up to the size of a small house, letting you potentially crush someone with sugary goodness.

Items:
You receive a budget of +300 points to spend on items only.

School Papers [100, Free for Drop-In] - It can be a little tough to explain why you're at such a young age and not in school, especially if you just appeared out of thin air. Luckily, these are

certified documents that have a convenient explanation for your long absence (like a long hospital stay) and that you're clearly meant to be in the nearest school's database all along. Once per jump, you can be admitted to any public school as a student or teacher (depending on your age) with no questions asked. Be aware you can still be expelled or fired.

Stolen from the Yakuza [200, Discount for Drop-In] - It's a small crate with lots of military-grade weapons designed for infantry use. Assault rifles, pistols, even a rocket-propelled grenade launcher...kids your age shouldn't be caught using these! Works surprisingly well against Wraiths. Ammo restocks weekly - each weapon has enough for about two long firefights on their own.

Strange Apartment [400, Discount for Drop-In] - You have an address to a specific room in an otherwise normal apartment building. Within this place is a white void with several ticking clocks floating around the air, along with enough furniture to live comfortably. The memories of the owner (yourself) and those who enter this apartment will play back like ongoing movies around them, though they won't focus on a particular event unless you or they start thinking about it. This apartment complex seems to escape magical detection, letting you rest in it without fear of attacks unless someone already knows where to find it. Post-jump, you may put this room in a similar building nearby or make it a Warehouse attachment.

Isolation Field [600, Discount for Drop-In] - Well, well, taking notes from Kyubey, are we? This is an isolated magical barrier, about the size of a small bedroom. Anything within the field is a complete blind spot to events happening outside...beings that exist outside of time, dimensions, or any other sort of 'cosmic' nature cannot perceive what happens within said field. It also cannot be detected by any sort of magical or technological sensors, being a complete 'blank'. Currently, the field only functions as camouflage and remains at a small size, but with time and tinkering, you could perhaps find a way to make it grow and expand...and perhaps function as more than a simple blind spot...such an understanding may take centuries to do on your own, however. Perhaps Kyubey could give you some ideas?

Hair Ribbon [100, Free for Gentle Soul] - A little keepsake to let your friends know you'll be there for them. It's a ribbon that's a color and design of your choosing. When worn by yourself, you will feel a slight increase in self-confidence, whereas friends or companions who wear it feel as though you're nearby...whether this fills them with hope or dread really depends on the sort of person you are, but you wouldn't do that to your friends, would you?

Pile of Stuffed Animals [200, Discount for Gentle Soul] - A very comfy set of stuffed animals that are very cozy and warm to hug or squeeze. May make it very difficult for you to want to leave bed just from how comfy it will feel.

A Very Nice House [400, Discount for Gentle Soul] - It's exactly what it says - either your parents are very rich or someone very generous handled all of the paperwork for you. This is a very comfortable two-story house with all the amenities you could want, complete with utilities

and a fully stocked kitchen. Nobody seems to question how someone so young could own it, either, if you're a Drop-In or otherwise orphaned. Post-jump, this house can be dropped into a nearby civilized area or made into a Warehouse attachment

Shard of a Selfless Wish [600, Discount for Gentle Soul] - A wish that truly gives back to others, yet asks for nothing in return...such a thing isn't meant to exist in this world, yet, here it is. And such a thing could perhaps change the world. Holding onto this pink shard increases your own magical power greatly and gradually replenishes lost energy. 'Burning' this shard will let you dramatically increase your magical power tenfold, though the boost is temporary and will be lost afterwards until your next jump. Notably, any magic given towards aiding or healing others without any expectation of a reward, karmic or otherwise, are most powerful when used with this Shard.

Walkman [100, Free for Hero] - It's a music player appropriate to the area you're in, just small enough to carry with you as you walk. It might look a tiny bit...dated here, but it will change to whatever is appropriate in future settings (or just a mundane MP3 player if technology hasn't hit that point yet). Can store as many songs as you need. Starts with a few violin and indie guitar songs.

Very Nice Tea Set [200, Discount for Hero] - It's a very delicate but aesthetically pleasing tea set. Any drink you serve using this will be especially delicious, and anything fragile that is broken will be replaced the very next day. Excellent for welcoming guests to your home.

A Lonely Abode [400, Discount for Hero] - It's a simple one-person apartment that nobody else seems to visit, yet has utilities and amenities fitting someone who has lived by themselves for years. Always feels especially cozy to relax in during sunset or nighttime, though it can feel a little lonely without some company. Post-jump, this is either attached to a similar apartment complex or becomes a Warehouse attachment

Shard of a Heartbroken Wish [600, Discount for Hero] - This glowing blue shard carries a deep regret with it...spurned affections, forgotten friends, unspoken cruelty and despair. Despite this, it seems to have some kind of resolve behind it...corruptive and influences that seek to control the mind and heart are banished from your presence, unable to affect you so long as this shard is held close to you. You may 'burn' the shard, destroying it until the following month, to completely exorcise a location and all those within it of such influences and infections, and they will be unable to return or affect anyone within that radius for the next day.

An Infinite Supply of Apples [100, Free for Rogue] - It's important not to waste good food, you know? You acquire a basket of apples that restocks itself each following day. They're always fresh and just the right taste. Alternatively, they can be any mundane fruit of your choosing. Eat up!

A Lot of Sweets [200, Discount for Rogue] - Candy, chocolate, pocky, whatever sort of thing your sweet tooth wants, you've got at least five of it. You now own a box full of random assorted treats you would find at a mundane candy store or shop, and it restocks with a new set each day. Try not to go overboard.

Abandoned Church [400, Discount for Rogue] - This was a holy place once, before tragedy fell upon it and those who entered. Still, it doesn't seem like Wraiths or any other 'unholy' being in future jumps is able to willingly enter these grounds...and should they find themselves brought in unwillingly, they will desperately fight to escape. The exception being if you invite someone in, of course. Interestingly, it's easy to get a full night's rest here, and your dreams (should you have any) are nostalgic and remind you of times long past...I wonder why?

Shard of a Burdensome Wish [600, Discount for Rogue] - This wish was made for the sake of someone else, but the consequences were dear, and the wish itself is forgotten in the flames. Still, the memory makes you stronger...so long as you hold this shard, fire or high temperatures do no damage to you, and you become physically stronger and more resilient, enough so that you could wrestle a tank without fear of it hurting you outside of your Magical Girl form. You may 'burn' the shard to gain the ability to bathe an entire building in flame, and control fire with your mind for up to an hour before the energy exhausts itself. You will receive a new shard the following week after using it this way.

Companions:

I Am Not Alone [Free/100-300] - Had friends with you already, Jumper? You may import up to 8 of them for free, giving them a free background and all associated freebies - though they won't be Magical Girls. If you want to give them a leg up, you may spend 100 points to make two of these imported companions into Magical Girls, where they will gain 800 Magical Points to spend and receive all associated freebies, in addition to 500 choice points to spend in general (though no item stipend). You may spend another 100 to make two more into Magical girls, or spend 300 total to make as many as all 8 into the same. Any companions who die or disappear from existence during this jump merely return to life later as normal.

It Is These Bonds That Make Us [200] - Maybe there's more than that here. Maybe there's some new friends you haven't made yet...or you just haven't remembered them. There are strange things in this world, after all. For 200 points each, with a particular one being discounted for your chosen background, you may take a single Magical Girl (or boy) detailed below for each purchase:

It's Okay To Smile [Discount for Drop-In] - Something about them just brightens everyone's day. They're a regular ball of sunshine and cheer, always looking for that silver lining in life, and manages to be much stronger than anyone could give them credit for. They seem to be attached to you, somehow...maybe they want to help you, or maybe they look up to you. Either way, you have your own little source of hope to follow you on your adventures, now. Their

primary weapon are a pair of chakrams and they have the benefits of the perks ‘Your Soft Smile’, ‘Becoming Hope’, and ‘Small But Strong’. Their magical powers include ‘Energy Weapon’, ‘Purification Weapon’, and two purchases of Enhanced Strength.

I Will Protect You [Discount for Gentle Soul] - They don’t talk very much. It’s strange, too - they’re popular, at the top of their class, and yet seem to regard everyone they know with an icy stare. Except you, apparently. They know an awful lot about you and the details of your journey, and will even flat-out call you ‘Jumper’ if pressed on it. At the very least, they seem incredibly concerned about your health, safety, and happiness...a little too much, if you ask me. They have the benefits of ‘More Powerful Than Hope…’, ‘...And Deeper Than Despair’, along with ‘Keep It Cool’. Their Magical Powers are ‘Stop Time’, ‘Dimensional Inventory’, and two instances of ‘Enhanced Dexterity’. Their primary weapon is a scythe, oddly enough.

I Will Fight With You! [Discount for Hero] - Oh, dear. A rather idealistic magical girl caught sight of you doing what you do best, and now they look up to you like an older sibling. They’re hopelessly naive and likely used their wish on something they didn’t put much thought to...still, they’re some genuine worth and strength behind their words when they talk about protecting the weak and saving others from Wraiths. Maybe you can show them the ropes? They have the benefits of the perks ‘Golden Grace’, ‘I Will Fight’, and...not much else, at first. However, after some training and combat experience, they will grow into their role and mature, giving them the benefits of ‘Cool Big Sis/Brother’ and ‘Absolute Configuration’. Their powers are ‘Revival’, ‘Weapon Summoning’ and ‘Finale’. Their primary weapon is a six-chambered revolver.

World’s Best Frenemy [Discount for Rogue] - A certain somebody got a little too close to your hunting grounds, and managed to survive you fighting them off. Then they came back and did the same thing. And again. And again. Once it became obvious you both either couldn’t or wouldn’t bump the other off, they showed up the next day to share a bag of food with you. You’re still rivals, sure, and compete - but it feels like you’ve gotten accustomed to each others’ presence now. Even if they’ve got a smart mouth and a wit to match, maybe you should bring them along on your journey? They have the benefits of ‘Here, Eat This Apple’, ‘Life Is Short’, and ‘Fighting Dirty’. If you manage to break down their emotional barriers and form an honest bond with them, they will gain the benefits of ‘Perfect Partner’ where you’re concerned. Their magical abilities are ‘Barrier’, ‘Trick Weapon’, ‘Double’ and ‘Cake~!’ Their primary weapon is a zweihander.

Don’t Forget [200] - Have a canon character you want to bring along instead? If you’re willing to pay for them, 200 points a piece, and manage to convince them to come along...then you’re more than welcome to. Unfortunately, a certain Madoka Kamane cannot be purchased as a companion this way. Sorry.

Drawbacks:

You may take up to 1000 points in drawbacks.

Memory of the Old World [+0] - The previous Madoka jump took place in an entirely different timeline, but still, your presence can still echo into this one. By choosing this option, your starting age changes to whatever it was at the end of the original Madoka jump, and all of your actions - save for those concerning the existence of Witches or events surrounding Madoka herself - are written into this world accordingly, and adjusted where necessary. It is possible Akemi Homura still remembers you if such actions were done, however…

What Rebellion? [+0] - At some point after you arrive, Kyubey is going to get the hare-brained idea to find a way to 'capture' the Law of Cycles and utilize it for his own purposes. This ends well for absolutely nobody involved. You may decide if the events of Rebellion will unfold with you present or not - if not, the idea never quite makes it past the concept phase for Kyubey, or he becomes disinterested in the plan. If so, you will be drawn into Homura's barrier when it is formed, and I hope you're prepared for what happens next…

Compulsive Eater [+100] - You can't seem to stop stuffing your mouth with some kind of food, even if you aren't hungry...and ESPECIALLY if you are. While you won't overeat, you'll find it difficult to concentrate without something to nibble or chew on, and it may impede your ability to fight if you had to skip lunch to catch that damn Wraith...

But That's Forbidden Love! [+100] - Oh, dear. Everyone around you (even companions!) seem to jump to ridiculous conclusions about you and your relationship status, even if you're already in a dedicated one. Exchanging a knowing look with someone thanks to a join telepathy conversation? Forbidden love! Carefully watching someone who just tried to kill you walk away! Forbidden love! Saying hello to that nice girl at the cafe? You get the idea. This also stacks with anything that boosts your reputation, and will lead more than a few awkward conversations. Clearing this up never lasts long. Ever.

What A Weasel [+100] - Well this is...annoying. A side effect of you entering the world the way you did is that you're now a tiny white weasel-thing with floppy ears, looking almost identical to Kyubey or a member of his race. Your other abilities still work just fine, but any attempts to look different or remove this form just don't work. Expect people to have trouble taking you seriously...or pinning Kyubey's many, many swindled wishes on you. You may keep this as an altform, post-jump, if you wish.

You Little Bastard! [+200] - Kyubey considers the current system of magic and Wraith-killing to be far too inefficient for his kind's taste, and the ineffable Law of Cycles both a mystery and a drastic limitation on what he could possibly obtain to save the universe. Lucky him, then, that he detected your arrival and figures out what you are minutes after the jump begins. He will identify you explicitly as 'The Jumper' to anyone who asks, too, which can be a shock for anyone close to your background.

The good news is that he's content to just observe you and constantly pester you with questions regarding your adventures...at least, at first. The bad news is that he will be taking notes on things regarding your Warehouse, and any technology or magic that you use from outside this world. He will also regularly direct Wraiths and strong Magical Girls to combat you, wanting to see as much of your 'potential' as possible. And no matter what, whatever 'solution' he comes up with using your copied (or at least 'inspired by') repertoire always seems to turn out bad for everyone, you especially. What's worse? Any attempts to permanently kill him or render his race extinct or non-functional will fail. If you keep the outside context things hidden or display as little as possible, he won't have much to work with...but do you really want to rely on the 'gifts' of the Incubator during your time here?

Hexed [+200] - Although the mission statement of Magical Girls is to bring hope, in practice, it just boils down to 'kill Wraiths' with enough regularity to keep on surviving. Still, mental stability does an excellent job of adding to a Magical Girl's life span, so it's very rare to see one who's genuinely insane or evil. Unfortunately for you, this is one of the exceptions.

This Magical Girl is a psychopath, pure and simple, a serial killer in the making...or already in progress, thanks to their newfound powers. They're strong enough to survive in territory where almost everyone wants them dead, and unpredictable and violent enough to be a problem as far as everyone in the city is concerned. Finally, they've decided that killing YOU personally is a great time for them. Their insanity and craving for violence is enough that despair or disappearing into the Law of Cycles just doesn't seem to take - something that mystifies Kyubey.

You must contend with this hostile Magical Girl who wants to fight you and see you dead at any cost. Attempts at diplomacy are just asking for trouble at the most. Should you strike them down, they will vanish and come back the following week, good as new and just a little more ferocious. How vexing.

Magical Girls Must Fight! [+200] - While there's generally enough Wraiths to go around for Magical Girls to band together and generally not want for much in terms of energy, it seems like everyone is a little more trigger-happy than they should be. Everyone who isn't already a companion of yours are eager to jump at each other's' throats, and fights break out for the silliest of reasons. You will be in a lot more conflict than you should be, and the world around you quickly becomes dog-eat-dog, even if you aren't a real Magical Girl yourself. Expect random fights with lots of collateral damage to unfold near or on top of you.

Being Jumper Is Suffering [+300] - Imagine if a certain 'butcher' was writing your story. And imagine if he hated you in particular. That is what your ten year stay in this world is going to be like. You and your companions' character flaws are dragged out to the surface, long-healed emotional wounds are torn open, and nobody is willing to help or work with you when you need it most. And if they do? You bet they'll die in a suitably tragic and ironic manner. Monologues

about nihilism, incredibly powerful Wraiths, and worse will be center stage during your jump here. Even if you survive, you may not leave here in one piece...good luck.

“I Want To Be A Normal Person!” [+300] - Huh? Jumper? What’s that, some kind of fruit? Whether or not you’re a Magical Girl, you don’t seem to remember anything except your Background, and very little will convince you of your true origins or memories. If you were a Drop-In, you wake up with a splitting headache and are a complete amnesiac. Companions remember you, but are separated from you. Expect to be a bit shocked when you use some outside context powers on accident, and you’ll have to re-learn them the hard way. At least that weird Kyubey creature who granted your wish seems willing to help, right?

Welcome To My World [+600] - Welcome home, Jumper! Everything is just like how you left it, except better. Your friends, your family, your ~~companions~~ and everyone else are all waiting for you here. Huh? Perks? Powers? Those are just part of your imagination game, silly, don’t worry about those. Warehouse? Don’t worry about silly things like that, Jumper! The world is exactly how you’d see a perfect version of your own life, no worries, nothing to do, nothing to fight, nothing to struggle for, nothing to say and nothing to ever ever want to leave for.

But still..something is wrong. This world is sinister, like it’s a prison designed to keep you here. Your abilities and equipment still exist, but are buried underneath this illusion, controlled by a demiurge who seeks to keep you and a Goddess captive. Her attention isn’t on you, and won’t be unless you try to take Madoka away from her. This world has certain ‘plotholes’ that contradict the memories you’ve made on your journey, and those that act against the nature of your companions and friends. If you can ‘nudge’ these plot holes enough, you can regain your abilities and restore the memories of your companions, little by little. You must balance regaining your full strength and Warehouse, along with gathering your companions, without alerting Homura to your presence - she won’t care much unless you directly threaten her interests, but if you act too overt and damage the illusion out in the open, she WILL notice and care VERY much, and reinforce the illusion to take your repertoire away.

Once you and your companions are ‘complete’ again, you must either escape this illusionary world to begin the jump proper, or defeat the newly-created Devil Homura yourself. The latter is easier said than done, unless you’re the sort of person who spends too much time thinking about conceptual beings. If you do not escape within the next ten years, consider your chain - and your identity - lost forever.

Made it to the end, huh? Well...first, let's cover the matter of your Soul Gem and how magic will work in this world onwards. If you want, you may keep the Soul Gem and it's regular function - or you may have it shatter and let your Soul rejoin your body. The latter means you will lose out on the lich-like benefits of being a Magical Girl, but you no longer have to worry about being physically separated from it. Regardless of your choice, you automatically regain all lost magical energy over time, and spending all of it merely makes you incredibly tired instead of making you disappear into the Law of Cycles.

As for Incubation of the Soul, you may choose what sort of system it will use in future jumps - whether it is the Law of Cycles, the old Witch system that Madoka worked so hard to destroy, or merely 'give up' their wish and powers to change the user back to normal once they've used up their abilities. Regardless, they too steadily regain energy over time, unless you'd rather they didn't.

What comes next, Jumper?

Time to Go - Finally throwing in the towel? I understand. You will return home with all you've gained - as a bonus, any friends you've made in this world will now exist in your home world, as if they had been there and were waiting for you all along. May you live peacefully, Jumper.

I Want To Stay - Stay in this world? Alright. You gain +1000 points for your trouble. And if you don't have any reservations about your afterlife, you may choose to join the Law of Cycles after your own time is up. I'm sure a certain someone will be happy to greet you.

Ever Onwards! - On we go to the next world, then! Hm? Do you hear something…?

...hm? You're still here? Did you do something special?

Huh?

You actually went through the trouble of keeping Sayaka Miki alive, and helped her fulfill or get over her crush? You protected her, Mami, and Kyouko and helped the latter two reconcile? You even managed to help Homura deal with the loss and tragedy she had to experience, and outright nip the events of Rebellion in the bud? And you did all of it without some kind of underhanded tactics…?

Or...you managed to do all of the above, even after Homura became a nigh-unstoppable Devil?

I'm impressed, but...why? Did someone put you up to this? Or did you just do it because you wanted to?

Well. I'm not above rewarding going the extra mile. A certain someone seemed really happy with your efforts, and...well, I extended my hand to them.



Madoka Kaname [-] - The girl responsible for the universe you've found yourself in. Originally, Magical Girls would turn into Witches once they had succumbed to despair - monsters that would hurt both their former loved ones and perpetuate an endless, grim cycle. This was broken by this girl's selfless wish - to erase all Witches across time before they were born, instead taking them to an afterlife outside of time and space. And so, the Law of Cycles is born, after Madoka Kamane ascended into what humans would call a 'God' from her wish.

Though her full apotheosis doesn't really follow outside of this world, she appears to you in the next jump as a fairly powerful magical girl and you may take her as a companion from this point forward. She is easily the strongest magical girl from this world and can shatter armies of Wraiths singlehandedly, and is a fast learner in other things involving magic as well. She is a Gentle Soul and comes with all the relevant perks within, and mainly uses a bow. I'm sure you two will get along fine.

Bear in mind - she will be unhappy if you use Incubation of the Soul, especially if you recreate the Witch cycle. She is a Gentle Soul and has all perks discounted for that background.