

MAHOU SHOUJO MADOKA MAGICA

The Witch Timeline(s)

By JamestheFox



Welcome, Jumper. This is the world of Puella Magi Madoka Magica - or perhaps, Mahou Shoujo Madoka Magica. Central to this setting is the city of Mitakihara, and the Magical Girls who form contracts with the diminutive Kyubey, defeating Witches in exchange for the granting of their wishes.

But before we continue, let us discuss the terms of *your* contract.

+ 1000 Karmic Potential

The year is 2011. The day is the sixteenth of March - or perhaps, May, it barely matters. What *is* important is that this world is about to be caught in a time loop - an ever-more tangled web of karmic destiny. You must live ten years in this place...

... which is a rather complicated process. You see, on the first of May (or perhaps, the first of July), Walpurgisnacht will appear in Mitakihara. This ultimate Witch will lay waste to the city unless it is stopped... and the process of stopping it will bring tragedy. In response, a certain girl will reset the timeline back to the sixteenth of March. She will do so over and over and over again, in a futile attempt to fulfill her wish.

You may have the power to untangle the gordian knot of time, Jumper. Will you use it to free these girls from this initial sorrow, and risk greater sorrow later? Or perhaps you will spend these ten years of yours happily within the time loops, abusing the simple fact that only one other may be aware of your actions? Will you live as a Magical Girl, fighting Witches until your own defeat, or live as a normal person to the best of your ability? Your potential to change the world is extraordinary, so don't expect to go entirely unnoticed...

Should you not stop the cycle of timeline resets, you will stay here for 79 timelines, making your departure a little over a quarter of the way through that timeline.

Origins

Unless you take **Drop-In** or **Incubator** as your origin, your sex is female, and your age is 9+1d8. Incubators have no need for notions of sex or age.

Drop-In: You arrive exactly as you were in your previous Jump, with the same sex and age. You are a stranger and a mystery here. You possess a Soul Gem of your own at the start of the timeline... but Kyubey will not know how you obtained it. You may buy Perks at a 50% Discount, and gain one Wish and a single corresponding Magic for free.

Potential Puella: A normal, human girl in the springtime of your youth. But I don't need to tell you that you have potential - potential that can be spent to obtain something. At the start of each timeline, you are a normal person, though one that may soon be approached for a contract. You may buy Wishes at a 50% Discount, and one Wish's Magic counterpart will become a free reward for completing the Jump.

Puella Magi: The defenders of humanity from evil Witches... right? You have a standing relationship with Kyubey - or, perhaps, one of his kin - and know the basics about being a Magical Girl. Defeat Witches, gain Grief Seeds, recharge your magic. Simple as that, right? At the start of each timeline, you are already a Magical Girl, arriving in Mitakihara for your own reasons. You may buy Magic at a 50% Discount, and one Magic's Wish counterpart will become a free reward for completing the Jump.

Incubator: I see. So you would profit off this cursed world? Very well. You're an Incubator, a granter of wishes, collector of Grief Seeds, and bulwark against entropy. You must take the Drawback **I Don't Understand**, but get discounts on all Magic and certain Perks. You'll also get certain Perks for free.

Witch: You poor thing. All hopes lead to despair. You're a Witch, a monster that feeds off negative emotions and enemy of all magical girls. You get one Wish free, and a discount on all Magic and certain Perks. You also gain **Witch Runes**, **Jumper's Kiss**, and **Jumper's Labyrinth** for free... but must take the Drawback **Someone Must Be Cursed...**

Starting Locations

The Hospital: In one room, Kyousuke sits with a ruined hand, his dreams shattered. In another, Akemi Homura wakes. In yet another, so do you. Your hospital bills are paid, thankfully nothing lasting seems to be wrong with you (for mundane or perhaps magical

reasons), and while you can stay for the rest of the day, you're discharged and free to go. Go where? Well... that's on you.

The School: Mitakihara Middle School. It's just another normal day for Kaname Madoka, Miki Sayaka, and Tomoe Mami. Unless something is done, in two days Madoka will make a wish to save a cat's life. In nine days a sickly (or not so sickly) girl named Akemi Homura will transfer into Madoka's class.

The Mall: In some distant (or perhaps not) timeline, in nine days this is where Kaname Madoka will meet Tomoe Mami and be introduced to the world of Magical Girls. There's an arcade here, where someday, in some timelines, one Sakura Kyoko will spend her abundant free time playing games.

The Sakura Church: On the border between Mitakihara and Kazamino, this ruined and abandoned church is the stomping grounds of a vagrant named Sakura Kyoko. If you can convince her to share her home, there's a few rooms meant for a small family to live in. There is tragedy in these hallowed and hollow halls, and perhaps lessons to be learned. There's also room for a grave or two behind it.

Perks

The Shaft Headtilt (Free):

Okay, okay no, how are you doing that. Humans should not be able to tilt their heads back and around like that. But your neck is, in fact, flexible enough to perform this iconic feat. As a bonus, you're incredibly good at conveying emotions or the severity of a situation simply by how you turn your head to face the person you're speaking to.

Literal Genie Veto (Exclusive and Free Drop-In):

All too often, a Magical Girl's wish comes back to bite them. Sometimes it's how they phrased it. Sometimes it's the fact that they didn't wish for what they really wanted. Sometimes it's just some unforeseen circumstance surrounding the wish. Sometimes it's just how the literal-minded bunnycat implemented their wish. Thankfully, you're beyond that. When a wish of any kind would have effects on you that you wouldn't want, you're resistant to them. You can even turn any wish that's affecting you on or off at will. For the duration of this Jump, you can even use this to deactivate or reactivate the Wish that makes your Soul Gem shine.

What Will Make Your Soul Gem Shine? (Exclusive and Free Incubator):

The most important tool in an Incubator's toolkit. You now have the ability to grant wishes in exchange for making the wisher into a Magical Girl (or, in future Jumps, a Magical Boy). The kinds of wishes you can grant are dependent on the karmic potential of the person making the wish - that is, the ability of that person to change the future of the world. For some no-name girl, you could probably grant something small like saving their life in a car crash or giving them a big cake or something. But for someone with a fate that could shift the future of an entire country, or an entire planet - someone like Uzumaki Naruto, Tifa Lockhart, Princess Zelda, or Ruby Rose - you could do something similarly large and lasting. And should you find someone whose karmic potential could drag along entire universes or timelines... well, for someone like that, you could form a brand new god, couldn't you? But you might or might not want to warn those you're forming a contract with... your wishes are disturbingly literal, and those Magical Girls and Boys will be playing by the rules of this world, complete with the consequences for filling their Soul Gems with corruption...

Veteran Skills (100, First Purchase Free Drop-In):

Oh, you've certainly been around the block. As a normal person, you're moderately skilled in a variety of mundane tasks. Pick three skills you'd use in your daily life - like math, or dancing, or cooking, or an instrument, or video games. You have the equivalent of half your life mastering those skills. As a Magical Girl, and in future Jumps, this Perk also gives you an extra 10 years of experience in whatever lifestyle your Origin consists

of, even if that shouldn't be possible based on your lifespan. Don't tell anyone, but it's a rare thing for Magical Girls to live that long. Perhaps you have lessons you can pass down to the newbies round here?

Telepathy Nexus (200, Discount Drop-In, Incubator):

You are now able to produce a network within about 200 meters of yourself within which those you choose may communicate telepathically with each other. This network is untraceable, undetectable (well, unless you count someone noticing that the girls you've brought aboard are looking oddly at each other), and unhackable.

Witch Runes (200, Discount Drop-In, Free Witch):

While a Witch's labyrinth's aesthetics can vary from Witch to Witch, one thing is omnipresent in their construction - the presence of strange runes. These runes can be read, and now you are fluent in them, not just in reading but in writing, in hearing, in **speaking** them into being. In addition to simply having the ability to read the names of your foes, your magic can take on extra power if you add incantations that produce these runes. But how can you do this? Are you... part Witch already?

Ripe For The Hunting (200, Discount Drop-In and Incubator)

Witches aren't guaranteed to produce Grief Seeds, you know. And Familiars don't have even a chance. In order for Familiars to become Witches, and in order for Witches to produce a Grief Seed, they have to feed, and become stronger. So let them. You have an eye for how likely your prey is to give you the materials you want from them, and when best to harvest from them all that you need. You even know how best to accelerate your prey's growth, like fattening a pig up for the slaughter. This of course applies to more than just Witches and Familiars - anything you can cut down for your own material gain is prey. And you're the top of the food chain.

Connect (Free for This Jump Only, 400 to Keep, Discount Drop-In):

It seems that somehow, you've managed to retain your memories between timelines. When someone attempts to tie time in knots and cause time loops and resets and such, you always retain your memories of the previous timelines, even if you are not the instigator of the temporal reset. In addition, nothing is considered a Jump or Chain Failure so long as time is eventually rewound to before the failure-inducing event occurs - a most valuable power for a world caught in a time loop like this. The necessity of it is why I've chosen to temporarily give it to you for free, but if you want to bring this immunity with you on your Jumpchain, you'll need to purchase it.

There's No Way I'll Ever Regret It (400, Discount Drop-In)

When a choice is laid out before you, you have an impressive sense for which option you would regret more - almost like you've had at least ten minutes worth of time to think on the choice before you. Should you already have that kind of time, this Perk allows you the judgement of someone who's had ten times your amount of time to make the same decision. Obviously, this works better the more information you have, and it can't produce new options out of nowhere - only judge the options you're aware of. In addition, you have a strong resolve. You're a knight of justice - you won't let changed circumstances or new information make you regret your choices so easily.

I'd Never Allow That to Happen (400, Discount Drop-In)

You are... surprisingly good at convincing people that a given action is not a good idea. This of course only really works when you're telling the truth. You might not stop them from doing that dumb thing altogether, but you'll at least get them to stop and think about it for a little while longer. And maybe delaying tactics can be all you need.

Emotion to Power (400, Discount Drop-In, Free Incubator)

Let me tell you a secret - Grief Seeds are a source of extraordinary power made of despair... Oh, you knew that already? Do you know how to extract that power for your own ends, then? I thought not. Well, with this Perk you can absorb Grief Seeds, or other similar objects filled with emotional energy, into yourself. If you're not an Incubator, you'll want to be careful of the corruptive effects of what you're consuming, but maybe that's worth it for the kind of power boost a Witch's core can provide?

If You Feel Like Dying For This Universe... (800, Discount Drop-In, Incubator)

You are... terribly good at breaking people, especially for someone who claims to not understand emotions. You know just what to say to hurt someone, or It helps that you have a record of human history in your brain, especially as it pertains to your own interactions with it. If you're an Incubator, while in that Alt-Form you may beam any knowledge you have directly into the mind of a target. The process is likely to disturb and distress them, but other than that there's no better way to really get your point across.

Jumper's Kiss (800, Discount Drop-In, Free Witch)

This is... worrying. You may place a mark of your own design upon a being and, if they lack either a strong will or the protection of magic, you may curse them to take actions in accordance with a fundamental emotion. Despair, for instance, can cause your victim to willingly walk to the top of a building and happily throw themselves off. If you gather a bunch of victims, you can have them kill each other this way. If you're not a Witch, or post Jump if you are, you are, you can use more than just Despair or hate. So ask yourself... What can you do with hope? With pride? With greed? Joy? With any emotion

or sin the human heart can be made to bear? In addition, Post-Jump you may use these marks as vectors for your own magical Perks.

My Very Best Friend (800, Discount to Drop-Ins)

There are terrible fates in this world, and many others. Death is the least of one's worries when their friends can be twisted into abominations by a faustian deal, or rendered into a being without beginning or end, or rewritten entirely out of reality. This Perk is a promise to those you love. They won't be forgotten. Even if you're a thousand Jumps away from them, and they have been entirely lost to you, and you have been lost to them, you'll remember them, and they you. More than that, when you or they need it most, whatever distance or circumstance separates you will be as nothing. At your lowest point each Jump, those you've lost will return to you, if only for a minute, to save you... and the same goes for them, wherever they are.

Big Top (1000, Discount Witch, Requires Jumper's Labyrinth)

Oh god... what are you...? Like Walpurgisnacht, your Labyrinth no longer has to *stay* a pocket dimension. Within 1000 meters of you, it can now bleed into reality, enforcing its rules on the world and allowing your Familiars to take physical form in said world. It is not the only pocket dimension you can release, either - Warehouse Additions that sit in their own dimensions can bleed into each other and spill outward into the Jump you're in just as easily as your Labyrinth does. When they fall out of your range, these warps in the fabric of reality remain for a few hours before closing back up. All the world is a circus... and you're the tent it happens in.

Wishes

Wishes are an important part of this world - a way out of danger, a means to further one's own goals, a hope for another person's happiness... and most importantly, the key to becoming a Magical Girl.

For your own safety, your Benefactor has restricted you to the wishes below. For their amusement, you'll need to buy them to have access to them.

If you're a Potential Puella, each Timeline you may choose to wish for any of the Wishes you've purchased, at any time after Kyubey has approached you. Once you've done so, its effects will activate and a single corresponding Magic will be gifted to you for free, for the rest of the Timeline. The Magic you gain this way stays with you if you finish the Jump with it.

As an active Magical Girl (either via the Drop In or Puella Magic Origin), however, your wish has already been granted and its effects already in play. Select one of your Magics, and take its corresponding Wish free.

Once your Wish is granted, the Wish cannot be turned off until the Timeline or the Jump is over, whichever comes first... unless you're a Drop-In, in which case your "**Literal Genie Veto**" Perk allows you to toggle your granted wish on and off at will.

I Wish I Was Beautiful! (100, Free to Potential Puella) **(Counterparts: Illusion Magic, Mind Control Magic)**

Ah, yes, the "become a 10 in the looks department" option. However, maybe this wasn't what you meant. When Kyubey granted your wish, you didn't change at all. Instead, those who look at you are given the impression that you, as you are, are the aesthetic ideal for your species. People will ask you how you eat, what your exercise routine is, where you shop... you'll turn heads, of course, and this will benefit not just you but those who look similar to you. Post-Jump, this will also enhance all of your beauty or style-enhancing Perks.

I Wish to be the Best! (100, Free to Potential Puella) **(Counterparts: Might Magic, Analytical Magic)**

Ah, but what about power? You may wish on Kyubey to be exceptionally skilled in any one mundane task, similar to the Perk **Veteran Skills**. The boost to this skill becomes permanent if you end the Jump in the timeline where you made this wish. In addition, if you weren't already, you are now physically or mentally peak human, depending on the

exact skill you wished to be the best at. Post-Jump, you are a peak human in both physical and mental aspects.

I Wish for Cheese! (100, Free to Potential Puella)
(Counterparts: Food Magic, Doppelganger Magic)

U... Uh. Okay. Food. You can wish for food. A lifetime supply of cheese, or a massive cake, or a feast fit for a king. I don't know why you want this, but uh. Sure! In future Jumps you may produce any one food that you can hold in your hands from behind your back.

I Wish They Loved Me! (300, Discount to Potential Puella)
(Counterparts: Illusion Magic, Mind Control Magic, Doppelganger Magic)

Not very confident in your love life, are you? With this, you won't have to worry anymore. The moment you have this Wish granted, someone you know will be driven madly in love with you. They'll do anything for you... even if you didn't want them to. Post-Jump, any and all Perks that improve your ability to have or manage romances will be enhanced.

I Wish For Their Success! (300, Discount to Potential Puella)
(Counterparts: Illusion Magic, Mind Control Magic)

You've wished that another person was highly successful in their ambitions. A violinist could become the next rising star, an excommunicated church could become the dominant religion, a scientist could hit breakthrough after breakthrough and change the world, a soldier could turn back entire platoons on their own... though it might cost them their life. All the while, you will sit in their shadow, the one to ensure your loved one succeeds, no matter what... even if you get none of the credit. The exact how and why for this success... well, that's not important, is it? Don't look too closely, but it may be through a similar method of the Magic you obtain from this Wish. Each Jump you may designate a new target for this Wish.

I Wish To Know! (400, Discount to Potential Puella)
(Counterparts: Analytical Magic, Precognitive Magic)

Oh, this wish is rather one and done, isn't it? You will be gifted an honest answer to a burning question. You will know it completely and absolutely. But be careful what question you ask with this... the truth isn't always comforting. Post-Jump, this power will grant you an answer to one question every Jump, or every ten years, whichever comes first.

I Wish To Protect Them! (400, Discount to Potential Puella)

(Counterparts: Might Magic, Doppelganger Magic, Teleportation Magic, Healing Magic)

Perhaps you don't care whether they are successful in their endeavors or not... all that matters is that they live. That *you* keep them safe. You are now a sort of good luck charm to the person or group you specified in your wish, turning aside danger simply by being there. The effects are weakened the more people under your protection - if you choose a single person they may as well be immortal (though not invincible) so long as you are near, but even a small group of four or five will still get hurt, though it would take exceptional means to kill them outright. As a bonus, even when you're not in range, you can sense when danger approaches your charges, giving you enough time to come to their aid. Each Jump, you may designate a new target for this Wish.

I Wish To Live! (600, Discount to Potential Puella)

(Counterparts: Might Magic, Doppelganger Magic, Teleportation Magic, Healing Magic)

You survived. Upon having this wish granted, any injuries, diseases, poisons, or other dangerous circumstances that would threaten your life are undone. Simple as that, hm? You'll find yourself gently nudged away from dangerous situations, as well... including social interactions of any and all kinds. For your own safety, of course. Post-Jump, this will serve as an 1-Up, healing you from and/or pulling you out of one circumstance that would otherwise have killed you every Jump, or every 10 years, whichever comes first.

I Wish To Be Free! (600, Discount to Potential Puella)

(Counterparts: Illusion Magic, Mind Control Magic, Teleportation Magic)

Perhaps you feel trapped by something in your life, metaphorically or literally? Well, not any more. You can go where you want. People won't mind. They probably won't even notice you, especially if they don't have magic.

I Wish They Were Healed! (600, Discount to Potential Puella)

(Counterparts: Healing Magic)

Someone you loved was hurt, and you wanted to fix them... so you had Kyubey grant this Wish. I hope you weren't expecting a thank you, because your involvement in this will be hidden - the one you healed will not believe you should you try to claim credit for this miracle. A smidgen of that Wish's intent lingers on you. This Wish enhances and uncaps all of your healing powers, Perks, and skills.

**I Wish To Meet Them Again! (800, Discount to Potential Puella)
(Counterparts: Time Magic)**

Be careful - you would surpass entropy with this wish. Upon having this wish granted, you will be returned to the start of the Jump. Unlike with other wishes, this one cannot be taken back simply because of a timeline reset - from that point on, you will start each timeline as a Magical Girl, even if you took the Potential Puella Origin. And of course, you can't simply turn this Wish off.

Notably, should you use this Wish, Akemi Homura will still retain her memories of other timelines. Perhaps two time travelers are better than one?

After this Jump, you'll be able to have this wish "granted" again, allowing a single timeline reset per Jump.

**I Wish to Erase All Witches Before They Are Born... (2000, Cannot Be Discounted, Potential Puella Only)
(Counterparts: Doppelganger Magic, Teleportation Magic, Time Magic)**

"... All the Witches in all the universes, both past and future... with my own hands!"
You... do you realize what a massive wish that is? It could unravel time itself, and defy the very force of karmic destiny. If you have this wish granted... you'll become a god. A normal person would cease to exist except as a concept. But for all those who fought against Witches, who believed in hope as magical girls... this really is the only option, isn't it?

Having this Wish granted allows you to carry out the canonical ending of Puella Magi Madoka Magica with your own hands. It will only be through the aid of your Benefactor, through your unique qualities as a Jumper, that you can hope to come out of this with anything close to a human form.

Once the deed is done, you will not be able to return to this Jump, nor visit Jumps that have this Jump Supplemented to it, nor visit Jumps that have the Incubators' system of Magical Girls and Witches, without destroying them. In essence, this means that you will only be able to visit Jumps like Madoka Magica - Wraith Timeline, should you want to return to the PMMM universe.

Should you do this, you will be granted an upgrade to your Warehouse - which is now an afterlife for those who believed in the dream of Magical Girls. Every Magical Girl you rescue from the fate of becoming Witches arrives here in your paradise. Though they can freely explore your Warehouse and attached properties, they cannot be made into Companions, nor leave your Warehouse altogether. Their fight has ended, after all.

A vast park with fountains, trees, meadows, and all the recreation a young maiden might want is attached to your Warehouse, as well, serving as the first place your new charges arrive.

A copy of you will exist forevermore within this Jump's universe, an extension of yourself so that you may continue your self-assigned task. The two of you are one, and your fight to fulfill your wish will never end, even after you've claimed your Spark.

All of the above cannot be turned off, even with Perks or Drawbacks that control or negate wishes or other Perks.

Post Jump, even if you don't use this Wish, this Wish gifts you an aura of hope that can lighten and soften even the darkest of settings. Simply being there makes things better. It may not be enough to make the world perfect, but it's enough to bring hope where there was none before.



Magic

The magic produced by your Wish can have many valuable properties, some of which may even be hidden behind other features.

Each time you purchase a power, its effects are enhanced.

Magical Garb (Free, Magical Girl Power)

Well of course, as a Magical Girl you need magical garments. It does take magic to restore them if they're damaged, but that's relatively cheap compared to restoring your body. You decide what your outfit looks like, of course, though it'll mostly be softer materials like cloth or leather, as opposed to harder things like metal plate. Your Soul Gem will turn into some kind of accessory, attached to your clothes or your body.

You may choose to "import" an existing outfit you already own at no additional cost. This will allow your Magical Garb to appear as a slightly modified (often, cuter and more feminine) version of the imported outfit. By channeling more magic into the garment, you may temporarily let your Magical Garb gain any mystical or unusual properties of the original garment. This costs magical energy in amounts based on the potency of the powers the garb gives you. In addition, wearing the original outfit prior to transforming allows you to transform at lower magical cost by temporarily modifying the original outfit, as well as granting you the full benefits of the clothing at no additional magic cost.

If you Wished to **Erase All Witches Before They Are Born** you immediately gain a *second* outfit, with a divine and elegant appearance.

Magical Arms (100, First is Free, Magical Girl Power)

While in your Magical Girl form, you have access to some kind of weapon. A sword, a bow, a spear, ribbons, a shield... and a wide variety beyond that. With practice you can convert your magic into copies of that weapon, shapeshift your weapon(s) into larger or more complex forms (perhaps even turning something as simple and flexible as a ribbon and constructing a gun, or shapeshifting your sword into a shield or armor), and launch or swing your weapon telekinetically, no hands involved. Additional purchases grant you additional weapons to start with.

You may choose to "import" an existing weapon or item for no additional cost to your purchase - making you capable of conjuring perfect replicas of the object. However, be warned - these copies don't last forever, and the stronger or more magical the item, the more magic it costs to make copies based on them. You may keep the original item.

Magical Body (Free, Magical Girl Power)

Your body has been enhanced to do battle with Witches. While transformed you have, at baseline, the strength and speed to leap up small buildings and lift small cars, maintain your balance in impressive circumstances, and take a car crashing into you without breaking anything. If you've already surpassed that, your Magical Girl form boosts your physical statistics by 10%. With some training, you might even push this even further.

But honestly, this isn't enough.

No, better to put your soul somewhere safe, and thankfully we already have a suitable vessel. Your Soul Gem isn't called that for nothing, after all. So long as your Soul stays in there and the Gem doesn't break, you won't die from anything that happens to your body. It has some other fun effects too. People trying to mind control you or target your soul will find nothing to grasp onto unless they know to look at the pretty rock that's usually a ring on your finger. For all intents and purposes, your Soul Gem *is* your body, now. The thing we just enhanced, the thing you're fighting with? Just a puppet.

Elemental Magic (100, Magical Girl Power, First Free to Puella Magi)

Your powers come with a mastery of a single standard element. Fire, Water, Wind, Earth... you get the drill. Nothing crazy like space or time, though. You can purchase this multiple times to get different elemental effects.

Food Magic (200, Magical Girl Power, Discount to Puella Magi)

(Counterparts: "I wish for Cheese!")

You can manifest food made entirely of magic. It lacks nutritional value and taste, but. You can certainly drop it upon your enemies. Bury them in cheese wheels I guess, if you spend enough magic. With a second purchase, the food actually **does** have nutritional value and tastes like normal food. Not bad!

Might Magic (200, Magical Girl Power, Discount to Puella Magi)

(Counterparts: "I Wish to be the Best!" "I Wish To Protect Them!" "I Wish To Live!")

Oh, I'm sorry. Did I say 10% to start with? No, you need power. Hell, you may well have wished for power. Let's grant that. This bolsters your physical might by a good 50% while you're transformed. This isn't just strength, either. This is durability. You're a tough nut to crack.

Speed Magic (200, Magical Girl Power, Discount to Puella Magi)

(Counterparts: “I Wish to be the Best!” “I Wish To Protect Them!” “I Wish To Be Free!”)

Super speed is always a good power to have. With each purchase, your baseline speed is improved by 50% while transformed, even before any training. You have a degree of instinctual reflexes that makes sure you won't just run into a wall or trip over something, but this doesn't actually speed up your perception of the world - you can still be surprised and caught flat-footed.

Illusion Magic (200, Magical Girl Power, Discount to Puella Magi)

(Counterparts: “I Wish I Was Beautiful!” “I Wish They Loved Me!” “I Wish For Their Success!”)

Your Magic creates illusions. Simple as that. Hide yourself, hide your allies, hide your enemies from each other. The more you purchase this, the more difficult it is to pierce your illusions, and the wider your range can go. A single purchase can let you cover everything within about ten meters of yourself, but additional purchases spread your range by ten more meters.

Storage Magic (400, Magical Girl Power, Discount to Puella Magi)

(Counterpart: “I Wish to Meet Them Again!” “I Wish To Protect Them!”)

Interesting. Your weapon is now a portal to some kind of... pocket dimension, which can store objects of various sizes. For a single purchase, you can store any object a normal person could hold in their hands. For a second purchase, you're limited to anything not nailed down or otherwise permanently secured. For a third purchase, you can physically scoop out even secured objects, including the ground under them. Living things can't be moved into your pocket dimension. For a fourth purchase and if you have a Warehouse, you may choose to move objects to your Warehouse instead - a far more livable destination for any friends you want to store away.

Analytical Magic (400, Magical Girl Power, Discount to Puella Magi)

(Counterpart: “I Wish To Know!”)

This is a powerful kind of magic. You can look at something and figure out... just about everything about that thing from minor details. You could learn what someone ate from how they're walking... and their wi-fi password from what they ate. The less actual evidence you have, obviously, the less accurate your analysis will be, but that requires several degrees of separation between what you know for sure and what you're speculating on. You could learn everything from this. You *will* learn *everything* from this.

You have no choice.

That's because, at baseline, this Magic cannot be turned off, by any means, including other Perks or Drawbacks. It is weakened outside of your Magical Girl form, but still actively analyzing the world around you, picking up on anything and everything... and draining your magical reserves (or darkening your Soul Gem, while you're here) the entire time.

By purchasing this Magic a second time, you'll become able to fully control this magic's ability to analyze things.

Mind Control Magic (400, Magical Girl Power, Discount to Puella Magi)
(Counterparts: "I Wish I Was Beautiful!" "I Wish They Loved Me!" "I Wish For Their Success!")

Pretty self explanatory. You can dominate the minds of others. They'll need a strong will to resist you, and if they're not magical, well, don't expect them to have much of a chance at all. You can even temporarily control Witches with this, though beings that have multiple minds, souls, or similar constructs within them can easily break free.

Doppelganger Magic (400, Magical Girl Power, Discount to Puella Magi)
(Counterparts: "I Wish They Loved Me!" "I Wish For Their Success!" "I Wish To Live!" "I Wish to Erase All Witches Before They Are Born...")

You can trust yourself, right? This creates copies of you. They don't last long, and will poof out of existence if struck, but they share your powers and have... well, about as good of teamwork as you do. With Teleportation Magic, you can even seamlessly swap places with them at will.

Teleportation Magic (600, Magical Girl Power, Discount to Puella Magi)
(Counterparts: "I Wish To Be Free!" "I Wish To Live!" "I Wish To Protect Them!" "I Wish to Erase All Witches Before They Are Born...")

Ah, a fun and simple one. You can teleport to anywhere you have line of sight to. You can carry others, of course. With additional purchases you gain the power to teleport to places you've been to before, while also gaining a few kilometers in range, though the further you teleport the more magic you'll spend...

Healing Magic (600, Magical Girl Power, Discount to Puella Magi)
(Counterparts: "I Wish They Were Healed!" "I Wish to Protect Them!" "I Wish To Live!")

Most Magical Girls can heal themselves over time... but you take it to another level. Your Magic can be used to heal others from injuries. So long as they're not dead, and you're willing to spend the magic, you should be able to put them back together. In addition you passively heal your body faster and more cheaply than most magical girls.

You could have every bone crushed, every drop of blood spilt... and be fine in just a few hours, so long as you didn't die.

Precognitive Magic (800, Magical Girl Power, Discount to Puella Magi)
(Counterpart: "I Wish To Know!" "I Wish To Protect Them!" "I Wish For Their Success!")

The future. Many are terrified of it. Probably because it's unknown. But now you have direct access to it. Will it reassure you, reinforce your hopes?

... Probably not in this world. Still, it will warn you of what's to come. At low power this lets you see what an opponent is going to do right before they do it, at high power you'll be able to see events a month, two months, a whole year into the future.

Just... don't let the future wear you down, you know?

Time Magic (800, Magical Girl Power, Discount to Puella Magi)
(Counterpart: "I Wish to Meet Them Again!" "I Wish to Erase All Witches Before They Are Born...")

First, let's go with the big thing: this allows you to, at will, reset the timeline. You'll be able to return to the start of the Jump, or go back ten years, whichever point you hit first. Other time travelers won't forget the previous timeline, but that's fine, you'll just have to... deal with them. In addition, you can outright stop time for ten seconds, multiplied by the number of times you buy this Magic. Anything not in contact with you freezes shortly after you let them go, allowing you to, for instance, drop a grenade and walk away, or produce a wall of bullets from one gun. This is all fairly costly magic, so you'll probably need to have a lot of Grief Seeds or other sources of magical power on hand to keep using it.

After this Jump, you'll be limited to a single timeline reset per Jump for each time you purchased this Magic.

Items

Soul Gem (Special)

How could you be a Magical Girl without this? This bauble allows you to access your Magical Girl transformation. It also serves as a container for your soul and a vessel for your magical energies. So long as your soul sits within your Soul Gem, only its destruction can kill you - your body's obliteration will not matter. While within your Soul Gem, you can control your body from about 100 meters away, though you need to be in contact with it to achieve your Magical Girl transformation. In addition, it stores the entirety of your own personal reserves of magic... though for some reason your usual methods of regaining magic don't seem to work? It shines more brightly the more magic it has left, starting a vibrant color that matches your **Magical Garb** and turning darker and murkier as it runs out. It can shift between two forms while you're untransformed - an egg-like shape and a ring with your name (in runes) upon it. While you're transformed, it becomes an accessory. If you've had your Magical Girl transformation made part of your Body Mod, this stone becomes part of your Body Mod as well.

It will run out of magic eventually, unless you refill it by using Grief Seeds gathered from Witches. So be sure to hunt well!

...

Of course, I'm sure you recognize the wrinkle regarding the placement of your soul. Everything that you are remains in there. If your body is separated from your Soul Gem - taken just 100 meters away - you will lose control of your body, which will immediately "die." If the Soul Gem is destroyed, then you die, failing the Jump.

And I'm sure you can imagine the consequences of your Soul Gem going completely black. If you can't, I'll spell it out for you - you'll become a Witch. A creature of despair and grief that yearns to destroy all around it so as to feed on more despair and grief. This, of course, is also a Jump Failure. Good luck with that!

Should you make it to **The End** of this Jump, perhaps there is a chance we could get you something a bit less... horrible.



Purchase More Merchandise Magica (100, Free for Drop-In)

You mad fool! You'd defy causality with this, and for what!? This room, attached to your Warehouse (or, if you don't have one or don't have access to one, a relatively safe place for you to reside), is filled to the brim with Madoka Magica merchandise and memorabilia. Putting aside anime, movies, manga, novels, audiobooks, and even games (and everything you need to experience them), there's an absurd number of options here. Wigs, clothes, kitchenware, pillows, stationary, keyboards, scooters and surfboards and swiss army knives and two whole boxes of infinite tissues... it's... it's all here. It even has fan-made merch... maybe, uh, don't let the people of this world see this. Anything that is lost or used up regularly replaces itself. Sometimes, entirely new themed items find their way into this room, though who knows how or why.

Mitakihara Uniform (100, Free for Potential Puella)

A uniform for Mitakihara Elementary School, Mitakihara Middle School, or Mitakihara High School, depending on your age. In future Jumps, it will gain the ability to transform into any school uniform for any school you've attended. It's self-cleaning and self-repairing, even in this world, which might draw Kyubey's attention, but who cares? Let him gawk at your defiance of physics. You may import other forms of clothing into this outfit, allowing you to transform between them at will and granting your school uniform any other special properties those clothes had.

Cosplay? (100, First Purchase Free for Puella Magi)

Well, this is neat. You have a perfect, mundane replica of your **Magical Garb** that you can wear when not on duty. It is perfectly accurate, and even includes a fake Soul Gem accessory. For a second purchase, you get... well, this is rather macabre. Your cosplay can now transform into a costume based on your (surely theoretical) Witch form. If you "imported" an existing garment into your Magical Garb, you may Import those clothes into this outfit.



A Place To Stay (200, Discount Drop-In and Puella Magi)

A place all your own. Don't ask too hard about how you're paying for this small apartment. Probably some parents on a business trip or something. Decently furnished. If you buy this, you may choose to start here, instead of at any of the normal Starting Locations. This apartment can be imported into future Jumps, keeping its ability to serve as a Starting Location.

Nice House (200, Discount Potential Puella)

This is a bit bigger than an apartment building, huh. There's enough room here for a small family to live exceptionally comfortably. Includes a garden, a luxuriously large bathroom, and wayyyy too many chairs. If you buy this, you may choose to start here, instead of at any of the normal Starting Locations. This apartment can be imported into future Jumps, keeping its ability to serve as a Starting Location.



Enrollment (200, Free to Puella Magi and Potential Puella)

Oh, right, you're probably of schoolgoing age round here. You might want this, so you have a place you can stay without being treated like a delinquent. You're now enrolled in Mitakihara Elementary School, Mitakihara Middle School, or Mitakihara High School, depending on your age. If you're a Drop In, you're transferring in, but if not you have a history here. Time to go get that education! In future Jumps this will let you enroll in any school suitable to your age.

Prime Grief Seeds (200, First Purchase Free to Drop-Ins or Puella Magi)

The most valuable thing a Magical Girl could have, honestly. Each of these three Grief Seeds can cleanse a Soul Gem from almost full corruption to almost perfect cleanliness. They're filled with emotional energy - the energy of hope turning into despair. Maybe there's something you could do with that. Unlike most Grief Seeds, these won't turn into Witches when filled up - though you could trigger them to awaken into Witches at your discretion. But maybe there's something else you can do with large concentrations of despair-based energy...



If you have **I Wish to Erase All Witches Before They Are Born...**

granted, these will be replaced with a set of twelve cubes that are each a fourth as effective as the Grief Seeds were, and don't turn into Witches at all... In addition, you'll gain one Companion for each Grief Seed - each a **Puella Magi** in their own right, as per the Old Friends option.

Either way, you'll get a new set every Jump.

Jumper's Labyrinth (400, Discount Drop-In, Free Witch)

Wh... what is this place? An empty Witch's Labyrinth? And why does it feel so... familiar? Speaking of, the Familiars here seem obedient to you and you alone. They won't leave the Labyrinth, except to wander your Warehouse if you provide them with a way through. Speaking of, this also allows you to adjust the appearance of your Warehouse to look like your new Labyrinth, or like any of the canonical Labyrinths seen in this franchise.

Impressive Armory (400, Discount Puella Magi)

1.3 billion yen's worth of mundane weaponry, to be precise. Rocket launchers, cannons, explosives, trucks full of nitroglycerin, artillery, more explosives, and so, so many guns and all the ammo you need for them. Maybe make sure you have a place to hide all this stuff, though. You'll get a new set every Jump.

This isn't enough to put down Walpurgisnacht on its own... but it can delay it. Maybe... maybe a *second* purchase would be enough? Probably not.

Ribbon of Fate (400, Discount Potential Puella)

A simple hair accessory of your choice, a red ribbon by default. It frankly looks really good on you. But if you give it to someone else, it carries your memory with it. So long as they cherish it, the person you give this ribbon to will feel your presence, even when you're not there. It serves as a powerful lucky charm for them when they wear it, and it arguably looks even better on them than on you. Lastly, if that person would take a life-ending or crippling injury, this accessory will warp karmic fate and causality around that person, safeguarding them once at the cost of the accessory being destroyed... unless you have already departed this Jump, in which case the accessory becomes indestructible and able to repeat this feat as many times as needed.

If you give this accessory to someone who doesn't come with you when you leave the Jump, or if the accessory is destroyed, you get a new one the next Jump.

Companions

A Loving Family (600, Discount Potential Puella)

A mother, a father, and a little sibling. The parents give good advice, though perhaps their advice would be better if they have the full picture of your problems, and the child is a spark of joy in this cruel world. If you already have a family from another Jump, you may import them here, granting anyone older than your in-setting age greater wisdom and anyone younger greater optimism, as well as granting them all a mundane history within this world. This family doesn't count towards the max Companion Limit for this Jump, and in future Jumps they share a single Companion Slot. You'll even have a **Nice House** to live in, which will appear in any Jump you import them into.

... I know what you're thinking. "So expensive!"

There are many in this world who would die to have what is being offered here. Do not take it for granted. Cling to it. Do not let it go. Do not try to change who you are. Stay as you are... forever.

Old Friends (50)

You may already have other allies. With this, you may import them. 1 for 50, or a bulk purchase of 8 for 200. They each gain an Origin in this world, and 600 KP to spend where they will. They may take Drawbacks that would only affect them. If you don't have existing Companions, you may also create entirely new allies with this option.

Canon Humans (Free/100/200 (Restricted during Character Scenarios))

Should you befriend any of the people of the final timeline before your departure, and should they survive that final timeline, you may make them Companions for free, at their consent. If you want, you can tip the odds of your friendship working out for 100 KP each, ensuring you'll always meet them under good circumstances in each and every timeline, all but ensuring they'll join you at the end of the Jump, if they survived. For 200 KP you may skip all that nonsense, and immediately start the Jump with them as Companions (this method is unavailable during Character Scenarios). If they're Magical Girls, departing this Jump will transform their Soul Gem as described in the **Ending** section.

Incubator (Free)

If you want. I'm sure the Incubators would be most fascinated by the existence of the multiverse, so they'll happily send you a scout. Countless opportunities to gather information, and find other ways to push back entropy... but also countless worlds *caught* in entropy. This Incubator doesn't have much in the way of personal power, cut

off from the rest as he will be, but that can be fixed. He just needs to gather a little energy to get started, from a couple new Grief Seeds...

Smart Aleck (100)

A Magical Girl who's come to Mitakihara fleeing from a rough scene. She wished to know a truth she wasn't ready for... and when she approached her parents begging for help with the new power she'd acquired, they'd stopped thinking of her as a human, instead viewing her as an opportunity. They tried to use her power to their own ends. This cycle repeated itself wherever she went, and so she's been fleeing her way across the world ever since, living only for herself. But maybe there's a home for her with you... if you can work with the arrogant and snarky facade she uses to cope with knowing just how messed up the world is. Beyond the freebies that come with being a Puella Magi, her Magical Girl powers include a single purchase of **Healing Magic** and **Analytical Magic**, though post-Jump she gains a second purchase of either (but not both) for free. She wears a purple and black gentleman-thief's attire in her transformed state, and wields a gun.

(If you have the Companion "Tattletale" from some other Jump, you may Import her for free into this Jump, granting her this role and the associated Perks for free. She still gains KP as per normal Imported Companions, but doesn't count towards your Companion Limit.)

Mighty Is She (100)

A Magical Girl who, in an effort to impress her high-pedigree crush, wished to become royalty herself. However, court and Magical Girl politics quickly turned against her, and she found herself clashing with another local magical girl. Following that clash, she arrived in Mitakihara in a daze, exiled from both the kingdom that came with her wish and the land her beloved lives in... Luckily, a mysterious voice reached out to her right before the loops began, offering her a fresh start at your side. Aside from the freebies that come with being a Puella Magi, she has a single purchase each of **Might Magic**, **Speed Magic**, and **Illusion Magic**. She wields silk threads in battle, which she can surprisingly reshape as she wishes, with her most preferred creations being beautifully woven cloths she can glide upon, as well as surprisingly sharp scimitars.

(If you have the Companion "Aladdin" from some other Jump, you may Import him for free into this Jump, granting him this role and the associated Perks for free. He still gains KP as per normal Imported Companions, but doesn't count towards your Companion Limit.)

No Time To Explain (100)

An exotic and heavily armored Magical Girl you keep meeting across timelines, always in a rush for reasons she refuses to explain to you. Like a certain someone, this girl has made a wish that resulted in granting her Time Magic, though hers seems significantly

more expansive than Homura's. She's apparently traveled all across the history of Magical Girls on Earth, looking for... something. Whatever it is, it keeps leading her back to you. In addition to her Time Magic, she also has a mastery of Ice and Darkness **Elemental Magic**, which she uses in conjunction with her gun, which for reasons unknown has a single word written on the inside - "Soon."

(If you have the Companion "Elisabeth 'Elsie' Bray AKA The Exo Stranger" from some other Jump, you may Import her for free into this Jump, granting her this role and the associated Perks for free. She still gains KP as per normal Imported Companions, but doesn't count towards your Companion Limit.)

Toggles

Mata Ashita/See You Tomorrow (+0)

What a strange choice. You would live in blissful ignorance? ... Very well. Barring any Drawbacks taken, this Jump's darker elements have been sealed away, and the tone of the setting will never exceed the darkness of the first two episodes. Magical Girls do not become Witches, simply running out of magic until a Grief Seed can be acquired (though the destruction of their Soul Gems is still fatal), the sorrowful memories that set these girls on their doomed paths are more easily worked through, and Walpurgisnacht's defeat is within relatively easy reach, provided you have sufficient power of friendship. In exchange, Drawbacks grant half the KP they normally would, and you are barred from tackling any Character Scenarios.

Gomakashi (+0)

Were these... were these not the specific Puella Magi you were looking for? Perhaps you were interested in the goings-on of the city of Kamihama? Normally, the events of Magia Record take place in a timeline cut off from Homura's and stored in a pocket dimension, and happens after the canonical events of Puella Magi Madoka Magica. But with a small twist here and a pull there, this setting may be pulled into the main timelines.

Beyond the Timelines (+0)

You would condemn another world to the cycle of Magical Girls and Witches? Very well. You may treat this Jump Document as a Supplement to another Jump that is not set within the world of Madoka Magica. Incubators, Magical Girls, and Witches will exist in whatever setting you append this Document to, though it is uncertain if specific characters from this setting will exist in that one, unless you purchase them as Companions. This bars you from taking any Character Scenarios.

Drawbacks

Origin Drawbacks

I Don't Understand (+500, Mandatory to Incubators, Cannot Be Taken during Character Scenarios)

You've been reduced to a small white bunny/cat-like creature with massive ears. Any Perks, Wishes, Magic, or Items you purchase from this document are locked until the end of the Jump, unless they were discounted for you. You're the strongest thing in this setting - the one with the power to grant wishes, the last line of defense against the heat death of the universe. It's only natural that you do what you must to save the universe. To aid you in that end, your ability to experience or even understand emotions or human morality has been lost entirely. In addition, you can only take the Drawbacks **Meduka Meguca**, **Disconnected**, and **Homura's Revenge**.

Someone Must Be Cursed... (+500, Mandatory and Exclusive to Witches)

... to balance out a wish for someone else's happiness. You are the end result of that - a Witch. You are bound to your Labyrinth, though you can move that Labyrinth around. You've lost your ability to speak in any human tongue, and your memories are clouded and tinged with despair - only the worst parts of your Jumpchain remain clear in your mind's eye. You may only take the Drawbacks **Meduka Meguca**, **Disconnected**, and **Homura's Revenge**. Thankfully, unlike other Origins, being a Witch does not constitute a Jump Failure or Chain Failure for you, as this is now your default state. However... if Madoka or someone else wishes to destroy all Witches before they're born, you will suffer a Chain Failure.

In future Jumps, your Witch form will be an Alt-Form, with this Drawback becoming a racial trait of that Alt-Form instead of an all-encompassing Drawback. I would recommend not entering this Alt-Form while in a timeline where Witches are supposed to be destroyed before they're born.

Basic Drawbacks

Cut the Knot (+100, cannot be taken with Beyond the Timelines):

A difficult task, Jumper. Your 10 years in this world will not start until you have freed yourself from Homura's time loops. Even should Walpurgisnacht be destroyed, should Homura return to the past for any reason, your time will start over. Worse, with this Drawback, Madoka (or someone else) making her canonical Wish to remake the world is considered a Jump Failure (though not a Chain Failure), stripping you of everything you acquired here and sending you directly to the [Wraith Timeline Jump](#).

Fear the Old... (+100, requires Cut the Knot or Madokaquest):

... In professions where most die young. This adds another 10 years to your stay here. You may take this Drawback up to five times, adding another 10 years each time. You will need to be a truly exceptional Magical Girl to survive even just a decade here... are you sure this is worth it?

Disconnected (+300):

For the duration of this Jump, you do not benefit from the Perk "Connect" or any other Perks that would preserve your memories from one timeline to the next. The Jump still won't fail if you die or Witch Out and someone resets the timeline... you just won't remember it. If you take this, it applies equally to you and all of your Companions (except for Companions that have Time Magic).

Chain of Entropy (+400, Half Value during Gauntlets)

Oh, were you hoping to use your out of context powers to bypass the entire contract thing? I'm sorry, but no. With this Drawback, your powers from previous Jumps are temporarily locked to your Magical Girl form. If and only if you're in a Gauntlet, this applies to your Body Mod.

Reference Drawbacks

Meduka Meguca (+100/+200/+300):

For 100 KP, everything looks... wrong. Rushed. Like a background character in a show trying to maintain a budget. Worse, everyone sounds how they look. They talk in short sentences, mispronouncing each other's names and key terms, and altogether being barely comprehensible. For 200 KP instead, now you are suffering from the same affliction. For 300 KP instead, the effects have been undone... except in your case and your case alone. Good luck convincing anyone of anything.

Homura's Revenge (+100/200, altered by Madokaquest):

In an aberrant timeline, Homura managed to bring Madoka and (accidentally) Kyubey along in her resets through physical contact. This Drawback makes this unnecessary. For 100 KP, both Madoka and Kyubey share the same ability to remember previous timelines that you benefit from. For 200 KP, or only 100 KP if you're taking the Scenario "Madokaquest," Kyubey alone retains his memories of the previous timelines.

I First Met Her in a Dream... or Something. (+100)

Normally, you would start your Jump on March 16 in the very first timeline, before Homura makes her wish. That... is no longer the case. Before any other modifications, this Jump starts on March 25th of the anime's main timeline... the day Madoka dreams of Walpurgisnacht, the day Homura transfers into Mitakihara Middle School, the day Madoka and Sayaka first meet Kyubey... the beginning of the end.

That Would Be Truly Wonderful (+200):

So, good news. If you're not a Magical Girl, you are no longer restricted to your bought Wishes. You can wish for anything that can affect this setting, though your potential is still a factor. But here's the bad news. You're... pretty gullible. Shortsighted. Easily manipulated, both in battle and out. Easily duped into thinking a Witch is dead when it's just waiting to take your life. And if you're not a Magical Girl already, you're the perfect mark for Kyubey, easily made to hold off on making a wish until you've gotten just the right advice, and easily convinced to make a wish that isn't in your best interest.

I'm Not Afraid of Anything Anymore (+300, Half Value during Gauntlets):

You've been at this a while... but you've also been alone for most of that time. This locks Companion Imports from the Jump - you're entering here all alone. But that's fine. You can handle everything on your own, right? Right.

... let's not sugarcoat things. You're pretty overconfident. You can keep this under control, most of the time, but when things are going well for you, and especially when it looks like you're getting friends, actual real friends who know everything about you, you let your guard down. When you're riding high is when you're the most blind to good advice, or the fact that your opponent isn't quite dead yet, or oh god the teeth-

If you're a Potential Puella, you get **I Wish I Was Beautiful!** for free to try and make friends... and are incredibly inclined to make it, with **Illusion Magic** as your post-contract free magic.

Worst of all, you forget you took this Drawback... and forget about your Companions. Try not to be too desperate for friends.

Miracles and Magic Are Real (Disallows Mata Ashita/See You Tomorrow, +400):

You... uh, saw that toggle up there, right? About dissolving the darker elements of this Jump? Well, uh. You could've sworn you took it. You had to, right? This is supposed to be a nice, relatively cheerful Jump. A world where love and justice prevails. So why? *Why isn't that happening?* What did you do wrong!?

This Just Can't Be Right (+400, Exclusive to Puella Magi)

At some point in each timeline, fate has ensured that you will be separated from your Soul Gem. It might fall off a bridge into the bed of a truck. Or maybe you'll just forget it at home when your family drives off somewhere. When this happens, it will be up to your friends and Companions to find your Soul Gem and restore you to life. If this doesn't happen in 48 hours, your body will begin to rot.

The More Responsibilities You Start Shouldering... (+200):

... the more important it gets not to make a wrong move. That's how it should be. These spats and setbacks and teenage drama should be nothing, water under the bridge, stuff to be laughed about in a few years when you're an adult... but the stakes are so much higher than they should be. Every little argument, every little mundane tragedy, can darken a Soul Gem all too easily. Yours, and those around you. If you want your friends to stay themselves, you're going to need to be mature, be responsible, and de-escalate their conflicts. But be careful - the more of that you do, the more important you become to their wellbeing. Can you survive the weight of their own expectations?

Can You Face Your True Feelings? (+200)

You're... no longer capable of viewing yourself as human. Shortly after you make your Wish and become a Magical Girl, you'll learn that your soul has been removed from your body (prior to this, you'll start every timeline having forgotten this and more advanced knowledge about Soul Gems), and you won't take it well. You'll be heavily tempted at every crossroads to become aloof from those who aren't also Magical Girls, and to pressure your closest non-magical friends into contracting so you won't feel so alone anymore.

As a Potential Puella, roll a 1d10 - you gain one of the first ten Wishes listed above based on your roll as a temporary purchase (made permanent if you make that Wish.) You are also significantly more inclined to lie, even to yourself, about your motives and feelings, always leading you towards making a wish under false pretenses.

If You Really Want To... It Doesn't Hurt At All! (+300):

Once you're a Magical Girl, your soul is no longer in your body. It's in that fancy little rock stuck to your hair, or your belly button, or your chest, or wherever. This comes with an exceptional benefit, one you will abuse like a drug addict once you've contracted. You can simply... break part of the connection between you and your body, stopping all physical pain and sensation entirely. And you will. All the time. Because it's easier this way, right? You might not even notice the massive gash in your body until your friends scream at the blood staining your blouse. And you almost certainly won't feel the hug your mother gives you when you come home. You'll just feel... empty.

If you're a Potential Puella, you now have chronic pain - and are aware of a Magical Girl's ability to dull or erase their own pain. You're insanely jealous of this ability and will do anything to have it. You obtain a special Wish: **I Wish It Didn't Hurt!** for free, which grants you **Healing Magic** when (not if, *when*) made, and post-Jump allows you moment-to-moment fine control over how much pain you actually feel.

I Was Stupid... So Stupid... (+200):

Is that... a hint of buyer's remorse I see in you? So soon after you've made your wish? Or perhaps some regret over how you behaved during that last meeting with your friend, your family, or your beloved. Expect your choices to go wrong, all the time, often because of information you couldn't possibly have known. Your wish is especially susceptible to this, either because of how it was implemented, because you realized you could have made a better wish, or simply by virtue of not knowing the full cost of the wish. These regrets will burn your soul if you're not able to pull yourself together... and you probably won't. In addition to the KP acquired, this Drawback doubles the value of **The More Responsibilities You Start Shouldering...**, **Miracles and Magic Are Real**, **Can You Face Your True Feelings?**, and **That Would Be Truly Wonderful**.

I Won't Rely On Anyone Anymore (+200, Unavailable during Gauntlets or with I'm Not Afraid of Anything Anymore)

A thankfully relatively simple Drawback - you are now unable to benefit from Companions or Followers of any stripe. **Old Friends** will remain in your Warehouse, you won't be able to recruit **Canon Humans** at all, and any new Companions you purchase will not exist until the end of the Jump.

The Only Thing I Have Left to Guide Me (+200)

Like Homura, there's someone in this world too precious for you to lose. Thoughts of them dominate your mind, and if something horrible were to happen to them, you'll either do anything to force Homura to reset the timeline, or if you have the means you'll reset the timeline yourself. But... the more you reset the timeline, the further apart you and your precious person will drift. All you can do now is keep fighting, to try and save the one person that matters in this world.

About Her Case... (+300 or +600)

"... Are you sure you don't know anything about it?" Not long after you arrive in this world, you'll meet a young, up and coming Magical Girl.

Not long after that, she will become a Witch. This is bound to the timeline - like stopping Madoka's demise, this will be increasingly hard for you to stop as the timelines repeat. If you took **The Only Thing I Have Left to Guide Me**, this is the girl too precious for you to lose. More worryingly, somehow her body will be left behind for mundane authorities to find... and those asked about her disappearance will inevitably note your sudden presence in her life not long before her death. There will be people asking you questions.

For an additional 300 Karmic Potential, the law will ultimately come to believe that you were directly responsible for her death, and will seek to capture and detain you. If they succeed, your trial will be set to August 4th, 2011... and the prison they place you in will be ground zero for Walpurgisnacht.

Do You Feel Responsible For the Deaths of Livestock? (+300)

At some point, somewhere within this Jump, or within each and every timeline if you've taken **Disconnected**, Kyubey will attempt to help you better understand his worldview... through psychic images and intrusions on your mind. These images will be deeply disturbing, showing you the worst of this world's mankind, all of humanity's necessary evils for it to survive as a society, as relevant to Kyubey's goals. The process is painful even besides the nature of the knowledge, and bypasses every mental defense you have. After all, it's only sharing information, right?

Character Scenarios

Note that you can only take one Character Scenario per visit to this Jump. You may retake this Document additional times, if you wish.

For the following Scenarios, the contract between us is altered. First, this Jump becomes a Gauntlet, meaning you will start with 0 Karmic Potential. Second, you will be taking the role of a specific character, and as such will be required to pick up Perks and Items associated with those characters.

... What's that? You're unable to purchase all the things you need - or, perhaps, the things you want? I suppose I can allow you... another wish. **For the first four of these Scenarios only**, I am willing to give you as much Karmic Potential (KP) as you like. Go on ahead.

Buy what you need.

Buy what you don't need.

Buy up the entire Document if you want.

Convert that KP at a 1:1 ratio to Choice Points (CP) and fill up your bank, if you have one.

Go on ahead. Enjoy yourself.

...

...? Oh? The catch, you ask? Nothing much, don't worry about it.

... You're sure you want to know? It will be far easier for you if you don't.

... Very well. For every ten KP you acquire this way... you will not *fully* arrive in this Jump until forty-six days later than the default. That is to say, Akemi Homura will go through one lap of the time from the moment she got out of the hospital to the day Walpurgisnacht destroys everything she loves. You will not remember these loops, but they will have happened, with you taking actions that would have seemed natural to you (and may still seem natural to you) but proved doomed to fail.

The canon number of resets is unclear, but sits somewhere between nine timelines (amounting to around a year and forty-nine days, plus or minus some early or late resets) and a thousand timelines (forty-six thousand days, or about a hundred and twenty-six years)... though the most likely answer is about a hundred timelines (about four thousand six hundred days, or about twelve years).

There are a variety of issues that come with arriving in a later timeline. First, the deeper you get, the more your karmic destiny binds you. Your canonical fate becomes more and more implacable in its efforts to snare you, eventually overcoming any plot armor or fate-blocking Perks that might somehow be attached to your Body Mod. For every 100KP acquired, this setting's version of fate overcomes a Perk worth 100CP or 100BP. If you don't have fate-blocking Perks... well, don't expect this world to be kind to you.

Likewise, the enforcers of these fates will grow stronger. The most important Witches in the timeline - Gertrud, Charlotte, Octavia, and Walpurgisnacht - will find their power growing by 1% for each lap around the timelines.

Meanwhile, as she repeats variations of the same days over and over again, Homura's sanity will begin to decline even as her skill grows.

Madokaquest

Required Purchases:

Origin: Potential Puella

Wishes:

I Wish They Were Healed!

I Wish To Protect Them!

I Wish to Erase All Witches Before They Are Born...

Magic:

Magical Garb

Magical Arms (Bow)

Magical Body

Items:

Enrollment

Mitakihara Uniform

Ribbon of Fate

Companions:

A Loving Family

Your name is Kaname Madoka. Your mission is a simple one - cut the gordian knot, and set Homura free from her wish's requirements. Stop the resets. You can do this the canonical way, if you wish, and turn yourself into a god of hope... but know that this will not be the end of the Scenario, which will follow you into the Wraith Timeline. Once there, you will need to avert or overcome Homura's eventual Rebellion. There are ways, of course, to do this easily... though, could you really live with yourself if you let Homura die (let alone, killed her yourself), or abandoned her to becoming a Witch?

If you can overcome or avoid Walpurgisnacht through some other means, you need only ensure that Homura does not reset the timeline for other reasons. Keep her happy, keep her assured that you won't perish or run away or break. Probably don't become a Magical Girl. If you've started this Scenario early enough, perhaps you can even keep her from ever contracting, or convince her to make a different wish?

Once you have made it 10 years without being thrown back in time, you will have successfully achieved your goal.

Rewards:

First, if Akemi Homura survived your method of setting her free from her obligation, you may bring her along as a Companion. She'll find that her power to warp time has been weakened, reduced to a means to reset the Jump, once per 10 years. Interestingly, she'll gain the ability to swap between a shield and a bow type weapon. If she did not

survive, you may bring her back for 100KP... though she'll remember your actions across the timelines. Hope you didn't do anything to leave hard feelings.

Second, you'll gain 600CP for you to spend within this or some future Jump. If you haven't made them into Companions already, you may choose to spend 50KP each to acquire Sayaka, Mami, and Kyoko as Companions, even if they ended the timeline dead. Again, they remember the final timeline, so be careful not to turn them against you if you plan to make Companions of them.

Thirdly, your **Soul Gem**, and your transformation's **Magical Garb**, **Magical Arms (Bow)**, and **Magical Body** become part of your Body Mod, along with a single **Magic** you've purchased, allowing you to transform into a Magical Girl even in Gauntlets.

Finally, the post-jump effects of **I Wish to Erase All Witches Before They Are Born...** becomes part of your Body Mod - granting hope even to those worlds that would otherwise block your wish's effects.

Sayakaquest

Required Purchases:

Origin: Puella Magi

Wishes:

I Wish They Were Healed!

Magic:

Magical Garb

Magical Arms (Sword)

Magical Body

Elemental Magic (Sound)

Elemental Magic (Water)

Speed Magic

Healing Magic

Items:

Soul Gem

Enrollment

Mitakihara Uniform

Companions:

A Loving Family

Your name is Miki Sayaka. Forty-eight hours ago, a friend of yours died before your eyes. Twenty-four hours ago, you became a Magical Girl, with a wish you thought was a pretty good deed, and saved your best friend, another pretty good deed. And now, you're going to be a hero of love and justice!

Unbeknownst to you, fate itself hates you, and will yearn to punish every good deed you ever do. Why don't you know this? Simple: your knowledge of this series (and this Scenario) has been stripped away from you. Worse, you must take the "Disconnected" Drawback, meaning you won't be remembering your time loops.

Your goal, thankfully, is simple - the same as a normal Jump, honestly. Just survive. Survive past Walpurgisnacht, and you've made it out (unless you've taken "Fear the Old..." as a Drawback). Keep in mind, ascending to godhood and becoming the concept of hope counts as dying for this Scenario's purposes.

Rewards:

For your resistance against your doom, for standing strong where so many Sayakas have fallen to despair, you've been given **There's No Way I'll Ever Regret It** for free, and added it to your Body Mod. If you already have **There's No Way I'll Ever Regret It** you get it refunded. Use those points wisely.

Speaking of your Body Mod, your **Soul Gem** and magical transformation will remain partially available when you're limited to it - **Magical Garb**, **Magical Arms (Sword)**, **Magical Body**, **Elemental Magic (Sound)**, **Elemental Magic (Water)**, and however much in the way of **Speed Magic** and **Healing Magic** you purchased.

Mamiquest

Origin: Puella Magi

Perks:

Veteran Skills

Wishes:

I Wish to Live!

Magic:

Magical Garb

Magical Arms (Ribbons)

Magical Body

Healing Magic

Items:

Soul Gem

A Place To Stay

Enrollment

Mitakihara Uniform

Your name is Tomoe Mami. And you have more immediate problems than a doomsday-producing Witch or a time loop. You have a city under siege. The barbarians are at the gates.

Magical Girls have long envied your control of Mitakihara, a place where Witches are plentiful and often powerful. You've managed to hold the turf by and large on your own... but now, for some reason, a great many Magical Girls have gotten it into their heads to try and take the city for themselves.

They obviously have ill intentions for your home, if these whispers of "familiar farming" are what they seem to be.

These girls run the gamut from refugees from the more violent cities to warlords looking to expand their power and territory.

You will need to sort the wheat from the chaff. Maybe a few of these girls are worth taking under your wing. For example, perhaps your old friend Kyoko returning to this city could be a blessing in disguise, or maybe not.

But anyone else needs to be stopped, at all costs. And preferably soon, because Walpurgisnacht is coming, and she almost certainly won't care about a magical girl turf war in the city she intends to destroy...

Your goal: protect your city, and marshal a force to scare off Walpurgisnacht.

Rewards:

Your city, **Mitakihara**, becomes yours to bring with you to future Jumps. It may be stored in your Warehouse, or placed out and adapted to the world you arrive in, changing from a semi-futuristic city to a medieval one to a truly sci-fi one and back as needed - always ending up just a little further ahead in technology and prosperity than its contemporaries. When imported into future Jumps this way, you may choose to use Mitakihara as a Starting Location.

The Magical Girls you bring under your care join you as Followers, aside from **Miki Sayaka**, **Kaname Madoka**, **Sakura Kyoko**, or **Akemi Homura**, who will become Companions. By default, they live in Mitakihara, and will safeguard it from any threats within the setting to the best of their ability.

Finally, your **Soul Gem** and elements of your Magical Girl Transformation become available to you in your Body Mod: **Magical Garb**, **Magical Arms (Ribbons)**, **Magical Body**, **Healing Magic**, and any **Might Magic** you've picked up. Wonderful sempai you are, you've also found that your **Veteran Skills** are now part of your Body Mod.

Kyokoquest

Origin: Puella Magi

Wishes:

I Wish For Their Success!

Magic:

Magical Garb

Magical Arms (Spears)

Magical Body

Illusion Magic

Items:

Soul Gem

A Place To Stay

Forget everything you were told about how this Jump would start. The year is 2010. The day is May 30th. You start in the Church... which has yet to be abandoned.

Your name is Sakura Kyoko. And a few minutes ago, a Witch attacked your home - the church your father preaches in. You were able to fight it off, but your father witnessed your battle. He has some very pointed questions for you.

Can you answer them?

In a future that hasn't yet manifested in this timeline, in two months your father will go mad. Your church, your home will burn. Your mother and sister will be forced to kill themselves, their corpses charred beyond recognition. Your father will hang himself from the rafters.

In a future that hasn't yet manifested in this timeline, you abandon your hopes of making the world a better place, because your efforts only made things worse. You abandon your wish so thoroughly that you lose the unique magic that came with it. You abandon your morals to live for yourself and only for yourself, because living for others is a recipe for pain.

In a future that hasn't yet manifested, you get it all back, too late to save the one person you'd come to care about, and die giving her a final mercy.

Can you avert that?

Your mission is simple - see the teachings of the Sakura Church become a major voice in the world, even if you have to adjust them just a little further. Keep your family alive, no matter what it takes. You have until the start of the Time Loops to make this happen.

If you succeed, you need only ensure your flock survives Walpurgisnacht. So go on ahead. Become a new messiah.

Rewards:

Well, let's start with a simple one. The family you've protected all this time, it grows under your watchful eye, pulled away from the myriad issues that sat just beneath the surface, becoming **A Loving Family**... no, **A Loving Congregation**, an entire church full of people who follow the Sakura Church's teachings, not because of some warped wish but because they truly believe. They and the church they now live in will follow you from one Jump to another, eager to spread the teachings you helped refine.

Regardless of whether you used it, you gain the **Mind Control Magic** for free, refunding it should you have already purchased it.

In addition, your **Soul Gem** and a significant slice of your Magical Girl transformation becomes available to your Body Mod - **Magical Garb**, **Magical Arms (Spears)**, **Magical Body**, **Illusion Magic**, **Mind Control Magic**, and any **Food Magic** or **Might Magic** you purchased. You also gain the Perk **I'd Never Allow That to Happen** or a refund on its KP cost, and have it added to your Body Mod.

Homuraquest

Origin: Potential Puella

Wishes:

I Wish To Meet Them Again!

Magic:

Magical Garb

Magical Arms (Shield)

Magical Body

Time Magic

Storage Magic

Items:

Soul Gem

Enrollment

Mitakihara Uniform

A Place To Stay

Forget my previous offer to you. You may not receive bonus KP for this Scenario. Instead, the required purchases above... I gift them to you, for free.

Forget any talk of where you might start. Forget any Companions you might import to aid you.

Forget what you know of this world.

Forget that you are a Jumper.

Forget... everything.

Your name... is Akemi Homura. And you just woke up in the hospital. Your heart condition is under control, but it is a near thing. You are weak and frail.

Soon, you will be transferred to Mitakihara Middle School. There, you will be introduced to a world of magic and wonder.

This alone I will allow you to remember outside of your new life, as a dreamt warning, as a dreamt command, an ingrained instinct: Kaname Madoka... you have to save her. You have to protect her, against all odds.

Do not allow her to perish. If she should die and be unretrievable, that is a Jump Failure.

Do not allow her to ascend. Should this world transition to that of the Wraiths, you must take her back from the distant place that stole her away.

Make her yours.

Make her *only* yours.

That is your only goal.

Rewards:

Your **Madoka**. *Your Madoka*. Take her, as a Companion. Yours, to do what you will with, now and forever. Yours. Yours. Yours yours *yours yours yours*

Cherish her. You deserve it.

Her power, her karmic potential is now yours, as well. You may lay claim to the entirety of the **Magic** section of this Jump, for free.

You may also take **Witch Runes** and **Jumper's Labyrinth** for free as well, with a notable upgrade to the latter: your Familiars may freely leave the Labyrinth at your command. Anyway, both are added to your Body Mod, along with your **Soul Gem** and your transformation's **Magical Garb**, **Magical Arms (Shield)**, **Magical Body**, **Time Magic**, and **Storage Magic**. If you acquired an **Impressive Armory**, that becomes part of your Body Mod as well.

Maybe be a little careful around that guillotine at the center of the Labyrinth.

Why? Well. No reason.

The End

So, you made it to the end! Congratulations.

As a courtesy, allow me to help you out a little.

First, I've gone ahead and restored any of your dead Companions or Followers for you.

Second, your Drawbacks have all been removed. Your Soul Gem and those of your Companions have been cleansed... and for the moment, your Souls are firmly in your bodies, safe from corruption.

Third, You may swap the **Soul Gem** you acquired for a new version. If you somehow made it to the end of this Jump without becoming a Magical Girl, then you can instead acquire one of these for free. Whatever adjustment you make, the matter of your Soul Gem corrupting and turning you into a Witch, or you needing Grief Seeds, is now moot and gone - you don't need to worry about it. Now. What will you choose?

Soul Gem - Mana Vessel (Replaces Soul Gem)

How could you be a Magical Girl without this? This bauble allows you to access your Magical Girl transformation. It also serves as a significant vessel for magical energies - always equal to twice your personal magic reserves. Any magical energy you acquire that's in excess of what you yourself can take will instead fill this gemstone up. It shines more brightly the more magic you fill it with, starting a dull grey and turning into a vibrant color that matches your **Magical Garb**. It can shift between two forms while you're untransformed - an egg-like shape and a ring with your name (in runes) upon it. While transformed it will take the form of an accessory that matches your **Magical Garb**. If it breaks or is destroyed, a new one will return to your side in about a week. If you've had your Magical Girl transformation made part of your Body Mod, this stone becomes part of your Body Mod as well.

Soul Gem - Phylactery (Replaces Soul Gem)

How could you be a Magical Girl without this? This bauble that shimmers in the colors of your **Magical Garb** allows you to access your Magical Girl transformation. It can also serve as a container for your soul. So long as you are in contact with it, you may move your soul from your body to your Soul Gem or back at will. So long as your soul sits within your Soul Gem, only its destruction can kill you - your body's obliteration will not matter. While within your Soul Gem, you can control your body from about ten thousand kilometers away, though you need to be in contact with it to achieve your Magical Girl

transformation. It can shift between two forms while you're untransformed - an egg-like shape and a ring with your name (in runes) upon it. If it breaks or is destroyed, a new one will return to your side in about a week. If you've had your Magical Girl transformation made part of your Body Mod, this stone becomes part of your Body Mod as well.

Soul Gem - Hybrid (Replaces Soul Gem)

How could you be a Magical Girl without this? This bauble allows you to access your Magical Girl transformation. It can also serve as a container for your soul and a vessel for your magical energies. So long as you are in contact with it, you may move your soul from your body to your Soul Gem or back at will. So long as your soul sits within your Soul Gem, only its destruction can kill you - your body's obliteration will not matter. While within your Soul Gem, you can control your body from about 100 meters away, though you need to be in contact with it to achieve your Magical Girl transformation. In addition, it can store a significant amount of magical energy - always equal to your own personal reserves. Any magical energy you acquire that's in excess of what you yourself can take will instead fill this gemstone up. It shines more brightly the more magic you fill it with, starting a dull grey and turning into a vibrant color that matches your **Magical Garb**. It can shift between two forms while you're untransformed - an egg-like shape and a ring with your name (in runes) upon it. If it breaks or is destroyed, a new one will return to your side in about a week. If you've had your Magical Girl transformation made part of your Body Mod, this stone becomes part of your Body Mod as well.

... Or you could **keep your old Soul Gem**, inevitable corruption and all.

...

... No? I thought not. Figured I'd offer. Speaking of offers, if you possess other magical girl transformations from other Jumps, you may choose to merge them with the transformation you acquired here. In addition to the obvious benefits of combining multiple magical girl powers into one easily access form, any transformation trinkets become interchangeable with your Soul Gem for the purposes of letting you transform, though only your Soul Gem can possess the additional traits above, and any magical girl outfits or tools that came with the other transformations are likewise available to you in your transformed state. This offer also doesn't just apply to transformations you already have, but can be invoked to combine with any you acquire later. You earned this upgrade, at least.

Any imported or new **Companions** you have also get to make this decision for themselves. Except for any Incubators - they don't have the needed equipment to have a Soul Gem.

There is one more thing. A final wish.

You've probably seen these offered before. But humor me.

One final contract. Don't worry, my price is much smaller than you're used to by now.

I Wish to Go Home: I see. I imagine watching the efforts of these girls has moved you to nostalgia for where you came from. I'll send you home with all you've acquired in this Jumpchain. Whatever you do when you get home, I want you to never forget...

I Wish to Stay Here: Is there... something else you need to do? Very well. I'll let you keep your new Soul Gems, and watch you just a while longer - see what you do in this world now once you're no longer constrained. Have fun, and don't forget...

I Wish to Move On: Of course. There are other worlds to explore, other tragedies to struggle against, other joys to experience. Take what you've gained here and don't forget...

...

*Always, somewhere,
Someone is fighting for you.
As long as you remember her,
You are not alone.*

Notes

Ver 6.7.2025 - First Release

Ver 6.9.2025 - Witches and Incubators added!

Someone Must Be Cursed... To be very clear, entering an Alt-Form does not negate this Drawback. If you change from Witch form to, say, Toon or Mobian or Transformer form, you're still a Witch bound to her Labyrinth.

Ver 6.25.2025 - Drawbacks Adjusted!

I Don't Understand has become unavailable during Character Scenarios. No, you cannot be Incubator! Madoka, lol.

Chain of Entropy has its value halved during Gauntlets, and affects your Body Mod during them.

I'm Not Afraid of Anything Anymore is half value during Gauntlets. If you're a Potential Puella, you get **I Wish I Was Beautiful!** for free... and are incredibly inclined to make it in an effort to make friends, with **Illusion Magic** as your post-contract free magic.

This Just Can't Be Right is now exclusive to Puella Magi.

If You Really Want To... It Doesn't Hurt At All! now has an additional clause if you're a Potential Puella - you suffer chronic pain, and desperately want to become a Magical Girl to gain the ability to dull your pain. You get a unique Wish you can (and probably will) have Kyubey grant, too!

I Won't Rely On Anyone Anymore cannot be taken during Gauntlets, and cannot be taken with **I'm Not Afraid of Anything Anymore**

Ver 6.26.2025 - Drawbacks Adjusted!

Can You Face Your True Feelings? Has an added effect for Potential Puella meant to lead them to make a bad or ineffective wish.

Madokaquest's Companion Rewards have been adjusted. The purchases for the Holy Quintet have been clarified. If Homura died, you can bring her back. However she (and the Holy Quintet) do remember your decisions, which may make things awkward...

The **Canon Humans** Companion Option has a new tier! Check it out!

The **Magical Garb** and **Magical Arms** Magics have gained Import Options!

Mitakihara Uniform and **Cosplay?** have gained Import Options!

Disconnected has been clarified.

An offer has been added to The End.

Ver 7.7.2025 - New OC Companion added!

New rules added to OC Companions! If you have the matching Companion already, you get them imported for free!