



Puella Magi Tart Magica

by Mineralf

During the Hundred Years' War, a hero would rise to save France: Jeanne d'Arc, known here as Tart. Her mentor, Riz Hawkwood, was searching for a hero to teach, and found Jeanne d'Arc, who made a Wish for the power to bring light to all of France, concentrating the country's Karmic Potential within her and granting her massive amounts of power. During her participation in the war against England, she teams up with other Magical Girls and learns the identity of the one responsible for bringing about the Magical Girls on the side of England: Isabeau, a woman stealing power from the people of France for her own gain.

You begin during the era of Tart, when Riz Hawkwood is still searching for a hero and Isabeau is amassing power by creating Contracts to make new Magical Girls to support her.

You will gain a Soul Gem for the duration of this Jump, and may decide whether or not to keep your soul in it after the end of the Jump. Either way, once you complete this Jump, you'll no longer have any risks from having a fully-corrupted Soul Gem, only barring you from using magic, and your Soul Gem will purify itself slowly over time at a rate of around a quarter per 12 hours without using any magic.

Your starting budget for the next decade is **1000 Choice Points (CP)**.

Starting Location

*You may choose your starting location or roll it for **+50 CP**. Rolled locations may still grant CP.*

Domremy

You begin in the village where Tart was born and raised.

Orleans (+100 CP)

You begin in or near the city of Orleans, one of the most important locations in the war. You're almost certain to enter a battle if you start here.

Paris (+0-600 CP)

You begin in or near the city of Paris, where Isabeau is centered. If you're a Loyalist, you gain 600 CP, since you're almost certain to die if you don't have any way to escape quickly.

Free Pick

You may choose any of the above locations. If you rolled this, congratulations - you just got 50 CP for free!

Age and Gender

By default, you will be female, but you may spend 50 CP to somehow become a Magical Boy instead. Your age may be anywhere from 8-18 years old.

Origins

Dauphin Loyalist [Free]

You fight on the side of the true king of France, Charles VII. By extension, you're also fighting against Isabeau, the half-Witch whose Barrier is encompassing France.

English Insurgent [Free]

You fight on the side of England, opposed to Tart and allied with Isabeau. This does technically mean you're fighting to expand Isabeau's Barrier to encompass the entire world and give her all of its emotional energy.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Aune-rship [100 CP]

You instinctively know your distance from anything considered to be a part of 'you' in any reasonable units you know about. An example would be knowing what distance your Soul Gem is from your body in feet, meters, and aune.

Soul Gem [Free/200 CP | Mandatory]

You must take either the free or 200 CP version of this Perk. Your Soul Gem allows you to transform into a Magical Girl, as well as use magic. You will gain some form of unique magic based on your theoretical Wish, by default being something mid-level like illusions or easier flame control, though you can choose something stronger depending on how much magical power or potential you've gained through Perks mentioning such things. Your potential won't automatically decrease over time, unlike most normal Magical Girls. Your Soul Gem will have two different 'modes' in terms of size, with the first being its normal size based on your potential and the second being the size of the average chicken egg (with the diameter being around 45mm and the length being around 60mm), with the second form having a density based on the size of its first form and registering as spatially-compressed to anything able to sense or measure such things, though it won't be affected by effects nullifying magical or space-warping phenomena. Your Magical Girl outfit will be determined by what you would want to look like as a Magical Girl. You will also have one type of weapon that you're able to summon one of without using any magic, which will be extremely durable and enhance your strength, and, by paying a scaling amount of magic, you can summon a theoretically-infinite amount of extra copies to use and manipulate. By paying 200 CP, you can have your soul reside in both your normal body and your Soul Gem, allowing you to place your Soul Gem somewhere while your body acts on its own. This means that, if your Soul Gem is destroyed, you'll still be alive in your normal body, and if your normal body is destroyed, you'll still be alive in your Soul Gem. If your Soul Gem is destroyed, it won't naturally regenerate and must be reformed by an esoteric effect like temporal reversal, with special transformations like turning into a Witch while having a broken Soul Gem will convert any existing fragments into Grief Seed fragments instead, but if your body is destroyed, it will be able to regenerate like a normal Magical Girl if within 100 meters of the Soul Gem. Despite being able to transform without your Soul Gem with this option, you won't be able to easily check your level of corruption if you don't have your Soul Gem nearby, so leaving it behind is still a risk. Additionally, during this Jump only, your magical energy from being a Magical Girl or Witch will be considered separate from outside Perks enhancing, converting, increasing, or regenerating things like magic or general supernatural energies, as well as those preventing or mitigating corruption or its effects. Your pool of magic as a Magical Girl or Witch will have a maximum capacity determined by your potential, regenerating over time by increasing corruption in your Soul Gem and passively healing your human body through the same method. If you're a Witch, you'll instead passively regenerate magic over time without any side effects.

Alchemist [400 CP]

You've researched magic for quite a while, and have found ways to create items and substances attuned to it. By finding the right ingredients, you can perform rituals to create potions and magical items, such as a sword that decreases its user's magical expenditure while increasing the efficiency of the magic used. With enough research, you may even find a way to create the mythical Philosopher's Stone.

Irregular [600 CP]

Capstone Booster

Something about you is... *strange*, to say the least. While you are a Magical Girl, you can still increase your potential (and therefore magical power) by performing deeds with a large impact on others, and if your Soul Gem turns completely black, instead of directly turning into a Witch, you may instead turn into a being entirely outside of the normal system, being neither Magical Girl nor Witch, nor something in between. After this transformation, your magic will be refilled and your power will be increased massively until the first time you're out of combat after your Gem turned black, but once your power returns to normal, the next time you use any magic at all, even to transform, you will become a Witch with all of the power you had at your peak. If you become a Witch this way, you won't automatically keep your mind intact, and must have another way to restore your sanity if you want to avoid a Chain Failure. Performing the transformation will nullify any passive magical costs you need to live, but cannot be cleansed by anything but abilities on the level of Lapin's Unique Magic or a Wish until the end of the Jump.

Alternatively, while keeping your ability to increase your potential but forfeiting the ability to perform a special transformation with a full Soul Gem, you may choose to already be a Witch, but one with its mind intact - instead of a Soul Gem, you now have a Grief Seed, with the amount and generation speed of impurities and negative emotional energy no longer affecting or being affected by your emotions without an outside Perk or Drawback, and your human body is simply a puppet controlled by your true Witch body. This will allow you to form a Labyrinth that may overlap with reality, and you may use magic as much as you want without any real consequences. As a Witch, you will be able to use the same magic you could as a Magical Girl, and your Witch body will exist as a magical construct that can either exist as a separate body or be merged with your human body, with the latter case causing your Grief Seed to enter your human body and forcing your Witch body to manifest if your human body takes enough damage to kill a normal human. You'll be able to choose the theme of your Witch body, your Familiars, and the center of your Labyrinth, so you won't need to worry about your Familiars being hostile to you or your Labyrinth being impossible for you to traverse. If one of your Familiars matures into a Witch, that Witch will be mindless, and will act like you would if you had become a Witch without this Perk, by default being hostile to all beings (including you) if you don't have any extremely-strong beliefs that would make it protect certain people or stay a total pacifist instead. If you become a Magical Girl instead of a Witch, such as through Lapin's ability, you will lose access to your Witch powers unless you have your Unique Magic allow you access, such as the ability to create a Labyrinth as a Magical Girl - if you become a Witch again, you keep the 'progress' you made before, such as making additions to your Labyrinth. If you have the 200 CP version of the Soul Gem Perk, the magic you use in your human body may be altered to make it appear like a normal Magical Girl to outside observers.

If you choose the first option and fully corrupt your Soul Gem, once your temporary boosted state ends, you'll be unable to use the transformation for either the next ten years or until the end of your current Jump, whichever is sooner. If you have your Spark, your Soul Gem will clean itself automatically and be usable again after four days instead.

Dauphin Loyalist

La Pucelle [100 CP | Free for Dauphin Loyalist]

It's much easier for you to gain titles for your accomplishments now. Just as Tart was widely known as The Maiden, or La Pucelle, you may now have your own title heard throughout the land.

Angel [200 CP | Discounted for Dauphin Loyalist]

Your actions and appearance will be perceived by others in a way that associates you with a group they look up to or trust. Granting wishes will have you compared to an angel, and winning a battle against a force three times larger than yours will have you compared to a saint.

Mentor [400 CP | Discounted for Dauphin Loyalist]

If you personally train somebody, they'll learn much faster than they would with even the next-best tutor. In the case of Magical Girls, if you reach somebody with potential before they make a Contract and begin teaching them, their potential will double, and they will use half as much magic as they would otherwise once they become a Magical Girl. Do note that this means they wouldn't actually be that much more efficient, since having more magic means it's harder to use in smaller amounts, and this boost only applies once. If similar types of transformations are available, such as magical girl / transforming hero trinkets from other Jumps, vampire bites, and werewolf bites, then the power and energy efficiency of their post-transformation abilities will be doubled, though this only applies if they hadn't been transformed by that system before. If an energy system is inherently available to the trainee from the beginning and they just don't know how to use it, this boost won't apply once they learn how to use it.

Light of France [600 CP | Discounted for Dauphin Loyalist]

Something about your Wish connected you to the fate of everybody in your nation. Your potential is now equal to the aggregate potential of every single citizen of your nation, including every single Magical Girl and Magical Girl candidate. This doesn't count traitors or other enemies of the nation, so if you were a member of France, you wouldn't get Isabeau's potential, and if you were on Isabeau's side, you wouldn't get Tart's potential. This counts as the total potential before your own is factored in, so you wouldn't double your own potential infinitely or get Tart's boosted potential just because you were on the side of France. This boost is permanent and won't decrease if the potential of the nation's citizens decreases, and a new boost is gained every Jump.

When purchased with the Capstone Booster, your potential is not just boosted by the people of your nation, but by the lives of all you affect. By denying a land to an empire, you get the potential of that land's inhabitants, and if that land was large enough that it could increase the empire's size by two or more times, you would also get the potential of the empire's citizens. This can also apply if you were to fracture a nation or just change a single person's fate, so long as that one person is still alive to have a fate left to be changed. These boosts are permanent.

English Insurgent

Closing The Loop [100 CP | Free for English Insurgent]

You have an instinct for finding and closing loopholes. This includes things like contracts and defenses, so if you're unkillable by Magical Girls, you can find a way to defend yourself against Witches and beings in between Witches and Magical Girls.

Convincing [200 CP | Discounted for English Insurgent]

Through various methods (most of them torture), you can change the deepest desires of others. This is most effective when attempting to make Magical Girl candidates make a Wish for your benefit, and will slightly increase the amount of energy they generate from making a Contract, though it won't necessarily increase their potential.

Princess [400 CP | Discounted for English Insurgent]

You now have one of the abilities of Corbeau, Lapin, or Minou. Corbeau's ability automatically redirects magic usage to all other Soul Gems within 50 meters (40 aune) without conscious input (though a sufficiently-skilled Magical Girl may be able to turn it off or even direct it with lots of practice), meaning that her Soul Gem can't darken so long as there's another Magical Girl within that radius. During this Jump, this will instead cause magic use to directly generate the amount of corruption that would have been required to create the amount of magical energy spent, causing the same effect on the user if the cost exceeds an amount causing the Soul Gems of the nearby Magical Girls to completely fill up with impurities. Lapin's ability allows her to turn back to a Magical Girl after becoming a Witch, generally after her Witch form is defeated, and have a totally-pure Soul Gem after turning back. If you have the 200 CP version of the Soul Gem Perk, this will still create your Witch body around your Soul Gem / Grief Seed, but instead of making your human body unconscious, you'll still be able to control it. Finally, Minou's ability allows her to turn other Magical Girls who made a Contract with Isabeau into Witches, but since that isn't exactly too useful outside of this Jump, if you choose her ability, you'll instead be able to turn other Magical Girls who made a Contract with the same being as you, as well as Magical Girls who made a Contract with you, into Witches. This will not allow you to turn yourself into a Witch. May be purchased up to three times to get all three options.

Everything You Possess [600 CP | Discounted for English Insurgent]

You've gained the same powers that Isabeau used her Wish for: everything the Incubators possess. You will instantly know how to create Contracts with others and harvest their emotional energy, and your body will regenerate automatically, even if you're dead and thus (probably) unconscious. This means you can constantly increase your magical power and will never be able to truly physically die, though you can still be killed by having your Soul Gem damaged.

When purchased with the Capstone Booster, you gain Isabeau's invincibility against Magical Girls. While this means that it will be effectively impossible for any mundane person, Magical Girl, or Witch to kill you here, beings like Tart will be able to enter a form capable of killing you eventually, and modern weapons like rifles, artillery, or nukes can kill you so long as they aren't fired by a Magical Girl.

Items

Items that are similar enough may be merged with out-of-Jump Items

Item alterations/upgrades may be kept between Jumps, as well as reverted if desired. All are Fiat-backed to reappear somewhere in your possession (in the Warehouse by default) within 24 hours if ever lost, stolen, or destroyed.

All Origins get their 100 CP Items free, with others for the same Origin discounted by half.

Buildings/locations may be placed at a nearby location or connected to the Warehouse. In future Jumps, the same choice will be presented.

General [Undiscounted]

Local Prophecy [Free]

You have the Tart Magica manga, in physical and digital formats and any language you can think of, updating with new translations as you gain access to (and knowledge of) any new languages. If you really wanted to, you could give a physical copy of a Middle French translation to a person here and they might understand it, if they can read well enough. 'Knowledge of a language' means knowing it exists, and doesn't require knowing anything else about it.

Souvenir [50 CP]

You may purchase a mundane personal item to apply a Fiat to. This includes things like a normal steel sword or a set of knight armor. May be purchased multiple times.

Dauphin Loyalist

Noble Vestments [100 CP | Free for Dauphin Loyalist]

High-quality clothing, always clean, and able to mimic any high-class outfit, ranging from the simple robes of a town priest to the elaborate uniform of an emperor.

Unbreakable Armor [200 CP | Discounted for Dauphin Loyalist]

Steel armor, unable to be broken, though that does mean it will transfer the force from a blunt impact rather than crumpling and absorbing some of the damage. Constantly stays polished, and seems to change its size to fit its next wearer, though, for whatever reason, nobody ever sees the change while it takes place.

Enchanted Weapon [400 CP | Discounted for Dauphin Loyalist]

A magical weapon enchanted to allow for better channeling of magic when wielded by a Magical Girl. A Magical Girl with control so bad that even trying to summon a single weapon creates a hundred instead would be able to use their magic with perfect precision if she had this in her hands.

Reims [600 CP | Discounted for Dauphin Loyalist]

The city of Reims, with a cathedral able to legitimize any monarch properly crowned within. So long as the proper procedure is followed, and the city is located (or *relocated*) within the proper nation, even a peasant who stumbled across an ancient relic could become a beloved ruler.

English Insurgent

Mysterious Mask [100 CP | Free for English Insurgent]

A face mask, able to stick onto the face of those who wear it until they want to remove it. Perfectly disguises the features it covers while worn, as well as the eyes, though it won't help if somebody recognizes a part it doesn't cover, such as the hands, or if they recognize another characteristic of the person, such as their voice.

Canopy Bed [200 CP | Discounted for English Insurgent]

A luxurious bed, fit for a queen, with curtains that may be drawn around it for privacy. When the curtains are fully drawn, none outside of the bed will be able to discern the physical features of those inside.

Wish Optimization Room [400 CP | Discounted for English Insurgent]

A small room of high quality, though quite barren. Any potential Magical Girls (or other beings able to make a Wish) will have attempts to direct their Wish work much better and faster, with even torture allowing a person to change the potential Magical Girl's deepest desire, though becoming their friend or making a convincing argument would probably work much faster.

Paris [600 CP | Discounted for English Insurgent]

The city of Paris, magically strengthened to be entirely indestructible by magic, as well as totally covered with various spells detecting and identifying every single living being inside, alerting those attuned to them to any infiltration attempts. For some reason, potential Magical Girls from this city are heavily-inclined to make Wishes for your benefit.

Companions

Companions can purchase more companions.

Import [50 CP Per Purchase]

This option allows importing any of your preexisting Companions for 50 CP each, to a maximum of 8 for 200 CP. Each Companion gets 600 CP, and gains or loses CP based on their Origin, Perks, and Items. Your Companions will gain a Soul Gem with the same conditions stated in the introduction and free Soul Gem Perk.

Loyal Knights [200 CP]

A large unit of mundane knights under your command. While they all count as a single Companion, and have any Perks from future Jumps divided among them, they never run out of supplies or equipment, and all have amazing instincts for battle. None of them will be able to make a significant Wish, limited to something like money, doubled strength, or healing something like nerve damage.

Mundane Magical Girl [400 CP]

A typical Magical Girl, so long as Magical Girls can be 'typical.' This can be a canon character, such as Elisa or Lane, or an OC at around the same level of power. Stronger Magical Girls can't be taken with this option.

Vital Ally [600 CP]

An OC companion with the same Origin as you, as well as 1000 CP to spend on Perks and Items. May take Drawbacks to gain half the CP they would normally give, though this extra CP may be used to purchase anything in this Jump. This option may only be chosen by the Jumper.

Scenarios

Savior of France [Dauphin Loyalist Only]

You must play a major role in the success of France against England, and ensure that the Dauphin is properly crowned in Reims. This Scenario will be considered complete once Isabeau is dead, and fails if either Charles dies before being crowned or Isabeau is still alive after 10 years.

Reward

For saving France, you gain Tart and her allies as Companions, all alive, well, and able to use magic as they normally would - this means that, if their fates were to be as they were in canon, Hawkwood would have her body restored and Tart would have a clean Soul Gem. Their Soul Gems will purify themselves over time, though overusing their magic will still turn them into Witches. This includes Tart, Hawkwood, Elisa, and Melissa. If you personally end Isabeau, you also gain Pernelle as a Companion, though her Soul Gem won't be self-cleaning, merely being refreshed between Jumps if her Soul Gem wasn't totally corrupted, meaning you'll need to either use up Grief Seeds or come up with your own method outside of the normal system.

Once and Future Queen [English Insurgent Only]

You must play a major role in the success of the English against France. This is most easily accomplished by the death of the Dauphin before his crowning, though the total occupation of the country is also a way to succeed. Isabeau does not necessarily need to survive to the end, though it would help immensely if she did.

Reward

For taking over France, you gain Isabeau and her subordinates as Companions, all alive, well, and able to use magic as they normally would. While their Soul Gems are self-cleaning, half of them won't really need it, since Corbeau can redirect magic usage to another Magical Girl, Lapin can return from becoming a Witch, and Isabeau is already a Witch. This includes Isabeau, Corbeau, Lapin, Minou, Flèche, and Lame.

Drawbacks

Sellsword [+100 CP]

The only money you'll be spending here will come from the military. For whatever reason, if you try to pay with money you got from anywhere else, whether it be from theft, trade, or even Perks or Items, it will either disappear, be somewhere else, or simply not be accepted. This means your only usable income will be from jobs as a soldier or officer.

Je Ne Parle Pas Français [+100 CP]

You no longer know how to speak any French, even if you have a Background from France. You can learn it just fine, and you can guess the meaning if you know a language similar enough to it, but you'll still start out as a person who doesn't speak French in France.

Wall Hangers [+100 CP]

Your ability to wield bladed melee weapons is abysmal, and your talent for learning how to use them is mediocre at best. In your hands, they may as well be fancy metal clubs, just with a much higher chance of shattering into pieces before they're able to do anything useful.

Follower [+200 CP]

Your ability to lead starts out terrible. While you can get better, when you first arrive, you couldn't even lead a soldier out of their bed.

La Hire [+200 CP]

You have a somewhat prickly disposition. You've become more irritable, and you're slightly more prone to negative emotions.

Inconvenient [+200 CP]

You no longer have the ability to introduce or use any 'modern' conveniences. This means no modern plumbing, no 'everyday' uses of electricity, and nothing else invented after the Hundred Years' War that would just generally improve your quality of life. This doesn't include things like modern weapons, and anything that you actually *need* to live still works, you just can't use it to do things like light fires, boil water, or cook food, and you can't use it to improve the lives of others.

Brainwashed [+400 CP]

Your mind has been overwritten, forcing you to follow the orders of your superiors, no matter what. Your commander, in particular, seems to have quite the disrespect for your life, sending you into dangerous situations and making you use powerful magic on weak enemies. You can still hunt Witches on your own time, but you can't desert.

Priority Target [+400 CP]

The enemy will consider you an extremely important part of your side's power, and will focus on eliminating you. If you're a Dauphin Loyalist, then Isabeau will send Corbeau, Minou, and Lapin against you, while English Insurgents will have Tart looking for them.

Rejected Wish [+400 CP]

For whatever reason, your soul acts as if you've rejected the Wish you made to become a Magical Girl. During this Jump, your Unique Magic will be extremely limited, with something like fire control being downgraded to a single spell on the level of a mundane

flamethrower. Stronger magics, such as temporal reversal, will instead be limited to something like the ability to repair things in a small area, while weaker magics, like a boosted affinity for healing or body strengthening, will be almost entirely negated, making them slightly more intuitive instead.

Overflowing [+600 CP]

For one reason or another, you always use *way* too much magical power. A simple attempt to fire a bolt of energy would instead summon a massive beam, a strength enhancement to jump a few feet higher will instead make you jump twenty feet, and consciously attempting to overcharge a spell will either cause massive amounts of unintended collateral damage or strain your soul, to the point of shattering it if the amount of energy used is too high. There will always be a minimum amount of magic used for each use of magic, and while magic-regulating items like the Enchanted Weapon Item can help with extremely-high outputs, their effectiveness goes down to nothing when using amounts of magic approaching that minimum. This causes your magic to run out much faster, though its effects may be mitigated with extreme amounts of training, with an example given in the Notes. This doesn't apply to things like short-range telepathy, the basic passive healing every Magical Girl has, or the passive body strengthening applied while transformed.

Six Hundred Years' War [+600 CP]

While the war between England and France lasted for around a century, the war between Magical Girls and Witches has been ongoing since the dawn of humanity. You will be staying in this Jump until the time period where most other Puella Magi stories take place, meaning Madoka Magica, Homura Tamura, Magia Record, and so on. While you won't lose power, and your abilities as a Magical Girl give you access to eternal youth, the minimum danger level of the Witches you fight will gradually increase over time, by default making every Witch you face at the level of Walpurgisnacht at a minimum near the end of your time here, but since this scales in terms of danger to *you*, they may be even more powerful. This Drawback applies in a limited form to your Companions as well, scaling based on the most-suited Companion fighting the Witch if you aren't there and including you in the equation if you are there. This only applies to Witches you or your Companions encounter, meaning this is effectively granting a power boost to Witches the moment you enter battle with them. If you choose to go through other Jumps in the same franchise, you may choose for them to be in the same universe and timeline as this one so long as it could make a reasonable amount of sense - this includes the Madoka Magica, Homura Tamura, and Magia Record Arc 2 Jumps so far, but may apply to other Puella Magi Jumps if they get made in the future.

Extended Contract [+100/200/400/600 CP]

Your Contract with Kyuubey wasn't as simple as just becoming a Magical Girl - now, you'll need to complete jobs for them on a regular basis. While this would just be simple things like assisting or attacking Magical Girls if you didn't take it with anything else, if you take it with the Brainwashed Drawback, you won't be able to reject any of those jobs, and if you take it with the Priority Target Drawback, the jobs will bring you into conflict with the stronger members of the opposing side. If you just have the Brainwashed Drawback, this will give 200 CP, and if you just have the Priority Target Drawback, it gives 400 CP, but if you take both of them with this Drawback, it will give 600 CP, for a total of 1400 CP altogether.

Hero's Backstory [+400/800 CP]

Something terrible happened in your past. It could be a Witch killing your family, it could be something as terrible as raiders killing everybody else in your village, or it could even be something as 'small' as being robbed - all that matters is that it made a big impression on you. You will consistently remember this event, and it will make you feel terrible every single time, to the point a significant amount of corruption fills your Soul Gem and you need to use a Grief Seed to make sure you won't become a Witch in your sleep, even if your Soul Gem was totally clean before, and while you're remembering it, you'll be totally oblivious to the outside world. This gives 800 CP if you don't have the ability to safely become a Witch, such as with Lapin's ability or the second option of the Irregular Perk, but only gives 400 CP if you do.

Empty [+600/1200/1800 CP]

Your emotions are extremely muted, or at least have no significant effect on your magical power. While your magical costs will be extremely low, your magical power will be extremely low as well, to the point you won't even be able to use it to fight average Familiars, instead relying on your basic weapon and strength boost. This will apply to your Witch form as well, leaving it with just the basic physical abilities it gains from its form, specifically the physical mechanisms it operates by (i.e. a gorilla-like Witch having the proportional strength of a gorilla and a Witch in the form of an inanimate object being nearly immobile). If you take this with the Overflowing or Six Hundred Years' War Drawback, you will gain an extra 600 CP, with the Overflowing Drawback still making your magic cost an extreme amount but not increasing its power. If you take both the Overflowing and Six Hundred Years' War Drawbacks, this will grant a total of 1800 CP, for a total of 3000 CP gained altogether at the cost of the end of your Jump leaving you with high magic costs, effectively-nonexistent magical abilities, a typical newbie Magical Girl's physical abilities, and every Witch you face being at least as strong as Walpurgisnacht, meaning you'd almost certainly die before the Jump ends.

Power Loss [Variable]

All powers, Perks, and Items from previous Jumps (including Gauntlets) are now unavailable to you for the duration of this Jump. This grants +100 CP for each Jump negated, up to a maximum of +1000 CP.

Decisions

You have three choices ...

Go to next Jump

Continue on to your next Jump.

Stay

Stay in this world with all you've collected.

Go back

Quit while you're ahead and go back home with all you've collected.

NOTES

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-Without increasing your potential, the two forms of your Soul Gem start at the exact same size, but if you choose the Light of France Perk, you'll start with a Soul Gem of twice the diameter in its first form and a durability approximately equal to concrete in its second form, though this durability would be from the fact that a smaller portion of the Soul Gem would be damaged at one time

-Increasing your starting potential through Perks increases your starting magical capacity and allows you to choose a stronger Unique Magic, meaning the Light of France Perk would allow you to have a Unique Magic on the level of direct soul erasure (including the ability to totally destroy Soul Gems and Grief Seeds without leaving any parts behind), the ability to perfectly convert between non-magical forms of energy, or the ability to reverse a target area in time, though the cost of the magic still scales with its power. The increase in potential would increase your magical capacity to make an 'average' use of the power equivalent in terms of percentage to a weaker magic used by a weaker Magical Girl, and while further increases in potential wouldn't allow you to change or add to your Unique Magic, it would increase your magical capacity, which would allow the use of more expensive techniques.

-Perks affecting your body won't apply to your Soul Gem, but will apply to your human body. If a Perk affects your 'physical form' in general, it can apply to your Soul Gem, as can Perks affecting your soul itself. Perks that 'harden' your soul will make your Soul Gem more durable, while Perks protecting your soul from outside influence will make your Soul Gem immune to direct influence from supernatural abilities, including things like Clarketech that drains souls or biological abilities allowing attacks to souls. These same effects will also apply to your Grief Seed if you become a Witch

-Taking the Irregular Perk's second option will allow you to choose whether your Labyrinth is a pocket dimension (with an 'entrance' similar to a sealed portal or area of weakened reality) or a domain overlapping with reality, and may swap between the two options, though if you have it as a pocket dimension, you won't be able to leave it, and if it's overlapping with reality, it can be contested by similar domains. If your Labyrinth is overlapping with reality, it will always be 'active,' and while it doesn't need to change anything in the world, it will still be detectable and passively interfere with similar domains. If the Labyrinth is in the form of a pocket dimension, it will be able to move in any direction without being influenced by things like gravity or physical barriers like walls, even able to 'rest' inside of solid matter, though it cannot interact with the outside world, be accessed by the outside world, or be turned into its domain form so long as there is solid matter that would make it impossible for outsiders to enter and/or for your body to appear without being obstructed. In pocket dimension form, it is able to move at a speed up to 5 mph or 8 kph. The Labyrinth will always center on your soul, and, with the 200 CP version of the Soul Gem Perk, will emanate from both your Grief Seed and human body while in domain form, and when in pocket dimension form, your human body will have a connection to it (allowing you to retreat into it) while the true 'entrance' will be able to move under its normal rules. While your Labyrinth would normally conflict with other Labyrinths, you can synchronize your soul in a manner similar to the Connect abilities seen in Magia Record to combine your Labyrinth with the Labyrinths of other Witches to create a stronger end result, though this would be difficult and likely require effort from all those involved. By using this ability, if you and your Companions have the second option of the Irregular Perk, you could learn how to

temporarily combine your Labyrinths while they're in the same form, becoming stronger and larger while combined

-With the Irregular Perk's second option, since you would be a Witch, you would also be able to access the magic available to every Witch, including the ability to apply magical marks to humans causing them to follow a basic goal you set, though the goal must be relatively short-term and end in their death (i.e. 'buy this thing' would be impossible no matter the context since even the 'simplest' form requires going to a store, having money, getting the object, and going through the process of getting it checked out before paying, and 'collect this thing then die' would be impossible since the thing collected wouldn't be directly involved in their death, but 'collect this thing and choke on it in this location' would be fine and could have them intercepted before they even put it in their mouth), and they don't form memories while under the spell. Another basic ability you have as a Witch is the ability to consume negative emotions to grow in power, allowing you to consume Grief Seeds to gain that Witch's strength (with filled or used Grief Seeds granting slightly more energy than fresh ones) and add it to your own, killing that Witch in the process. The last of these basic abilities is the ability to cleanse Soul Gems in contact with your Grief Seed, automatically using up the energy if your Grief Seed has become inert after your Witch body was defeated and reforming your Witch body instead of using it to grow in power - the amount of impurities that must be cleansed before recovery is equal to the amount required by an average Grief Seed, and cleansing will happen automatically until enough energy is collected, and will not cleanse impurities until your Witch body is reformed unless you have an ability allowing you to act in circumstances where you would normally be unconscious. If your Grief Seed is active, you can 'open up' your Witch body to expose your Grief Seed (though it would be similar to a person pulling their body apart to expose their heart), allowing you to cleanse Soul Gems and gain a small amount of potential from the impurities, though even a totally-filled Soul Gem would grant less power than the smallest Witch. If you merged your Grief Seed with your human body, you can instead cleanse Soul Gems by making skin contact. You'll be able to get negative emotional energy by absorbing it from the atmosphere, and if you consume other forms of negative energy and beings formed of such energy, such as the Heartless from Kingdom Hearts, the Hollows from Bleach, and the Grimm from RWBY, you can gain even more energy at once by absorbing the energy that made them up

-With the Irregular Perk's second option, you won't be able to partially drain Grief Seeds, only able to consume them whole. If you have some other way to drain energy from Grief Seeds, you can use that to create a separate store of energy to consume later, letting you leave the Grief Seed and consuming the energy extracted instead

-If you have the Irregular Perk's second option and want to have a variable size for your Witch body, you can choose to have a multi-stage form, similar to how Charlotte was able to have a small doll-like body but had a second form as a massive serpentine Witch

-A Witch's body is technically made of matter, but that matter is made of magic, and the actual important part is the Grief Seed in the center of it - if the body is destroyed, the Witch is technically still alive, just unable to affect the outside world until they gain enough magic (the only known way to do so being the cleansing of Soul Gems by removing impurities) to reform their body. If you're a Witch, even without your Grief Seed being used to cleanse Soul Gems, you'll be able to gather negative emotional energy from the local environment, with similar negative energies from future Jumps being usable in the same way, though energy sources with wills (such as living Witches) cannot be absorbed. With the 200 CP Soul Gem Perk and the second option of the

Irregular Perk, while your Grief Seed will be 'inert' if your Witch body is destroyed, and you won't be able to use your magic or actively control your Witch body's reformation, you can still stay conscious and active in your human body, allowing you to protect it and being it to areas with more ambient negative emotional energy

- The term 'your nation' in the Light of France Perk refers to the 'nation' you 'belong' to without including those opposed to it, meaning that, for example, a title like 'rightful ruler of pirates' would grant the potential of all pirates that don't actively oppose the ruler, and if it were a pirate under their rule that had the Perk instead, that pirate would gain the potential of the other pirates plus the rightful ruler

- While Irregular allows you to increase your potential by affecting others, it doesn't overlap with Light of France's potential increase. Light of France would grant an equivalent amount of potential to that of those under its scope and overrides the increase granted by Irregular, which merely grants a small (non-scaling) amount of potential per person significantly affected

- Taking the option to be a Witch from the Irregular Perk along with Lapin's ability from the Princess Perk will allow you to revert back to a Magical Girl form and become a Witch with a mind again, though you'd need to fill up your Soul Gem and go through the transformation again, meaning it would only really be useful when trying to hide from beings able to sense Witches or if your Witch body is about to be destroyed

- Taking Corbeau's magic cost offloading with Overflowing mitigates the danger, but wouldn't necessarily make it easy to deal with, especially for Jumpers fighting alongside other Magical Girls - the massive amount of magic use could overwhelm the others and make them turn into Witches, which would negate the effect and could even increase corruption by making them take on the extra cost that would've been otherwise offloaded, meaning that it could even increase the danger if the Jumper is unable to accurately measure the corruption of the other Magical Girls in range

- While the regeneration from Everything You Possess wouldn't technically make you yourself harder to truly kill, it certainly helps stop you from becoming a Witch, since every Magical Girl generally becomes one after the death of their human body because of either the belief that they should be dead or the cost of regenerating a massive amount of their body

- The magical energy harvested by Everything You Possess can be used in various ways, specifically by increasing a being's magical capacity, making up the cost of a spell, or being converted into other forms of energy to use elsewhere. All harvested energy may be stored for later use, and doesn't deteriorate over time.

- The training for the Overflowing Perk would halve magic waste with five years of daily training, with that training being the equivalent of eight hours of extreme magic use that would fully deplete an average Soul Gem, meaning an average of two Grief Seeds used up every day, though Magical Girls with high amounts of magic and potential would be able to hold off on using so many Grief Seeds daily at the cost of using more at once (four every other day, fourteen every week, etc)

- If you wanted to make a copy of Tart's abilities, you could choose the Dauphin Loyalist Origin, take the free Soul Gem Perk with a Unique Magic of generic 'light'/'holy' magic, take the 600 CP Irregular Perk, and take the Light of France Perk discounted to 300 CP to give you a decent copy for only 900 CP; Isabeau could be decently copied with just Irregular and Everything You Have for the same price

- Due to Isabeau's inability to be killed by Magical Girls or Witches, as well as both Origins forcing the Jumper to start as a Magical Girl, the only way for the Jumper to kill Isabeau would be to use the special transformation granted by the first option of

Irregular, since the second option would make them a Witch and using Lapin's ability would keep them as either a Witch or a Magical Girl

-If your Grief Seed is taken by the Incubators while you're here as a Witch, they will attempt to extract its energy, causing you to effectively lose potential without decreasing its size, eventually causing your death if you don't have the 200 CP version of the Soul Gem Perk. While this is most easily accomplished by not allowing them to take your Grief Seed, you can be protected by Perks making it impossible for others to damage or drain your soul and/or its energies

-If you start this Jump as a Magical Girl and end it as a mindless Witch, you'll be considered to have failed this Jump unless you have the ability to automatically turn back or are given your mind/sanity back by another's Wish

-In this setting, Magical Girls make Contracts with telepathic alien beings known as Incubators (also known as Kyuubey/Cube), an alien race using the energy formed to combat entropy. These Contracts grant the Wish of the Magical Girl based on both the wording of the Wish and the desire of the Magical Girl, in turn solidifying their soul as a Soul Gem keeping their body alive so long as it's within 100 meters. While touching their Soul Gem, a Magical Girl may transform, wearing an outfit based on what they want to look like as a Magical Girl and able to summon a unique weapon, as well as copies of it. While Magical Girls can theoretically use magic without transforming, it is extremely limited, with the basic abilities allowing them to transform it between the form of a ring with their given name on it in special runes and the form of a Faberge egg in a special color, filling up with darkness as impurities increase. While each Magical Girl has a Unique Magic based on their Wish or desires, they also have the ability to telepathically communicate with other Magical Girls they've met. Over time, a Magical Girl's power weakens, somewhat implied to be somewhat related to their emotional range, with calmer Magical Girls using less magic but having weaker magical power and Magical Girls in a heightened emotional state using more magic but having more power. A Magical Girl's potential determines her starting power and the possible scope of her Wish, determined by a combination of factors, but mostly by the amount of important events she'll be involved in, the amount of emotions she feels, and the impact she'll have on other Magical Girls, though the Jumper's (and relevant Companions') potential will be considered average by default and they'll be considered to have made a Wish along the lines of 'to be a Magical Girl.' While Magical Girls can theoretically learn any form of magic, it's extremely difficult, as the only known Magical Girl (out of over one hundred) without a true copying ability to learn another's Unique Magic was one with the ability to comprehensively read the mind of an opponent and find their weaknesses, with the next-closest being her mentor, who was able to copy another Magical Girl's unique weapon after enough time to go from being a total newbie to being able to effortlessly hold off an army of Familiars. A Magical Girl's Soul Gem will slowly fill up with impurities over time and corrupt faster with magic use, and may be cleaned by touching a Grief Seed to it, with the average Grief Seed having two uses, cleaning a quarter of an average Soul Gem with each use. This cleansing transfers the impurities to the Grief Seed and leaves the Soul Gem clean, with pure magic in place of the impurities. If a Magical Girl's Soul Gem is completely filled with corruption and isn't cleaned fast enough, her Soul Gem will turn into a Grief Seed, producing a massive amount of energy for the creator of her Contract and causing her to become a mindless Witch, with her behavior now informed by her Wish and her deepest thoughts and desires at the time of

her transformation. A Witch automatically creates a thematic body, Labyrinth (also called a Barrier), and multiple Familiars, and has access to her Unique Magic, though it may be useless due to her lack of reason and inability to use her human body. A Labyrinth is a pocket dimension able to be accessed by beings with magic, with its entrance only visible through magic, and has multiple 'layers,' themed more towards the location of the Labyrinth's entrance near the 'edge' and themed more towards the Witch near the 'center.' Familiars may exit the Labyrinth, and the Labyrinth's entrance may be moved. Witches may enchant nearby humans with a Witch's Kiss, luring them to either enter the Labyrinth or go somewhere nearby. By harvesting the negative emotions of humans and eating other Witches, a Witch may grow more powerful, and if a Familiar kills enough humans, it will become a copy of the Witch. When the Witch is killed, the Grief Seed at her core is dropped and the Labyrinth disappears, leaving the people who entered it at its former entrance. A full Grief Seed will eventually 'hatch' and reform the Witch, including her Labyrinth and Familiars.

- All Magical Girls have a massive boost in strength while transformed, and can even use more of their normal strength due to their ability to decrease the connection between their Soul Gem and body, proportionally decreasing the amount of pain felt and increasing the amount of time it takes for sensations to be felt and actions to be performed

- A Magical Girl's Wish always 'comes true' within the scope of her potential. For a couple of examples, if a person makes a Wish to make it so an event never happened but doesn't have the potential to actually make it happen or actually wants to just forget it happened instead, they'll just have their memories of the event altered; similarly, if a person makes a Wish for every second of their panic attacks to go faster, they'll instead go unconscious whenever they have a panic attack

- As a Magical Girl's Soul Gem fills up with impurities, her mood will become worse and she'll feel negative emotions more easily. Similarly, negative emotions will cause a Magical Girl's Soul Gem to fill up faster

- Witches may have multiple stages and forms, the most prominent example being able to start as a small doll, emerge as a massive serpent from that body, leave that body as another serpent, and continue multiple times before death, similar to a Matryoshka doll or fantasy snake shedding its skin

Change Log

v1.0

Creation

v1.1

Edit made 8/6/2024

- Clarified issue of survival in terms of Soul Gem and/or body destruction for 300 CP Soul Gem Perk
- Clarified Irregular Perk mechanics
- Clarified Note about failure due to becoming a Witch
- Clarified mechanics of Princess Perk
- Added Note about synergy between 2nd choice of Irregular and Lapin's Magic
- Added Note clarifying meaning of 'your nation' in Light of France
- Closed loopholes in / clarified Overflowing Drawback in terms of minimum power and control-boosting items/Items
- Added a Note about the time scale of training for the Overflowing Drawback
- Added Notes about basics of Puellae Magi + Witches and the basic Tart build (with discount)

v1.2

Edit made 8/7/2024

- Added Note about Overflowing & Corbeau synergy (magic overuse & accidental overload)
- Added temporary system-unique magic pool w/ corrupting regeneration like PSP game that unlocks / merges w/ other magic systems post-Jump (including difference between magic regen & automatic corruptive regen)
- Added Note about Overflowing combining with magic overcharging, including backlash and lowercase-N note about collateral
- Removed 'after this Jump' condition from mention of how Irregular's first option's transformation may only be used once per ten years or until the end of the Jump
- Added Note & examples of how extra potential allows better Unique Magic
- Added Note about how Jumper can't defeat Isabeau without Option 1 of Irregular due to Wish mechanics & inherent existence as Magical Girl / Witch
- Clarified scope of Irregular Perk potential boost vs Light of France
- Added Note about how energy harvested by Everything You Possess can be stored/used
- Added infodump section Note that Wishes always 'come true' within potential
- Added infodump section Note that bodies are original bodies with Soul Gem disconnect (pain/lag) & resulting body strengthening + lack of mental limiters & general healing magic
- Added passive telepathy/strengthening/healing exceptions to Overflowing
- Corrected infodump Note that only one *known* Magical Girl (out of over a hundred) could copy a Unique Magic
- Added clarification on Soul Gem as to lack of Gem regeneration
- Clarified specifics of Witch body formation w/ Lapin ability and 200 CP Soul Gem Perk
- Added combo to make human body seem to be a Magical Girl with 200 CP Soul Gem Perk & Irregular Perk 2nd Option
- Added possibility of boosting future power of transformations to Mentor Perk

v1.3

Edit made 8/9/2024

- Added note clarifying that 'knowledge of a language' means knowing it exists
- Added infodump Note mentioning correlation between corruption and emotional state

- Added mention of weapon mimicry to Unique Magic copying section of infodump Note
- Added clarification of Soul Gem Perk's effects when switching between SG and GS
- Added clarifications on Soul Gem size in relation to potential to infodump Note and Note clarifying Soul Gem size from Soul Gem Perk
- Added possibility of Soul Gem size manipulation in Soul Gem Perk
- Added Note clarifying what would happen if your Grief Seed was given to the Incubators
- Added Note mentioning effects of body/soul strengthening Perks on SG/GS
- Added clarifications & Notes for Irregular as to effects of cleansing Soul Gems as an inert Grief Seed & ability to cleanse Soul Gems as active Witch & effects of cleansing Gems + eating Grief Seeds
- Added infodump Note mentioning how Witch body sizes can vary i.e. Charlotte going from doll to serpent-like
- Added clarification of ability to customize Witch-related things & ability to use normal Witch abilities & status of Labyrinth for Irregular Perk
- Added clarification as to required amount of collected energy as inert Grief Seed and possibilities when existing as full Grief Seed

v1.3.5

Edit made 8/9/2024

- Clarified status of Labyrinth domain form & lack of ability to use Witch abilities as a Magical Girl without a special Unique Magic for Labyrinth note and Irregular Perk

v1.4

Edit made 8/12/2024

- Clarified effect of impurities/corruption/Grief on emotions as a Witch in Irregular Perk
- Clarified results of Jumper Familiars becoming Witches with focus on loyalty in Irregular Perk
- Clarified Light of France Perk effects in new Jumps
- Reviewed Drawback proposals
- Created Drawback based on idea of staying until Madoka Magica era
- Created Drawback based on idea of rejecting Wish & losing access to Unique Magic during Jump
- Created Drawback based on idea of becoming pawn of Kyuubey
- Created Drawback based on idea of muting emotions to lower power w/ synergy with Overflowing
- Created Drawback based on idea of PTSD from negative event similar to Tart's village being destroyed
- Clarified Note mentioning Labyrinth movement mechanics & human body vs Witch body connection with Labyrinth & interactions with other Labyrinths
- Clarified Note about consumption of negative emotional energy in future worlds/Jumps (i.e. Kingdom Hearts Heartless, Bleach Hollows, RWBY Grimm, etc)
- Added Note on ability to cleanse Soul Gems vs consume Grief Seeds & how to drain Grief Seeds instead of destroying them
- Clarified negative energy gathering in future worlds/Jumps
- Clarified loss of potential over time for normal Magical Girls & lack of said potential loss in Soul Gem Perk
- Made Soul Gem Perk mandatory
- Clarified Note about how 200 CP Soul Gem Perk & second option of Irregular Perk work with Witch body destruction/reformation

v1.5

Edit made 8/13/2024

- Added connection to other Puella Magi Jumps (past/future) to Six Hundred Years' War Perk
- Added an Item to spend 50 CP on in case of extra points