



## Null Magical Girl

by Mineralf

**DISCLAIMER: Null Magical Girl, the series this Jump is based on, contains themes of suicidal thoughts and actions. While this may not be its most important theme, suicide is still a major plot point. If this makes you uncomfortable, you may want to consider leaving this document.**

This is a timeline based on one young woman's journey, one profound, yet shallow, pathetically hilarious, and bizarre, yet ordinary - a series of events hopelessly inexplicable, all jumbled together like a tangle of knots.

Explanations stolen from source material aside, you'll be entering the world of Null Magical Girl, one of the universes in the Puella Magi multiverse, also called the Madoka Magica multiverse. This universe is entirely contained within the inner world of one woman, a Magical Girl with a soul so large it encompasses the universe and every single timestream inside it. This entire universe is a single time loop, beginning at two points: the universe's inception and the birth of the Kiriha sisters.

The most important event is the Wish of the Kiriha sisters, granted when they were a single cell, to divide and proliferate. This took their soul and placed it at the beginning of the universe, causing it to split to become every single soul in existence, eventually

becoming an entropy-defying race capable of creating and using infinite magic to replicate itself and occupy ever more space.

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

## Starting Location

Your Starting Location is based on the Race you choose.

## Age and Gender

You may freely choose your own age and gender.

## Race

### **Homo Sapiens [Free]**

A species guided in its evolution by the Incubators to generate more emotional energy and create more powerful Magical Girls. Superior to Homo Neanderthalensis because they could imagine things that couldn't happen without magic, allowing them to create abstract ideas generating magical power and making them better candidates for Magical Girls. Unique in their ability to create stories depicting relationships between beings, therefore 'copying' that relationship onto others and generating more emotional energy. You may begin at either the year 2021 in quarantine or on the planet Terminus 800,000 years in the future.

### **Alien Race [100 CP]**

One of many different alien races (except Incubators), each with their own unique biologies and abilities. You could be like the Kronos, able to form an entire ecosystem with just your own species, or perhaps the Hemitheos, with sapient gametes and normal members of the species being unintelligent, or maybe even the Mediums, living biological software existing as genetic information puppeting the bodies of the beings that previously needed them to reproduce. You will begin either in space during the year 2021 or on the planet Terminus 800,000 years in the future.

### **Incubator [400 CP]**

A gestalt consciousness with total knowledge of the basic four fundamental forces, and the species that created the Magical Girl system to create energy and stave off entropy. Their actual consciousness is housed somewhere in space, while individual bodies with highly-efficient cells are created as terminals to interact with other beings. As they are a collective consciousness, and the death of an individual doesn't matter, they cannot truly conceptualize death. You may begin at any point in history after the Magical Girl Revolution and at any location not in direct danger from Homo Magica.

### **Homo Magica [1000 CP]**

The ultimate life form, defying entropy and spreading infinitely. An evolved form of Homo Sapiens that adapted to be able to use magic without becoming Magical Girls, they destroyed Homo Sapiens just as Homo Sapiens destroyed the Neanderthals. All exhibit neoteny and have evolved to become the cutest possible beings, even making a normal human seeing them acting cute nearly starve because they were so entranced. Homo Magica reproduce in a cycle of destroying the planets and asteroids in a solar system, using the debris to create a ringworld, turning a bunch of Homo Magica into Witches, using the resulting energy to rewrite local reality to be in eternal spring and imprint a database of human relationships upon it, raising more Homo Magica from the soil, and sending them to another solar system to repeat the process. Because of this multiverse's

metaphysics, they created a train station going through time and constantly gain magical power by acting cute. You will begin 800,000 years in the future on one of the many ringworlds created by Homo Magica.

## Perks

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

### General [Undiscounted]

#### Compound Eyes [Free]

Normally exclusive to Homo Magica, you can create sparkles in your eyes, somewhat similar to insects with compound eyes - the difference is that it will actually seem at least somewhat normal to others who view it, and won't make others feel averse to you. This will not affect your vision in any way.

#### Hope Springs Eternal [100 CP]

No matter the situation, you will always have the hope that things can get better, or at least be *good enough*. This doesn't mean that your hope is actually reasonable or founded in anything, but at least you'll have it.

#### Atemporal [200 CP]

You have a form evolved to survive in the space between timelines where the Temporal Railroad resides. While this doesn't work in places where time exists, if you're ever in a place where it's flexible or where everything happens at the same 'time,' you can change your own personal timeline, going back to change your actions if you were to die or fail to catch your prey. This doesn't negate the ability of other beings to do the same, and beings with a normal timeline will still progress normally without being reset as you go back in 'time.'

#### Face Blindness [400 CP]

You have the ability to turn certain emotions or feelings on and off, as well as change the feelings you get from certain stimuli. While a normal human would be literally paralyzed by how cute a member of Homo Magica is, you could turn off your facial recognition and feel the same emotions looking at them as you would looking at, for example, a blade of grass. This will trigger automatically to protect you from any unwanted external negative mental effects.

#### Karmic Vertex [600 CP]

##### *Capstone Booster*

Souls, also called destinos, are prediction engines and time loops decreasing entropy by forcing certain points in time to be entirely impossible to change. This allows them to create energy from predictions, and with enough predictions, eventually, multiple destinos will set a certain point in fate in stone (known as a 'karmic vertex'), and destinos related to multiple of these points will generate more energy. This is the phenomenon behind a Magical Girl's potential, and, to get to the point, you have a *lot* of potential. Your actions aren't free from fate, nor are they defined by it - because of your immense importance, your actions *are* fate, and everything you do from now on is important.

## Homo Sapiens

### **Storyteller [100 CP | Free for Homo Sapiens]**

You've mastered the most important technology of humanity, also known as the third human race: stories. You have an instinct for writing extremely-compelling stories able to elicit extreme intensities and varieties of emotions, even ensuring that your stories get massive amounts of fanfiction, making them evolutionarily successful. Do note that, while your stories are technically living things, they're only living in a memetic sense and in the same way that this universe is, meaning that, while they can act in their own interests, they don't technically have a consciousness or will.

### **Empty-Headed [200 CP | Discounted for Homo Sapiens]**

You, quite literally, do not have a brain. Well, to be more accurate, you don't have a *normal* brain - instead, you have a mass of Incubator cells about the size of a golf ball growing out of the top of your spine, and the area where your brain would normally be is entirely empty. This means that not only is having your skull cracked open nonfatal (and about equivalent in damage to getting a large scrape), it gives you access to a new place to store things.

### **True Closed System [400 CP | Discounted for Homo Sapiens]**

The particle governing destiny, the destino, generates energy through predictions, and, in doing so, stops entropy. What happens, then, when a destino generates too many predictions that go against fate and starts *increasing* entropy? It gets eliminated as waste heat in a process known as 'suicide.' You, however, have a soul not bound by the feeble predictions of a single universe, one acting as its own closed system without any energy expense, not generating any external waste heat and never losing any usable energy (though the latter applies to *every* soul here). In effect, you cannot ever feel suicidal, and you will never be marked for death for being able to change or defy fate.

### **Null-A Magical Girl [600 CP | Discounted for Homo Sapiens]**

While the name may be a bit misleading, you have abilities on par with an extremely powerful Magical Girl without any magic. Instead, you have the power of the non-Aristotelian (null-A) universe, where physics has absolutely no relationships, not even between photons and light or gluons and the strong force. Whether because of a total lack of magical energy (and therefore soul) or because of your importance in the fight against magic, the universe itself has recognized you and granted you some access to the Cosmic Appendix, containing the pure symmetry that existed before the Big Bang. Using this access, you may introduce some of the Appendix's power to the universe and break its symmetry to create effects from, effectively, thin air. Your control will start out small, only allowing you to do things like create energy and matter ex nihilo or teleport short distances, but the more you learn, the more you can do, to the point of altering fundamental constants to allow things like using quantum uncertainty to teleport the gas giants into the sun.

When purchased with the Capstone Booster, not only does this universe have a good relationship with you, *every* universe does. In any universe (or multiverse) you enter, you have the ability to alter some of its unique constants within a certain area, one which increases as you learn more about the universe's physics, get more used to using

your powers, and contribute to the universe's reproduction (aka the creation of black holes).

## **Alien Race**

### **Universal Translator [100 CP | Free for Alien Race]**

If another species has some sort of language, you'll be able to understand it and communicate with them through it. This includes extinct languages with only incomprehensible scribbles left to prove they existed, and you'll be able to perceive and use forms of communication that your biology would otherwise be incompatible with.

### **Adaptable [200 CP | Discounted for Alien Race]**

If another being is able to thrive in some sort of environment, so long as you're able to communicate with them, you'll be able to survive in the same environment just as well as they can. This is closer to a technological and mutative Perk, so if your base form couldn't get the energy it needs to survive from the local food, you would need to build some kind of converter or retrovirus to let you stay alive.

### **Lost Technology [400 CP | Discounted for Alien Race]**

Just as humans created the lost technology of storytelling to generate more emotional energy, you have been altered to accept lost technologies as if you were the exact being they were made for. You can read human stories and gain karmic potential from them, and for other lost technologies, such as ancient mechanical suits or genetically-engineered symbiotes, they can be used as if they were tailor-made for you.

### **String Theory [600 CP | Discounted for Alien Race]**

You've learned the methods to create amazing technology like that of the beings from Terminus. This can allow you to create the perfect living environments for various species on the same planet, use black holes as wormholes, and even fire cosmic strings that slice through anything they touch (like planets).

When purchased with the Capstone Booster, you also gain the knowledge of how to create Magical Girls, as well as many different spells and abilities that can be used by them. Since this includes many of the powers owned by Kyuubey, this means you can recreate the Doppel system from Magia Record by using the powers of Collection, Transformation, and Manifestation, though you'd likely need to experiment quite a bit to get it right.

## **Incubator**

### **Prompt Engineer [100 CP | Free for Incubator]**

Even if you don't understand a language, you can hold an intelligible conversation with somebody who speaks it. Your responses will never be lies of commission, and will generally align with what you intend to say, but you won't actually begin to understand the meaning unless you understand the concept being conveyed on an instinctive level. Helps with learning new languages, but even if you can't comprehend the meanings behind a language's words, you can still have meaningful-feeling conversations for decades without ever making any of them boring. The beings you speak with will inherently understand and accept that you cannot tell a lie of commission while using this Perk.

### **Efficient [200 CP | Discounted for Incubator]**

Though it may not seem like it, Incubator bodies are very tough and energy-efficient. Every single cell can be a brain cell, a liver cell, an adrenal cell, and more, all at the same time, creating nearly no waste. You're able to digest absolutely anything that doesn't kill you first, and you can get all of your energy from the sun. If you ever have your body mixed with another being somehow, you can merge with their consciousness to become a being that is still 'you,' so long as your body and/or mind were inside of the body you were mixed with at the time.

### **Terminal [400 CP | Discounted for Incubator]**

Your mind and soul are separate from your body (or bodies), meaning that any body you use is just a terminal for your mind and soul, and if all of your bodies are destroyed, you'll still be alive. By default, you start with one body in the form of an Incubator made out of Incubator cells able to consume Grief Seeds for extra energy. It has the ability to self-replicate with enough energy, meaning that you can very easily create hundreds of bodies for yourself in a short amount of time. Since your bodies aren't technically *you*, you can alter them and their minds for things like the removal of emotions or instinctive facial recognition.

### **Theory of Everything [600 CP | Discounted for Incubator]**

You have a set of constants, theories, and equations explaining literally everything in the mundane universe. This explains things like gravity, electromagnetism, the nuclear strong and weak forces, and everything derived from them, from the laws behind the formation of atoms and molecules to the expansion of the universe. You only have the basics, so you'll need to derive everything else, but it'll be much easier trying to figure out teleportation, for example, when you know what spacetime is made out of. With enough processing power, you can calculate every possible future and take the best possible path, even outsmarting time-traveling beings so long as you can theoretically find a future where you succeed.

When purchased with the Capstone Booster, you also gain the constants, theories, and equations governing magic. This is beyond the Incubators, who created the Magical Girl system, but this is concepts, not practical applications, so you won't even be able to copy the Magical Girl system unless you do the research and testing yourself or get the knowledge from the Incubators themselves.

## **Homo Magica**

### **Infinitely Cute [100 CP | Free for Homo Magica]**

Because of the evolution of Homo Magica to eliminate negative feelings and externalize both physical and emotional processes, all of them now exhibit neoteny and cute, pleasant relationships with others. You will now be entirely unable to cause negative feelings in beings with the capacity to feel emotions, and your appearance will be considered supernaturally cute. For Homo Magica, your infinite cuteness will surpass normal limitations, not only paralyzing emotional beings, but also making normally-emotionless beings perceive you as a cute thing to be protected.

### **Free Agent [200 CP | Discounted for Homo Magica]**

Instead of needing to create a Contract with Kyuubey, you've managed to use magic on your own. The most visible benefit to this is the fact that you no longer need to be in contact with a Soul Gem to transform or use magic, and it will be much more difficult for you to become a Witch, since you won't need to power a connection between your Soul Gem and biological vessel. For Homo Magica, since it's near-impossible for you to feel negative emotions, your magic will be twice as efficient as it would be otherwise, and will have twice the normal effect.

### **Labyrinth [400 CP | Discounted for Homo Magica]**

By expending a large amount of emotional energy, you can alter the local fabric of space-time to create the perfect environment for Homo Magica to thrive. This imprints a massive amount of information on human relationships onto the universe, which may be downloaded by Homo Magica to react to and generate emotional energy from, and makes the local environment an eternal spring afternoon, causing beings inside to appear to others as a collage of 2D animation and live-action video footage. For Homo Magica, you may create a small mini-Labyrinth that may be expanded over time with more emotional energy, using less energy to start up and allowing infinite growth.

### **Cute Girls Doing Cute Things [600 CP | Discounted for Homo Magica]**

Not only does your appearance seem cute enough to paralyze anything with emotions, you also have a mental database of meaningless 'cute' human relationships that you can start and break off with others. This makes it much easier for you to exploit the second part of this ability: the more you do cute things, the more your magical power grows exponentially. There is no limit to the amount of magical power you can have, and the amount of emotional energy you can contain and create will never go down, meaning that you can grow in power and 'potential' limitlessly. For Homo Magica, this doubles the rate at which your power grows.

When purchased with the Capstone Booster, you can use magic to create new beings from dirt or clay, all able to generate their own emotional energy in a similar way as this Perk, which you may later harvest to add to your own potential. For Homo Magica, this allows you to create more Homo Magica at a much lower expense than normal.

## 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 will be placed at a nearby location or connected to the Warehouse. In future Jumps, the same choice will apply.*

### **General [Undiscounted]**

#### **Record of a Crime [Free]**

The entirety of Null Magical Girl, translated into any language(s) you desire. Due to the nature of existence here, nothing will really change in the grand scheme of things if you show this to a local.

#### **Ticket to the Time Railroad [600 CP]**

A peculiar piece of paper, able to be folded along a few lines into a pyramid shape to encompass itself infinitely. Folding it like this isolates you from normal space and time, bringing you to a station on the Time Railroad and allowing you to take a one-way trip along the timeline. This is used up when you use the Railroad, and is only replenished after ten years of your subjective time or at the beginning of the next Jump, whichever is sooner. Do note that, if you stay away from the train for too long, you may be hunted by atemporal predators, and if you interact with the local Homo Magica, they may attack you.

## **Homo Sapiens**

### **Deepest Wardrobe [100 CP | Free for Homo Sapiens]**

A theoretically-infinite wardrobe filled with magical outfits. Each of these outfits is self-cleaning and self-repairing, and reappear within the wardrobe if destroyed.

### **Endless Library [200 CP | Discounted for Homo Sapiens]**

A library filled with every single story told, consumable by any being that would desire to know them. This could be anything from The Odyssey to a ghost story told and forgotten in a single night. Includes all stories, even those from Jumps you've been to before and those you travel to in the future.

### **Grief Seed Mountain [400 CP | Discounted for Homo Sapiens]**

A massive amount of 'empty' Grief Seeds. If they get filled enough, they could be used for energy, allowed to turn into Witches, or detonated to cause a massive explosion.

### **Home Sweet Home [600 CP | Discounted for Homo Sapiens]**

The planet Earth, along with all its inhabitants. This version will be separate from any other outside of this Jump, and will exist in its own pocket dimension within the Warehouse. You may choose whether or not Homo Magica will evolve here, and, if it does, whether or not it will overtake Homo Sapiens.

## **Alien Race**

### **Gene Vault [100 CP | Free for Alien Race]**

A repository of alien genetic codes. A person with access to a cloning device could recreate almost every form of life in the universe with this, so long as they have enough time and resources.

### **Archive [200 CP | Discounted for Alien Race]**

A record of the history of every single alien race, as well as the dates of important points. This includes things like the first inception of the species, the invention of writing, and first contact with another sapient species.

### **Battle Platform [400 CP | Discounted for Alien Race]**

An asteroid designed for interstellar battle, equipped with things like a device that turns stars into wormholes and a Cosmic String Cannon.

### **Terminus [600 CP | Discounted for Alien Race]**

The planet Terminus, with various sections designed for all sorts of alien ecosystems, allowing practically any being to create a home. Its systems perfectly separate these sections, even isolating the very atmosphere, letting a near-total vacuum exist right next to something resembling the surface of Venus. This may be imported into future Jumps or kept within a separate dimension.

## **Incubator**

### **Cell Reservoir [100 CP | Free for Incubator]**

A vat filled with an infinite amount of Incubator cells, which may be used in any way you desire. If applied to a damaged living being, they will automatically act as replacements for whatever was damaged, leaving an empty space due to the fact that their efficiency allows them to produce the same results as normal organs with fewer cells.

### **Central Processing Unit [200 CP | Discounted for Incubator]**

An external brain, able to connect all of your bodies into a singular gestalt consciousness. Made out of materials allowing it to survive indefinitely in space, and with a massive amount of storage to hold the collective memories of an entire civilization with room to spare.

### **Body Printer [400 CP | Discounted for Incubator]**

A machine able to print copies of a living being's body, free of things like a mind or soul, but able to connect to things like a psychic network if the original had that ability. All it needs to create bodies is biomass, with things like amino acids and carbohydrates being converted to the proper forms, even if you're using something like an algal mat to make an elephant.

### **Livestock Planet [600 CP | Discounted for Incubator]**

An entire planet with at least one planet-bound sapient species. The sapients on this planet are guaranteed to have souls able to produce large amounts of emotional energy, though unable to harness it without making a Contract. While their emotional ranges and value systems may be chosen by you to an extent, they must be able to feel strong positive and negative emotions and have these emotions be volatile enough to change significantly within a relatively-short amount of time, since you're meant to be able to get a large amount of energy from this planet in a reasonable amount of time.

## **Homo Magica**

### **Adorable Outfit [100 CP | Free for Homo Magica]**

A Magical Girl outfit of your own! Entirely indestructible, self-cleaning, and enhances your cuteness massively. When you don't want to wear it, it stores itself in a pocket dimension to be expressed later.

### **Magic Wand [200 CP | Discounted for Homo Magica]**

A cutesy plastic Magical Girl wand, or at least that's what it appears to be. It's impossible to damage or destroy, enhances the wielder's talent in magic, and, for some reason, grants the option to harmlessly knock out those struck by it for an amount of time depending on the amount of force used, with a light tap making them wake up in less than a second and a solid hit from an average human knocking them out for over a day.

### **Soul Gem Bomb [400 CP | Discounted for Homo Magica]**

A Soul Gem perpetually on the edge of becoming a Grief Seed. By mere intent, you can set a timer determining when this transformation will occur, creating an explosion strong enough to destroy a large asteroid and even severely damage a dwarf planet. The resulting Witch will be of middling strength, though of course there probably won't be anything *left* to fight it at that point. A new bomb will be added to the Warehouse a month after the last was used.

### **Ringworld [600 CP | Discounted for Homo Magica]**

As the name implies, this is a massive ringworld orbiting a large young star, with a vast amount of natural resources and a native ecosystem hospitable to human life. Due to both the biology of the local life and the fact that its entire surface is pointed towards the sun, the entire world is stuck around the time of a balmy Spring afternoon.

## 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.

### **Human Magical Girl [100 CP]**

A normal human Magical Girl, from Earth. She could be from any point in history before the advent of Homo Magica - she could even be the first Homo Sapiens in existence.

### **Alien Magical Girl [200 CP]**

A Magical Girl from an alien species, with a strength equal to the average human Magical Girl. Since they aren't human, they likely have a special trait that gives them an advantage in some way. They must be from some point before the creation of Terminus, since the beings there don't seem to know how to create the amount of emotional energy required to create effective Magical Girls.

### **Coerl [400 CP]**

A Magical Girl with the ability to reflect magic, as well as experience in fighting Homo Magica. While implied to be a human born after the first Homo Magica but before the end of human society, there's a chance she may just be a well-informed humanoid alien. Since she was born after the abolishment of fiction, she still believes that humanity used to have a magic management technology that can be restored to help turn other beings into Magical Girls to fight against Homo Magica.

### **Homo Magica [600 CP]**

A member of Homo Magica who, for whatever reason, understands you and wants to join you. While she can get emotional energy from forming relationships, it's difficult for her to actually understand the minds of others, since her species essentially evolved to create meaningless, easily-forgettable relationships forever, with pretty much no interaction with other beings outside of killing them.

### **Kyuubey [600 CP]**

An Incubator terminal, able to sustain and replicate itself using sunlight and the local atmosphere, as well as digest any organic matter. Not only can it connect to every other Incubator at one time in the same universe and timeline, it also knows the underlying laws of the non-magical universe and the methods to harvest, convert, and manifest emotional energy.

## Scenarios

### **Lost Technology [Incompatible With 'Homo Magica']**

Over 800,000 years in the future, Homo Magica has spread across the universe, with the last living beings left nearly all collected on a single planet. They have the ability to form Contracts, but without the high emotional energy output of humans, most can't even hold a candle to even a single newborn Homo Magica. There is one way to fix this, though - you must introduce them to the lost human technology of storytelling. Not only must you craft fictional relationships with an interesting and compelling series of events, you must make every character have the mentality of the species you'll be making into Magical Girls. This scenario will be completed when you successfully create at least one story for each species on the planet Terminus.

#### **Reward**

For creating so many compelling stories, you will gain complete and total mastery of the technology of storytelling. Not only will you always have the perfect way to portray your ideas to your intended audience, you'll be able to imbue any art you create with an effect causing those who view it to have the exact emotional reactions you wish for them to have, meaning your tragedies will always feel tragic and your comedies will always be comedic, and since the level of emotion is under your control, you could do something like make a doodle causing depression or write a short story directly increasing a person's potential.

### **Ultimate Locked-Room Murder Detective [Exclusive To 'Homo Sapiens']**

At some point during your stay, whether it be when you start or some point after, you will enter a time loop covering one month that doesn't count towards the 10 years you would need to spend here otherwise. The loop will be unbreakable until you complete this Scenario. At the very end of the loop, one second before the next month begins, you will die, the loop will reset, and no deaths during the loop, even if you haven't repeated it yet, will count for anything like Perks, Drawbacks, or other such things. You will only be revived from these deaths at the start of the next loop, and your body will be reset to the same state it was in when the first loop started. Your goal is to answer three questions, with their answers being erased from your mind during the loop, and hints to their answers scattered near areas you would normally frequent. The three questions are the Three Ultimate Questions, including: "Where did we come from?" "What are we?" "Where are we going?" The 'we' in these questions is the species Homo Sapiens, with the answer to the first question being 'ancient humans selectively bred to produce more emotional energy,' the answer to the second question being 'the anti-entropy particles known as souls or destinos,' and the answer to the third question being 'becoming Homo Magica and building infinitely cute relationships with each other, spreading infinitely throughout the universe.'

#### **Reward**

For solving the Ultimate Locked-Room Murder, you've been granted the power of the ultimate detective: Baritsu. By simply shouting its name, you can escape an impossible-to-escape situation without any cost or backlash, whether it be a time loop, an isolated universe, or even just a really bad contract, though only three times resetting every Jump or every ten years, whichever is faster. The first time you're likely to use this

is to escape the time loop this Scenario trapped you in, though you could stay in the loop if you want to keep going through the same month over and over again for whatever reason.

### **Epicenter of Fate [Incompatible With 'Alien Race' Or 'Incubator'] [Must Take 'Null Magical Girl' Drawback]**

This Jump now ends when this Scenario is complete instead of after 10 years. You replace one of the Kiriha sisters at the start of the story and must complete a mission depending on which one you replaced. No matter which sister you replace, you must meet your other sister in your inner world, and the 'Null Magical Girl' Drawback will not have any effect on you while inside your inner world.

If you replace Kosane, not only must you merge with the Incubators, but also fully connect to the Time Railroad and the Cosmic Appendix. Afterwards, you must gather enough energy to transcend normal time and enter your inner world. At this point, the Scenario will be completed.

If you replace Eruna, you must somehow convince Kosane to stay with you in your inner world indefinitely while letting Homo Magica fully colonize every single timeline. If you want a small hint to make this easier, I would recommend *not* creating a time loop to weave the timelines of her countless deaths into a dress for you to wear. She's also pretty adamant about how the universe *has* to end at some point, or else she'd have no reason not to kill herself, so you'll have your work cut out for you.

Of course, if you want a *real* challenge, you could choose to instead split your mind, becoming both sisters at once, believing that you'd taken one of the above options instead and forgetting this option existed. As Kosane, you must personally merge with the Incubators, make every single Contract with every single Magical Girl, and finally make your own past self's Contract to enter your Inner World. As Eruna, your mind will be altered to ensure you perform actions hindering this goal, though this alteration will be undone if you-as-Kosane succeeds in their goal. Once you've entered your inner world together, you may choose to stay as two separate bodies with one re-merged mind and soul or bring your bodies back together. If you take this with 'Ultimate Locked-Room Murder Detective,' you-as-Eruna will also attempt to create a dress of suicide timelines, though if you beat the Scenario, you'll have unlocked an even greater reward.

### **Reward**

For successfully becoming a being with full control over an entire universe and every single possible timeline within, as well as completing a near-impossible task, you will solidify your soul, locking your inner world and its universe into a Soul Gem and allowing you to use it to power your magic infinitely. This will grant you the ability to weave cloth out of time, summon a magical rifle, and enter your inner world and its universe whenever you desire, though you must get permission if you want to bring others inside with you.

For completing your task as Kosane, you gain every Perk in the Incubator section for free, and have every Incubator Perk you purchased before refunded to be spent on other Perks. Additionally, you gain Eruna as a free Companion, with a copy of the first reward for this Scenario and every single Homo Magica Perk and Item.

For completing your task as Eruna, you gain every Perk in the Homo Magica section for free, and have every Homo Magica Perk you purchased before refunded to be spent on other Perks. Additionally, you gain Kosane as a free Companion, with a copy of the first reward for this Scenario and every single Homo Sapiens Perk and Item.

If you manage to succeed as both sisters, not only will you gain the rewards for both sisters, you'll also be able to begin a new Jump with an extra body, complete with a second Soul Gem, allowing you to be in two places at once and survive if one of your Soul Gems is destroyed, simply going back to your remaining Soul Gem instead. Finally, your Wish to 'divide and proliferate' will allow you to grant others portions or copies of your own soul, granting them their own soul if they didn't have one before (such as settings where souls don't actually exist) and allowing them to feel human emotions if they couldn't feel them before. This will make them count as both your child and a part of yourself for the purposes of other effects, whichever is more beneficial for you at the time.

If you manage to complete the Scenario as both sisters while also completing the Ultimate Locked-Room Murder Detective Scenario, you'll receive a set of even greater rewards. First, you'll get a beautiful dress made up of the timelines of your own countless suicides - since it's made of time, it will be indestructible, and even has a chance for some form of backlash if another being tries to destroy it with time-based effects, either trapping them inside to form more timelines for more thread if they attempt to erase it (or you) from existence or causing some other strange effect if they try something else like cutting through space-time or pausing it in time. Second, you'll gain the same rewards as those you would normally receive from succeeding as both sisters. Finally, you'll gain the opportunity to begin working on unlocking your Spark, with two possible ways to go about it: the first way keeps you in this universe, requiring you to research magic and the life cycle of universes to look *out* and find the greater multiverse around you, looking for the differences between them and their connections, as well as the souls that may be inhabiting them, to eventually find the Spark within your own soul, only then allowing you to begin researching it directly before finally, after years upon years of research and testing, igniting it and granting it to you in full. The second way lets you continue going through Jumps, but you'll instead need to research the method that's been used to move you across Jumps, as well as the physics and metaphysics of each Jump you've entered, normally needing many years and Jumps to accomplish, though still taking less time than if you'd stayed in your safe Inner World due to the exertion and danger you'll go through. Naturally, exerting your soul more often and putting yourself in more danger will cause you to gain your Spark faster, while less-dangerous or less-exhausting times will massively slow your progress, so going through a bunch of low-danger Jumps will have about the same progression rate as staying in your own universe. The latter option may combine with other End-Jumps and Spark-granting Scenarios, granting you both the benefits of gaining your Spark from the other method and the knowledge of how your Spark and the multiverse work. This would allow you to gain your Spark just a single Jump after this one if the Jump is sufficiently dangerous and you exert your soul enough.

## Drawbacks

### **Sickly [+100CP]**

You're slightly prone to getting sick. No matter what, you'll always have a slightly higher chance of getting sick from something than the average person - this only applies to things that would *normally* have a chance to make people sick, though, so you won't get food poisoning from eating something that's been properly cooked and you won't catch anything from touching a dirty surface if you wash your hands soon enough afterwards.

### **Disinfectant Enthusiast [+100CP]**

You now have a habit of cleaning your hands and anything you want to touch. You'll always carry some hand sanitizer and alcohol wipes, and if you're going to be living somewhere for an extended period of time, you'll break out the bleach and soap to make sure germs are afraid to even exist in your vicinity.

### **Social Distancing [+100CP]**

In less-crowded areas, you'll instinctively find yourself placed two yards/meters away from human beings. This means you won't be able to consciously enter that radius even in private settings or during a fight, so your ability to socialize or engage in melee combat will be hampered.

### **Masked Up [+100CP]**

You'll need to wear a mouth-covering face mask while you're here. You can temporarily take it off if you really need to, but in general you'll need to wear it as much as reasonably possible. You'll be allowed to swap masks as long as it's reasonable.

### **Old Fashioned [+200CP]**

You can't understand the principles behind most advanced technology. While you can operate it, you can only do so if you already understand a similar system or if you've been given instructions on how to operate it, meaning you can't do things that you haven't been told how to do. This doesn't apply to pure mechanical technology or mostly-magical devices, even if those magical devices are extremely similar to digital or electronic ones, so long as the rest of it is mechanical.

### **Language Barrier [+200CP]**

Your ability to understand other languages is restricted. Now, instead of being able to understand the language of a Magical Girl 800,000 years in the future with zero change from your native language now, you'll have to learn a new language for each group that should reasonably have its own language.

### **Burnout [+200CP]**

If you have the capacity to feel human emotions, your feelings will be muted. If you can't feel human emotions, allies around you will have their emotional range restricted, slightly weakening their magic while you're nearby.

### **Incompatible Predictions [+400CP]**

Your soul is incompatible with this universe, causing it to be marked for removal. If you can feel suicidal, you will be, and if you can't, other beings will attempt to remove you instead.

Beings with reason probably won't try to kill you immediately, but they'll definitely be thinking about how they can get away with it, even if they would normally be a pacifist.

**Quarantined [+400CP]**

You've contracted a mild case of COVID-19. It will affect you as if you were a mundane, otherwise-mostly-healthy human, meaning that, while it'll be pretty bad for you, you can still get treatment. Not the best if you need to fight regularly.

**Null Magical Girl [+600CP]**

You are, effectively, soulless. You can't access emotional energy or magic, and you can't make a Contract with an Incubator.

**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

-Created 6/10/2023

-Outlined by Negative-Tangerine Template

-Even if you have enough potential, you won't be able to make a Contract during this Jump except through the Epicenter of Fate Scenario

-The String Theory Perk gives you the knowledge you need to build technology, not the theory behind it or the reasons why that technology is built in certain ways, while the Theory of Everything Perk gives you the theory without the knowledge of how to apply it, meaning that, while you can eventually use one Perk to get the knowledge you'd have from the other, it's much faster and more effective to get both, granting you the knowledge of possible applications and the methods to refine them further without taking years upon years of research

-The Prompt Engineer Perk will accept the most advantageous meaning of a 'lie of commission,' meaning that a language tending to use the word 'lie' to mean lies of commission and not lies of omission or character will allow you to say that you cannot tell a lie, and will cause the being understanding this to accept that meaning in its entirety until another form of lie contradicts their belief

-This universe is an attempt to explain the metaphysics of the Puella Magi setting, and only *somewhat* fails, simply because it has possibly-contradictory information about souls and doesn't seem to talk about the greater multiverse

-The way it misses the explanation for the multiverse is that it focuses on one universe and its infinite time streams (basically timelines but in parallel, since time travel or a weird Wish could theoretically change a single time stream in a way that's technically a paradox) while not really explaining how they can interact with each other

-Since souls are fundamental particles and emotional energy is their product, there are two ways this universe's explanation of them can be explained: either this setting has entirely different metaphysics from the main series (the most likely option) or the terminology is a bit too vague (the option that will be applied for this Jump) - for the latter, I'm interpreting this as the 'soul' that the Incubators and Magical Girls know actually being the *effects* of the soul, as in the predictions and memories that cause emotional energy generation, which would be in line with the description in Magia Record of the Incubators 'solidifying' the 'energy' of the soul, as well as the apparent effect of a 'soul' growing in size with potential, meaning a larger 'area of effect' with the larger an 'area' they *do* affect, a bit like how a black hole appearing in a solar system would be considered more 'dangerous' than one appearing in a vacuum far from any other matter - the memories and predictions being shattered would be equivalent to death and could 'free' the real soul to make different memories and predictions, causing death as a byproduct, also fitting the natural response of suicide for incompatible predictions since that would erase the memories and predictions instead of just untethering them

—This could also somewhat explain how the energy absorption of Wraiths works: by absorbing the emotional energy generated by souls, they take the emotions generated at all points in time and reduce the ability to produce energy from the change between emotions, causing a simultaneous reduce in magical capacity and a reduction in emotions in the future, since souls are technically atemporal particles

—Magic is also sometimes described/depicted as a *product* of emotional energy rather than the energy itself - more specifically as the excess energy released by the phase change of hope becoming despair, meaning that you can get energy from both *feeling* emotions and *changing* emotions

-Universes here have a will, but not a mind, and have a section of symmetry from before the Big Bang that technically allows infinite matter and energy, it just doesn't use it unless it's in danger of living forever since black holes are new universes and it's meant to create as many of them as possible

-Magic is (at least in many instances) emotional energy, which comes from conflicting predictions made by souls, which stop entropy simply by setting causality in stone from consensus - if you remove a moment from predicted/remembered time, it near-instantly enters maximum entropy and fizzles into nothingness

-Souls are implied to be a parasite or disease stopping universes from reproducing because of their anti-entropic properties, but the fact they allow black holes to exist in the first place means they're also essential in their reproductive processes

-The Perk 'Karmic Vertex' could be considered a double-edged sword, since while your fate can't be decided or altered by others, it still ties you to it - if a person/item/phenomenon could normally control fate, they can't control it in relation to you, but if they could read or foresee fate, it will be easier for them to do so the closer their foresight is to your future actions

-If you have other abilities severing you from fate, though, you can choose which effect applies, either choosing to be the determiner of fate causing those able to alter fate normally to be unable to change anything too close to your own future or choosing to be separate from fate and therefore only personally immune to its alteration while getting immunity from fate-related foresight

-The event where Homo Sapiens overtook Homo Neanderthalensis is known as the Magical Girl Revolution, also called the Cognitive Revolution, and is the topic of Kosane Kiriha's Master's degree thesis

-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

Added missing space and removed extra space in 'String Theory' Perk description