

Magical Girl Fucking Marathon
Jumpchain by Cthuhu Fartagn

The Story Thus Far

In the year 2015 the Organization for the Preservation of Human Order, Finis Chaldea, was destroyed. A traitor had placed a bomb inside their control room, killing 46 of the 48 master candidates, the director, and countless staff. Since then, Chaldea has been limping along, slowly fixing the eight singularities created by the traitor and his master in the wake of the attack.

During this time, a number of the engineering staff created a particular device. The Command Seal Application, a hypnosis based copy of the Command Seal system. In truth, it was supposed to be a joke. A fun way to pass the time. No one paid it any notice, even when it was completed. All but one. Amongst the number who knew of its creation, one old man decided to keep it for himself. After making a few small changes to its code, powersource, and containment, he set out upon his quest.

The Magical Girl Fucking Marathon, an old man's quest for the pussy of xth grader Illyasviel Von Einzbern, Magical Girl Kaleido Ruby. And her two sisters, once the opportunity presented itself.

Whether you're joining him on that quest or not is up to you, but no matter which way the die lands you're still going to be here for ten years. With that in mind, go ahead and take these to help you get started.

+1000 cp

Discount Rules

Each Origin gets their 100 cp perks and item for free, with the remainder being half off.

Location

Antarctica, the Chaldea facility, what's left of human civilization.

Origins
Pick One

Drop-In / Master
You're one of Chaldea's masters, maybe even the last master if you choose to take Fujimaru's place, and you were probably involved with the Prisma Causeway event. But aren't you supposed to be busy taking care of a Singularity or a Lostbelt or whatever they're called? I mean, you never originally showed up when your honorary little sisters were being raped and mind-controlled under your nose so.... oh dear, there's about to be a bloodbath in the engineering department isn't there?

You may keep your gender the same as last jump, or pay 50 cp to swap it. Your age is late teens to early twenties.

Magical Girl
An ordinary xth grade student who just so happens to be a magical girl! Most unusually, in the wake of the Prisma Causeway microsingularity you've been summoned away from your everyday life and into Chaldea. It just so happens that there are at least three others like you, though two of them will be showing up a bit later. Go forth and save the world with love and justice!

You may keep your gender the same as last jump, or freely swap it to female. Your age isn't something I want to touch with a ten foot pole, but is assumed to be *quite* young.

Engineer
Or maybe not, honestly. Regardless of that, you're one of the more ordinary members of Chaldea's staff - that is to say, not a literal larger than life living legend, but instead an ordinary person. On the other hand, you're apparently quite clever and or cunning given what your 'friend' was capable of pulling off.

You may keep your gender the same as last jump, or freely swap it to male. Your age is unknown, but assumed to be middle aged or slightly older.

Emiya
Well now. It would appear that you are neither a Magical Girl or a rapist, but are instead the angry fist of God about to come down on this bastard for touching your sister/daughter/cousin/etc. Because let's be honest, there are way too many members of this family that somehow managed to bootleg their way to the Throne of Heroes, and none of them will stand for this. Which one you are a version of it entirely up to you - even Illya is an option thanks to Sitonai.

You may keep your gender the same as last jump, or pay 50 cp to swap it. Your age is anywhere between eighteen and fourtyish.

Perks

Drop In / Master

100 cp - Taking Care of Business

Being one of Chaldea's masters is a big job. You've got singularities to close, servants to train, materials to farm, stalkers to avoid... one could be forgiven if they thought you'd lose track of some of your friends or servants with so much on your plate, or that you wouldn't notice if something was wrong with them. Not so: no matter how busy you get you can always squeeze in a few minutes in between other tasks to spend time with people you care about, even if it's just long enough to ask how their day is going or to have a quickie in a storage closet or something. You're also perceptive enough to tell when something is bothering them, or when they're not acting entirely like themselves...

100 cp - Champion of the Small

Hey, there's no shame in someone your age still liking magical girls. In fact, it's hard not to love these brave little heroines, or to want to support them when they're doing their best and standing up for what's right. But something special happens when you're the one supporting them: maybe it's all the long practice you have from directing your servants, but having you there to cheer them on or back them up in a tough spot gives magical girls and other young heroines a swell of courage and determination to overcome all challenges, and maybe a little dash of a warm fuzzy feeling for you too. Don't be too surprised if many of them start wanting to call you big brother.

200 cp - Judgement-Free Zone

Being in a relationship with a much younger girl is pretty weird even when she's of legal age. Having lots of relationships with lots of girls at the same time? Also pretty weird! But a master having relationships with his servants? Nope, totally normal, nothing to see here. Your relationships with other people are nobody's business but yours and theirs, and you'll find that other people are a lot more tolerant and accepting of your relationships regardless of the ages, genders, or number of people involved in those relationships. Even if people suspect that something illegal might be happening, as long as everyone involved is happy with the relationship they'll butt out and mind their own business. This also works on overprotective family members, jealous exes, and so on.

200 cp - Fool Me Once

Lev and Moriarty's betrayals may have taken all of Chaldea by surprise but you learned the right lessons from those incidents. You have become an excellent judge of character, and in much the same way that dogs are said to be able to smell ill intentions you get an instinctive bad feeling around those who mean harm towards you or those you care about. This manifests as something like the hairs on the back of your neck springing up or the taste of blood filling your mouth, not unlike how some mages can taste or smell high concentrations of magical power. This sixth sense is both sharp and accurate, and you could pick out a single villainous Engineer in a crowd of unremarkable innocents if you needed to do so.

400 cp - Prana Exchange Rituals
Chaldea may supply the bulk of a servant's mana supply but even rookie masters quickly learn that servants can also be refueled by having sex with them. While you may not be much of a mage with this perk alone you're a veritable fountain of magical energy, to such a degree that it has a substantial impact not only on your potential as a magus but also on your sexual virility, endurance, and... well, endowments. You have a really nice cock is what I'm saying, and with a bit of practice you could satisfy even very demanding lovers like Medb and Ishtar, or several less demanding lovers like the Prisma Trio. And if that weren't enough, at the same time that you're rocking someone's world you're also refuelling their mana supplies. The Engineer might have you beat when he's in top form but can his cock power a noble phantasm like yours can?

400 cp - Magus-in-Training
You didn't have much magical aptitude when you first came to Chaldea but it would be hard to avoid learning the basics of anything when you're hanging around with legendary teachers like Scathach and Merlin. You've picked up a solid but eccentric magical education, covering a wide base of practical spells that might save your life in the field along with a few "just for fun" spells, like a curse of shared pleasure and some other lewd bedroom tricks. But more important than merely knowing these spells, you've got enough practice with them to cast spells quickly and reliably even under pressure, like combat conditions. You won't be fighting any kind of servant-level enemies with just this perk but you won't be helpless to defend yourself if an angry Engineer or a troop of celtic soldiers catch you without your servants nearby.

600 cp - Grand Master
Chaldea's recruiters all but begged you to become a master when they saw your potential, and in retrospect it's not hard to see why. Your charisma is the stuff of legends, more than equal to the task of leading a team of heroes and heroines from all across time and space. Be they saints or sinners, you can forge bonds of friendship, brotherhood, or romance with just about anyone if you put the effort in. Not just for yourself either: under your guidance and leadership, old enemies like Arturia and Mordred might bury the hatchet and fight shoulder to shoulder together (though they'll probably never completely stop sniping at each other), and new friendships might blossom or turn towards romance, like Jeanne and Marie. Or you could just use this perk to build yourself a giant harem of humanity's sexiest heroines.

600 cp - Biggest Brother
If there's anything you've learned from reading magical girl manga it's that the power of love and hope conquers all obstacles. Unfortunately this is the Nasuverse and that has no basis in reality whatsoever unless love and hope have some serious firepower backing them up. But that's where you come in: when your little sisters are hurting and afraid, you're the wind in their wings that puts them back on their feet. And when they need just a little bit more oomph to take down some big nasty, you're ready and waiting with the buff spells and command seals. Any support or healing magic that you cast on your allies is greatly multiplied in effectiveness, and becomes even more potent if the bond connecting you to your partner is a strong and positive one.

Magical Girl

100 cp - Lets See A Smile!

If there's anything that the Prisma version of Illya is known for, it's her eternal cheerfulness and general upbeat outlook. This version of her is lacking basically everything that went wrong for her FSN incarnation after all. Anyways, you have absolutely no problems maintaining a cheerful outlook on life despite the many many things that could go wrong in the very near future, and also have no small amount of skill at getting other people to cheer up as well. It's hard for them not to be happy when you are being little miss sunshine.

100 cp - Bombshell In The Making

Fun Fact about Illya. Due to being a Homunculus - read as, a magical clone of her mother kinda sorta - when she grows up, she'll look just like her. And I'll be honest, Irisviel is no slouch in the chest department. Whether you are as well is up to you (even if we are two for three on that topic), but no matter what you decide you're currently cute as a button and will grow up dangerously sexy. Additionally, when people watch you grow - be that puberty bringing you your bust line, your elementary school teacher imparting knowledge, or an old man training you in sex - your natural cuteness/sexiness/etc all is enhanced in their eyes.

200 cp - Must Protec The Smile

All that cheerfulness and optimism, its like you don't know a thing about how the world really works. But at the same time, aren't you the one fighting to make it work differently, so that love and justice can actually exist? As cute and cheerful as you are, it's still possible to fall and stumble, even to fail outright. And when you do, the people around you can't help but try to cheer you back up. Well, not all of them - some of them might be directly responsible for your misery - but definitely your friends and family, maybe even a classmate or coworker.

200 cp - Sexy, Naughy, Bitchy

And then we have Kuro. Where Illya is cute as can be, Kuro is far more… Lascivious. Which is ironic, because they basically have the same body. Anyways, people are just a tad bit more receptive to your advances, though that's actually a side effect. In truth you're just better at using your body and looks to get away with acting 'abnormal'. Unlike most people, hearing you talk about all the things you want to do with your (non blood related) elder brother is arousing instead of tremendously worrying..

400 cp - Mental Resistance

In the moonlit world, resisting magical compulsion and control is as simple as pulsing energy through your circuits to disrupt whatever spell is trying to control you. Too bad Illya doesn't actually know any magic. Thankfully, you seem to have been given a crash course on the basics, and are now somewhat resistant to those sorts of control. Not entirely, especially since the one likely being used on you is backed up by a grail fragment, but enough that the control will start to degrade if no new orders are given for a few hours. If you get left alone for a day or two, you might just be able to break free.

400 cp - Rigged Game
When Miyu tried to come and save Illya and Kuro, she got caught off guard by an upgraded version of the Command Seal Application. The old man then forced her into an 'orgasm deathmatch', claiming he would let them go if she made him cum three times before he made her cum one hundred times. He also rigged the game heavily in his favor. Thankfully for you, people have this dumbass tendency to feel bad for lying to you, and while they will still cheat, it won't be anywhere near as bad. If paired with Mental Resistance, the commands that make the game so fake would practically evaporate.

600 cp - Close Enough
While going about their task of saving human history, Chaldea encounters a number of microsingularities. The Prisma Causeway, responsible for introducing Illya, Kuro, and Miyu to Chaldea is but one of them. Accel Zero is another one. In it, a version of Illya's parents who never met fight in the Holy Grail War - Irisviel to claim the grail, and Kiritsugu to destroy it. It was these two, alongside her counter guardian elder brother, who would come to save her from the rapist. Why? Well, while they aren't her actual family, it would seem that it's close enough. Simply put, when you enter an alternate dimension your friends and family remain your friends and family, even if your parents never met each other. It may take some time for them to fully acknowledge it, but even someone who never wanted kids would be loath to harm you, their child.

600 cp - Magical Girl
For all that the Engineer treated the trio as living sex toys at his whim, the fact of the matter remains that Illya, Kuro, and Miyu are still decently powerful magical girls. That said, the three of them had little to no knowledge of or training in the art of actual magic. However, for the sake of simplicity you now have the very basics of what they were able to accomplish. A few varieties of simple magical blasts, a flight technique, a skywalking technique, and a decent ability to sense magical energy. However, since that's rather lackluster, you're also extremely inspiring. Your previously noted optimism and cheerfulness are now such that you can infect - er, inspire - those feelings in people who don't believe in them anymore. Maybe even in those who literally can't feel them.

Engineer

100 cp - Cool Old Guy

For a literal rapist, you can be surprisingly nice when not fully in the zone. Just a helpful old guy, trying to do some good in the world. One of Chaldea's many utterly normal people trying to help the gods amongst men fix history. That's you now. Or at least, that's what you want them to think. You have something standing between you and greatness - a weak aura of unimportance, a skill at being passed over, a face that only a mother could remember. So long as someone doesn't already know that you're secretly really skilled, or important, or evil, or anything like that, why would they ever suspect it of you?

100 cp - "Big Brother"

I suppose it would be appropriate to call you a very observational person. Always sneaking a glance around corners, poking your head into peoples rooms, flat out spying on people… It makes you good at finding out what they like and dislike. And of course, what they really 'like'. I'm sure this talent has other uses, but right now the most important one is that you know how to figure out fetishes and sexuality from seemingly unrelated details. Some are subtle, like a lingering gaze full of jealousy, while others are more a brick to the face, like a young girl practically monologuing about how awesome her brother is and how much she loves him.

200 cp - Magical Girl Fucking Marathon

You degenerate. And the other guy isn't much better. Why would you go preying on an innocent grade schooler when Chaldea has bombshells of Raikou, Scathatch, and Sanzang's caliber? You know, with actual T and A? But I digress, since you clearly don't care. Pick a fetish. Lolis, magical girls, anything along those lines. When it comes to your skill in bed and your physical capacity, both are vastly enhanced - but only when fucking with that particular fetish. Fuck a loli and you can go all night and cum buckets, fuck a milf and you might as well be a one shot wonder. Hell, even your dick will be bigger. Further purchases will double discount to 50 cp for the Engineer, or single discount to 100 cp for the other origins.

200 cp - Domino Effect

You know how that works, right? You push one over, it pushed the next which pushes the next which pushes the next, so on and so forth. Well with you, it's not made from dominoes but from bitches. Specifically, when you reduce a woman to a living sex slave, it makes it easier for you to do the same to their friends and family. Sister comes to investigate? Only thing better than one slave is two. And of course once you have both, their friend comes over wondering what's going on and suddenly you have three. If that's a bit harsh for you, this does have lesser applications. Befriending someone makes it slightly easier to get their friends to like you as well. And that's the perfect time for a backstab, don't you think?

400 cp - Magical Modifications

Let's be honest, you're anything but normal. Chaldea doesn't even hire normal, it only wants the best of the best of the best to assist in their mission of preserving human history. If you didn't meet that level of skill, they would never have hired you. As it turns out, your talent is for modifying things. Jury rigging equipment, a spell to be fire instead of ice, a curse to inflict pleasure instead of pain. Creating something from scratch isn't for you, but altering an already existing invention? Well within your grasp. Why, you might even be able to take a hypnosis app and make it even more powerful.

400 cp - Improbable Pregnancy
Now normally a servant can't get pregnant. Their pseudo-spiritual body means that all the actual bodily functions necessary for that are offline. Make no mistake, there are enough trappings and window dressings that they look and feel human, alive even, but in truth? They're just a ghost. Specifically, this means that while they can get wet, they can't go much further than that, like getting pregnant for example. On the other hand, if you were to grab a fragment of a grail and a 'Kaleidoscope' Craft Essence, you might be able to hook your girl up with an alternate version of her that could get pregnant. Thankfully you don't actually need those. End result, you can impregnate women no matter how much that shouldn't be possible. Heck, you may even manage that feat on multiple versions of her at the same time.

600 cp - Next Round
Throughout all of this, you've had a single glaring weakness. A single link in the chains binding these girls to you that if it were to fail, everything would be over. And you likely wouldn't survive the fallout. What happens if you lose the command seal application? Well, worry no more because your control goes deeper than that. When you take control, you also erode their ability to resist. Keep them under for long enough and that ability will eventually hit a negative number. And once that happens it won't matter if you still have the application or not, because they'll simply fold over and obey you. Well, to the best of their abilities. Please keep in mind that while this will leave them obedient, it's not nearly as all powerful. You won't be able to double their sensitivity, or make them think that sex ed is for practicing blowjobs.

600 cp - Game Over
But even with control that doesn't fade, and assuming you don't lose the application, there is still one power that can ruin everything for you. The power of fist. Or gun in this case, because let's face the facts. Kiritsugu was an international terrorist at their height of his power, and his counter guardian counterpart is even stronger. If you piss him off, you will die. Raping his daughters is a good way to do that. Well, you must be the luckiest son of a bitch alive because you don't die when you are killed. Instead, you get shunted into an alternate dimension. You even have a level of control over what kind - maybe it's one that will be easy to lay low until you can rebuild the application and start over. Or maybe it will have an even cuter version of your waifu to corrupt! Just be careful it doesn't have an even more dangerous dad, because this only works once per ten years. Also, good luck getting back.

Emiya

100 cp - The Shovel Speech

Be you father, mother, brother, sister, or even alternate dimension counterpart to Illya, there will come a moment when you need to sit some punk down and calmly explain that he won't survive if he pisses you off. So this perk is twofold. One, you have a sixth sense for when someone is doing or about to do something you deemed inappropriate to a family member, friend, or lover of yours. It even comes with a distance sensor so that you can hunt this moron down quickly. The second part? You know how to make a body disappear.

100 cp - Menacing Aura

Maybe you didn't make it in time. Maybe they ignored your warnings. Maybe they simply took her before you could do anything to stop them. Either way, it's time for the bodies to hit the floor. Well, almost. Your rage is now a palpable thing, not unlike the sheer certainty of death that the roars of a certain berserker inspired. A black aura, red eyes, flames of nothingness rising off your form… There are very few who won't fear this sight. Even those who could destroy you in an instant will cower from you for a moment.

200 cp - Find You Again

As sad as it may be, very few members of the Emiya family have anything close to a happy ending. And yet, here they are. Illya of Fate Stay Night clinging to life as Sitonai, Shirou having become one with Muramasa, even Rin and Sakura have joined with a pair of goddesses. Kiritsugu the counter guardian, lovingly haunted by a woman he's never met because the Irisviel of Fate Zero loved him so much. When it comes to reuniting with your loved ones, very little is capable of standing between you. It may take some time, a deal with a deity, and a pinch of luck, but eventually you will be reunited. And then, just maybe, you can get a happy ending?

200 cp - My Hero!

Whether it's some asshole trying to NTR your wife or some unscrupulous bastard trying to get lucky with your daughter, there's seemingly no end to morons willing to do stupid shit because they think they can get away. Chaldea is remarkably safe in that it has a very limited population… and unsafe because the one bad apple is also made of gold. Anyways, for all that you have more in common with mass murderers you are apparently just the knight in shining armor they need. More specifically, it becomes vastly easier to romance someone when you save them. Not to imply they can't save themselves, but the more trouble they're in, the more effective this becomes.

400 cp - Emiya Family Swag

Of the two main men in the Emiya family, both of them courted multiple women over the course of their lives, sometimes even at the same time. Hell, Kiritsugu had a half succubus for an adoptive mother, and she wanted to ara ara him really bad. Then he also had his assistant, and of course his wife. Not to mention the dead childhood friend that was apparently a genius. Shirou meanwhile had King Arthur, a pair of sisters, the Gorgon Medusa, and could have had his actual sister. Fluffy Prisma Shirou replaced the living legends with two sort of but not really sisters, a pair of maids, and an Oujosama. Long story short, you are god damn smooth without ever trying, and the women in your life will even end up enjoying each other just as much as you if given half a chance.

400 cp - Absurdly Dangerous
If there's one thing that the Emiya family is known for, it's being absolutely deadly. Kiritsugu himself can and has ruined family lines when he 'accidentally' destroyed their crest. And the less said about Shirou 'beats up his future self and takes his stuff' Emiya the better. Bit of an exaggeration, but it gets the point across. Anyways, you now know at least one combat style, and a bit of magic that makes the whole thing worse/better. Depends on how you look at it. Like Kiritsugu's military grade martial arts and time magic, or Shirou's general knowledge of weapons and his reinforcement. You can also trade a combat skill for some healing magic, like Irisviel.

600 cp - What's an Einzbern?
Well, according to the Prisma timeline, it's this clan of homunculi that tried to hold Kiritsugu's daughter hostage so that he and his wife would fight harder in the grail war. Instead, he sicced the wizard marshall Zelretch on the war and then murdered the entire Einzbern family bar his wife, daughter, and a pair of maids. Shirou himself has similar feats, though not quite the same - he starts out weaker, if not one step from normal - more often than not. On the other hand, Prisma is home to a Shirou who soloed a grail war in one night. With that in mind, you have a once per jump fiat win against someone or something that is standing between you and the happiness and safety of someone you love. Given that you're an Emiya, I suppose that it could be said that you will be getting your happily ever after because you murdered everyone between it and you.

600 cp - Just A Bad Dream
All else aside, sometimes someone just needs to die. Sometimes even 'just dying' isn't enough. That's why you have the ability to retroactively erase people. Technically speaking it's a group effort, but since you likely don't have the setup to pull it off I'll go easy on you. Once per year when you kill someone, you can choose to erase all memory of them. Now thankfully their good works won't be erased - such as them doing their job having accidentally saved your life at some point - but all the bad stuff, like the mind control program they made to rape your daughter, and the rape itself? Gone as if it never happened. Obviously it would be better to stop this from happening than to fix it afterwards, but that isn't always an option.

Items

Drop In / Master

100 cp - Lifetime Supply

Where did all this high-quality pudding come from? Did you always have such a huge collection of magical girl manga and stuffed animals? Not until you cleared the Causeway event you didn't, but now you've got a lifetime supply of all three of those things. While you can't turn them in for ascension materials, they do make excellent gifts that young girls like the Prisma Trio will go nuts for. Or you could just keep them for yourself. You still haven't finished binge-reading *Magical Princess Medb-chan* after all...

200 cp - My Room

It's not as big as the Engineer's Personal Quarters but your own room is nothing to sneeze at either. Your quarters have gone through heavy customization and decoration and have a very intimate and lived-in feeling to them that makes them an excellent place to spend quality time (or "quality time") with your servants. While it's impossible to keep the likes of Kiyohime and Serenity out completely, even very talented Engineers are going to have a hard time cracking the hardened security on the door if you don't want visitors, while anyone you've invited in can come and go as they please. Lastly, every now and then someone - probably a sneaky little kouhai of yours - will sneak in and decorate the room to your liking for holidays and other events. This benefit can also apply to any dwelling that this item becomes a part of in future jumps.

400 cp - Mascot Critter

It's Fou! This lovable little bundle of fluff is your constant companion, and while he's a beast of few words you've figured out how to understand his yips and barks well enough to translate his running commentary on current events. While he won't usually do much to help you, preferring to let you handle things yourself, in times of genuine catastrophe he shows a deep well of magical power that can provide you or any single person nearby with a single-use extra life. This will completely exhaust Fou's energy until he's had a few years to regenerate it, but he'll be back to his old self in time for the next jump.

600 cp Command Seals (Free to Drop In for the duration of the Jump)

The proof of your status as one of the Masters of Chaldea, these three command seals are emblazoned on the back of your hand and act as a symbol of your authority over your servants. Each one is an immensely powerful single-use spell capable of powering up your servants or giving them an absolute command, but you can also use them for lewd things! A spell of this power bent to lewd purposes could do things like make someone orgasm constantly for an hour straight, rewire a nervous system to feel pain as pleasure, or transform even an innocent magical girl into a horny little minx. But unlike the Command Seal Application this power comes with certain limits: you can't change your servants' personalities at all without their consent, only their bodies, and your three command seals only regenerate one charge every 24 hours.

Magical Girl

100 cp - Heart Bracelet

There isn't really anything special about this bracelet, just a short length of string with a heart shaped charm on it. It was probably given to you by a family member as a birthday gift or maybe a small gift to cheer you up on a particularly bad day. But even if it's utterly ordinary, looking at the charm reminds you that not everything is horrible. Reminds you of the one who gave it to you, of your family. Simply put, the bracelet stokes and feeds that spark of hope that everything will be fine in your chest if it ever goes out. Maybe even reignite it if should ever go out.

200 cp - Suspicious Medicine

A small supply of an unknown liquid made by none other than Ruby herself. The original version was a cross between as an aphrodisiac and a moral un-inhibitor, but the current batch is more akin to a health potion. Crafted from a number of poisonous plants that she totally forgot to ask permission to plant, these unusual potions are actually a half decent method of healing. Beyond that, they have a decent chance of somehow managing to make you temporarily immune to poison… and to make you more hopeful/determined? What else did Ruby put in here?

400 cp - Prisma Causeway

Ah, the whole reason that Illya was introduced to Chaldea in the first place! This shared reality marble is a sort of afterlife for magical girls. Once they've grown up, when they've been forgotten, if they die… This place will be waiting for them. It used to be much worse, but right now it is actually a half decent version of heaven for them. But, more to the point, you can now enter this place and ask your fellow magical girls for advice. Some of them might like you, some might not, but technically speaking, this place is only a dream so even if they try to kill you, you won't die. Also, if a still active magical girl comes to this place in her dreams, you can leave with them when they wake up in a roundabout method of teleportation. It's not so good for the return trip though.

600 cp - Cheerful Type Mystic Code

On the one hand, there ought to only be two of these in existence. On the other hand, alternate dimensions. With that in mind, it would seem that you've gotten your hands on a copy of either Kaleidostick Ruby or Kaleidostick Sapphire and gotten them to make a contract with you. The sticks themselves have a small number of preprogrammed spells, as well as more mundane functions such as camera, recorder, internet access, alchemy skills, and sheer perversion to match the dirtiest of fujoshis. They also have a theoretically infinite battery life due to their ability to drain power from the Kaleidoscope. That said, their energy is limited to your own. If you want to fling giant laser beams of friendship, you need to be able to throw one or two by yourself.

Engineer

100 cp - Personal Quarters

Chaldea is a big place, and they expect 99% of it's staff to stay on base. Given that it's situated in the middle of Antarctica that's not an unreasonable assumption. It's not like anyone sane would try to leave or enter on a regular basis. Anyways, as a result they have an almost dorm like setup where every member of the staff has a cookie cutter copy of the basic room. You have one such room that's been tricked out for soundproofing, and is set in an isolated corner of the facility. Makes it a little hard to come and go from, but smashing the walls of three rooms to make one big one was worth it. In future jumps this simply applies soundproofing to any other property you wish to add it to.

200 cp - Home Video Supplies

While not the greatest ideas, the other guy liked to make videos of himself defiling Illya. Doubly so if it was an 'important moment' in their relationship, such as the first time he forced her to say she loved him. Beyond the easy to use camera and tripod setup, he also managed to get his hands on a number of outfits that he liked to dress her up in. You might recognize the names 'Dangerous Beast', 'Halloween Princess', or 'Trick or Treatment', among others. Also, the camera has an infinite battery and an extremely large - though sadly not infinite - amount of memory.

400 cp - Elixir of Love

A minor craft essence that the Valkyrie Brynhildr brought with her when she came to Chaldea. This magic potion acts as a multipurpose aphrodisiac, sensitivity enhancer, stamina enhancer… Honestly, it would take less time to list the things it can't do. And yes, it's more than powerful enough to effect a servant. Just hold on to it, make a wish for a lactation causing potion or a boob growth potion or whatever, and twist it open. Each vial has enough inside for five doses, and can automatically mist itself if you want an aroma instead of a liquid. On the downside, you start with a stock of five and you get a new one every other month, so use sparingly.

600 cp - Command Seal Application (Free to Engineer for the duration of the Jump)

The device created by the engineering staff of Chaldea and promptly forgotten due to its relative uselessness in fighting off the demon pillars. Forgotten by all but one… and one more, you. The device functions on the same wishcraft function as the command seals it's named for, using a ton of magical energy. Mimicking a Command Seal, the device temporarily overrides the targets free will and common sense. Order then to think you're someone else, or to become hornier and hornier the more you touch them. Oh, and due to its nature as something derived from a method of controlling servants, it's actually super effective against them, alongside other magical beings. Though ironically, a decently powerful human magus might be able to ignore or break free from your control… at least for the first few shots. It's not like you're limited to three.

Emiya

100 cp - Harem Protagonist for Dummies

A unique twist on this best selling series of how to books. Specifically, this books contains advice, tips and tricks, and even what appear to be some personal anecdotes from the author about how to get and maintain a harem. From dating multiple girls with or without their knowledge, the best ways to break the fact they have to share to them, and a literal pile of smooth one liners, this book seems to have it all. But fear not ladies, because there's something here for you too! Not only does the book have a small section on how to become the best girl, but the book itself also serves as an effective bludgeoning weapon for even the densest of men. Give them a few smacks with this and it might just knock some sense into them!

200 cp - Cache of Guns

If I'm being honest, there's a lot more than just guns here. Imagine if you will, a shipping container where the walls are coated in guns. In the back are some mannequins with body armor on them. Behind them is a fake wall several feet thick made from bullets. There are a few oil drums full of grenades in the middle of the container. There might even be a getaway vehicle, and you can bet it has a few holdout weapons in its trunk as well. While this may not be exactly what you have, you can bet that whatever you do have is at least equal to it. Just what do you plan on doing with all this? Oh right, I forgot that Kiritsugu was a retired international terrorist. That explains everything.

400 cp - Family Homes

While the exact nature of this place changes depending on which timeline you're in, the end result is that Kiritsugu bought a house in the city of Fuyuki. Of course, calling it a house might be an under-exaggeration, given that it's big enough for a family of twenty or so. The other house is more normal, appropriate for a family of five or so, very much your stereotypical suburban home. Both are now yours, and both now have a number of unusual protections. A collapsing ward that destroys itself if someone so much as pokes it, a bounded field to detect ill intent, minor reinforcements on the frame of the houses and all the doors, and a handful of books on those defenses in the library. Beyond that the kitchen is something akin to a professional restaurant, befitting a house that Emiya Shirou would be expected to live in. Lastly, there are also a pair of maids to keep the houses orderly and do basic chores - one is competent at magic, while the other is far stronger than the average human - both of which are Einzbern Homunculi.

600 cp - Noble Phantasm

One of the primary reasons for the multiple copies of the various members of the Emiya family is due to Chaldea constantly summoning more and more servants, sometimes from alternate dimensions or timelines. As you are presumably one of them, you now have a weapon befitting your status. Whether this is Kiritsugu or Demiya's origin bullets and associated firearms, Irisviel's Song of the Grail, or even a hundred copies of Kanshou and Bakuya to throw about, it's entirely up to you. The only real limit is that it's something belonging to an Emiya, bar the Kaleidostick as they are already on offer. The other limit is that the Unlimited Blade Works in its full glory is not available. The black bow and a few Calablogs, fine. Anything more than that would require the Blade Works itself, which is far more of a perk that an item.

General

50 cp - Magical Girl Outfit

Due to their nature as the end result of a transformation sequence, these three outfits don't actually exist anywhere in the world. That's exactly why you might want some copies of the Prisma trio's transformed states. Beyond being aesthetically pleasing and comfy to wear, the outfits are also… oddly stretchy. Enough so that you could put a milf like Raikou in them and it would fit. Well, for a certain value of fitting. Or if you were really crazy, you could put Kiritsugu and Shirou in them.

50 cp - A Million Dollars In Gift Cards

If the memes about these were true then I have no doubt that Gudako would voluntarily submit herself to the Engineers nasty touch in exchange for more saint quartz. Sadly they don't seem to be, so you're out of luck. On the other hand, that's basically exactly what this item is for. See, beyond a pile of gift cards you also get a copy of the game. It's timeline will prevent spoilers - that is, not releasing something until you've beaten the real life equivalent to each chapter. Beyond that, have fun. I just hope this is enough money to power through Kotomine's control over the gatcha.

Companions

50 cp / 300 co - Summoned Spirits
As it turns out, the world that Chaldea occupies may or may not literally run on the power of friendship. They use it so summon a few dozen servants for basically no mana cost at one point after all. You probably can't pull that off with the things from this jump, but you can call your actual friends to your side. 50 cp for one, up to 300 cp for eight, and all of them get 500 cp to play around with. No companions or drawbacks though. And, because this is a bit odd, if one of them were to take the Emiya or Magical Girl origins, they could become an alternate dimension counterpart for free - the same could not be said for the Drop In origin and Ritsuka.

50 cp / 200 cp - Living Legend
Due to the Engineers rather obvious fetish, the list of people that you can TAKE from this jump is rather small. Hailing from Kaleid Liner, you may companion Illya herself, alongside her sisters Kuro and Miyu. Hailing from the Prisma Causeway microsingularity, Mashu Kyrielight, Nursery Rhyme, Medea Lily, Helena Blavatsky, and even Medb all qualify as a magical girl for some insane reason. And finally, hailing from Grand Order itself, the various members of the Emiya family are also available. All three EMIYA Counter Guardians, Irisviel, and even another version of Illya. Lastly, due to an author's note about wanting to do a volume about Davinci Lily, you may also companion her.

If for some insane reason you were to want them, Gilles De Rais, Phantom of the Opera, Edward 'Blackbeard' Teach, and Diarmuid Ua Duibhne are also a part of the Prisma Cosmos Microsingularity and thusly would be on offer to be companioned. I won't bother putting a distinction on the class for Gilles or Diarmuid.

However, there is a catch. If you choose to pay 50 cp for a companion, you will be gaining a 'Live' version of that companion. In short, not a servant, and vastly weaker for it. Not a normal human by any regards, but weaker. On the other hand, if you choose to pay 200 cp for a companion, then you'll be able to companion their servant self.

Drawbacks

+0 cp - Lolivinci Is Here
Look, this subset of the multiverse seems to exist for magical girls to get raped. With that in mind, Lolivinci, aka Davinci's childlike clone/backup body, is currently active despite the fact that it shouldn't be up an about until after the Temple of Time and Remnant Singularity incidents. Basically, time is a little whack. With that in mind, you can alter the timespan of this jump from the full ten years down to about a year and a half, the amount of time it would have taken for the Temple of Time incident to resolve. Chaldea technically closes after that, so if you want to leave you can.

+100 cp - Kiss Demon
Arguably speaking this is barely a drawback, but you have a minor problem in the form of not being able to generate any magical energy of your own. A common issue or servants. What's more, you don't seem to be linked up to either a master or Chaldea's own systems, so you aren't getting any mana that way either. Why is this bad? Well, if you run out of energy, you'll die. I suggest you invest some time in learning about tantric mana transfer rituals, because that's basically your only lifeline. Maybe ask Kuro for advise, since she used to have this issue?

+100 cp - Uncheerful
The Cheerful type Mystic Codes have a bunch of subfunctions, one of which is apparently to record damn near everything and take a bunch of embarrassing photos. Regardless of whether or not you actually have one, someone has apparently done just that. Now, they may or may not actually blackmail you with these. Ruby and Sapphire just liked to tease about showing those pictures to Shirou since both girls had a crush on him, so you should be mostly safe from anything actually damaging. Like rape. Just don't be surprised when these get held over your head.

+100 cp - Bad Judge of Character
That old guy is such a great engineer. He's always working so hard, but he still makes time to be nice to you, and deliver messages, and he even had snacks that one time! Isn't he just so cool? I mean, he's not as cool as your brother, but still. By the way, this is the Engineer who brainwashes and rapes Illya, Kuro, and Miyu. And maybe even Lolivinci. You uh, don't really pick up on the subtle cues like evil laughter, nervous sweating, getting a boner every time he looks at you… Or maybe you're just hopelessly naive?

+200 cp - Ire of a Counter Guardian
I don't know if you copied the Engineer and did disgusting things to Illya, but you've terminally pissed off a member of the Emiya family. Maybe it's one of the three EMIYA, who are literally international terrorists. Maybe it's Irisviel, who will probably dissect you and use you for spare parts like a proper magus. Heck, maybe it's the alternate Illya, Sitonai, who will… cut your head off, keep you alive, and then torture you for basically eternity. Damn that girl has issues. Anyways, while this starts off with them simply disliking you, it will get kicked up a notch by everything you say or do that they dislike, and will never go back down. This drawback can be taken a second time for every member instead of just one.

+200 cp - Pinocchio's Tell
When Miyu eventually came to Chaldea, the Engineer used a very particular set of commands on her. Every time she lied to him, he sensitivity doubled and she fell in love with him some. You apparently have this same curse, though thankfully it's only aimed at the people you don't like instead of just everyone. I suggest being truthful as often as possible, lest you be reduced to a quivering wreck on a regular basis. Heck, if you were to accidentally focus on one person you might find yourself actually enjoying their company. No, wait, that's just the mind control talking.

+200 cp - Kaleid Liner Collab
The Prisma Causeway Microsingularity is an afterlife of sorts, containing magical girls that have grown up or been forgotten by the world. There are five major players, with each one controlling a ludicrous number of spirits and ghosts made from the degraded souls of magical girls. In time, even those five will degrade and be replaced. But, I digress. According to canon, Ritsuka, Mashu, and Illya had to relight the spark of hope inside four of the five, and defeat the fifth with the power of friendship. You on the other hand… Well, you could do that, or you could be and Engineer and turn everyone here into your sex slaves. Good luck doing that by the way. By the way, even if you aren't a magical girl yourself staying in this place for too long will start to turn you into a parody of yourself, shoehorned into a role suitable for a magical girl show of some kind. Staying for even longer will degrade you into an echo of yourself, at which point you might as well be dead.

Due to the fact that the Prisma Causeway gave you Kuro for free in the game, successfully completing the plot of the event (as compared to merely surviving, or possibly escaping) will reward you with a single 50 cp purchase of 'Living Legend' for free. That said, it doesn't have to be Kuro that you take.

+300 cp - Ordinary Student
By all accounts your origin is now a part of the Prisma timeline instead of the Grand Order Timeline. As for what that means, well… Compare Prisma Shirou to Stay Night Shirou, or the eternally cheerful magical girl Kaleido Ruby (aka Illya) to Sitonai. Weaker, less experienced, and maybe even with the possibility of having no powers at all. That's you, by the way, given that all your perks and other powers are gone. You are just an ordinary person… at least until a talking wand fell out of the sky, or a god, goddess, or Alaya demanded you make a contract with them. The only exception to this is that if you have been to the Kaleid Liner jump previously you will retain your powers from that jump, if not your memory of them.

+300 CP - NTRgineer

+300 CP - Grand Order
Well, it seems you'll be taking responsibility for the fate of the world. The Grand Orders have commenced and they simply can't go on without you. Maybe you're a Drop In / Master leading from the frontlines, a Magical Girl or Emiya defending them, or an Engineer making sure they have all the resources they need to get the job done. But like I said, they can't go on without you, so if you fuck up whatever critically imprtant roll that they shove you into, thats it for human history. And yeah, you probably aren't prepared for this.

Similar to the Collab drawback, successfully completing the Temple of Time will reward you with a single 50 cp purchase of ‘Living Legend’ for free, theoretically representing best kouhai Mashu. You may choose another character if you wish.
Notes

Thanks to Smuthunter for Drop In / Master