

Accidental Magical Girl CYOA

You just got unlucky is all. The appearance of that little girl in her weird outfit surprised you. And now she's dead. Doesn't really matter how. Maybe you slipped with a knife in your hand, maybe you couldn't jam on the brakes in time, maybe you dropped something heavy on her, maybe that gun you were cleaning went off. Either way, she's dead now. Little girl breathed her last right in front of you. Now something unnatural appears. A bizarre mashup of stuffed animal, marshmallow and living creature.

"Puchuu - she's dead now. I guess I'll need a replacement. Seeing as it's your fault she's dead. You owe me. So you work for me now."

It gives you a handful of coins. You have just enough time to register the ancient disks as a gold coin, three silver coins and four bronze coins before your body begins to twist and change, and the last thing you hear before you lose all your senses entirely is the thing giving you some advice.

"Best if you spend these now, they won't have as much of an effect later, chuu."

Roll 12d20

You will probably discard one of these. Unless something goes wrong...

ROLL 1: AGE

You are now immortal and will no longer age. However, you look quite young and will look like this for eternity. If you die, you will become a spirit, though after a great deal of time and effort, you will be able to recreate your body.

Treat 1-10 as is, and 11-20 as another 1-10. Your new age is $6 + \text{your roll}$.

Spend a Bronze coin to add or subtract one year.

Silver to change your age to any age between 7 and 16.

Gold to choose any age you wish.

ROLL 2: BODY

The minutia of your new body's features may be altered to whatever you wish within human norms - ethnicity, eye, skin and hair color, eye shape, hand structure, etc. But the overall shape of it is up to chance.

Bronze: ± 2 from your roll. Silver: Pick your body type.



1-6

UNDERDEVELOPED

+1 LCK OR MAG

You are smaller than normal, sickly, thin, or look much younger than you are.



7-14

AVERAGE

+1 AGI OR VIT

You appear as average for your age. No standout features.



15-20

OVERDEVELOPED

+1 STR OR VIT

You are taller, bigger, wider, more muscular, appear older or have precocious puberty.

Physical Stats

How strong, fast and tough you are. These stats are easily quantified.

You start at 4 in these.

Spend a Bronze: +1 to a stat. Silver +2 Gold +4

- 4 is your average human adult.
- 5 is a trained athlete or above average
- 6 is Olympian athlete or top tier human
- 7 is peak human. You're on par with world record holders.
- 8+ is supernatural and effects are described in their individual sections.

Strength or STR

How strong you are, how much force you can exert. Partially determines health & speed.

Benchmarks given in what you can casually lift over your head and fling at least 20 ft.

4 = medicine ball 8 = full ½ barrel keg 12 = empty golf cart 16 = compact car
6 = average human 10 = refrigerator 14 = large motorcycle 18 = average sedan

Agility or AGI

How dexterous and agile you are, your hand-eye coordination. Partially determines defense and speed.

4 = Easily hit a dartboard at 10 feet. 12 = Easily hit a bullseye at 30 feet
6 = Easily hit a bullseye at 10 feet 14 = Easily hit a bullseye at 20 feet with a toothpick
8 = Easily hat-trick double bulls at 10 feet 16 = Easily hit a bullseye at 20 feet with a sewing needle
10 = Easily hit a bullseye at 20 feet. 18 = Easily hit a double bull at 20 feet with a thrown fly

Vitality or VIT

How tough or enduring you are. Partially determines health and mana.

4 = You can shrug off a slap 12 = You can shrug off low caliber bullets
6 = You can shrug off a punch 14 = You can shrug off rifle rounds
8 = You can shrug off a bat 16 = You can shrug off high caliber rounds
10 = You can shrug off swords & knives 18 = You can shrug off autocannon rounds

Mystical Stats

How magical, or favored by fate you are. These stats are not as clear cut as physical stats.

Human average here is 2 rather than 4. Luckily, you're not entirely human anymore.

You start at 4 in these.

Spend a Bronze: +1 to a stat. Silver +2 Gold +4

Magic or MAG

How strongly magical you are, how much mana you can put into one attack. Partially determines mana.

Benchmarks given with Fire as an example.

2 = spray sparks 12 = Fire piercing beams of heat
4 = enhance your melee/ranged attacks with fire 14: As per 6 but while also using jets of fire to propel yourself.
6 = expel bursts and streams of fire 16: As per 8, but while also propelling yourself around.
8 = launch explosive bolts and blasts 18: As per 10, but also while propelling yourself around
10 = shoot blazing columns of fire 20: Self propulsion, beams of heat, and a fire aura.

The primary limitations of magic are mana capacity and skill. All of these feats are accomplished by throwing higher amounts of mana into creating fire, with greater skill applied in application and shaping.

Luck or LCK

Luck is how favored by fate you are. There is no hard benchmark for this. When your luck is high, things just go right for you. Your enemies are distracted, you just happen to stumble into monster nests before they get bad, an enemy is tripped up by a burst water main, you dodge a blow thanks to a stumble over a loose rock. The higher your luck, the more often these things happen.

ROLL 3: SPECIALIZATION

The focus of your powers.

Bronze: modify your roll by one.

Silver: Swap to any specialization within your column
or a Corruption that shares your specialization.

Gold: Choose any specialization. If you choose Corruption, you may select on that table as well.

1 - FIRE
+3 STR or MAG

2 - ICE
+2 STR or MAG
+1 VIT

3 - AIR
+4 AGI

4 - SPIRIT
+2 MAG
+1 MAG or LCK

5 - REINFORCEMENT
+1 STR
+1 AGI
+1 MAG
+1 LCK

6 - PSYCHIC
+2 MAG
+2 LCK

7 - TIME
+1 AGI or VIT
+2 LCK

8 - LIGHTNING
+1 STR or MAG
+2 AGI

9 - SOUND
+1 AGI
+2 MAG
+1 LCK

10 - DARKNESS
+2 STR or MAG
+1 VIT

11 - ILLUSION
+2 STR
+1 VIT
+1 LCK

12 - LIGHT
+1 AGI
+2 VIT
+1 MAG

13 - WOOD
+1 STR
+1 VIT
+2 MAG

14 - EMPATHIC
+1 STR or MAG
+2 LCK

15 - WATER
+1 STR
+2 AGI
+1 MAG

16 - GRAVITY
+4 MAG

17 - STONE
+3 STR or VIT

18 - BEAST
+1 STR
+1 AGI
+1 VIT or LCK

19 - 20 CORRUPTION

Something has gone wrong. Terribly wrong. Roll on 3.1: Corruption.



FIRE

A fire specialist can attack using great blasts of flame. Used creatively you can generate fire blasts from your feet and get kind of a ghetto rocket jump. Or proclaim yourself the dragon princess and spew fire from your mouth. This path is focused on offense and has some of the best direct damage abilities. Good for frying individuals or whole groups of people. Fire users become more inspiring and courageous. The cleansing property of fire allows them to purify things with flame. This is often destructive or painful. Out of costume they retain a resistance to heat.

ICE

Ice users can shoot blasts of cold air to begin with. With more power they can summon shields made of ice and sharpened hunks of ice to be fired as projectiles. Freezing your opponent's feet to the ground with ice while you pummel them? You can do that.

A good power with a mix of offense and defense. Ice users become more empathetic and in control of their emotions. They will never have to pay for air conditioning again.

Out of costume they retain resistance to cold.



AIR

Air's focus is speed. Air users can attack using gusts of wind or slicing vacuums of air. Skilled users can blow away projectile attacks from enemies using a powerful gale. Eventually they will be able to fly. The disrupting nature of air allows their users to also cast some debuff spells to confuse and weaken their enemies. Air users become more cheerful, intellectually curious and are excellent at finding things. The nosy nature of an air user will eventually give them minor clairvoyant abilities. Out of costume, they have a heightened sense of their surroundings as they feel the air move.



SPIRIT

Spirit allows users to see and communicate with spirits. They are skilled in manipulating the etheric energy disembodied entities need to manifest in this world. They can exorcise a spirit with ease, or summon enough etheric energy for a disembodied entity to interact with the world. These girls are usually laid back and calm. A novice Spirit mage may employ poltergeists wielding various weapons in battle. An advanced Spirit user is often surrounded by animated suits of armors and dolls inhabited by their loyal spirit servants, as well as fully materialized spectres. Out of costume, they retain the ability to see and communicate with spirits.



REINFORCEMENT

A reinforcement natured magical girl can create powerful wards and shields to protect herself and her allies. She also gains access to the most potent healing spells and utilities that remove status ailments and curses. She has no offensive spells, but does gain top class enhancement spells to boost herself and her allies. They will usually depend on their allies or physical attacks to damage their opponents. Reinforcement users tend to become more altruistic. Skilled reinforcement girls can place protective wards on objects or places that last for many years. And can purify areas or people, removing negative energies. Out of costume they are surprisingly durable and their words of encouragement have a strong effect.



PSYCHIC

Psychic users can read and influence minds, and induce feelings of terror, anger or sympathy in their target. With practice they can harm their opponents with a mental blast. While they are adept at disrupting or destroying their enemy's minds, the greatest psychic girls can make subtle changes without damaging the target mind, allowing them to edit memories or even temporarily turn people into their slaves. Sadly their powers do not work on entities with no minds. Strong-willed opponents can resist psychic manipulation. These girls also become resistant to effects that meddle with their own minds. Out of costume they are still resistant to mind effects and can sense the presence of other minds, though they can't read them.





TIME

Time is a strange power. Novices are often quite weak but aware and practiced users are deadly. Users of this power can slow their opponent's time to slow them or allow them less time to think, or speed up their own time to move faster and give themselves more time to strategize. An adept time user can freeze time in blocks of several seconds. A true master can freeze time for as long as they have mana to spend, and a full stop of time is very taxing. Time travel is an impossibility, though. Time mages become better in logical thinking and problem solving skills. Out of costume, Time girls are always aware exactly what time it is and how much time has passed - they are also aware of gravitic distortions, as they distort time.

LIGHTNING

Lightning is a very offensive power set, much like fire, and its spells tend to be single target with very high accuracy. The more powerful spells are quite draining to cast. These girls hit like a blitzkreig - either they bulldoze their opponents in a few blasts, or they run out of steam and get into trouble. An accomplished lightning user can channel their element into their movement, giving themselves bursts of speed and strength. Out of costume, girls infused with the element of lightning have very fast reflexes and tend to be quick of wit as well



SOUND

The specialization of sound offers a mix of offensive and supportive powers. Sound attacks tend to have high accuracy and can cover a wide range of area, but low power. They're good against a group of weaker enemies but weaker against a single strong opponent. Fortunately sound also offers wide range of enhancing and debilitating magic to be used on one's allies and enemies. Sound mages often wield a musical instrument as their weapon to better channel their magic. Sound magical girls are not guaranteed to be musically talented. Out of costume they tend to be either very musically talented, have an extremely good ear for sound, or are talented mimics.



DARKNESS

The path of darkness focus on stealth and debuff effects. The user can shroud themselves in magical darkness and silence, making them extremely hard to detect. With practice they can make themselves invisible, intangible or even able to walk short distances from shadow to shadow, allowing them to show up unexpectedly and ignore attacks. This path also offers some of the most crippling malicious spells. Skilled users may learn to lay a death curse. Death curses have a low success rate, and it gets even lower if your opponent is magically stronger than you, but if it's successful it instantly kills them. Out of costume they can see in the dark.



ILLUSION

Illusion allows one to create primarily visual illusions for others to see. One can easily create decoys of themselves or other objects to distract their opponents, hiding their own movements and attack with impunity. Advanced illusion mages can also manipulate other senses - sound, smell, balance or priorception are all fair game. Illusion specialized girls generally have no direct attacks, instead relying on misdirection to set up an attack from their weapon or allies. Girls in the path of illusion often become more artistic. Out of costume they are harder to notice if they don't want to be, and have a natural understanding of color.



LIGHT

Light users can fire beams of light to attack. These girls have modest attack powers and are only single target, but have extremely long range. They can also make a blazing sword of light for use in melee. Their inner light reveals all - giving them spells to see through deception, to detect and dispel illusions. Like Air they also become good at finding things, and they are capable of purification - a middle ground between the destructive Fire and the powerful Reinforcement. Advanced users can force others to reveal secrets. Out of costume they are always aware if someone lies to them.





WOOD

Girls on the path of wood gain a green thumb and can grow all sorts of plant life well. This enhances their magic, growing seedlings into monstrous sizes and forms. A shrub can become a source of lashing vine tendrils. Novice wood mages try to stay near areas with lots of plant life, and often carry small plants or seeds around. Advanced users can create monstrous creatures with gaping maws and tentacles through seeds alone. The path also offers them spells to further enhance and heal their creations. Out of costume they can always know the state of plants they touch - even dead ones like food and wooden constructions.

EMPATHIC

Empathic girls absorb the ambient emotional energy in an area and use it to power and shape their spells. Energy absorbed from an angry fight may be released as a powerful attack, and energy from a crowded stadium can become a powerful enhancement for teammates. Empathic girls can rival fire users at offense or reinforcement users at healing, but only if they've spent sufficient time absorbing the right type of energy; as a result they are constantly on the prowl to feed. There is a limit to the amount of emotional energy they can store. They can also drain a target of emotions, leaving them unable to act. Strong willed targets are resistant to this. Out of costume Empathic girls know how anyone they speak to is truly feeling and are very influential speakers.



WATER

Water girls can summon and fire powerful cutting jets of water. Due to the fluid nature of water the jets can be manipulated to change direction mid-air while maintaining their intensity, and to continuously attack. Puddles of water left on the ground can also be manipulated again to attack from unexpected directions. Shielding curtains of water may not be as strong as a shield of ice, but can still offer reasonable protection. Especially cruel water mages are known to drown their victims. Water spells require a sneaky mindset to utilize fully, but are excellent at ambushes. Water users also gain the ability to cast minor healing spells. Out of costume water users know when rain is coming and are fast swimmers.



GRAVITY

This specialization allows one to adjust the effects of gravity. Novice users just dial gravity up or down in defined areas, making everything float or slam to the ground. Skilled users can create gravitic effects that only exist for the target, allowing them to crush a monster without harming people nearby, or launch single objects with great speed without throwing everything around them. Masters can even manage agile flight. Gravity combat techniques are very powerful but only deal physical damage, and are draining to cast. Out of costume gravity girls make leaps with ease, can move or lift objects heavier than they should and move with a floaty grace.



STONE

This specialization allows girls to manipulate rock and earth. Rocks may be flung, stone spears erupt from the earth, or armor constructed of dirt and stone. Skilled adepts may cause localized earthquakes or fissures to appear or erect instant buildings of unfinished stone. The metaphysical side of the element lets these girls cast strong defensive spells and enhancements, as well as powerful strength boosts. Girls with the power of stone have an innate grasp of architecture as well. Out of costume they can always stay on their feet and are stronger than they look.

BEAST

Girls with Beast powers focus on summoning and enhancing animals and themselves in various ways. They find it easy to understand the body language of animals and will likely have a number of pets that make good subjects for enhancement. They can also use wild animals, though results may be mixed. They have a wide range of spells for increasing strength, speed, and toughness, or borrowing traits of animals for themselves. Out of costume, they have heightened senses and a strong athletic streak.



ROLL 3.1: CORRUPTION

Something has gone wrong. Interference? An improperly cast transformation? Your body floods with dark power and the Puchuu flees, cursing, as your transformation takes a sinister turn.

Bronze: +/-3 to roll or choose one of your two specs and go back to being a magical girl.

Silver: Choose your corruption.



1 - 2: LAMIA

+3 STR or MAG

+2 STR or MAG

+1 STR

+1 VIT

Fire & Ice Specs.

Human from the waist up, massive snake from the waist down. You'll be hungry often trying to feed that enormous body. But you can find enough meat, right? You're strong and magical and most importantly, you're not that picky anymore.



3 - 4: DRIDER

+2 STR or MAG

+2 MAG

+1 STR

+1 VIT

+1 LCK

Darkness & Psychic Specs.

Human from the waist up, massive spider from the waist down. Your spider body is rather fragile for its bulk. You need your lair to be safe. Best if no one ever finds it or you. But if they do, well, you'll just HAVE to do something about it, won't you?



5 - 6: VAMPIRE

+3 AGI

+2 LCK

+1 MAG

+1 AGI or MAG

Air & Time Specs

Human but for the pair of large bat wings attached to your shoulders and the fangs. You don't need to drink blood, but it is oh-so-tasty. In the daylight your physical and magical power is cut in half. Keep to the night.



7 - 8: FALLEN ANGEL

+3 VIT

+2 AGI

+2 MAG

+1 STR

Reinforcement & Light Specs

Human, but for the large feathery wings extending from your shoulder blades, and the slight aura of light constantly around you. You want to help folks. All the wrong folks. Folks who will take your kindness and use it to hurt others. At night your physical and magical powers are halved. Stay safe while the sun's down.



9 - 10: DRYAD

+3 STR

+2 VIT

+2 MAG

+1 LCK

Wood & Illusion Specs

Human, if not for the bark-like texture of your skin, and the foliage in your hair. Nature's just more important than people. You want to help all the little plants grow - especially those that will crack foundations, upset power lines, and force buildings apart. You are intensely vulnerable to fire, ice and darkness. Don't let them burn you.



11 - 12: SIREN

+3 MAG
+3 AGI
+1 STR
+1 LCK

Water & Sound Specs.

Human-like, but for the patches of fish or sharkscale skin, the gills, the sharp teeth, and the webbing between your digits. You are really only comfortable in water, but being isolated in a river, a lake, or an ocean is lonely and there's little audience. You crave companions and adoration - even if you have to get them by force. Be careful of drying out.



13 - 14: WERE

+2 STR
+2 LCK
+1 AGI
+1 STR or MAG
+1 VIT or LCK

Beast & Empathic Specs

Human, but for the animal ears on your head, the claws, fangs, excessive hair growths and tail. You're fine most of the time, a little more aware of your bestial side. At regular but not entirely predictable intervals however, you will be subject to sudden blind rages. Silver can harm you greatly.



15 - 16: DJINN

+4 MAG
+2 AGI
+1 STR or MAG

Lightning & Gravity Specs

Human-like, but your skin and hair have an unnatural coloration, your ears are pointed and you exude a slight aura of smoke or mist. You want to help people, you truly do, but your ability to understand humans is no longer reliable. You sometimes take statements literally or interpret them wrongly, the subtleties all lost on you to disastrous results. Best if you keep small talk to a minimum.



17 - 18: GOLEM

+3 STR or VIT
+2 VIT
+1 STR
+1 MAG or LCK

Stone & Spirit Specs.

Human in shape but not material - you are nothing more than an animate statue, unfeeling stone. While you may initially revel in your strength and toughness, you will find that you now desire all that you now lack - personal connections, family, friends, touch. It's all you want now - and you'll do anything to get it back. Grasp at straws, follow order in exchange for knowledge, you need to get your body back. Or **any** body back, if it comes to that...



19 - 20: DARK MAGICAL GIRL

+2 MAG
+1 STR, +1 VIT, +1 AGI, +1 LCK

Corrupted Base Spec OR Unique Spec

Choose a base spec - it is visually corrupt: stone calls only sharp obsidian, fire calls black flames, light casts a sickly green or purple glow, etc. OR choose a narrowly focused but unique spec: candy, steam, paper, bone, etc.

Human, though your magic is twisted. Folks can tell there's just something *off* about you. But there's nothing wrong with you. You're sure of it. In fact, you're sure of a lot of things now. You just know everything will work out fine if they follow your lead. So what if your magic looks a little funny? You know what has to be done.

ROLL 4: WEAPON

The type of weapon bonded to you. It is indestructible and can always be called to your side. Ranged and Mystic weapons create their ammunition from your magic, though Ranged weapons are capable of using normal ammunition for their type. You gain at least novice level understanding of your weapon if you don't already have it.

Name your weapon.

Bronze: +/-4 from your roll. Silver: Pick your weapon. Gold: Select a SECOND weapon.



1 - 5 MELEE

+1 STR

+1 VIT

Blades, hammers, axes, polearms, bludgeons, guitars, sharp sticks... Anything you swing around to hit people with.

6 - 10 RANGED

+1 AGI

Bows, rifles, slingshots, pistols, muskets, laser guns - things you can hit from afar with. Heavy weapons will draw more mana for ammo - don't take a rocket launcher if you have a low MAG stat.

11 - 15 MYSTIC

+1 MAG

Rods, staves, orbs, wands, amulets, charms - anything which can be used as a magical focus. It can also fire a weak magical blast or bolt which is useful if you don't have other attacks.

16 - 20 FIST

+2 STR

Gauntlets, boots, fists, feet, elbows - your body is your weapon. You can be a rough wrestler or a graceful martial artist, but you're going to beat things to a pulp with your bare hands.

ROLL 5: OUTFIT

The type of outfit you will wear when you transform. This requires a phrase or incantation to be shouted (choose that now, by the way.) and 15 uninterrupted seconds as you twirl in brightly colored sparkles and lights. Your outfit provides basic physical protection similar to full plate armor regardless of appearance, and will keep anyone from connecting your identities. If you are a monster girl, you instead maintain a partially physical illusion of being a normal girl which locks most of your power away.

While untransformed/maintaining the illusion, your statline is reduced to 3's across the board unless your specialization notes you are particularly strong, fast, etc. In which case you are still limited to a 5 at best.

Bronze: +/-4 from your roll. Silver: pick your outfit



1 - 5 SKIMPY

+1 AGI

Skintight anything, outfits that show a lot of skin. leotards, bikinis, etc.

6 - 10 FLOWING

+1 STR

Coats, robes, capes, togas, hakama, etc.

11 - 15 ELABORATE

+1 MAG

Lolita dresses, over fancy cosplay, ballroom gowns, etc.

16 - 20 UNIFORM

+1 VIT

School or military uniforms, business attire, etc.

ROLL 6: POWER

A special skill you can perform with your magic.

Bronze: +/-2 from your roll. Silver: swap to any power. Gold: select a SECOND power.



1 - 2

KILLING BLOW

+1 STR OR MAG

An overwhelming attack that will leave you extremely vulnerable should it miss. If it hits though, it is an almost surefire kill.

Name your attack now.



9 - 10

BARRAGE

You can focus your magic to overperform for a brief, unfocused burst. Or multiple rapid blasts. This is very good at eliminating groups of weak targets.



3 - 4

HAMMERSPACE

You have access to an extra-dimensional storage space of infinite capacity. You can access or store things instantly.



11 - 12

POWER OF

FRIENDSHIP

You're good at making friends, even among your enemies. You know when people are sad, how to cheer them up, and gosh darn it, people just like you.



5 - 6

FAMILIAR

You have an animal companion of some description. It's as intelligent as a person and you are capable of sharing its senses.



7 - 8

FOCUSED ASSAULT

You can focus your strength or magic to overperform for a brief burst on one target. This isn't as potent as a Killing Blow, but doesn't leave you vulnerable either.



13 - 14

DUPLICATION

You can create clones of yourself that share your physical stats. They can't hold much magic and can't survive any attack that would actually harm you.

15 - 16

THIRD EYE

You have the Sight, allowing you to see the flows and after effects of magic. You can pierce illusions and have a highly attuned magic sense allowing you to predict spells.



17 - 18

REGENERATION

You heal & recover mana faster than normal. You can spend mana to enhance this power and speed up your rate of healing. Your wounds can heal even as the blows are struck. You'll outlast your opponents in a fight.

19 - 20

TENTACLES

You have command of something tentacle-like. Chains, vines, cords, ropes, perhaps even actual tentacles. They possess minds of their own but will follow simple commands. Commands don't need to be spoken.

ROLLS 7 - 11: PERKS

Your first two rolls are on the left hand table. The next two are on the right. The final roll may be assigned to either table. No doubling up of perks. If you get a duplicate, shift to the opposite table. If you already have that perk, you may instead select any perk.

Spend a Bronze to shift a roll to the opposite table.

Spend a Silver to swap a roll to another from the same table.

Spend a Gold to select TWO bonus perks. Can be from any table.

Table 1 Combat

Table 2 Support

+1 Weapon Stat, Dual Weapon	1	Interdimensional Tourist
+1 STR, Martial Training	2	+1 LCK, Closure
+1 Weapon Stat, Enhanced Weapon	3	+1 LCK, Fated
Mystic Artifact	4	Training
+1 Spec Stat, Gifted	5	Interdimensional Home
+1 AGI, Flexibility	6	Incognito
Enhanced Transformation	7	Environmental Sealing
Disguise Artifact	8	Get out of Jail
Blood Magic	9	Big Damn Hero
Hammerspace Handbag	10	Absolute Direction
+1 VIT, Enhanced Sustenance	11	Big Backpack
+1 Outfit Stat, Enhanced Outfit	12	Natural Aging
Healing Artifact	13	+1 LCK, Masculinity
+1 Any, Allies	14	+1 Any, Patron
Monstrous Metamorphosis	15	Money
+1 MAG, Sorcery	16	Twin Soul
Wings	17	Soul Jar
Purification Artifact	18	Eternal Style
Awareness	19	A Way Out
+1 Any, Big Friend	20	Fake Parents

PERK DESCRIPTIONS TABLE 1

1. **Dual Weapon** – Your weapon gains an additional type. Perhaps your rifle has a bayonet, or your sword comes with steel gauntlets, or your magic staff is iron-shod. Gain +1 to a stat associated with your weapon's second type. Applies to both weapons if you have two.
2. **Martial Training:** You are given a basic level of tactics for your chosen weapon. Gain +1 STR,
3. **Enhanced Weapon:** Your weapons hits harder, is sharper, or casts faster. +1 to one of the stats granted by your weapon. Applies to both weapons if you have two.
4. **Mystic Artifact:** You gain an artifact that sometimes shows you glimpses of the past, present or future, relevant to your query.
5. **Gifted:** You are capable of feats within your specialization that are dazzling, innovative and impossible to duplicate by regular magical girls. Increase a stat granted by your specialization by +1.
6. **Flexibility:** You aren't exactly made of rubber, but you have far greater range of motion in your limbs and joints than should be humanly possible. +1 AGI.
7. **Enhanced Transformation:** Your transformation takes only 3 seconds, and you are invulnerable while it happens. Monsters retain 50% of their attributes while maintaining their illusion, and can reestablish it quickly.
8. **Disguise Artifact:** You gain a small artifact that can temporarily transform you into other people, complete with clothing and handheld equipment. This is a physical transformation, but it only lasts 2 hours. ID's and papers created with this tool are correct and will scan but you do not exist in any database. Electronics look correct but are nonfunctional. The artifact has a 6 hour recharge time.
9. **Blood Magic:** You may choose to fuel your magic with your own health rather than mana, greatly expanding your potential mana pool. Be careful, as depleting your health in this way will kill you. Gain +1 VIT.
10. **Hammerspace Handbag:** You have access to an interdimensional storage space the size of a medium purse. You can access it at any time.
11. **Enhanced Sustenance:** You only need to sleep half as much to gain a whole night's rest and can subsist on starvation rations. You do not have any nutritional requirements and breathing is optional. Gain +1 VIT .
12. **Enhanced Outfit:** Your outfit is hardier and tougher – it now provides serious protection - able to shrug off heavy weapon fire and minotaur axes. It channels your magic better too: gain +1 to its associated stat.
13. **Healing Artifact:** You gain a handheld artifact that can heal people and animals. It takes its power from you and isn't very efficient, but can heal almost anything.
14. **Allies:** You gain a pair or lesser magical girls as friends. They'll let you crash at their place(s), and show you the ropes on how to be a Magical Girl. Gain +1 to any stat from their training. If you're a monster girl, they'll try to redeem you at first.
15. **Monstrous Metamorphosis:** You have an additional transformation linked to your emotional state. Get upset, angry, or sufficiently shocked and you'll lose control. You'll gain monstrous traits while in this state – fur, scales, fangs, claws, slitted eyes. Monster girls will shift into being 99% 'monster,' with little or no 'girl' to them. Gain +2 STR, AGI, and VIT while in this state, but lose rational thought beyond the desire to eliminate or escape what caused the transformation.

16. **Sorcery:** You learn a certain style of magic that even mundane people can learn - runecarving, ofuda writing, divination or some such. This lets you accomplish some overt magic even when untransformed. You can even teach it to normal people, if they choose to apply themselves. Gain +1 MAG.
17. **Wings:** Your outfit comes equipped with wings of some sort. You can glide from any height, or fly with some difficulty. If you already have wings, your maneuverability and speed vastly increases.
18. **Purification Artifact:** You gain a handheld artifact that can keep an area clear of monsters. You have to charge it and it only works in a fixed radius around the object. It also doesn't force monsters to leave an area they are already in, but it will make them uncomfortable. If you are a monster, carrying this will make you much harder to identify as a monster and will reduce your chaotic urges. It's not very comfortable though.
19. **Awareness:** You become much more aware of everything your mundane senses tell you. This won't help your magic, but will make you harder to surprise or ambush. You will quickly notice if someone is failing to cast a shadow or reflection, or if there's a particular scent in the air.
20. **Big Friend*:** You know a friendly monster girl. She will cover for you or keep you alive, and may ask favors in the same line in return. Gain +1 to any stat as she shares secrets with you. If you're a magical girl, she'll try to corrupt you at first.



PERK DESCRIPTIONS TABLE 2

1. **Interdimensional Tourist:** A traveller from another dimension spotted your predicament by accident while having breakfast. They feel bad for you and are willing to lend a hand if you need it. They are immortal like you, and travel around seeing the sights and working various low wage jobs to get by. They're willing to help you out with false ID's, pretending to be your parent or letting you crash with them. Every century or so they'll hop dimensions. When this happens you can travel with them if you wish.
2. **Closure:** Everyone who has ever known you forgets about you. Fate is re-written to make it so you never existed, or died some time ago. Your pets are taken in by kind folks, parents and children have new caretakers, your possessions and savings distributed as you would have preferred. Gain +1 LCK
3. **Fated:** You're fated for some task. Until you accomplish what you are fated to do, Fate helps you along. You are less likely to encounter monsters you can't handle, and if you do, circumstances will conspire to drop allies into your lap either before or even during the fight. You won't ever die in your civilian guise. Gain +1 LCK.
4. **Training:** Gain complete mastery of one subject, martial art, trade skill or philosophy. This won't provide you with information that doesn't currently exist or information unknown to humanity.
5. **Interdimensional Home:** You gain an apartment that you can access with 10 seconds of concentration. This is a relatively spacious studio, simply furnished, but there is no exterior door. The cabinets and fridge have a small supply of cheap, unhealthy instant meals that is replenished automatically. The single large window looks out over an alien cityscape. There's no cable or phone jacks and cell phones don't get signal here. This home can only be accessed by a maximum of 5 other people you designate.
6. **Incognito:** You are often overlooked, and people tend to forget your face after they interact with you. Authority figures tend to leave you alone.
7. **Environmental Sealing:** You are immune to environmental extremes of pressure and temperature and generate your own air supply in a thin layer around your body. You can share this with people touching you. This does not protect you against direct magic attacks.
8. **Get out of Jail:** Rarely, if you are imprisoned or trapped, you can choose to teleport to a random location. The place you arrive is guaranteed to be safe at the time you arrive and will have facilities or supplies to let you recover, but is not guaranteed to be easy to return from or to continue being safe past your initial arrival.
9. **Big Damn Hero:** You can designate a person or place by giving them a token you have personally made or mounting it in/on a permanent fixture. You are aware of any danger occurring or about to occur near that person or place so long as your token is intact. You are always alerted with enough advance notice to make it there just in the nick of time, if you hurry. You can only have two active tokens at a time - one person, one place.
10. **Absolute Direction:** If you have a destination or object in mind, you know what direction it is in. It must be a place or object you know exists and have a decent mental image of. You will get very odd results if you look for 'true love' or other concepts, and attempts to find nonspecific things like 'a weapon capable of killing a vampire in one stroke' will lead you in circles if it doesn't fail outright. You'll never lose your keys, remote, or cellphone again though.



11. Big Backpack: You get a big backpack full of useful items. The backpack is somewhat larger on the inside than expected. Each day it will generate a pair of modest, but nutritious meals in brown paper bags, and ID appropriate to the area you are in. The bag also initially contains two changes of clothes for your new body, some basic survival tools, a small laptop that will never break and always have an internet connection, and \$10,000 in cash. The backpack itself can be summoned to you if you lose it, but nothing that isn't inside it will come with it.

12. Natural Aging: You can age naturally. While other girls in your situation are locked to one age, you will age naturally, though only at half the rate of normal. If you die, your reborn form will be your starting age rather than the age you died at. It's easier for you to rebirth yourself after death.

13. Masculinity: You are male. Lucky you? Gain +1 LCK.

14. Patron: A god, spirit, or entity outside the Puchuu has taken an interest in you and usurped them as the provider of your power. You will gain occasional guidance or aid from your patron, but they have their own agenda and plan for you. If you feel like it, you can tell your Puchuu to fuck off. Otherwise they hang around and try to keep you following their preferences. You'll probably be offered incentives by both sides. Gain +1 to any stat.

15. Money: You get \$3000 USD a month, adjusted for inflation from this point on. You can choose to receive this as cash or direct to a bank account with a provided debit card.



16. Twin Soul: Your transformation has split your soul, and the shard has its own body. They love you and won't betray you outside of egregious abuse on your part. They can be male or female as per your choice. They are the same age, development, and specialization as you but have their own weapon and outfit (roll for them) and no power or perks. You can choose to give them some of your perks, but you still can't have any duplication between the two of you. If you have a second power from your gold coin, you may likewise give it to them. Once a day you can alert them that you need them, and they will instinctively know where you are. You both take a -1 in all stats.

17. Soul Jar: Your body is a puppet controlled by your soul which is contained in a breakable handheld object. Keep it safe, because destroying it will instantly kill you. Keep the jar near by, as your control weakens with distance. At 10 miles you begin to lose fine control of your body and at 20 you can only moan

and shuffle like a zombie. Being dimensionally separated from your jar also causes complete loss of fine control. Keep your body in good working order too – you can still force it to move while it's injured beyond repair, but it's much harder, and if your body is obviously dead, you might be mistaken for a vampire or zombie. You will never die from bodily damage. If your body is destroyed but your gem is intact, you can recreate a new body in around a month - far faster than rebirthing yourself entirely.

18. Eternal Style: Your body and clothing are always kept in pristine condition. Your hair never tangles, teeth never rot, body hair is nonexistent or trimmed to exactly how you prefer it, body odor is always nonexistent or generates a perfume like scent, and nails are always in perfect order. You can summon stylish outfits as often as you want, but any clothing you summon in this manner vanishes 2 hours after you remove it.



19. A Way Out: Whenever you tire of your immortality, you have a failsafe - at any time you wish, you can make your death permanent, exiting the cycle of rebirth and giving the middle finger to the Puchuu.



20. Fake Parents: You now have a pair of people who are convinced they are your parents. You're not sure if they're brainwashed people, magical constructs, or fate-twisted into actually being your new body's parents. Either way, they have documents proving you are their little girl and they've just moved your 'family' into town. They also love you, expect you to go to school and keep your grades up, and can't be told about your magical girl career.

*Allies and Big Friends are generated by rolling additional girls. Roll 6d20 for each girl. For Allies, generate two new girls, - you may select what specialization they gain on an 19-20, For a Big Friend, skip Specialization and go directly to the Corruption table. Allies and Big Friends receive no perks and no coins to spend.

The World

The Girls - Magical girls are scattered all over the world. Some wander, fighting monsters as they go, others become protectors of specific areas. They serve to eliminate the supernatural - zombies, demons, interdimensional lizard monsters, yeti terrorists, and so on. Magical girls retain their free will, though there is pressure on them to conform to specific mindsets. They have great powers and often some form of immortality or other benefit, and in exchange receive the a drive to investigate and meddle with the supernatural. There's a reason why Bigfoot is never found, and why there's very few hauntings in the world, despite all the murders and horrible things that take place. The beings that created the magical girls seem to be trying to steer our universe in a certain direction through the actions of the girls, by eliminating one abnormal thing at a time.



Monster girls seem to act on their own, but may be guided by some mysterious force as well. They get urges to go to seemingly random places and do specific acts - sometimes as major as going on a rampage, more often something extremely minor, like putting up graffiti or saving an old hobo. The small acts butterfly into effects that create more chaos in the world. Vandalize a wall and the local security guard snaps because it's the last time those shits are getting away with it - he brutalizes the nex 'hoodlum' he sees, and his city begins to teeter ont he edge of race riots.

When a magical girl or monster girl fulfills their purpose - fighting monsters and increasing order, or causing chaos, they feel a deep sense of satisfaction. A girl can choose to rebel against her instincts, but that lack of everything being 'right' when fulfilling their purpose often sends them spiralling into depression. There are rumors about girls who persevere and completely triumph over their instincts. Some say they transform into something else entirely, some whisper dreadful things about being "recycled", while others claim you simply lose the need to act on your urges.

Most people don't remember magical things. While they'll still react in terror and flee from a werewolf or fireball, after the fact, they'll rationalize it away; a publicity stunt, a rabid animal, a gas explosion. Those with higher innate magic may be able to overcome this tendency - organizations of ordinary humans that are aware of magic are made up of these higher magic individuals. There are many of these. Governmental MiB groups, ancient circles of purely human magi, cabals and conspiracies, Illuminati and Templars. Some of these groups may have more information than you - of course, some of them will just be hilariously wrong, presuming monsters to be aliens or thinking magical girls to be combat golems from a rival group.





The Overcity

While magical girls are usually based in their respective cities, in any city, it's possible to turn down the right alley, make the right turn on a road or just know where the doors are to get to the Overcity. The Overcity has many names – the Hub, Megatokyo, the Sprawl, and many more besides. These names are only used by the magically active. The Overcity is a great sprawling mess of uninterrupted cityscape, and exists on many levels. The same area can be populated by normal people, be a run down mess inhabited by monsters or be completely deserted, depending on how to got there and when you arrived. Huge swathes of it however, are eerie and empty - trains running, power flowing, food laid out at restaurants, but no people.

Magically active beings can use the Overcity to travel between locations that are greatly distant, but the routes are unclear, and with the street signs written in hundreds of languages, the best you can do is hope. There are guides that will offer to take you from city to city, but these are few and far between, and depend on routes happened upon by luck. More commonly a 'guide' turns out to be a monster luring weak magical girls away to kill them, or a canny magical girl isolating a monster to do the same.

The Overcity intersects with the real world in many places. Mostly, these portals are small and unassuming, difficult to find. Come down a specific alley at the correct time of day from the east. Open this door, but only after walking between the street sign and the newspaper dispenser and hopping over the steps without touching them. In some cases, it's not a portal, but an overlap - a significant section of city existing concurrently within the Sprawl and in realspace at the same time. Many normal people live and work within these overlaps, never realizing that they aren't actually in their home city anymore. After all, they just take the same path to and from work every day, and if they mess up and can't find their home or workplace, then they just got lost, right? The shops take whatever the local currency of the city they think themselves to be in, but many of them have found that they get a large proportion of customers with odd currencies and may take foreign cash or barter.



In the real world, being able to move a fight into a deserted area of the Overcity allows for more high damage attacks and removes the possibility of collateral damage, but this skill is not known or utilized by all magical girls. Some monsters use the skill to try and lose pursuing gangs of girls, but again, this is not always known.

The city is the place to encounter more magically active people, and magical girls and monsters alike are prone to commandeering deserted areas for use as homes and bases. Some magical girls suspect that their interdimensional homes are located somewhere in the Overcity, but none have found the location of the apartments.

There are whispers that there is a similar higher or lower dimensional hub for wild locations, that even the wild monsters not blessed with intelligence use. Nothing has ever confirmed this rumor, but it crops up whenever a stupid monster gives magical girls the slip in a natural setting.

Puchuu & the Patrons

The Puchuu are just one of many factions with access to magic. The girls they create are terrifyingly powerful compared to human magi, if limited to a single focused specialization. Nobody is really sure where the powers come from. Some of the puchuu claim to awaken hidden potential. All puchuu claim monster girls are an aberration, but none will elaborate on their origins. The potential for some sort of reverse puchuu that creates monsters exists, but the little creatures are tight lipped on the subject of monsters' origins, and try to encourage their charges to simply slay the unnatural.



The power granting process varies. Girls who compare notes realize that some of them were tempted with small wishes. Others were told a story where they were a reincarnated warrior. Some were offered 'dreams.' Some were simply offered power. Some magical girls claim they can feel where their power comes from, and it is from within, or from a greater source outside themselves. Many feel nothing, their power simply **is**, and will remain so.

Those who have taken the greatest of care to be secretive in eavesdropping on the puchuu have heard them lamenting the 'old days' when it was simpler to get hunters to do what they needed, and fewer fell from the path. Truly, there are a fair number of more senior magical girls lurking in the world and the Overcity that don't do much monster hunting anymore, instead offering aid and council, or more often illicit material and private spaces to the younger girls. No one has divined a greater purpose of the puchuu other than to create warriors to hunt monsters, but there must be one, right?



Patrons sometimes hijack the magical girl process. Rarely acting on their own, they more often steal girls out from Puchuu as they gain their powers. These myriad old gods, spirits, and embodiments of power hijack the process of gaining power from the girls, and gain connections to the real world, and influence through their new charges. These girls may have slightly different drives than normal, as their patrons influence them to follow their agenda, rather than that of the Puchuu. Successful Patrons may power entire teams of girls.

Patrons come in many stripes, and while most are friendly to humanity, some are malevolent, and may push their girls into roles closer to that of monster girls than protectors.

The Money

The magical economy runs on traded magic - mana condensed and stored within coins.

Puchuu, girls, intelligent monsters and critters of all types use the coins. They come in all shapes and sizes, Much like the critters themselves. But one thing is common amongst all of them. Every type of coin contains and may bestow power and is typed by its material. These coins are offered to magical girls as rewards and bribes to coerce magical girls into following the path the puchuu want.

There exists a network of individuals within the Overcity who are capable of minting the coins - they are secretive, and their processes more so, but they will pay in coin for objects or items imbued with magic - youma dust, dragon pearls, old cursed weapons or idols. In a pinch they'll take monster body parts or drain your mana directly, though these pay considerably less.

The lowest and most worthless is the copper coin. Good only for a minor and temporary boost of power or anchoring a spell briefly these coins are handed out freely by critters as small rewards and incentive, and there's nary a denizen of the overcity that doesn't have at least a dozen of them.

The next most common and the staple of the otherworldly economy is the bronze coin. It takes a great many coppers to equal a bronze, but the bronze coin is capable of bestowing permanent, if very minor boosts in personal power, and while spell anchoring is not permanent, it does last for a year and a day.

The silver coin is the major currency in the magical world and is worth twenty bronze coins at a minimum. Even large chests full of copper coins often cannot equal the worth of a single silver coin. Exchange rates may vary between twenty and fifty bronze coins to exchange for a silver. This is due to the permanent and noticeable gains they bestow, and the permanence of works that can be made from silver coins.

Rarely a gold coin will be glimpsed in strange or untrustworthy hands. The gold is the currency of the elite, and until the modern era was rarely if ever seen. No true exchange rate has ever been established for it.

Rumors exist of other even rarer currencies capable of bestowing true wonders.

All coins have a much greater effect on things as they are built or constructed - likely the reason Puchuu dumps a handful on you as you change. You gain more power from the coins when they are applied to as you are transformed for the first time, and will gain less from using them on yourself after your new form has set.



But for now, you know none of this. You are a newly minted magical defender standing next to the cooling corpse of a little girl. What do you do? Do you try and contact your family? Your friends? Do you leap into protecting the world? Plot against the Puchuu? Where will your new life take you?