Jumpchain Compliant

Generic Magical Girl*

CYOA

* or Boy, we're equal opportunity employers here

v1.01

Congratulations! The powers that be have determined that they need a magical champion, and you're elected! You get to fight the forces of evil in the name of love and justice for the next ten years, but if you're lucky you won't have to do it alone. Magical girls often start young, and it's not always a pleasant job, with death, corruption into an evil monster, and PTSD all being very real possibilities, so be careful.

You'll have 1000 cp to spend, but first, here's a few things for free:

A magical transformation into your "powered" form - you can only use your magical powers in this form (unless you buy advantages to get around that) - abilities from other jumps are not affected by this limitation. Eventually, you'll be able to use weaker versions of your magical girl powers without transforming first, but they will always be stronger when transformed. Additionally, when in your magical powered form, anyone who hasn't seen you transform will not be able to tell you're the same person, even if you're not wearing a mask when transformed, and have come right out and told them you're actually Magical Princess Sparkle-chan. They'll just assume you were making it up. You can still use your powers from previous jumps at any time in either form. (again, unless you buy the drawback that stops that.)

A magical animal companion, usually a talking cat or a budgie or something small, who acts as an adviser and occasional helper. Comes with some limited knowledge of what's actually going on here, and may have been the one to recruit you into this job to begin with. If you're coming in from another Jump and have an animal type companion already, they can step into this role, and will appear to be a normal version of whatever ordinary animal they most resemble. For example a Pikachu will be a mouse, a Charmander will be an Iguana. Be careful though, not all animals will fit in with your location. Your animal companion may also pretend to be a stuffed toy that you carry around if you choose.

Your animal companion will gain the ability to speak, and regular human intelligence, if they didn't have it already. Any other enhancements must be bought with CP.

You don't have to fight the hordes of darkness alone! Two magical girl teammates will join you on your quest, with abilities and natures similar to your own. If you've come from another jump and have companions, they can step into these roles. If you don't, and they survive, they might be convinced to come with you as companions on your future jumps. If you haven't seen them transforming, then your allies disguise magic will still affect you though, so until you get them to trust you with their identities, you won't know who they are normally. Your allies will look up to you as the leader of the group.

Whatever magical force empowered you will see to it that you're not short handed. If something causes one of your allies to be permanently out of the action, be it because they died, went evil and had to be put down, or just lost their powers due to a magical curse, a replacement will come around within a few months. Hopefully the replacement won't secretly be a spy for the enemy.

If you need a magical pendant or other device to transform, that will also be free, and if you lose it or it's stolen, it will magically return to your pocket within a day. Just don't lose it right before your big fight.

Location

Part 1

Where you live can have a major effect on what kind of enemies you fight, and what sort of tactics you use – if there's a good chance of innocents getting hurt, you might want to avoid using that daisy-cutter bomb. Roll 1d8 for your location, or choose for 100cp:

1

The Big City – You live in the big city, someplace like Tokyo or New York. There are lots of possible places for your enemies to hide and set traps, and most fights will end up involving innocent bystanders. You'll have to be extra careful not to hurt anyone by accident, or you'll gain a bad reputation in the media, who will be all over the whole “magical girls fighting monsters in downtown area!” thing.



2

The Slums – You live in a bad part of town. Muggings and robberies are common, and frankly, if they weren't supernatural monsters your enemies would fit right in around here. There are still a lot of (slightly less) innocent bystanders in the area to worry about during fights, but there are probably a lot of abandoned buildings and large flat rooftops for fighting on. Enemies will be harder to spot here, as preying on the homeless is not as noticeable as setting up a trendy new shop that drains customers of their energy.



3

The 'Burbs – You live in a nice quiet residential area. Your school is nearby, and there's a convenience store, a grocery store, and probably a cafe in the neighborhood, but it's not really densely packed. There's less people around to worry about getting hurt during fights, but property damage is still a problem, people you know live in those houses! Looking for monsters will be harder here, since most houses will have fenced private yards, and you can't get away with running on rooftops when they're so far apart.



4

Small Town – You live in a very small town where pretty much everyone knows everyone. On the plus side, enemies sneaking around in disguise should be a lot easier to spot, since they'll either be strangers moving into town, or people acting out of character. On the minus side, property damage and innocent bystanders are even more of a problem, since your town doesn't exactly have people and buildings to spare. Too many big fights wrecking the place could bankrupt the town and everyone would have to move away, leaving the place empty and at the mercy of whatever evil forces were trying to take over.

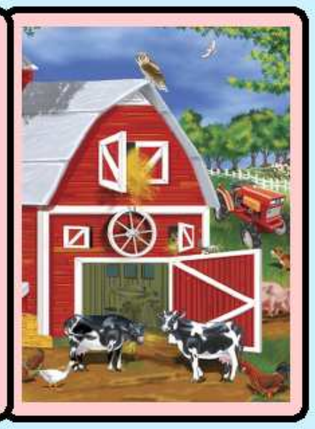


Location

Part 2

Where you live can have a major effect on what kind of enemies you fight, and what sort of tactics you use – if there's a good chance of innocents getting hurt, you might want to avoid using that daisy-cutter bomb. Here are the remaining locations:

5 **Outside of Town** – you live out in the middle of nowhere – possibly on a farm or ranch, or just that house way out in the forest. You may need to ride the bus to get to your rural school, where all of the farm kids go, or you may even be living at a remote boarding school. Whatever the reason, most of the evil invaders attacks seem focused around where you're living, so even though you've got little to no access to things like malls and major services, at least you don't need to worry much about property damage and innocent bystanders getting hurt during your fights.



6 **On The Road** – You spend most of your time traveling from place to place, whether it's because you're a child star (junior idol singers, movie actor, etc.) of some sort, or because your family moves around for work (business consultants, archaeologists, escaped criminals, etc.), you get to see the sights, travel around, and always end up uncovering some evil plot/invasion/monster wherever you end up going. Are these guys following you or something?



7 **Generic Spacefuture** – You're either on a colony planet, large space station, or somewhere in the sci-fi future. Pretty much all of your enemies will be aliens, that's just they way things go in the spacefuture. Too bad the military won't step in and handle things, but they're pretty useless here sadly.



8 **Pick any** of the above, or make something up yourself.

?

Background

Theme:



Most magical girl teams have some kind of theme their powers and costumes revolve around – elemental abilities and colorful schoolgirl costumes, waitress outfits, animal ears, and desert-related powers? Futuristic robot-looking power armor and cyberspace buzzword related powers? It could be anything, but you should really decide what it is before you start, since your enemies will also likely be themed in a related way.



Age & Gender:

Magical Girls tend to start young. Roll 1d8+7, and keep your current gender, or pay 100cp to choose both - or since it's in-genre, become female for 50cp

Identity:

Drop-in - You literally appeared out of nowhere at an orphanage, your magical companion with you. You'll have a place to stay and people around you, but you have no history here and will have to find your own way. On the plus side, there are no memories of another life to burden you.

Free

Innocent Newbie - Your past life was one of peace and happiness, which has been shattered by finding out about the forces of evil invading, and that it's now your responsibility to fight them. You have a supportive home to relax and recharge at, good friends you can rely on even if they don't have powers, and you know your way around the area you start in. You're better at interacting with others. (discount to ally related perks)

50 cp

Conspiracy Theorist - You always knew something weird was going on, and this just proves you were right! And wow, you even get magical powers out of it! You'll be a lot harder to fool into traps, and you're good at figuring out what the enemy is up to, but you have a bit more trouble dealing with people. A lot of them think you're a bit of a weirdo. (discount to investigative perks)

50 cp

Reincarnated Warrior – You feel like you've done this before. In fact, you have dreams about it all the time, so often that when it happened in real life, you didn't feel any confusion about how to use your powers, you just stepped right into the role like a pro. On the plus side, you won't be starting this out blind, but on the minus side, you keep feeling as though you somehow took an extra jump without noticing it, and can't remember most of what you did. You'll have it sorted out after a few years, and either way, your powers do start out stronger than they would have otherwise. (discount to powers)

100 cp

A note about Allies and Identies - if you choose Reincarnated Warrior, all of your allies will also be able to have the Reincarnated Warrior identity. Otherwise, they will be a mix of Innocent Newbies and Conspiracy Theorists, at your decision. Jump Companions being imported as allies can also have Drop-in as a background if you choose, but natives (obviously) will not.

Abilities

Part 1



Physical Boost – In your magical form, you're easily five times as fast and strong as a normal person your age and size, and can jump twenty feet in the air, and land without breaking your legs. You're also much more resistant to damage. If you focus your power, you can exceed even those limits, but doing so is tiring, so you should save it for emergencies.

Discount: Drop-in 100cp

Extra Allies! - Your magical team has two more members, bringing it to five. Can be taken more than once, doubling your number of allies each time (4, 8, 16, ...) – just remember, larger teams of magical girls tend to get more powerful enemies. On the other hand, more friends means more people to cover for you, and help patrol for enemies. You can choose if these extra allies are fellow magical girls, or animal companions. As with the first two allies, if you've got companions from previous jumps, they can be assigned these roles.



First level free, then Discount: Innocent 100cp



Monster Sense – You can feel when a monster or evil magical source is nearby, and generally what direction it's in. Starts out very short ranged, but at least you'll realize the new ice-cream shop is a trap before you eat the sundae, instead of after your energy is already being drained. Eventually you'll be able to spot them from a mile away, but at first you'll need to be right in the trap before you notice the evil energy floating around.

Free: Theorist 100cp

Basic Elemental Zap – This is your standard magical girl magical energy blast attack – follows whatever theme you and your team use, be it the classic elements, colors, fruit flavors, or something else. Starts out pretty weak, able to knock out a normal person, a low level mook, or break a window, but still weak enough that major enemies will be able to just swat it aside. Grows in power the more often you use it, but using it more than a few times in a fight will tire you out. Work at it enough, and you'll be knocking holes in brick walls when you want to.



Free: Reincarnated 100cp



Mentor – your animal companion isn't an animal, but an actual human, who can provide advice and even training in combat or using your powers. They still can't take part in much fighting though, possibly due to being old, feeble, or just plain cowardly. They will however be full of great advice about how to beat specific enemies you encounter, and will be able to provide additional resources and even an occasional alibi when needed.

100cp

You turn into what? - Your magical animal companion has a powered up form of their own. Possibly turning from a cute little kitten into a giant fire breathing tiger, or from an Iguana into a small dragon. Whatever it is, they'll be able to help you out in actual fights. Applies to all animal companions when bought just once. If your animal companion is from another jump and has a more magical/powered nature, this will let them change to their original form and use any powers they have in it.



Discount: Innocent 200cp

Abilities

Part 2

Nothing To See Here – sometimes you don't want witnesses, or you accidentally revealed your identity to some stalker. This ability will let you convince them that nothing actually happened, and they didn't see what they saw, and you're not the droids they're looking for. Also good for getting out of detention at school.



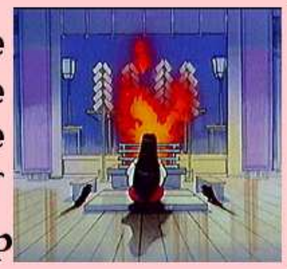
Discount: Theorist 200cp



Mysterious Stranger – Just at the moment when the fight's getting to be too much, a mysterious stranger will appear, distract the enemy, and inspire you to finish the fight. They won't be a lot of use otherwise, since they always disappear before the fight's over, but you can count on them for a quick save when you're in a pinch, and you can't shake the feeling that you remember them from somewhere.

Discount: Reincarnated 200cp

Prophetic Visions – When a new enemy arrives or major attack is going to take place, you'll have a vision telling you at least some of what to expect. You'll be caught by surprise a lot less because of it, but sometimes it may just be a false alarm brought on by too much spicy food and the scary movie marathon at that slumber party.



Discount: Drop-in 300cp



Aggregate Impact Psychotherapy – AKA: **Befriending** After an enemy has been beaten into the dirt, you can use your magical powers of friendship to cure them of their evil ways, and possibly even convince them to join your team!

Discount: Innocent 300cp

See the Truth – Sometimes the bad guys hide themselves or their bases behind illusions, making it hard to spot them. This power lets you see through those disguises – at first it won't be very strong, only letting you notice that there's something off about that wall, or that stranger in the crowd looks a bit blurry, but eventually you'll be seeing through their illusions as though they weren't even there. A word of warning though – stronger opponents make stronger illusions, so if you want to see through the enemy leader's disguise, or even notice it, you'll need a lot of practice at this.



Discount: Theorist 300cp



Always On Duty - You don't need to transform to use your powers, you've always got them. You can't be ambushed in non-powered form, but you'll have to figure out some kind of disguise to prevent people from knowing who you really are, since you don't actually have a transformation.

Discount: Reincarnation 300cp

Abilities

Part 3

Anti-Magic – You can just shut down any magic less powerful than your own. Attacks vanish, curses break, animated statues stop moving, and spells in progress stop dead. If the source of the magic is stronger than you, you'll still manage to disrupt it a, but you won't be able to break it completely unless it's a very delicate spell. Starts out weak, but as with other powers gains strength with practice. Tires you out a lot to use it, you can only manage this once a day at the start.



Discount: Drop-in 600cp



Magical Purification Blast – Purge the evil and/or mind control from your enemies with a massive burst. Turn enemies into allies! Purge possessing demons! Turn sentient concentrations of evil into a bad memory! Make sure you only use it to end the whole fight, because it will wear you out so badly you'll usually pass out and sleep in late the next morning the first time you use it, but that bad guy definitely won't be bad anymore. With a lot of practice, you'll be able to stay awake after using it, but it will still wear you out.

Discount: Innocent 600cp

Target Analysis – You know just from looking at them, what an enemy's strengths, weaknesses, and powers are, and how much health and energy they have left. You might just "know" it, or you might see pop-up health bars and stat readouts, but whatever it is, it's a massive tactical advantage when you realize that the dread Youma Lord you're facing is deathly allergic to shellfish and peanuts, or that the evil robot's fuel hose is exposed. Major fights will go faster because you know how to really hurt your enemies, and what tactics aren't worth trying.



Discount: Theorist 600cp



That Did Not Happen – With a supreme effort of will on your part, you can use your power to prevent the damage caused by battles with the forces of evil – by locking the battle into a barrier field where the damage won't affect the outside world. Once you've defeated the enemy, you can release your barrier and the world will revert to what it was before. Normal people will be sealed outside the barrier, and won't notice anything going on inside, but people with magical abilities or powers may be able to walk right into it, suddenly finding themselves in the middle of a war-zone. Also, be careful – if you lose the fight, your barrier will collapse, and all of the damage will suddenly appear in the real world. Typical barriers start out around the size of a football field, but with practice you can probably get them to cover a square mile or more.

Discount: Reincarnated 600cp

About Allies Abilities:

Your allies in this world, if you have them, will possess powers similar in nature to your own - their costumes will follow the same theme as yours, and they'll likely have similar low level (100cp and 200cp) abilities to your own, and if you took "Always On Duty", they will have it as well. Higher level abilities (300cp and up) tend to be less common, even in a group, and each power is likely to be had by only one person in smaller groups, if anyone has them at all. Usually a small group will only have one person with a high level ability (600cp), and if two people do, they won't have the same ability. Generally, the rule of thumb is that any ally should not have abilities that cost more than you spent on yours.

Equipment

Any magical girl allies you make will have similar equipment to yourself.

Rich Family – Your family is very well off, so you'll always have an allowance available to go to the mall or buy lunch at a cafe. Major purchases will still have to be done by convincing your parents to buy it for you, but you don't have to worry about money ever. If you have this and live in the slums, your family might be up to something suspicious. **Free: Innocent, Reincarnated** 50cp

Wheels! - A bicycle, skateboard, or even a good pair of rollerblades will allow you to get around town quickly. Always conveniently available, wherever you are.
Free: Theorist 50cp

Ordinary weapon – Be it a sword, a knife, a good quarterstaff, or even a bullwhip, you've got access to a non-magical weapon of some sort. It's of good quality, but sometimes powerful or intangible enemies will just ignore being attacked with it. You'll also have some serious explaining to do if you're caught wandering around town with it in your normal identity.
50cp

Communicators – be able to discreetly contact your allies at any time with your magical communicators. They communicate on a secure magical channel, so they have essentially unlimited range and can't be intercepted or eavesdropped on unless someone's leaning over your shoulder. You get one for you, and one for every ally or companion you take.
Discount: Innocent 100cp

Magical Disguise – you've got a magical item which lets you cover yourself with an illusion to look like someone else. Useful for sneaking into places you shouldn't be, but be careful not to bump anyone or talk too much, as it's a visual illusion only.
Discount: Theorist 100cp

Magical weapon – an enchanted weapon of some sort, which lets you hurt even magical enemies who ignore normal weapons. Will never need sharpening or get rusty. Ranged weapons like bows and guns will still have limited ammunition/arrows, but you'll be fully restocked when you transform the next time. As an added benefit, you don't have to cart it around town in your backpack, because it vanishes when not in your magical form, and always reappears with you when you transform. If you took Always On Duty, you'll be able to make it appear and vanish at will, and ammunition will restock after about an hour.
Discount: Reincarnated 100cp

Lucky Charm – most people have some kind of lucky charm like a rabbit foot, or a lucky coin that they think gives them good luck. Yours actually works, because it's real magic – you can use this even when not transformed, and since it's so lucky, it won't accidentally be lost or stolen, even if you live in the slums.
100cp

Item of Power – you've got some kind of item which allows you to create short term magical effects like illusions, summoning magical beasts, or gaining skills you normally wouldn't have. You can also lend it to your allies to use, but be careful, it can be stolen or lost, and used against you. Additional simple powers can be added to the item at half price for each power past the first one.
Discount: Innocent 200cp

Weapon of Power – this magical weapon has some additional powers, like being able to chop through concrete walls like butter, or parry incoming magical attacks. If it's a thrown weapon, it will always return to your hand afterwards, and ranged weapons like bows and guns will shoot magical blasts instead of arrows, so you never have to worry about running out of ammunition.
Discount: Reincarnated 200cp

Drawbacks

Part 1

You may take up to two Drawbacks, for up to 600 bonus cp.

Rival Magical Team – At some point, a rival team of magical girls, sentai heroes, or martial artists will show up, and start trying to upstage you. Badly. True, they'll offer a bit of respite, and you can take the occasional day off knowing that someone, even if they're not very competent, will be out there fighting evil for you, but if you leave everything to them, they'll totally screw it up, and they're going to do everything they can to take credit for your wins, and make you look dumb to the public. This one doesn't count towards your limit of two drawbacks. **+0cp**

Monster-magnet friend – one of your perfectly normal friends seems to be the target of an abnormal number of monster attacks. Apparently they've decided she's either their long lost alien queen who will unlock their secret mega-weapon, or the ideal sacrifice to bring back their undead goddess, or something. Whatever it is they want her for, you've got to stop them, constantly, because if they get her it'll be very bad for everyone. Unfortunately, she's constantly blundering into their traps, and is always surprised by them. It's like she has selective amnesia or something. **+100cp**

Where are they? - You don't start out with your full team of allies and support, instead they will show up and join you over an extended period of time. You'll have to go it alone, or with just your animal companion at the start, and pick up your allies over the years of the Jump, possibly even having to fight them as enemies before they join your side. **+100cp**

Becoming the monster – Those who hunt monsters must always be careful not to become that which they hunt. In your case, that's a major problem, you're prone to fits of anger and violence, and sometimes in a fight, you get carried away. Don't worry though, if you go to far and fall over the edge, your friends will be there to put you down, just like they'd expect you to do for them. **+100cp**

Locked - Powers from previous Jumps are also only available in your magical form This doesn't affect skills (like cooking or combat training), but will block things like force powers, magic, or cyborg enhancements. (can not take with "**Always On Duty**") **+200cp**

Time Limit - You can only use your transformed form for about ten minutes before you run out of power and have to de-transform and not use your powers for at least an hour. (can not take with "**Always On Duty**") **+200cp**

Hunted – Once you reveal your powers in a public place, the world will know about you, and there will be people after you completely outside of the evil invaders you have to face. Be on the lookout for paparazzi trying to reveal your identity, government or corporate agents trying to capture you to weaponize your abilities for the military, and more. Your job just got a lot harder now that you have to fight evil AND dodge stalkers. Maybe the Conspiracy Theorist was even more right than you thought? **+200cp**

Drawbacks

Part 2

You must face this war alone. No powered companions, no animal sidekicks, just you, and the invading hordes of evil, for ten years. If you try to tell anyone about it to get their help, they'll either think you're crazy, or get killed trying to help despite not having powers. Good luck.

+300cp

It never stops! - Ordinarily magical girls only need to fight off around one monster attack per week, and after a major enemy is dealt with they may even get a few months off before the next evil force decides to ruin their day. You on the other hand? The longest downtime you'll ever see between fights is about three days. Over a 10 year stretch. You just don't get to rest and recover ever. Maybe your next jump should be to Animal Crossing or something, you'll need a break.

+300cp

Fighting Real Monsters – Your enemies may start out slow, but once they get going, they'll be willing to do pretty much anything to stop you. Waves of monsters rampaging, killing off whole towns just to get at you, taking over government agents, sending spies to "join" your team, and later stab you in the back (possibly literally), and more. There is no atrocity these villans will stop at in their quest to do whatever it is they were trying to do before you stopped them, AND get rid of you – for them, it's personal now.

+300cp

Moving On

After you leave this jump, all defects will vanish, but you'll still need to transform to use the powers you gained here to full effect, unless you took **Always On Duty**. On the plus side, you'll also still get the disguise effect when you do change. Any allies you have here who aren't already companions on your journey will be available to join you if you can convince them to come, but remember that you can only have up to eight companions "active" at any time in most jumps.

Will You:

Stay here?

Now that you've (you hope) defeated the final big bad, this might be a nice place to retire!

Go home?

That's enough adventuring through the multiverse, time to pack it in.

Move on?

Time to head on to the next jump, and see what else the multiverse has to offer.