Magical Girl Noir Jump



It's Magical Girls, Jumper, but not as you know them. For the past few decades the 20 (now 18) Incubators have organized to control magical activity the world over. Under this system those who've contracted expect longer lives and better living conditions alongside people who understand them. But it's not all sunshine, conflict emerges as Meguca, and even the Incubators, use their abilities for power and fortune; Cultists claiming to represent "The Blessed Lady" operate from the shadows, no one outside of the group knows their true goals, but it may have something to do with the massive Grief Seed that appeared near the moon…

Survive 10 years here to win. "Witching Out" counts as death here.

+1000CP

Identity

1d8+14 for Age. Gender is Female or pay 50cp to be Mahou Shonen

Location

By default you begin right around when an amnesiac Magical Girl takes the name “Chiaki Matsuda”.

Roll 2d8-1 or pay 50cp to choose.

1. 2nd: Located in Britain. Theme is Holy Knights
2. 4th: Location mobile (currently in North Africa). Theme is robotics.
3. 6th: Located in Sydney. Theme is Beast Masters.
4. 7th: Located in China. Theme is Meguca Sanctuary.
5. 8th: Located in ~~California~~ Santa Destroy. Theme is Madness.
6. 9th: Located in Mitakihara. Theme is cold-blooded professionals.
7. 10th: Located in Tokyo. Theme is assholes.
8. 12th: Located in Prague. Theme is Witch research.
9. 13th: Located at sea (currently German coast). Theme is Mad Doctors.
10. 14th: Located in Rome. Theme is Meguca Vatican.
11. 16th: Located at sea (currently Mediterranean). Theme is Operators
12. 17th: Located in Toronto. Theme is Norse mythology.
13. 20th: Starting location is Russia (true base unknown). Theme is espionage.
14. You contracted under either the 3rd or 15th Incubators, who have since become inactive. You may either seek out a new Officio to work with, or go rogue.
15. Free Pick, anywhere in the world.

Origin

Drop-In: You were found, unconscious, inside a witch’s barrier. There’s no record of who you contracted with, or indeed any identification at all. Ultimately it will be up to you to find your place in this crazy world, but in the meantime people will be more tolerant of your shenanigans provided you do your job well.

Eversor: Blades, Bludgeons, or maybe Bare Hands; whatever your tastes, you like getting up close and personal. You aren’t known for your subtlety, but you make up for that with physical ability far above other types of Meguca.

Vindicare: Mankind didn’t go through all the trouble of inventing firearms for you to go smacking people with a chunk of metal, did they? Your senses and precision have been amplified to make the most out of ranged weapons.

Callidus: We’re called Magical Girls for a reason. Admittedly you aren’t the fireballs and magic missiles type, but you can keep one step ahead of your opponents with a variety of illusions and sensory abilities.

Culexus: You’re part of a unique class of Meguca, one that’s only appeared notably in recent years. Your powers seems to alter the flow of magic itself, disrupting witches and meguca alike. With time and talent you may access a number of other esoteric abilities, as well.

Skills

As always, 50% off for your specialty, and the first perk is free.

Contracted (Free): Your body is just a vehicle anyways, right? On the plus side, your body can be pushed to its biological limit with relative ease, you can transform to exceed human limits and access magic-channeling weapons, and with enough magical energy you can regenerate from total bodily annihilation. On the downside, you're thrust into a system of paranoia and brutality, damage to your soulgem can insta-kill you, and running out of magic or feeling too much grief can result in a fate worse than death.

Also, jumpers who have already taken the Madoka jump may import their soulgems into this jump at no cost.

Rainy streets and Monologuing (Free): Sure you're still probably adolescent here, but you've seen some shit and everybody knows it… or maybe people here just don't care, who knows? Either way, expect to be treated like an adult when it comes time to drive a car, lead a security detail, or spend the evening nursing a cigar and a bottle of whiskey. As an extra bonus, the latter activity won't cause any long-term health concerns for you.

Squad (Free, incompatible with Warmaster): Companion import for 4 people. 400cp for each with any background. Alternatively your squadmates can be native to this universe, in which case they will become companions on jump completion.

Warmaster (Incompatible with Squad, Requires New Officio Drawback) 500cp: Congrats! You're now in charge of an entire Officio of Magical Girls, try not to get them all killed! You gain 4 Rank Leaders (800cp each, one for each origin except Drop-In), up to 20 Recruits (No Drop-ins, Freebies only), and any companions not imported as rank leaders gain 400cp and any background. In addition, all your companions may remain active for the duration of the jump. You'll still have a starting roster of at least 100, but only the Magical Girls listed above can be companions.

Drop-In

Lovable Psychopath 100cp: Sure you might be vulgar, ill-tempered, and a generally unpleasant basket case, but people will generally be willing to put up with you if you do your job well enough. If you work well *and* be a decent human being, acceptance should come easily.

Unorthodox Style 300cp: People generally don't use things like chainsaws, 3m long swords, or portable miniguns for a reason. Not that you care. Should you decide to wield a weapon like this, or use an existing weapon in an unorthodox way (dual rifles, reverse grip halberd, etc.), you'll have a natural instinct for making the most of its potential while limiting the problems caused by its impracticality. You'll still have to contend with fundamental limitations, but you can probably push a nonsensical weapon far beyond what normal people could attain.

Chosen of the Lady 600cp: Something is different about your soul gem, perhaps it's been altered or attuned to another being, perhaps it recovered from what should've been death. Whatever the case, using Golden Weapons is safe for use in most cases. In addition, while your actual magic capacity is unchanged, you are far more resistant to grief buildup from other sources, such as negative emotions. Be careful though, there are parties who would seek you out for having this ability, and they aren't the kind to ask nicely. Post-jump this makes you more resistant to mental manipulation.

Eversor

Swole 100cp: Damn right you lift. Benching more than your body weight shouldn't be an issue. With proper physical care 40km runs could be a regular exercise for you.

Shit-Brickhouse 300cp: Fighting while fatigued? Try fighting with half a dozen swords in your torso. You'll also regenerate from wounds in combat to some extent, and will heal more completely when properly tended to.

Gorenado! 600cp: With a few moments of focus and composure, you can enter a sort of "battle trance". When this is active, you fight with a level of grace and precision far beyond your normal capabilities. Enemy strikes seem obvious long before they hit, and finding openings becomes easy. Bear in mind, using this ability quickly becomes mentally and physically taxing, and whipping it out all the time can have psychological consequences.

Vindicare

Tactical 100cp: You've flanked and ambushed enough marks to understand the value of situational awareness. Be it coordinating a bodyguard detail or running an assault with a Meguca team, you can maintain a mental map of friendly positions so long as you periodically check their positions and know the environment. This also applies to your own surroundings.

Equipped 300cp: You gain an inventory! When not transformed you can store and retrieve items from your person with a total storage space of a typical backpack, though you'll need an opening large enough to pull the objects out of. When transformed, you can a access your entire warehouse and even retrieve arbitrarily large objects.

Operator 600cp: Your abilities with a ranged weapon are nothing short of magi-oh right. Hitting a human sized target from outside your weapon's effective range is child's play for you. With proper use you can pull off feats like lethal ricochets, parrying melee weapons with bullets, and pinpoint hits in quick succession. With luck, you could even shoot other projectiles out of the air.

Callidus

Fog of Deception 100cp: The Callidus bread-and-butter, you can create magical illusions. Initially you can only make simple uses that effect one sense, however with mastery you could do things like totally mimicking a person.

All Seeing Eye 300cp: Your understanding of sensory magic has improved to the point where you can detect magic. With a simple magic pulse you can detect and, with enough relative skill, dispel magical illusions. Additionally you can attempt to sense soul gems and witch barriers, though this is more involved by comparison.

Inner Universe 600cp: What's magic without telling reality to shove it? You can now use magic to convert illusory objects into real ones temporarily. The cost of maintaining this ability increases with size and complexity, and you can't create intelligent beings. That being said, maintaining something like a flying broom throughout a fight is easy if you know what you're doing, and you do.

Culexus

Arcane Disrupter (Free, Culexus Exclusive): The signature power of a Culexus. You project an aura around yourself that disrupts surrounding magic, much like the silent rooms used by the Officios.

Civilians aren't notably effected by this, but Meguca can suffer symptoms ranging from severe illness, to loss of muscle control, to total paralysis; disrupting a Witch weakens its abilities and leaves it vulnerable. This power uses little magic relative to its effects, but it doesn't turn off on its own and special suits are needed to interact with other Meguca. Post-jump you'll be able to regulate this yourself.

Improvisation 200cp: Objects you take from the environment become something more in your hands. Even when not transformed, a simple length of chain or a pipe becomes capable of tearing through armor, and a brick can have the range and accuracy of a handgun; even witches can be killed with enough hits. All things being equal it won't match up with a Signature Weapon, but you should never have to worry about being caught unarmed. Provides a reduced bonus to mundane weapons.

Neuro-arcane interface 300cp: Your ability to manipulate magical energies has improved. With a few minutes of concentration you can enter the mind of a willing or restrained Meguca. You may also attempt to alter or remove memories in this state, but doing so is delicate and the consequences of failure can be severe.

Strategic Prognostication 600cp: Your connection to magic has deepened even further. While meditating you can now perceive the flow of karmic energy, allowing you to view remote places and catch glimpses of the future. Do not expect to gain more than vague prophesies and flashes of insight most of the time, but with training you can continue to refine your searches.

Items

Apartment (free): Basic Officio housing, 1 bed, 1 bathroom, kitchenette.

Cash 50cp: $20,000, or your local equivalent.

Grief Seed (2 free) 50cp: Recharge your soul gem once.

Signature Weapon (1 Free Eversor and Vindicare, no Drop-In or Culexus) 100cp: This type of weapon is connected to your contract as a Meguca, when transformed you may empower and summon copies of this weapon using your magic.

Eversor can pick any 'proper' melee weapon (yes to swords, no to 2x4s).

Vindicare can pick either two handguns, a rifle/shotgun, or a bow.

Callidus can choose concealable weapons, such as a handgun or knife.

Plan J 100cp: Sometimes it's nice to have variety. Or maybe you're paranoid about being caught in a fight out of costume. This bulletproof briefcase is shielded from mundane sensors and contains 1 knife, 1 handgun, 4 of your choice of grenades, and 1 block of C4 with detonator (all real life varieties). The contents of this case regenerate every 48 hours, 72 for the case itself. You cannot replace the contents of the case, but any modifications will keep.

The Hat 150cp: A highly dignified hat in the style of your choice (import free). When wearing it you seem to radiate power and authority. If you have actual authority, this also seems to make you seem more desirable. I guess power is just sexy like that. It couldn't just be the hat, right?

Hardsuit (Free Culexus) 200cp: To normal people, this might look like an intimidating set of leather biker gear; but those in the know recognize its true importance. These hardsuits act as a magical limiter, allowing Meguca with disruption (or other hazardous abilities) to safely interact with others. In addition the suit is designed to keep up in magical combat and provide full-body protection comparable to modern body armor.

The Chair 200cp: Holy fuck this chair, who made this? This chair is incredibly comfy, it's not the comfiest in the multiverse, but you seem to relax quicker and more effectively in this chair. In addition, should you fall asleep here your sleep will be more peaceful and you won't feel cramped or anything waking up.

Custom Weapon (Discount Drop-in, Culexus) 400cp: You can now import one weapon from previous jumps to act as a signature weapon.

Golden Weapon 600cp (discount Chosen of the Lady): An identical copy of a Golden Weapon, one of 20 cursed, but powerful, artifacts created by Pinky. The spirit inhabiting this weapon appears to be you, from before all this. As a result this weapon has less of a corrupting influence on you, but calling on the spirit for assistance probably won't help much. Destroying a Golden Weapon is impossible, but make sure to keep in on hand, as it will likely be far more unstable in someone else's hands.

-Import Golden Weapon 100cp (no discount): Instead of basing your weapon on one that already exists, you may convert any one weapon in your warehouse (or purchased here) to a Golden Weapon. This weapon will essentially be a superior version of what it was before; guns shoot straighter, blades cut easier, blunt weapons hit with more force, etc. By default the bonus will only be marginal, but Lady it should be relatively safe for you to use. You may increase this boost, but doing so will increase the risk of going mad from its use.

Cadre Armor 600cp (discount Vindicare): Because someone looked at Meguca powers and thought "but what if we tried *more*?" This exoskeleton provides a wide assortment of enhancements for the wearer: HUD, Secure Commlink, Shock Absorbers, Environmental Seals, Strength and Speed assist, and Armor Plating, all scaled up for Magical combat. In addition this suits contains an auto-injector with 5 doses per week of "Tick", a substance that massively accelerates the brain to create a sensation of slow-motion around them.

Sweet Ride 600cp (discount Callidus): To call this a mode of transportation is to disrespect the artistry and craftsmanship at work. Pick a type of vehicle that's available in the 21st century and can be driven by one human (no battleships). This vehicle feels like a part of you, with barely a thought you, and only you, can push it to the bleeding edge of its capabilities, which are far beyond anything conventional equivalents could achieve. In addition, your vehicle is armored against most anti-personnel weapons, will easily accept any modifications you make (especially weapons) and always seems to serve as adequate shelter (even if you pick a motorcycle). Even with key parts damaged this thing seems to keep running, and it always appears when and where you need it most, even if it was destroyed…

Masterwork Weapon 600cp (discount Eversor): Maybe it's a sword that vibrates to cut through targets better, maybe it's an axe with a chainsaw-edge, or a gauntlet that projects an energy field. Whatever it is it combines cutting-edge technology with the craftsmanship of a master. Masterwork Weapons cannot channel magic, and must be maintained, but they can universally outperform Signature

Weapons, and won't cause insanity. If destroyed, a replacement will appear in the warehouse within 24 hours.

Drawbacks

Drawback limit is +1000cp.

New Officio +0cp: What's this? A new Incubator has arrived on Earth? Ignore your location roll, you may now pick any one city that doesn't already have an Officio (we don't need the 3rd happening again) which will serve as the base for the 21st Incubator. Thankfully Chanbey will begin with a Headquarters, Housing, and 100 Meguca (transfers and new contracts), but you will face many challenges as the Officio has no outside contacts, and both nearby Officios and rogue Factions like the Prophet will see an easy target.

Sick Eye-patch +100cp: Too bad it costs you an eye. Choices for what's underneath (aside from the usual empty socket), include bare skin, your soulgem, and fleshmetal.

Girl B +200cp (incompatible with BURNING HOT BLOOD): It's not unexpected for people who sold their souls for wishes to have a chip on their shoulder, but you seem to have a lot more than a chip. For the duration of the jump you come off as abrasive, insular, and generally unlikable to others. This isn't just them either, you generally find yourself more depressed and short-tempered than before. On the bright side, being a Meguca should counteract the worst of any resulting substance abuse, and acting the tough girl is easy.

BURNING HOT BLOOD +200cp: YOUR BLAZING PASSION CANNOT BE CONTAINED, AS DEMONSTRATED BY YOUR INSPIRING, LOUD DECLARATIONS TO THE HEAVENS!!! UNFORTUNATELY THIS TENDS TO GRATE ON LESS ENTHUSIASTIC COMMRADES AND MAY LEAD YOU TO MOMENTS OF QUESTIONABLE JUDGEMENT!

You had my Curiosity +200cp: Pinky is watching your adventures now. Periodically she will stop time and show up in some new, macabre style and comment on your actions. She cannot directly harm you, but she is capricious to a fault. If you anger or simply bore her enough, she may decide to tell one of her followers about your location to make things interesting…

-Now you have my Attention +400cp: If you manage to piss her off, Pinky can now cause excruciating pain, or even interfere with items from this jump.

Hazardous Power +300cp: Something seems to have gone poorly for you due to your contract. Your body emits a dangerous, uncontrollable aura, such as decay. It's not fast enough to be useful in most fights, but you'll need something to limit your power for normal activities. In addition, said measures tend to fail far more often than they would for most Meguca, and you will have to pay for the extra maintenance.

Office-Mancy +300cp: Regardless of what your wish was, your incubator felt your skills would be better used far, far away from the frontlines. While this gives you a good excuse to take tedium in place of mortal danger, expect to be dragged into the fray forcefully sooner or later. Until you get some combat experience under your belt expect your instincts and combat skill to be **severely** atrophied.

Holding back The Darkness +400cp: You contracted shortly before the arrival of Walpurgisnacht. You and hundreds of other Meguca will be fighting across the world against this abomination, and the cost in lives will be grave indeed. You begin mere days before the fight begins, this battle being your first mission out of training.

-Procession of the Damned +200cp: You have been selected to join a task force of Meguca from the 2nd and 9th to fight Walpurgisnacht in Japan. Here the fighting will be the fiercest, not only is this the true core of The Great Witch, but another horror will come to butcher your allies. Normally this force is almost totally annihilated, do you think you can defy fate?

Victory

Go Home

Remain Here

Move On to the next jump