

MAGICAL GIRL RAISING PROJECT

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Welcome to the world of Magical Girl Raising Project! It is not all that different from a Generic Modern World, with the exception of magic having been present and concealed ever since its creation by the Magical Kingdom's founder, the First Mage! In any case, in this modern-like world, both Mages and Magical Girls are simply people with power, and, as it is said, power reveals the true nature - and, often, it is a dark one.

Here, have **[+1000 Cutie Points]**. You'll be there for 10 years.

Age: Same as previous Jump/**[50CP]** to change

Gender: Same as previous Jump/**[50CP]** to change

Time/Location: Free to choose/**[+100CP]** for rolling

1) **Japan, N-City**
   The largest city near the coast of the country, the place where Fav and his accomplice are conducting their last bloody Magical Girl Selection test.
2) **Japan, B-City**
   A 24-hour barrier is erected over this city, making that so anything or anyone with magic cannot escape. If the magical assassin is not captured, everyone magical inside shall be killed.
3) **Japan, S-City**
   Home to the Princess Magical Girls and one Prism Cherry, it has a secret Laboratory where you've been trapped with other Magical Girls, together with a murderer.
4) **Japan, W-City**
   A city controlled by Puk's Faction. Everyone inside is Puk Puck's friend, and any friend leaving will raise literal and metaphorical alarms.
5) **Japan, F-City**
   A city under a mysterious barrier. It's rumored that a Magical Girl with the power to "cancel death" appeared there… and everyone is trying to get her.
6) **Japan, Umemizaki Private Academy**
   A school for Magical Girls with a secret - isn't it exciting?! But a lot of people are trying to get to that secret, so it's still dangerous…
7) **England, The Seventh Inn**
   Straightforwardly - this is a Rogue Magical Girl prison. Those imprisoned are frozen in time or otherwise treated as slaves. You're one of the staff, but there is a break-out going on…
8) **Free Choice**

Origins:

Magical Girl
A person with magical potential, human or otherwise, who has been contracted by a Mascot and obtained the ability to transform into their ideal version of themselves as an adolescent human female. A silly name is mandatory.

Mage
An ordinary human that has learned or been taught magic. Your spellcasting requires a multitude of materials, so maybe doing things the mundane way is easier?... Your name has several parts, numbering equal to the amount of in-Origin Perks taken.

Mascot
A creature created by the inherited magic of the First Mage, you are responsible for finding those with potential to become Magical Girls. Possession of you is a mark of high authority for any Magical Girl. You may choose to be a Digital, Fairy or an Animal Mascot.

[+200CP] Demon
Actually an artificial creation of the R&D Division of the Magical Kingdom, you came to possess a mind of your own. You're weak to sunlight, cannot harm your fellow Demons, and must listen to those with authority over your kind… unless you have Perks to nullify these flaws.

Perks:

General:

[Varies] Unique Magical Ability

Ordinarily, in this world a single unique magical ability is given to a magical girl when they accept their new power. Well, magical girls and the demons modeled after them. As a special consideration Mascots and Mages are able to access this perk as well, though how they do so is up to you. Sometimes a magical ability is only manifested through a support item, with **[+50CP]** if you choose to have it do so. Do note that overly broad abilities or abilities beyond the scope of what has been mentioned are not in the realms of a Magical Ability, and lie instead in the highest realms of magic.

In terms of capability, you should be able to explain this new ability of yours in a short simple sentence, though the price will vary based on how powerful that ability is, as follows:

For **[Free]** it is a barely useful power, such as "*Can transform the reflections in mirrors",* or "*Knows who will be the soonest to die"*.

For **[100CP]** it is a vaguely useful power, such as "*Can transform the lower half of her body into different animals",* or "*Can talk to buildings"*.

For **[200CP]** it is a useful power, such as "*Can grab anything with her magic mittens",* or "*Uses a magical wheelchair to race at intense speeds"*.

For **[300CP]** it is a tremendously useful power, such as "*Uses a magic umbrella that can block anything",* or "*Can change whatever she's holding into something else"*.

For **[400CP]** it's a cheat power, such as "*Ignores those without proper manners",* or *"To befriend anyone"*.

You may add limits for **[+50CP]** each, such as "*Must use shiritori to change things*" or "*Must touch the thing to affect it*".

Alternatively, you may pay **[200CP]** to roll a **1d8**: 1-3 is a barely useful power, 4-5 is a vaguely useful power, 6 is useful power, 7 is a tremendously useful power, and 8 is a cheat power.

Magical Girl:

[100CP] Magical Girl Transformation
Ah, the transformation from mundane to magical, one of the true hallmarks of a magical girl. The Magical Girls of this world are given a form based on their avatars in the Magical Girl Raising Project phone game, frequently also possessing somewhat silly names. While the cosmetics are widely adjustable at the time of creation, for the most part the appearance has little to do with the capabilities. While the appearance can be quite varied, this form also comes with a number of other abilities. In addition to a potent resistance to mundane weapons, toxins, diseases, and a variety of other external factors, it also grants varyingly above peak human physical capabilities, as well as alleviating several normal limitations such as the need to eat, expel waste and sleep. A final benefit is that damage done to this form isn't reflected back onto your normal form, making it so that you don't need to worry about your injuries once you transform back. Also, yes, this form makes you a magical girl, even if you are normally a boy.

[200CP] Ancient
You have lived for a long time, and have outlived a lot of people. Not only your mind stays at peak capacity and ability, your sheer experience allows you to easily find a solution to most problems you encounter.

[400CP] Fourth Sage
A change in the backstory of the Magical Kingdom is necessary for this Perk… or is it? In any case, in this and any other Jump, you're capable of adding all of your powers, Companions, Followers and Items to be in-context, as well as universally accepted to be a part of life.

[600CP] The First's Incarnation
What is this? Are you sure? Oh well. Now you are an incarnation of the First Mage, the one to create everything in this world - essentially, God. Though your powers are limited by your mortal shell to be able to be activated once per ten years, you're still capable of miracles such as creation of pocket worlds and bestowal of all kinds of powers upon those you deem worthy.

Mage:

[100CP] Magical Potential
Before Magical Girls and their abilities, magic was a skill that was taught and mastered. This learned magic differs from what Magical Girls use in a few ways. First, the capabilities are much more broad as new spells can be learned and developed rather than being limited to a single ability. Second, each spell requires knowledge, materials, and sometimes a catalyst like a wand, whereas many Magical girls are capable of using their abilities without any of these components.
Whoever your master that taught you was, they taught you a few spells from a couple categories. At least a few support, a few combat oriented, and a few utility spells. Beyond these starter spells you have also been taught how to research more spells should you take the time to develop your talents further.

[200CP] Longevity
One notable trait of Mages in their long lives: the First Mage even predates the Magical Kingdom as its creator. You aren't one of the current generation of mages, instead you're from one of the previous generations. This has given you extensive time to practice your skills and pursuits. While you've been around for a while, this doesn't seem to have necessarily affected your maturity. You're able to prevent the effect that age would normally have on yourself and maintain those attributes you hold dear. It seems you've truly learned the lesson that ‘growing old is mandatory, growing up is not’.

[400CP] Magical Knowledge
You are no mere apprentice mage, instead you yourself are a master. You have vast knowledge in various spells, enough that some may even consider your knowledge to be encyclopedic. In addition to the direct knowledge of the spells you have knowledge of how to acquire the various materials you'd need. From the classic fireball to the various abilities of the Magical girls, mages are capable of a great variety of spells. Though where a Magical Girl has easier use of their Unique Magical Ability, Mages must cast spells and learn to do so. something that takes time and material to accomplish with each cast. Beyond the requirements for each cast, you'll also need to know the process of doing so. Something you have had the time to learn with some depth

[600CP] First Mage’s Student
You are head and shoulders above most mages, you are one of the direct students of the First Mage. Beyond the prestige such a distinction would make, this gives you knowledge of the most secretive spells and techniques of the First Mage, including such things as Mascot Creation, as well as Reincarnation.
With the departure of your master from this world, you are one of the most powerful magic users in this world, with only your fellow students being your peers.

Mascot:

[100CP] Potential Awareness
One of the important skills required of a Mascot is the discovery of new magical girls, something not everyone has the potential for. You, it seems, share a Mascot's ability to detect the hidden potential within people. While normally this will only passively let you find new magical girls, you are capable of focusing on other skills like basketball and find those with notable potential in the sport.

[200CP] SEP Field
Mascots are fairly conspicuous creatures, isn't it strange how little people react to them? It's simple, the focus of those they aren't interacting with seems to glide over mascots if they aren't directly interacting with them. This works even through electronics, allowing you to call someone without alerting those nearby the person you're calling.

[400CP] Shufflin 52
Given the broad scope of the task given to the Mascots, it isn't something they can do with their relatively small number. It seems that the Magical Kingdom discovered a workaround for this particular issue.
You, like the Shufflin series artificial magical girl, can create copies of yourself, up to 52 of them. These copies can be specialized by giving them a subset of your abilities, and should one be destroyed you will be able to create a new one to replace it after midnight following its destruction.

[600CP/Free to Mascot] Contracting
What Mascot would be complete without its signature power? This is the ability to realize the potential of a Magical Girl candidate and turn them into a new Magical Girl. This grants the recipient all the relevant abilities of a magical girl, including a transformation and a Magical Ability commensurate with their potential.
To note, the average candidate would receive an ability about equal to a "Barely Useful" or "Vaguely Useful" ability with those receiving higher level abilities being rarer. It would be appropriate to roll to determine the ability one would receive should the need arise.

Demon:

[100CP] Morph
The average Demon is a kind of formless homunculus. You'll find you are able to grow various appendages and sensory organs as needed from your mass. Even if you are a higher Demon you will retain this malleability. As a side effect, it'll be hard to completely kill you as you'll be able to regrow your damaged parts.

[200CP] Magical Girl Form
Rather than a lesser demon, you are one of the Shadow Magical Girls, specialized demons modeled after a deceased magical girl. While this still means you are a demon, it grants you an additional Unique Magical Ability (you must roll) from the Magical Girl you're modeled after, as well as their transformation.

[400CP] Retaining
Due to a quirk in your power, abilities you get, you shall forever retain - even if it’s dependent on a transformation, even if it should fade from your mind upon use, even if it’s something you copied and should’ve lost upon returning to your normal self. Other limits still apply.

[600CP] Copying
An ability of an advanced kind of Shadow Magical Girl. Rather than the form and ability of a Single Magical Girl, you are able to replicate the form of many. In order to perform this transformation you will need to encode the target's information into your body. This will allow you to turn into a perfect copy of them, including their memories and powers.
This ability to copy isn't limited to Magical Girls, as you find you are able to copy other beings in general, though gaining their powers may be more limited if their abilities aren't part of their bodies or memories.

Items:

General:

[50CP] Lucky Rabbit's Foot
Randomly, once per Jump, it will make you lucky - perhaps, enough to survive otherwise unsurvivable. It worked for Snow White, but not Hardgore Alice, though…

[50CP] Healing Medicine
A 500ml bottle full of a viscous liquid. It has a measuring cap to measure out doses and has enough for 10 doses.
Each dose grants a notable boost to the recovery of whoever consumes it, improving both the health and mana recovery of its user. Even regular humans can benefit from this, though they are unlikely to have a way to use the mana. Though to note the bulk of the effect only lasts 30 minutes. Overconsumption can lead to heart failure. so best not to take more than the recommended single dose in a day.

[100CP] Invisibility Cloak
A cute hooded red cloak for whoever wants to play the part of Red Riding Hood. It possesses the power to turn invisible and hide the scent of the wearer, though only the parts that the cloak is covering.
Beware though, even if a big bad wolf can't see or smell you, they can certainly still hear you.
You can Import other clothes into this.

Magical Girl:

[100CP] Magical Phone
A smartphone of your very own! The standard model is roughly the shape of a slightly flattened egg, but other cute shapes exist for you to choose from. Any model comes in a variety of pastel colors for you to choose from.
In addition to being capable of all the functions of a standard smartphone, it can also be used to communicate with a mascot that can function as a personal assistant inside the phone.
A final feature of these phones is that they can be summoned and dismissed by their user. Making them easy to carry, even if you don't have pockets. You may Import other phones into this.

[200CP] Magical Weapon
Made by the Magical Kingdom's R&D, this is an otherwise mundane yet unbreakable weapon of your design, capable of being (un)summoned at will. You may Import any other weapon into this.

[400CP] Magical Bag
A bag that is not only capable of storing anything, it has a random magical item every day, from a pencil that allows you to draw manga in a day, to medicine that gives you Magical Girl potential. You cannot retain the random item past the day, but you may study it.

[600CP] Magical Tool
A tool that can be anything, as well as being capable of being (un)summoned at will. Be it a wheelchair, a broomstick, a backpack, a Sonic Screwdriver, or even a Death Star, it will have its own Unique Magical Ability relevant to you and a rudimentary intelligence completely loyal to you.

Mage:

[100CP] Reagent Bag
A small pouch that can be used to store reagents for a mage's spells. As long as you don't think about it too hard, it seems to have a constant supply of basic reagents for some of your more commonly used spells…

[200CP] Overclock Medicine
A self-replenishing bottle of a medicine that allows for a normal human to match a Magical Girl in all parameters, and provides a proportionate boost to whoever consumes it. Taking too much (more than two) at too short of a time (a day) has bad blowback.

[400CP] Magical Staff
An indestructible staff capable of casting a spell you are capable of - without requiring reagents! The specific aesthetics are up to you, but generally staves don't possess much combat utility beyond simply being a blunt stick. You may Import other magical foci into this one.

[600CP] Directory of ___
Information is a powerful tool, especially in situations like this where people's identities are hidden. This expectation of anonymity can be a blind spot when books that contain all the information of their real identities exist. This item is a book on a subject of your choice. It starts out with complete and up to date knowledge on the subject, and if new information relevant to the subject becomes available it will update. In each new jump you can choose another subject to receive a Directory of.

Mascot:

[100CP] Visualizer
A pair of rose colored goggles that allow you to perceive a variety of information related to a target you focus on, including information regarding their strengths and weaknesses.

[200CP] Magical Makeup Tools
A big box of all things you might need to change a person's look, from makeup and colored lenses to cloth, needles and thread. The changes made by these tools become an Alt-form.

[400CP] Princess Jewel Supply
A supply of transformation trinkets in the form of colorful jewels, meant for those who don't have the capacity to become a Magical Girl otherwise. Users of these trinkets gain power over an 'element' instead of an Unique Magical Ability. Those who transform with these also possess a Luxury Mode, multiplying their power output by 10, but also limited to a few dozen minutes a time before requiring a few days to recover.

[600CP] Virtual World
Based on Keek's Unique Magical Ability, this is a world inside a mainframe, completely and freely customizable by you. You may invite other people here, through an app (MGRP the Game by default), placing them into avatars and at your mercy. Things that happen to people's avatars won't be reflected on their real bodies, though.

Demon:

[100CP] Dark Coat
A coat that shields you from the light. Very comfy and doesn't get in the way of fighting. You can Import other clothes into this.

[200CP] Protective Charm
A small accessory that when worn reduces the damage taken from a specific type of damage, decided by you when purchased. Purchasable multiple times.

[400CP] Wrench and Scissors
A pair of Magical Tools that allow you to remodel things to enhance or change their performance. Additional materials are required to do so, and the effect is somehow absolutely mundane.

[600CP] Homunculi Generator
A device that is capable of creating and directing Demons ex nihilo - up to 100 simple Demons, or up to 10 Shadow Magical Girls (that, unlike simple Demons, requires a part of the Magical Girl in question to produce) per month.

Companions:	**All created/imported Companions get 800CP to spend**	
A Partner	**[50CP]**	to import/create 1
A Team	**[200 CP]**	to import/create 8
A Faction	**[400CP]**	to import/create as many as you want
A New Friend	**[100CP]**	to recruit a canon companion

Drawbacks:

[+100CP] Trinket Dependency
Some magical girls have a particular limitation in that their abilities are linked to a physical object - something you will need to deal with in your time here as well. Your perks purchased here are linked to physical items, so losing access to the item will prevent you from using the associated ability - and another person would be capable of using it.

[+100CP] Cranberry's Child
You might not remember that, but your magical beginning had Cranberry and Fav involved, be it the Magical Girl induction test, recruitment or even manufacturing. This has consequences: your reputation is somewhat tarnished, and a lot of Magical Girls are leery of you.

[+200CP] Special Pill Dependency
Exactly what it says on the tin - you need special pills weekly to not grow very sickly and access your powers. The Magical Kingdom is gonna provide them… if you play nice with them.

[+200CP] Total Newb
You just got your powers/were created. Your control over powers bought in this Jumpdoc is minimal, and you've got supervision.

[+400CP] Homunculus
It seems you are an artificial creation, perhaps similar to the shadow magical girls, perhaps from some other project entirely. Whatever the case, you seem to have a problematically short lifespan, a mere few years. You'll need to determine some way to extend your life for the duration of your stay on your own..

[+400CP] Lockout
You must use only things bought in this Jumpdoc in this Jump, the rest are locked out.

[+600CP] Imprisoned
Having been judged to be too dangerous to set free (even without your local magic and memories of the Magical Kingdom), yet too useful to simply execute, you start in the Magical Girl Prison as a prisoner - your magic is disabled, and you're sealed behind a lot of powerful barriers in a time stop. You'll need some Perks if you desire to escape, as without escape you'll be trapped within for your entire time here.

[+600CP] Politics
For some reason, your abilities were decided by the higher-ups to be of an absolute importance to the Magical Kingdom, and they will not stop at anything to make you their tool. Blackmail, poisoning, kidnapping, brainwashing - there is nothing they won't stoop to make you work for them as a slave.

Ending:

After 10 years spent in this world, you have 3 options to take:

Return to your original world;

Stay in this world;

Jump to the next world.

Notes:

An Item-based Unique Magical Ability can also be given to another person to be used, or even stolen from a corpse, such as Pukin's brainwashing sword or Premium Sachiko's Magical Contracts.

Princess Jewels' Elements can be whatever: be it the classical four, aether/void, Chinese elements, Pokemon types, OOO's four elements, etc.

Protective Charm's Damage reduction can't be too broad, like magic as a whole or Pokemon attacks; an 'element' is fair game, though.

Changelog:

v1.1	Changed font to Times New Roman; Bolded headers; Added Limits clause to Unique Magical Ability; Added Import clause to Invisibility Cloak Item; Added UMA to Magical Tool Item; Added Luxury Mode to Princess Jewel Supply; Clarified inviting to the Virtual World Item; Added Import clause to Black Coat Item; Added ‘purchasable many times’ to Protective Charm; Added clause to Trinket Dependency Drawback; Reworded Cranberry’s Child Drawback to be inclusive of non-MG Origins; Reworded Imprisoned Drawback; Reworded Politics Drawback; Added Ending part; Added Notes.