Generic Hentai Magical Girl

Welcome to Generic Hentai Magical Girl, or HMG for short. It's a fairly modern earth, somewhere between the year 2000 and 2020. Despite what the title suggests, it's entirely possible that there aren't any magical girls yet.

Anyways, welcome, and take these to get you started.

+1000 cp

Age + Gender

Drop In and Monsters can become Male for free, Magical Girl and Deadly Sin can become Female for free. Otherwise, stay the same as last jump or pay 50 cp to switch. Age is more or less up to you, anywhere between 13 and 30.

Location

Somewhere. Japan is kinda the land of magical girls, so go there if you like, or go somewhere else like Russia or Canada. Up to you.

Discount Rules

100 cp perks and items are free, and the rest is 50% off to their respective origins, unless otherwise marked.

Origins

These are free, so don’t worry about paying anything.  Mind you, you only get one.

Mahou Empire

While they are the big bad, they aren't exactly the forces of EVIL you might expect.  Instead, they're an interdimensional recording studio, using entire worlds as actors for whatever hit show they're trying to make.  And of course, since they are at the far end of the good/evil spectrum, they'll auction off any notable characters as sex slaves once the show ends.

Monster

Either horribly mutated or maybe never human to begin with, you're the monster of the week the Shoujo are supposed to fight.  With a bit of luck and cleverness (your free perk), you could instead end up as a recurring enemy, or maybe even pull off a few wins.  And in your off time, use your anti-Shoujo powers to rape bitches.

Megacorp

While the arrival of the monsters was probably a disaster, it didn’t take long for someone to try and take advantage of them.  The military probably needed new weapons, and some dumbass had the legitimately brilliant idea of dissecting a monster, and making a new weapon out of them.  Or just doing horrible experiments in the name of SCIENCE.

Deadly Sin

"Dark magical girl" is such a boring name, you know?  That's why the last time they actually bothered to fight enmass and teamed up, they decided to call themselves the Deadly Sins. Regardless, compared to a Shoujo, the Sins are utterly lazy. They rarely use their powers for anything other than slaking their various hungers.  Unless you manage to piss one off, at which point shits fucked

Drop In

Henshin!  The passing through warrior of justice, Jumper, is here.  I don’t know what strange place you’ve landed yourself in, but I’m sure that there will be evildoers to thwart!  Unfortunately, as a result of your passing-through nature, you haven't got a single friend or ally to your name.

Animal Mascot

A cute and cuddly animal, possibly an angel in disguise.  Regardless, you're from the kingdom of light (maybe) sent here to help the locals fight off the forces of capital E evil (Sure, why not). Either way, you're here to make magical girls to do the fighting for you.

Magical Girl

A heroine of love and justice, Magical GIrl Adjective Noun Verb Something or other.  Who gives a fuck if the evil that’s arisen is evil or fake, you WILL save the day and give everyone their happy ending.  Expect lots of Yuri, fanservice, and attempted rape along the way.

Perks

Mahou Empire

100 cp - Magi-techno-babble
Before anything else, you do actually need to recruit some Shoujo to save the day. That's why you're a fast talker, and know all the big words to confuse your candidates. There are a number of magical clauses about not stealing souls without permission and that kind of thing - Thankfully, you are excellent at telling the truth. Specifically, the truth backwards, condensed, bowdlerized, and otherwise taken out of context from what's really going to happen.

200 cp - Do I Hear Twenty
Morals are a business disadvantage, both for you and your customers. That's why when you sell something, they seem to be ignored. You could stand on a street corner whoring out a Shoujo, and the police wouldn't stop you. Well, a male one wouldn't; a female one would probably be highly offended: something something woman's rights and rape is bad. But if they want it even a little, morals won't factor in.

400 cp - It's Nothing Personal
Your business is twofold. Recording these staged fights, and selling the resulting show and related memorabilia, and eventually selling them as sex slaves. This is your job. In their eyes, this might make you worse than the mindless 'Monsters', but it really isn't anything personal. That's why rage and desperation, the last dregs of hope and luck, will always fail against you. The resulting power boost, however momentary, never arrives.

600 cp - Backdoor Access
The fun thing about being the mysterious benefactor for an entire generation of magical girls is that you get to dictate everything about their powers. Or, in this case, how they repay you for that loaned power. Normally a Shoujo would be resistant to things like mind control or corruption, as a part of the packaged deal. However, the longer someone relies on power you gave them, the weaker to those efforts (originating from you, or your minions) they become. Let them keep ‘their’ powers for long enough, and you could completely rewrite them from the ground up in minutes.

Monster

100 cp - Not Just Monstrous
In all variations of the Monsters described here, they tend to be unintelligent beasts driven by mindless rage. And lust, given how rape-happy they are, but mostly rage. You on the other hand, went the other way. Not only is your intelligence *not* impeded by your instincts, but you are actually made better for having them. Your inner beast knows how to hunt and fight and fuck and even hide when necessary, and gives you a respectable amount of competence at doing all of these things.

200 cp - Arsexnal Of Weapons
The body of a Monster Spawn tends to be kinda fucked up. Very chimera like, a few traits from one animal, some from another, and probably none from *homo sapiens sapiens*. You on the other hand, hit the fucking jackpot. You've got a handful of sex based powers, such as a large number of tentacles, an aphrodisiac breath weapon, a small pocket dimension inside your body to hold girls while you rape them, or near infinite cum production paired with addictive cum. Pick and choose whatever you want, but no more than three.

400 cp - Do You Ever Learn?
People… are stupid. Fact of life. In this origin, dark magical girls are an attempt at grafting the genetic code of a monster onto a human. Predictably, said women have a 100% rate of going rogue and trying to find the newest monster for a massive orgy. And yet the government doesn't make new procedures, they just retry the old one. Similarly, when it comes your Arsexnal, people won't be taking any precautions even if they do know what you have in it. Or in other words, the same trick will keep working multiple times.

600 cp - Revenge In Kind
So, you beat the Shoujo into the ground and took your reward from her. Probably her virginity. All of them. Regardless, unless you're the scheming type with a lair and minions, you probably left her there, lying in a pool of cum. But you know she'll be back right? She'll want to beat you into the ground and blast you with whatever her special move is until you're dead and gone. Thankfully however, she's become convinced that she needs to take revenge in the same manner, to beat you at your own game. She needs to rape *you*. As you can imagine, this is probably doomed to failure.

Megacorp

100 cp - Bastard In A Nice Suit
While i'm sure there’s a small army of reporters, politicians, and even ordinary people who think you're, if not 100% evil, then morally bankrupt, you never lose your cool when talking to them. They can spit in your face all they want, you'll just smile and wave. And maybe hire an assassin for the particularly irritating ones.

200 cp - Mass Media Manipulation
Controlling yourself to not do something stupid in public is fine, but controlling what qualifies as public, and how much actually gets to the masses is basically an art form. I wont say 'something wont get out unless you want it too', because that implies you're better than you are, but that’s what the PR department is for. ...You have one of those, right?

400 cp - We Do What We Must
Right, so, self control and lying to the public are nice, but this is your actual credentials for being a ceo. Whatever job you have, you are now the minimum of competence at it. Applies to pretty much everything, but won't leave you with the greatest of job performances. You'll have to put some serious hours in to not get fired after a few months.

600 cp - Because We Can
So, ethically dubious, morally bankrupt, whatever you and your company actually are, you'd think you would have trouble finding enough bodies to fill all the needed positions who both are competent, and are either like minded, or will go along with all the law breaking. Somehow, you don't. Part luck, part charisma, part criminal mastermind. Regardless, you somehow manage to be a competent and inspiring leader, quickly gaining the trust and loyalty of your men. Somehow.

Deadly Sin

100 cp - What's My Problem?
The Sins are generally lackadaisical at best. Having been somehow disillusioned with love, justice, and the American way, they usually stop transforming for long periods of time. With that in mind, they are masters of self reflection, of finding out the differences between the them of now, the them of five minutes ago, and the them of pre-corruption. They also usually decide that they're happier this way, not worrying about others whatsoever.

200 cp - Mom, Dad, I'm Moving Out
Being a Deadly Sin, you probably have a few minor not really important habit that don't matter, that you kinda don't want your parents to know about. Like sex. Lots of sex. Thankfully, you've managed to modify the whole identity protection aspect of the transformation to muck with your parents, school, police, and basically anyone who might notice that a (potentially) twelve year old moved out and got an apartment, leaving them blessedly air headed when it comes to you. Unfortunately, that modification leaves its original purpose unfulfilled, so be careful with that.

400 cp - I Love It Like This
The way the Sins generate power is odd. Instead of simply generating it and refilling their reserves, they gain power from indulging in their sin. Mostly that's lust and thus having sex. It could be gluttony and doing things in excess, or greed by taking what others have. Coincidentally, both of those can also refer to sex, though it doesn't have to. Anyways, unlike the Shoujo, they don't stop once they reach a certain point. As long as they continue to indulge, they keep generating power.

600 cp - The Great Onee Sama
If there's one thing you can be sure of, it's that the student council president, the rich, beautiful, kind to everyone girl, is probably the most powerful Shoujo in the school. You on the other hand, merely fake being that kind of girl. They do say you catch more flies with honey after all. You're excellent at making small nudges towards more perverse logic in the minds of those around you. You need never lift a finger against them, just drop a few innuendos at perfectly timed moments, and they'll corrupt themselves for you.

Drop In

100 cp - Just Passing Through
When evil stands atop it's tower, gazing down upon the masses, and a beautiful woman captures it's eye… That isn't you. You are merely passed over, somewhere between beneath their notice, not good enough for them, and them simply not having seen you. In other words, the perfect way to prevent yourself from falling prey to their schemes. Of course, if they know you're there, and are actively looking for you, that's another matter entirely.

200 cp - I'll Wring You Dry
When it comes to sex, you are not the one who ends up on bottom unless you want to be there. Simply put, you are highly skilled at fucking. You're also fairly good at telling how a girl wants it. Hard, fast, and rough, or gentle and loving. There's no rule you have to give it to them that way, but you're good at telling.

400 cp - Iron Fist Of 'Justice'
So, uh. As much as you may want to, raping and fucking your way through the bad guys isn't really… Socially acceptable. Unless you happened to work for a government organization who somehow weaponizes this? Either way, as long as the villains you catch end up where they belong - prison, presumably - inside a few days, you'll be free to enjoy their 'company' for a while before handing them over to the police.

600 cp - Fuck The Evil Out Of You
The dick belonging to a true hero, the dick belonging to jumper! Or maybe the pussy, it all depends. Anyways, you are capable of quite literally fucking the evil out of someone, if you can make them cum hard enough. Every orgasm will push their moral compass closer to yours. There is a difference between 'evil' and 'dark' though, so a sadist will remain a sadist, they just won't be aggressive about it. Artificial evil on the other hand, such as insanity and brainwashing, don't stand a chance.

Animal Mascot

100 cp - Define 'Girl'
What is a girl, anyways? Well, generally it’s female, and below the age of 18. But, you're a bit of a free thinker. You'd think that there would be a problem with adulthood and whatnot, but nope. A MILF is as good as a teenager, and a trap is fine too. If you tilt your head and squint, and it looks female, you're good.

200 cp - I'll Cheer You On!
You're not a fighter, you're the mascot! Why on earth would you be doing any fighting? Surely no one would begrudge you a little bit of running away? Or maybe you'll just shout encouragement from the sidelines. That's a thing mascots do, right? Anyways, I'm sure it will be fine, and that your girls will be cool with it. It's not like you would actually be useful in a fight.

400 cp - Fountain Of Words
Mr. Exposition is here, so sit down, shut up, and listen well children, because, boy, have I got a story for you! Well, no, I don't, but that’s what I expect you to say to the Shoujo you're responsible for. Using your newfound ability to lie out your ass and be believed - it's not like something as cute as you would lie to them after all! - to spin a tale of love, wonder, romance, and evil evil monsters who want to rape pretty much everyone.

600 cp - Cute And Cuddly
But, a good judge of character, supportive, knowledgeable, those are all secondary. The real thing you need is to be cute and cuddly. For getting the maximum number of hugs that squeeze you into their boobs. Pick an ordinary-ish animal. You now have a miniaturized form that looks like one, stuffed animal looks optional. When in that form, it's basically impossible to detect any actual powers from you, other than a limited shape-changing ability. Better yet, you'll get a power boost after exiting it, and the longer you stay in that form, the bigger the boost.

Magical Girl

100 cp - I Detect An Evildoer!
The sixth sense, and unknown and unusual ability. And also so varied as to there being seventy three of it. Moving on, you can detect lust through one of the five senses. Sight would be easiest, but you can choose another if you like. Use this power wisely, to hunt down rapists and monsters! Magical Girls can also purchase additional emotions/senses for 50 cp apiece.

200 cp - Not a Single Stitch Left
It's a good thing that the clothing for a Shoujo repairs itself every transformation, or they'd have some truly massive clothing bills. However, even though that clothing is destroyed, the actual protective enchantments - which probably exist - are still there. In other words, as long as you don't put anything else on, you'll have the same bonus as though you were wearing the last thing you wore. Normally this would only apply to you Shoujo costume, but now it applies to other things too.

400 cp - Love and Lust
In a world like this, Love and Lust are slightly interchangeable. In your case, they actually are. You can, at will, switch the magical meanings of these words inside a decently sized area (small city). Magical girls will sleep around and corrupt themselves, while monsters will accidentally get purified by raping people. If you can think of other ways to abuse that switch, they'll work as well.

600 cp - The Nature Of Heroism...
...is to never fight alone. Not because you brought allies, but because someone new stood up against the dark. Your very presence is an inspirational speech before you ever open your mouth. But even then, what good is someone with no powers? That's why the light of your soul empowers those who would stand with you to be able to do so. It's nothing so straightforward as giving them yours, instead the more willing to be the defender rather than the defended they are, the more inspired they are, the faster their power will grow.

General

Conditional Free - Magic Powers
For the most part, this ought to be left up to the imagination, but if you took one of the powered origins - Animal Mascot, Deadly Sin, Mahou Shoujo, or Monster - you now possess a small amount of magical power.

As a Mahou Shoujo, you possess a transformation sequence, which grants strength and speed on par with an olympic athlete. While this is active, you also possess a handful of attacks and a wand weapon, as well as a weak magical shield.

As a Deadly Sin, you do not technically possess a sequence, as you gain the power to keep it active 100% of the time. While active - which is always - you possess similar powers to the Mahou Shoujo, but you sacrifice practically all your defenses for increased firepower.

As a Animal Mascot, you do not possess a sequence. In fact, you don't have any direct offensive magic at all. You have a limited ability to heal, and a few 'status effects' spells, such as sleep or short term amnesia. The kind of thing that might be referred to as 'white' magic.

As a Monster, you only technically possess a transformation sequence, having possibly lost your base form. You possess speed and strength beyond the other origins, but almost certainly lack any form of ranged attack.

100 cp - Fanservice Girl
You. Cute, hot, handsome, sexy, whatever. That's you now. After all, it's not like anybody would chose an ugly girl to be a Shoujo, now would they? Every faction has their own reason for why, but in the end the result is the same. The magical girls are all hot chicks.

100 cp - Magical… Boy?
So, while you might expect that the magic here only works on women, seeing as how 100% of the magical girls are, well, girls, that no longer applies to you. You can, in fact, be a magical boy. Spells and techniques that should only work on one gender work on you regardless, as do armor and weapons. Won't let you walk into the girls locker room as a guy though, but you could make a cheerleader outfit look amazing.

100 cp - We're All Girls Here
In a room full of girls, who's going to call pervert when there are no guys? Simply put, you can push the boundaries of what is considered socially acceptable when in a single sex environment. Get into a literal dick measuring contest, swap stories and pics of ahegao faces as a guy, or maybe practice kissing and grope each other in the name of breast growth as a girl.

200 cp - It's Just Some Cosplayers
You know, as much as a magical girl outfit just tends to be a cute dress, you'd think that people would notice you just walking around in it. Especially after seeing it - and you - on the news over the last couple of days. Ands yet, you could walk into a crowded cafe, buy some sweets, sit around and chat with your friends about how to fight the big bad, and… Nothing.

General, Cont

200 cp - Contractual Immunity
Now, since magical girls tend to tank lasers, monsters, and other forms of violence without a scratch, this must mean that they have some form of enhanced durability, right? Well, not you. Instead, you have a probability field that makes attacks drop in power, frequency, and accuracy depending on how much you wear. Wear something ludicrously skimpy, and very little would be able to hurt you. Wear a nice and concealing outfit… and watch this do nothing.

200 cp - Crystal This Crystal That
So, not really sure how you figured this one out, or why you thought it'd be useful, but you can now turn basically any piece of technology into a gemstone - or other shiny rocklike object - smaller than your fist. I don't know how, but you did. Unfortunately, it has to be car sized or smaller, unless you want bigger crystals.

300 cp - Stronger Tomorrow
Power here is a bit odd, but as a general rule the more combat experience you get, the faster you get more power. I could lay out a whole system for you, but instead I'll just boil it down to this. Do something impressive, get a power boost. I don't mean 'Impressive' like get a perfect score on a test, or win some sports competition. I mean go solo against a monster that it was supposed to take your whole team to fight for a few minutes, successfully, and get weeks if not months of growth out of those few minutes. Just… try not to die or get fucked, please?

Companions/Followers

Discounts here are 50%, no Freebies. You can combine them as you like, and if you buy all three within an origin, extras within that origin drop to 50 cp each. If you don't want them as a companion, they can be a follower and just sort of be there, though you won't be able to empower them beyond what would be 'natural' for them.

50 cp - "We've Got Your Back!"

This isn't a new companion, but rather a returning one. Of if you prefer, and at 50 cp each, up to four of your companions may be imported into the jump. They get 600 cp to buy perks and items. I'm sure this place will be a good vacation for them, so long as they don't end up getting fucked over by the locals.

Mahou Empire

100 cp - "I'm Helping!"

A young and cheerful Shoujo who simply didn't sell. Or maybe she was returned for not being what the buyer had hoped she'd be. Either way, thanks to the various wounds you've inflicted to her mind, she thinks you're the most kind and loving and wonderful person she's ever met. With that in mind, she's fully willing to go undercover as a magical girl, and then will cheerfully stab them in the back when you ask her to.

200 cp - "I Said MORE!"

Right, so. You did your job a little too well with this one. Instead of obedient and perfectly moulded, she's an utter nymphomaniac. Or maybe the buyer did that, before she fucked him to death. Either way, while somewhat loyal - you control the Monsters, and therefor her favorite source of cocks - she really isn't good at the whole holding back thing. With that in mind, if you set her up to fight with some regular girls, she probably thrash them in a snap so she could go back to getting fucked.

300 cp - "I Pity Them."

Last, but certainly not least, a former ace. You know, the best on the team, everyone's big sister, most magical potential, that sort of thing. Anyways, due to a unfortunate quirk of her soul, you were unable to separate it from her body, and unwilling to sell her still with it. The Power Seed embedded into her is inverted, actually draining her, but she's still powerful enough to be on par with an entire team and probably win. Personality wise, she's obedient to a fault, and what's left of her original self leaves her borderline depressed most of the time.

Monster

100 cp - “Thats My Fetish!”

Whoever decided that this girl would be a good Shoujo fucked up a bit. I’m sure she has all the requirements like hope for the future, love for humanity, and a decent amount of magical power, but you know what else she has? A huge fetish for getting raped by monsters. This young and peppy Shoujo is more than willing to surrender to you without a fight, and isn’t entirely against getting kidnapped.

200 cp - “Just One Sample?”

A megacorp scientist who accidentally exposed and addicted herself to monster cum. Nobody seems to have noticed, and she’d like to keep it that way, but said exposure left her with an addiction. You stumbled across her, and were obviously more than willing to help her manage it. If you ever needed an in with the military, you now have one.

300 cp - “You Made Me”

Normally, even a dark magical girl would be the product of human stupidity. However, somehow you managed to bypass the need for them in order to make one of your own. Probably just from fucking her so hard she looked ten months pregnant. Anyways, she’s not much more powerful that would be average, but given that all the other magical girls are registered in some way, she’s an anonymous.

Megacorp

100 cp - "Fascinating, Isn't It?"

This particular scientist seems to lack something rather important. A sex drive. MORALS I MEAN MORALS. Not that a sex drive isn’t important… Anyways, she has next to no problem with hitting some innocent young women up with things like highly addictive drugs or monster dick. She gets off on watching, and literally nothing else.

200 cp - "Surprisingly, I Love You"

Magical Girl Tomorrow Spark, a Shoujo with a weak electrokinesis power. A living taser, basically. A C-lister at best, and the first Shoujo to be disappeared by your company. Thanks to the lust enhancing device you fitted her with, she basically offered herself to anyone who would take her. There seems to be a spark of romance left in her, as she always offers herself to you, her first, before any others.

300 cp - "Remember, I Volunteered"

A former military woman who volunteered for some less that ethical experimentation if it meant getting back at the monsters that ruined her life. Ironically, she’s been ‘blessed’ with a body that just won’t quit, and pheromones that act like catnip to the monsters. Not particularly combat effective, but excellent bait and basically impossible to put down for any length of time.

Deadly Sin
100 cp - “You Seem…Talented”
This guy’s a small time crook, trying to find an in with the organized crime families. He thinks you're his ticket. In exchange for a couple of small favors, he'll be able to get his hands on damn near anything you could want, though something silly or unreasonable might take quite some time and many favors.

200 cp - “I Agree To Tolerate You”
Remember how I said that the Sins don't really get along? Well, that may not be entirely true. Or rather, with the myriad personalities, I suppose it was inevitable some of them would be able to get along. Well, mostly. Either way, this Sin of Lust is apparently in love with your body, and would dearly love to tap that ass. On the other hand, she might be a tsundere, because she keeps claiming she only stays for the ass. And the chest. Anyways, personality aside, she's great in bed.

300 cp - “Evil Doesn’t Mean *Rude*”
A small time company heiress, not too far up the food chain, but still very much well off. Unlike the usual Sin and their lazy attitude, she’s been slowly using her powers to launch a hostile takeover of her father's company. And her business motto seem to be ‘expand’. She’s got a tongue so silver the devil would look away, and seems to be trying to incorporate the Sins. I’m sure that can’t possibly go wrong.

Drop in
100 cp - “Will You Just Die Already!”
I’ll be blunt. This is a yandere. On the other hand, it’s not your yandere. She seems to be treating you as a rebound fling - or maybe an enabler? Elther way she tends to drop in at your place whenever her dates go poorly and she needs help hiding the body. On the down side, getting out of the friend zone might be a bit difficult.

200 cp - “Squid AND Tiger, Thanks”
Think animal-girl - you know, fox-girl, cat-girl, etc - but it’s two animals at the same time. There’s also a certain number of animal based powers to go along with this. However, more to the point, this is actually your childhood friend that you haven’t seen in years. Yes I know you’re a Drop In. Maybe you just resemble the supposed friend? And are you really going to turn down a hot chick who’s partially in love with you?

300 cp - “She Looks Familiar…”
You've definitely seen this girl before, but you can't quite put your finger on it. Sadly, she won't have the faintest clue who you are until you introduce yourself, so that's a bust. She's powerful, make no mistake. Unfortunately, she also seems to think she's in a different genre. Like, shonen or maybe mecha. Anyways, I'm sure you'll be best friends soon enough. Just try not to let her unorthodox methods put you out too much. Aren't expies a wonderful thing?

Animal Mascot
100 cp - “Please Take Care Of Me!”
A bright, cheerful, and somewhat delusional young girl that you chose to be a Shoujo. She genuinely believes in all this love and justice stuff, and fell for every lie you told in order to make her sign up. One could say she suffered from absolute gullibility syndrome. She’d probably be mad at you for saying something blatantly (and probably) wrong, but given her permanent crit fail for bluff detection, you can probably talk your way out of it easily.

200 cp - “Take My Firsts, Please?”
A naive young Shoujo who seems to think the best way to not get raped and otherwise utterly wrecked is to ‘immunize’ herself to it. Or, in other words, she wants to ‘practice’ her self control with you, and also her ‘skills’ so that she can outperform the monster and slay it, even if she does get raped. It’s dubiously effective, but it gets you laid so hey why not?

300 cp - “We’re In This Together.”
Rather than a Shoujo, this companion/follower is an animal mascot. She only has the basics, but it’s enough to set up her own team either far away or nearby. Or, if you prefer, she could provide ‘supermodes’ for your girls. Either way, if you share your girls with her, then she’ll share hers with you, and maybe even herself.

Magical Girl
100 cp - “Good Morning Sensei!”
With all the Monsters running about and ruining your day, you're almost certain to be late to class, or to need quite a few bathroom breaks. Thankfully, you have an in. This kind and attractive and most importantly, understanding teacher will be willing to let you off the hook for quite a lot. As long as it doesn't compromise your education that is. What? That IS their job you know, to make sure you learn, even if they have to ‘personally tutor’ you to make up for lost time.

200 cp - “That’s Onee-Sama!”
You've found a friend, jumper! Specifically, a magical girl from the previous generation. Take your ideal heroine of truth and justice, and then dial it up to eleven for a basic description of her personality. Hell, if you want her to be, she can be your actual big sister. She's a bit hands off, but if you ask her to then she'll teach you anything she knows, from how to act classy like she does to how the fuck you aim the magic blasts you use as a Shoujo.

300 cp - “I’m 100% Huggable!”
A small plush animal that can transform into a real one, your animal mascot. They aren’t very powerful, but they’re great at helping you deal with psychological issues, and they always have a helpful hint for how to develop your powers and grow stronger as a magical girl. May or may not perv on you if you actually do hug them.

# Items

Mahou Empire

100 cp - Jumper Edition

And here is the first product you'll be selling. Anime and cartoons made from the Shoujo you create, as well as figurines, toys, costumes, and maybe even a video game or two. Obviously you won't really have any if you don't have any Shoujo, so get out there and make some! Also, the longer the Shoujo remain active, the wider the collection of things gets, including perverted stuff.

200 cp - Auction Block

You have the merchandise - hopefully - now you just need some customers. This website is a black market for the Shoujo you will be creating. Maybe even a Monster or two, if it hits the buyers kinks. The auction will be going on from right when you make them, all the way up to you ending their 'show' and selling their body. Of course, you could not sell them and keep them for yourself. At minimum, you will always recoup anything you spent to get the girl in the first place.

400 cp - Power Seeds

A small collection of black and silver crystals. The black ones overwhelm to body with one belonging to a monsters, while the silver one provides a lightly armored dress and a weapon, creating a magical girl. That's not what they're FOR though. Instead, they slowly remodel the soul of the user, jumpstarting its ability to generate magic.

600 cp - War Engine

The powers provided by the Mahou Empire are fully under their control. This War Engine provides that power. Specifically, enough for a few dozen Shoujo and just as many Monsters, though running it at full capacity for an extended period of time isn't recommended. Of course, the longer each Shoujo is active, the less power you need to provide, as their own ability to generate it kicks in.

Monster

100 cp - Abandoned Warehouse

A run down (and yet fully intact) warehouse full of various odds and ends - mostly half destroyed scientific equipment. Due to a 'failed' experiment held some time ago, the warehouse has a subtle aura that makes it unnoticeable - only a shoujo or another monster would be capable of noticing it, even if you were being chased or watched. A good place to tie up a girl you want to keep, or just lay low for a bit.

200 cp - Cold Iron Collar

A set of shackles, a collar, and a few other restraint devices. These are… Well, I 'forget' who made them, but they're designed to restrain magical powers instead of physical movement. You probably had them used on you at one point, but managed to brute force them off. Clapping these on a Shoujo should render her helpless, and even more at your mercy.

400 cp - Whorehouse

I don't think this qualifies as an actual establishment, but for some reason the girls you dump at this particular place of business don't seem to leave. Maybe they're ashamed to be seen by their old friends? Maybe they're hoping you'll come back? Regardless, this place is a gathering point for your victims. Even if they have no reason to be here, they'll show up for some reason. It's actual profession is mostly up to you - it could be an actual whorehouse, or maybe just a restaurant.

600 cp - Hyper Corrosive Fluids

An unusual vial of black liquid. Which idiot scientist made it is a mystery, but it seems to 'grow' when in open air. Inject half of it, and it will refill itself after a few days. As for its effects? It seems to act as a concentrated dose of corruption. Normally a shoujo would be able to take multiple rounds of marathon rape sessions, maybe even a few gangbangs before falling to your corruption. However, get some of this into her system and she won't even last minutes.

Megacorp

100 cp - Nice Suit

More like a collection of them, really, but yeah, you got a really nice suit. Relatively comfy, tailored specifically for you, easier to clean than it should be, and minorly resistant to small stains. Public image is important. I doubt you will, but you could run for your life in this thing and it wouldn't get in the way at all.

200 cp - Expendables List

Test Subjects! You've got a short list of people, no more than a dozen people, inside your company who simply don't meet company standards. But, more than that, they're the kind who wouldn't be missed. Don't fire them, give them a promotion to the monster research assistance/advisory committee. May include a few people who don't actually work for you.

400 cp - Pandora Organelle

A unusual variation of the mitochondria organelle, this one seems to generate the energy monsters use for their physics breaking tricks. You could just inject it into someone to see what happens, or you could be a bit more scientific about it. Either way, try not to let the subject use their new powers to break out.

600 cp - The Chair

Specifically, the chair in a corner office on the top floor of your own company. Screw working for the company, the company works for you. Comes with a small armed force (for killing monsters) and a handful of scientists (for dissecting monsters), and a small product line (made from monsters).

Deadly Sin

100 cp - Sin City

No you don't actually own Vegas, you just own a simple apartment. Deadly Sins don't tend to socialize well, so you managed to lie cheat and steal a safe place for you to relax when you're off the clock. Which, considering that you probably care more about getting laid than the fact you're 'supposed' to be out fighting monsters, is all the time.

200 cp - Clothing Damage Weapon

A sword, whip, bow and arrow, whatever the hell you want. Any attack you launch with this will rip the targets clothing to shreds before slowly ramping up their libido. However, this weapon only deals clothing damage - it's incapable of killing. Someone naked it basically invulnerable. And while you can import another weapon, please don't try to add a death concept or similar to it.

400 cp - BAD END Drugs

The bad end drug series is a collection of 'vitality boosters', from enhancing male libido to encouraging lactation in women. They are also highly concentrated doses of darkness - or possibly something else, depending on your lore. This is generic after all. However, in addition to their primary effects, the consumer will slowly be bent to your will. After a dozen doses or so, a normal person would be willing to rape the defenders of love and justice on live tv, just because you told them to. As for the defenders themselves, it would take quite a bit more, but you could probably whore them out. Or use them recreationally, it's your darkness they're made from, so you're immune.

600 cp - Demon Armor

No, not armor made by demons - okay, kinda sorta - armor made from demons. A slimegirl who seems to think you're the reincarnation of one of the seven demon lords, reborn into the modern era as the original deadly sins. Wearing it amplifies any magic based on your chosen sin, and heavily negates magic of the same kind. In addition to being able to transform into a very skimpy armor outfit, it also allows you to manipulate anybody nearby who exhibits your sin. If you already had a slime based armor, you can merge the two together.

Drop in

100 cp - Motorcycle Armor

It's a motorcycle. It's a suit of power armor. It's both? I dunno, but this armor lets you retain the speed of a motorcycle while attacking with your amazing kung fu moves that I'm sure you have. Strength and durability come too, but those aren't all that great. Don't worry about physics too much, it just works. Comes with a good but not great motorcycle, but the transformation belt can be attached to another one if you already have a motorcycle. Only motorcycles though.

200 cp - 'The Punisher'

A surprisingly… Phallic, weapon. You may know it from a certain game about saints. As a weapon, it alternates between being slightly bendy and quite rigid. It also serves as the sheath for an actual sword, if you need to cut something. No, don't ask how the sword survives the bending, it just does. However, most importantly, the weapon is capable of inflicting lust damage instead of normal damage. You could, at your discretion, hit someone hard enough to topple a building, and instead send them into a frenzy of lust. You can also import a weapon to gain the lust damage aspect, if you wish.

400 cp - BAD END Kingdom

A radio like device created by some megacorp and forgotten about during a chain of mergers and bankruptcies. When activated, it emits as signal that interferes with peoples logical thinking, and stimulates certain parts of the brain. As a result, you'll find people in range acting in odd and unusual ways, something fairly easy to take advantage of. By default it can't affect you, and the ones it can (and how) are customizable.

600 cp - 'Maximum Security'

I'm not sure how you swung this, but you now have an all access pass to a highly fortified prison. It's almost comical how much security there is here. However, let it be known that this place heavily reduces powers that aren't yours, and is coincidentally the location they send all the female villains. Well, the ones you don't fuck back to the side of the angels. Also, you're on staff as the psychologist. You know, so you can 'help' them with their issues and become a productive member of society again. Thankfully you're immune to being fired - or even them noticing your absence - so don't worry about not showing up nine days out of ten.

Animal Mascot

100 cp - Cute And Cuddly

An utterly massive collection of stuffed animals, from the size of maybe an apple or even smaller, all the way up to something super stuffed, and the size of your average twelve year old. Aka pretty damn big, for a stuffed animal. Saying there were dozens here would be an understatement. In addition, you can see out the eyes of each and every one of them, as well as hear out their ears. You can't move them, but that's what your girls are for, right?

200 cp - Blind Spot

A small white crystal that emits a particular psychic signal. Move it close to a Shoujo's transformation trinket and it will start blocking her ability to perceive certain things. Of a lewd nature, obviously. You could trick her into performing a sex act for you, or you could just enjoy her sudden lack of nudity taboo in your presence.

400 cp - Magic Detection System

You aren't exactly in control of the fights, but you ARE rigging the whole thing in your favor. As a result, you have a series of crystal resonance detectors, capable of detecting… Well, pretty much everything. The only downside is that it comes in the form of several dozen small orange crystals, which work best when spread out. You'll need to find a way to do that. Maybe shove them inside a bunch of stuffed animals and hand them out for free?

600 cp - Crystal Heart Fragments

Exactly seven decently sized fragments of a silverly/whiteish/clear crystal. Each one is designed to act as a purification plant for the natural energy of the monsters. More specifically, these are technically transformation trinkets that you can use to harvest energy from the girls. Activation floods the body with magical energy, which when merged with the girls natural goodness, cancels out the 'bad' energy from the inevitable rape, into something usable.

Magical Girl

100 cp - Hobby

Every girls got to have something to do when they aren't busy doing school or house work, yeah? You now have a decent supply of material to use. Maybe it's a ludicrously high tech kitchen, or a really large room stuffed with art supplies. Whatever way you want it, people seem to think the whole thing is one big innuendo, and react appropriately. Take as much advantage from that as you like.

200 cp - Subspace Pocket

A magical pocket dimension that contains up to 15 outfits of clothing or armor that can be swapped with whatever you are currently wearing instantly upon recital of a command phrase, traditionally something about love and justice. Also provides a walk in closet attachment to the warehouse that allows for manual swapping of the outfits.

400 cp - Torque of Identity Protection

This choker magically protects your identity when worn. All images taken including those by devices or in a person's memory are immediately distorted leaving you unidentifiable as soon as you are no longer in sight. Even if identified while being seen the identity will be lost when they look away. An echo of your name would distort into nothingness before it could reach another person's ear, and the written word could fade away the instant it was looked away from.

600 cp - Emergency Eject

Despite your righteous crusade, the truth and love that empowers you, you will lose. And losing will cost you a great deal of your dignity while you get throughly fucked into the ground. Under normal circumstances, that is. This ability of your powers allows you to teleport to one of two preset locations. The first is modifiable - the school, or perhaps the warehouse. Wherever you like. The second is not, and is the spot where you most recently transformed into a magical girl. Just use whatever safe word you program in, and it will take you away.

Drawbacks
Max of +800

+0 - She Looks Like She'd Be A Good Magical Girl
The universe is a big place. The Earths in the local multiverse may all be generic modern worlds with a small chance of having magical girls, but that means you might see the same person in a dozen different situations. Or, instead, you might see dozens of people you recognize from elsewhere all shoved here. For example, a black haired airhead who likes pirates, a blonde bombshell who wants to be the bestest ninja ever, and an orange haired girl who keeps beating up the people who insult her hair. And all of them probably as magical girls.

+100 cp - Keep Your Grades Up
Don't you know, almost all magical girl shows still have the Shoujo still in school? Well, unfortunately for you, you can't use your variety of powers and abilities to skip. You actually have to go. And somewhat more importantly, you have to pass. Yes, every origin is affected. Even the grown ups and aliens. You can be a college student or an elementary/middle teacher if you wish.

+100 cp - Do I Have To Work With Her?
Coworkers. Don't you just hate them? Well, they certainly don't like you all that much. Pretty much anyone that you're supposed to be working with - and yes, there will always be someone - will be bitchy and dickish to you for no real reason. Now, I'm not saying you can't be friends after life changing experiences and stuff, but it ain't gonna be fast or easy.

+100 cp - Don't Touch My Zipper!
You've been reduced to a stuffed animal, complete with button eyes and a zipper down your back. Now, I didn't say you were any smaller. In fact, you're pretty much the same size as before. Hell, you can change into an alt-form if you want. But no matter what you look like, you look like a stuffed animal. Have fun with that.

+100 cp - Speech Impediment
You have this thing that keeps slipping out of your mouth, desu. No matter how hard you try, you can't seem to not say it, believe it! At least once every few sentences, at the bare minimum, you know? Owah eef hwo hwant hwo han haf a wheal won?

+200 cp - A Sweet Treat For A Job Well Done
I have some bad news. The device that would normally handle either providing you with power, or increasing your own reserves, is broken. Thankfully we've found a workaround. Your body now generates magical energy based on sugar consumption. Unfortunately, this puts a stranglehold on all your other magic as well. So, pig out if you want to do much of anything. Don't worry about getting fat though, it's going to your reserves not your ass.

+200 cp - I Believe In Mascot-Chan!
Mascot-chan would never ever lie after all! And no, that's not just your ability to pull shit out of your ass and make it sound true, or the girls critical lack of ability to not trust you. You literally can not tell a lie! Now, granted, you can answer the wrong question, tell half the truth, or say something technically correct, the best kind of correct. But you can't actually lie.

+200/300 cp - Sex Addiction
Let's be honest.  Hentai is in the name of this place, of course you were getting laid at some point.  Maybe you have a significant other, maybe you got fucked by a monster.  Sadly, you seem to have liked it a bit too much, resulting in a small addiction problem.  You're going to have a need to get laid at least once every few days.  And for an extra 100 cp, you HAVE to get laid at least once every few days, and will descend into a state of blind lust if you don't.

+300 cp - Total Pacifist
No.  Nuh uh.  Not even a little bit.  You aren't going to do a single iota of damage to literally anything.  Hurting people is bad you know?  Your powers don't have a single combat application - and your out of jump powers that would let you do so are offline.  On top of that, you're going to panic over every inch of boo boo you do somehow manage to inflict.  Even the monsters you swore to fight are part of this.  Thankfully, you have a bunch of support magic?

+300 cp - The Great Redeemer
You can save them!  You just need to try a bit harder, just reach a bit further, and then your words will reach their hearts!  Even though they're evil, that doesn't make them bad people!  Yeah right.  The people around you - the notable ones, at least - now have a bad habit of going dark.  So you need to save them.  Oh, and the normal dark ones to.  You now have an overwhelming compulsion to offer people literally every chance to repent you can find.  Now, they aren't more resistant than they ought to be, but you're now pants at the whole redemption thing.

+300/400 cp - Just An Ordinary Magical Girl
You?  A reincarnating super wizard from an alternate dimension?  Don't be silly, you're 'just' a magical girl!  And by that I mean that you've now lost all powers that you didn't gain from jumps of the magical girl genre.  Yes, even if you were a monster, you still have your magical girl powers.  Or, for 400 cp, you lose everything but Bodymod and your (temporarily emptied) Warehouse.  Have fun with that!

+500 cp - Magical Girl Apocalypse
Hate to do this to you, but you may need to hold off on the lewds I'm sure you came here for.  You see, some of your old friends have decided to show up.  And it's not just importing the characters, each cast of characters is now at war with the rest, and all of them seem to think your home dimension is a top tier territory to control.  By default, this imports five settings worth of magical girls, as well as their supporting cast and enemies, but you can include more if you wish.  As a bonus, for every three setting after that - eight, eleven, fourteen - you can take one person as a free companion.

~~~ FINIS ~~~

Congrats on not dying, and I hope you enjoyed your time here. You've got one more thing to do - decide.

STAY and enjoy the company of your friends for a bit longer.

LEAVE and make new friends! Spread the joy!

GO HOME and set off that almost forgotten childhood friend romance subplot. It's been a long time, right? Hopefully they still remember you!

**Supplement Mode**

In exchange for forfeiting half of the base CP, you may use GH Magical Girl as a supplement to an applicable jump. In other words, it should be a jump for a world of the magical girl genre - love and justice, teenage girls in short skirts, all that jazz. You may acquire additional points through drawbacks, up to the drawback cap. On your first use this equates to a maximum of 1300 CP, and 800 CP on each use afterwards. No, you may not take a drawback multiple times, and you must take at least one with each usage. If you run out of drawbacks, you obviously cannot take the supplement anymore.

You may change your origin with each usage of the supplement. Companions can not be imported more than once via supplement mode. Additionally, supplement mode is incompatible with using the base GH Magical Girl as an actual jump. Lastly, you may only spend the CP you get from drawbacks in the GH Magical Girl jump on things from the GH Magical Girl jump itself, as well as not spending CP from the supplement in whatever jump you are supplementing, if that wasn't already obvious.
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