

Accidental Magical Girl CYOA

Expansion: Patron Module



The Puchuu are really the only ones who actively recruit magical girls these days, but that doesn't mean they are the only ones pulling the strings. There's a lot of different powers out there, and perhaps, one has taken interest in you. Other powers occasionally hijack the magical girl conversion process, in order to profit off the work of the puchuu and gain influence, a powerful soldier, or a helping hand in the world. The potential backers are myriad, and most can be filtered into several categories.

If not, like most other girls, you have the Puchuu at your back, pushing you to eliminate the monsters and magic plaguing the ordinary folk of the world, which has it's own benefits.

Each type of patron offers a package of both negative and positive qualities. There are usually a few upsides and a few downsides. For categories representing a many different types of being or a loose organization, this base package may have benefits or drawbacks swapped with alternate options. For other categories that represent a tight knit organization, or a unified viewpoint and methodology, no options are available. After taking the base package, you may take one additional benefit from the unique category options or Universal List. One additional benefit may be gained by for each additional drawbacks you take on.

These categories represent loose factions, or general types of patron.

THE PUCHUU - may take **one** additional drawback. Options available.

LESSER FORCES - may take **two** additional drawbacks. Options available.

DEITY - may take **two** additional drawbacks. Options available.

HORROR - may take **three** additional drawbacks. Options Available.

These categories represent particular factions and methodologies..

BEACON - No additional drawbacks. No options available.

EBON MINT - No additional drawbacks. No options available.

If you wish to determine your type of Patron randomly, roll now. Otherwise, you may choose.

1-14	The Puchuu.
15-16	Lesser Force
17	Deity
18	Beacon
19	Horror
20	Ebon Mint - Roll again, re-rolling additional 20's.



The Puchuu

"Puu! Isn't it just terrible? Your magical protector is dead now, and it's all your fault. I guess you'll just have to take over for her, won't you, puchuu? Don't worry, chuu. You'll get some benefit out of it."

The fluffy little miscreants are the largest and most unified group of backers. The only beings actively creating magical girls, they're tightlipped as to their goals, and they don't seem all THAT invested in fighting for justice. But there are a lot of them, and they do direct girls to fight monsters.

BENEFITS

Puchuu have the most girlpower, and all the different Puchuu seem to have at least a rough idea of what other Puchuu have encountered and what is happening around the world. Trying to pry answers out of them is futile, but with their backing, you're sure to continually encounter additional girls, and you'll probably end up on a team. While they're silent on their objectives, they're willing to share information on current monster threats and weaknesses. They're also the least intrusive of the Patrons, more likely to bribe or manipulate you into doing what they need rather than outright warping your body or mind.



EMERGENCY REINFORCEMENTS

If you can convince the Puchuu its worthwhile or needed, they can call on other magical girls in the area, those further afield with fast movement powers, or some distance away through the Overcity.

JOB SATISFACTION

A minor mental edit. You enjoy your task now - killing monsters and fighting unnatural creatures gives you a sense of deep satisfaction.



DRAWBACKS

Don't expect lots of individual attention. You are replaceable - even if you can reincarnate, they're still going to need someone to fight monsters while you are out, and that means another raw recruit. You're just expendable cannon fodder in their magical meatgrinder of an army. Don't pry too hard into the origins, goals, or anything about the Puchuu themselves. You may not like what you find, and they won't like it either.



EXPENDABLE

The Puchuu doesn't care about you. No matter what it says, or how it acts, your survival is less important than the job of eliminating monsters. If it thinks that your death will weaken a monster enough for another girl to kill it, it will push for your death.

CAGEY

There is little the puffball says that you can take at face value. While tactical advice on weaknesses is usually right, they may leave out facts that are inconvenient or dangerous. In particularly bad cases, this may tie into Expendable.



Puchuu Options

These Drawbacks and Benefits may replace those in the typical Puchuu package, or be taken in as additional drawbacks or benefits.

BENEFITS



WELL CONNECTED

Your Puchuu knows a lot of people. Not just other Puchuu and magical girls, but MiB's, magi, spirits, monsters, and even some ordinary folks. If your need is pressing or you're willing to bargain favors or guaranteed tasks, it can get you the people or things you need.



CONCERNED

Your particular Puchuu isn't cold or uncaring. It's actually warm, friendly, and regards you as a valuable comrade. A cynical mind might assume it's just hoping for more loyalty, or has no other girls to fall back on. Either way, it will go out of his way to help you, and will actively warn you if a course of action will likely result in your death.



CHATTY

Your Puchuu is quite keen to volunteer information, tell you stories about ancient civilizations, minutia of magic, and even things it's done in the past and old magical girls. You're not really sure how much of it is bullshit, but enough of it seems true enough that you wonder. Not all of it is useful, but enough of it is that you will want to pay attention.

Puchuu Drawbacks



HOSTILE

Your Puchuu actively dislikes you for some reason or another. Expect it to often withhold mission critical information, or to send you into situations you are not fully equipped to handle. Other Puchuu magical girls will be given a distorted picture of your personality.



ISOLATED

Your particular Puchuu is either very new at this, or has been out of the game for a long time. They have very limited information to give you, and they can't provide much in the way of reinforcements. They aren't even sure where the other Puchuu are.



DISTRACTED

Puchuu just isn't around much, always busy meeting with other puchuu. This might seem like a boon, but it also means it's not around to warn you of monster infestations, or introduce you to new girls in town. Of course, the real problem is going to be whatever is keeping it occupied, but you'll probably only get a bit of warning before the hidden danger explodes in your face.



Lesser Forces

"I do not care for your race's struggles. What I need is a servant who can act as my eyes and ears, my hands if necessary. If you want to use the power I give you to defend your people, so be it. Just remember that I am the one who empowers and pays you."

Many forces exist that may claim you as an agent by disrupting your creation. Ancient and intelligent magical beasts like dragons, spirits of concepts, places or items, powerful and bored fey, or ancient, barely human wizards. Any sufficiently powerful entity with a narrow focus of ability and power tends to qualify. These various lesser forces tend not to create teams or take hold of multiple girls - they are simply in need of a gofer to accomplish tasks in places where they cannot go, or are curious about some aspect of humanity. These forces cover an astonishing range of possible motivations and origins, though most are relatively benign.

BENEFITS

Lesser Forces have specific focuses that they are particularly adept at, allowing them to hit outside their weight class when using certain elements or magics, but otherwise remaining unremarkable. Likewise, there are far more lesser spirits, dragons, and powerful fey than there are gods or horrors - common infighting and staying out of the way of the heavyweights has taught them lessons in subterfuge and caution that other entities have never bothered to learn.



FOCUSED

Whatever your specialization is, your patron shares it and will aid you in getting the most out of it. Your spec magic flows easily and with their guidance you will wield your element with great efficiency. Spells cost you less mana.

SUBTLE

As a servant of a lesser force, you are less flashy than other girls. Your magic will not draw as much attention and is more difficult to pick out by those who can sense or are looking for such things.



DRAWBACKS

Lesser forces are just that, lesser. They have less power, their immortality and awareness are limited, and their drives can often be petty and mortal. Lesser forces must actually worry about setbacks much more than most other patrons, and while they aren't as imperious, they likely know exactly what you are capable of, and sent you to tasks you are suited for. You will also be likely acting alone, as lesser forces generally do not maintain or steal multiple magical girls.

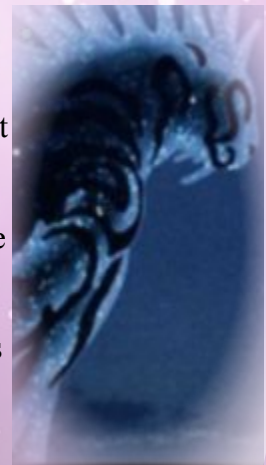


LIMITED

Your patron is not a god or organization. It cannot produce extreme effects or call on additional aid. While Lesser Forces tend to be unaging, they are not eternal and can be slain. You may be called on to fight beings much vaster than yourself and just as alien to help ensure its survival.

ALIEN MIND

Your patron does not think in ways that make sense to a human mind - it has little to no understanding of the human experience. While it desires your well being it may not understand why you find it's requests objectionable, and will not always know how to help you.



Lesser Force Options

These unique Drawbacks and Benefits may replace those the typical Lesser Force package, or be taken in as additional drawbacks or benefits.

Lesser Force Benefit Options



HIDDEN DEATH

Your Patron has taken some pains to prevent it's death, is linked to a universal constant, or simply has a good and fast reincarnation promised to them. If you Patron is killed, it will come back in time. You won't be called on to fight in heavy combat to defend it, instead your task might be to ensure it will return.



PAYMENT

Lesser Forces tend to be less imperious than Gods or Horrors, and less out of touch than the Puchuu or Beacon. They still understand the motivator of greed. You will be paid regularly for your service with bonuses upon exceptional performance. The exact manner of payment to be agreed upon.



MENTAL LINK

Some Lesser Forces know spells or have abilities to communicate in subtle ways. Your patron can always communicate with you, at any time. This may not always constitute a benefit, but means that you won't caught off guard is it or you discovers new information, or if it requires your assistance immediately.

Lesser Force Drawback Options



ALIEN TONGUE

Your patron speaks in a language incomprehensible to you. Your patron speaks with natural sounds like crackling embers or rushing winds, bestial growls and hisses, or an unearthly language. While you can understand it's tone and general intent, true understanding is impossible.



RIVAL FORCE

Your patron has a counterpart of some opposing element or force, which seeks to fight or destroy it. You will have to defend your patron often, and will be likely be called on to make attacks on the rival.



FORMLESSS

You Patron has no physical body. It cannot speak to you without a Mental Link, indicate things via pointing, or affect things directly without your aid.

Deities



"Worshipper or not, you will come to embody all that I stand for! You are my champion now, after all. I would have none less than the finest, even if I must mold you to be the best among my followers."

Old gods and goddesses didn't just vanish. With fewer worshippers and less credence given to what few miracles they do work, they have retreated. Some still are around, though, waiting for a new chance to emerge, to allow them to exert some of their old influence on the mortal realm.

BENEFITS

Deities can't really pick and choose for champions like the old days, so they're more invested in those they can pick up. If Mars ends up grabbing a sickly 7 year old girl, he's going to try and build her into the best avatar of war she can be, even if she's someone he wouldn't have even glanced at in his heyday. Expect to receive tutoring, advice, and direction to help you best achieve skill and status worthy of a legendary hero. Plus, chances are you can figure out what your god or goddess wants and what kind of behavior to expect out of them with 10 minutes of Internet searching.



DIVINE COMPETENCE

You're automatically competent in several areas of skill and study associated with your deity. This is no substitute for proper training and experience, but you can be expected to manage without complete failure.

PARAGON

You're faster, stronger, and tougher than you'd think, even as an ordinary human. Your body runs like a well oiled machine, and your appearance improves a bit. You have a touch of the divine on you, and it shows.

(+1 to all physical stats, even out of costume)



DRAWBACKS

A deity doesn't do this for free. They want more influence, more worshippers, and you are their face and champion on Earth. They want you to slay monsters in their name, accomplish deeds that spread their reputation, and there is an expectation that you will actively worship them. Aside from that, it's even odds that you end up with someone capricious and quick to lay curses or tasks that make things absurdly difficult for you as it is to end up with someone of wise counsel and sage advice. Also, as the old gods tend to have a fair number of randy old goats in their midst, there's a good chance that Zeus, Kamapua'a, or Kokopelli are doing this for other, less savory reasons.

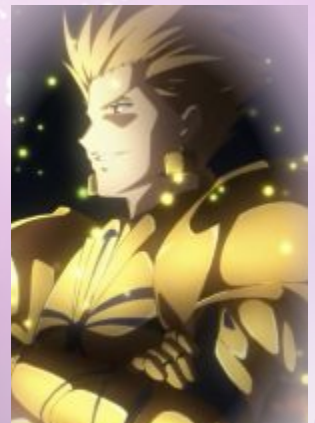


RITEs

The deities expect obeisance. There are rituals that you will be expected to observe. Some will be easy, like dedicating every fight to your god. Others may require you to do things rather bizarre for modern society - Zeus often enjoys the ritual sacrifice of a whole bull.

ARROGANCE

While you are precious, deities as a whole tend towards arrogance. They will overestimate what you are capable of and dismiss what your enemies are capable of. The demands they make of you may not actually be achievable on your own, or even with help.



Deity Options

These Drawbacks and Benefits may replace those the typical Deity package, or be taken in as additional drawbacks or benefits.

Deity Benefits



WELL KNOWN

Your deity has the advantage of brand recognition. Zeus, Mars, Thor, Amaterasu - anyone who has read even a kiddy book of mythology or seen some popular movies knows who your god is. It's simple to find information about them and your task of increasing your god's name is easier.



CLERGY

You are granted a complete knowledge of the rites, responsibilities, and requirements to be a member of the priesthood for your deity.



BLESSING

You're capable of bestowing your god's blessing on a person or place. This requires a special rite, but will have subtle but real effects depending on your deity.

Deity Drawback Options



HIDEBOUND

Your deity has never updated for the modern age. They are out of touch, and married to their traditional ways. Expect them to cause trouble for you if you are not using their chosen, traditional weapon, or performing your rites with substitute foci or ingredients. Expect them to be furious if you refuse to perform rites at all.



UNKNOWN

Who is this? You've never heard of them. Research will turn up nothing but their name, maybe not even that. You will have to spread your god's influence starting from zero. Perhaps your god is even brand new - they may make contradictory demands of you or change the forms of rites on a whim until they settle on what they like.



TRICKSTER

Your deity isn't really doing this to increase their influence. Like a lot of classical divine beings, they are a total dickbag, and this is entertainment for them. They probably won't actively try to kill you, but expect them to make your life as interesting as possible for them. And as difficult as possible for you - which will include potentially lethal situations.



The Beacon

"Your race is but children, but childhood is a valuable and precious time. We will help you hold onto your life and humanity, and in return you will stand as a guardian for all of your brethren."

The small creatures that make up the Beacon largely resemble the Puchuu, though none have managed to ascertain whether they are merely a faction of Puchuu, or taking advantage of the same psychological quirks that makes people treat small furry things with soft edges as non-threatening. Their stated purpose is to safeguard magical girls and the rest of humanity, but they are somewhat vague as to why, often failing to comprehend why anyone would question that purpose or find it unworthy.

BENEFITS

The Beacon offers safety and comfort, even a measure of normality. Their charges health and welfare is important to them, and this concern extends to your family and friends. They will also arm you well against the forces that would seek to attack your world.



PERFECT LIFE

The Beacon will ensure you have a place to stay, friends, and a surrogate family. Gain the Fake Parents perk. Any close friends and family you have will fall under the Beacon's aegis and will be insulated against monster attacks.

Gain another support perk if you already have Fake Parents.

SPARK

A spark of the true Beacon's light is placed in you, to stoke your inner fires and help you preserve your humanity. With a small exertion of will, you can resist attempts to forcibly alter your mind or body.



DRAWBACKS

The Beacon's forces require you to take on their moral codes - through vows and in some cases mental edits. While they recognize humans will rarely live up to the standards of their full code, they will expect you to adopt a section of it and zealously adhere to it. Girls who severely disappoint the Beacon can be declared to be agents of darkness, and cast out, other Beacon-backed girls sent to eliminate them, if the offense is grievous enough.

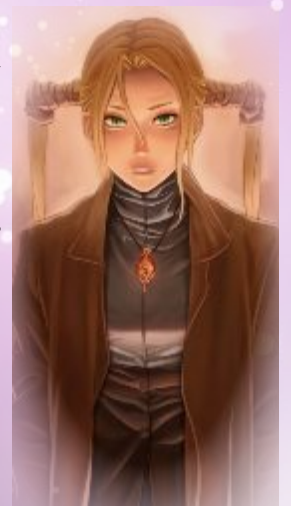


VOW

The Beacon strives to make you the best of humanity, and requires that you attempt to police yourself in that fashion as well. You must vow to uphold a particular virtue - chastity, humility, generosity, piety, restraint, or another. Each time you break this vow, your standing will lower with the Beacon.

EXCOMMUNICATION

While the Beacon is generally forgiving there are some acts which they will not tolerate under any circumstances. The killing of another Beacon girl, cooperation with Horrors, & several other commandments. Breaking these will have you labeled an agent of darkness, your gifts revoked, and other Beacon girls told to kill you on sight.





Horrors

"Listen to me, she-child. Eliminate the twisted one and draw the circle upon the wall. I will guide you in making it correct. My starving young will enter the area to assist you. I am your only hope, child of magic. Open the gate."

Terribly sorry. Lovecraft was right, in a way - there are great beings that can extinguish humanity, but they aren't all indifferent to our existence. Some want to enslave us or kill us all, some want to eat or conquer us. Others, like the Elder Gods, simply want something else about our planet and in getting it may kill a great many humans in the process. There's actually quite a lot of them really, enough that they often step on each other's toes, and there's copious infighting. If you're lucky, that's all your Horror will demand of you.

BENEFITS

Horrors will give you a target rich environment. You'll be directed to areas of strong monster concentrations to wipe them out and then claim them for your patron. That doesn't sound like a benefit, but compared to other tasks they may demand of you, it will be less hard on you. They also will provide you with great strength or monstrous allies to ensure success.



MINIONS

The Horror has spawn, lesser horrors, or some type of servitor minions that will obey you. They are weak compared to you, but stronger than ordinary humans in all respects. These minions can be summoned from time to time to do your bidding.

MARKED

You are marked as a servant of your Horror in some way. Possibly a physical mark like a sigil on your skin, or a incorporeal one like a chill in the air or other sign that follows you. Lesser monsters can sense this and will fear you.



DRAWBACKS

Killing other monsters is the least they will ask of you. You will be directed to perform unspeakable rituals, slay other magical girls and weaken the defenses of whatever planet or plane they're trying to break into. Horrors are not forgiving of failure, and are more than willing to setback their plans in order to relieve their frustrations by hurting or even killing you.

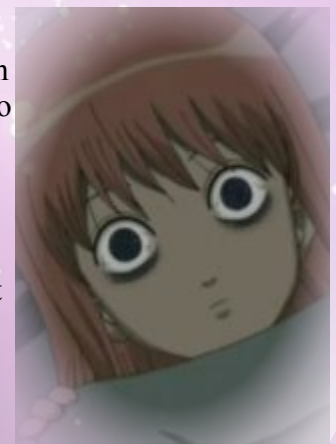


QUICK-TEMPERED

It has been waiting for the stars to be right. You cannot bungle this now! Your Horror will rush you, trying to gather as much power as possible as fast as possible. For every setback it grows angrier and less patient. Failures will be met with fury and punishment.

INSOMNIA

The Horror's voice echoes in your dreams, and whispers to you at all hours of the day. Sleep never comes easily to you and what little you manage to get is full of nightmares and fails to grant you rest.



Horror Options

These Drawbacks and Benefits may replace those in the typical Horror package, or taken as additional drawbacks or benefits.

UNIQUE HORROR BENEFITS



CREEPING DOOM

Your Horror is subtle and slow moving. It will not push you to advance it's plans rapidly, and will take slow, methodical steps to further its goals. It is more likely to succeed in it's small actions and less likely to draw attention until it makes major plays against its foes.

Cannot be taken with Fearsome Reputation.



REASONABLE

Your Horror doesn't want to destroy the world, or eat all of humanity, or anything immensely destructive - but it does want something from your planet that it cannot get elsewhere. It's goals are less expansive and you will face less opposition. You might even be able to convince some girls to help.



TAKES ONE TO KNOW ONE

When you meet someone and look into their eyes or touch their skin, you immediately know if they are a servant of a Horror, or if they are some type of monster. If they are a servant of a Horror, you gain a rough idea of their Bane.

UNIQUE HORROR DRAWBACKS



BANE

There is a sigil, element, energy or type of item that is anathema to your Patron. As it's touch is heavy upon you, you share this weakness. You will recoil in fear if presented with your bane. Weapons and items made of or marked with your bane will bypass any mystic defenses you possess.



MIND-BENT

The Horror's insidious influence has bent your mind, warping it oddly. You have some form of insanity. An overriding obsession, a compulsion to unnatural behavior, a completely overriding phobia, hallucinations, or some other form of mental defect.



FEARSOME REPUTATION

Your Horror is well known in magical circles. Making use of any of your Horror granted benefits carries a high chance of people recognizing your Patron. Other girls will quickly band against you and worst of all, any Bane you possess is likewise well known. Cannot be taken with Creeping Doom.

The Ebon Mint



"So they've made another. Under duress, poor thing. You don't have to follow the tiny little meddlers you know. We could offer you so much more - power that can set you free from their little schemes. We can be quite generous. We won't even force you to decide now. Take our gift, and use it when you decide you need real power"

The Ebon Mint is a shadowy organization, made up largely of magi, though there are agents who are magical girls, monsters, MiB's and may others. The membership varies widely and the Mint has fingers in a great many pies. It's goals seem to be to gather soft power - information, favors, etc. But no one is sure who the leadership truly is. Either way, their actual power is undeniable, and they seem to have a lot of control over events and people.

BENEFITS

The Mint has *connections*. It has dirt or favors owed from people and entities of all stripes. Strings can be pulled, events arranged to benefit you. Items and aid can be acquired for your use, though they would like them back whole and undamaged after the fact. They're a quiet organization that tries to avoid attracting much attention to themselves and you won't likely face direct conflict from rivals. They even prefer it if you work for others too.



BLACK COIN

You are given a single Black Coin. You don't need to spend it. You could just hang onto it. Rest assured, it will grant you great power should you decide you need it. But when you do spend it, the Mint will know. And they'll be in touch.

NON-EXCLUSIVITY

Did you want to work for another Patron? Don't worry, you still can. Select another Patron. and gain its base package. Just remember where your true loyalties lie. With the Mint.



DRAWBACKS

They've got dirt on and favors owed from YOU, and as a ruthless shadow cabal, they'll use you. Their goals are unclear and mysterious, but at the very least, they'll have you informing on your other Patron if you have one. They don't ask for much at first, but they will ask you to do things just out of your reach, enough that you'll need help, or resources you don't have. And when they give them to you, you'll still be in debt. The longer you work for them, the more unsettling the things they ask you to do become.



DEBT

The Mint offers you a loan in the form of a Black Coin - you don't have to spend it. But if you do, you'll owe them. You'll owe them big. You might even have to ask for a bit more power, a few extra hands. And then you'll owe more. And the more things you do for them, the more dirt the mint has on you...

BETRAYAL

The Mint is purely motivated with the advancement of it's agendas, and it's desire to remain in the shadows. If you endanger either of these, or if your death or disappearance will further their goals more than your continued presence, steps will be taken to remove you from the picture.



SPENDING THE BLACK COIN

The Black Coin is a pseudo-coin. Yes, a package of magic and power, but also likely a conduit back to whatever power is behind the Ebon Mint. You can spend it immediately or hang onto it for later use. Unlike the other Coins, The Black Coin does not reduce in effect once your transformation ends. It can be kept indefinitely, a card up your sleeve for the perfect moment. Or maybe you're the self sacrificing sort - hoping to keep the coin out of the hands of those who are less principled than yourself. Either way, it will remain in your possession until you spend it or give it away.

Once you choose to tap it's power, you have two choices.

ASK FOR A LITTLE - DARK MAGICAL GIRL

Don't want to get in too deep now, do you? The Ebon Mint lends you just a little aid. Not so much, but something significant, if definitely marked as their handiwork, and a little mental shove in the right direction. You're in debt with them, but it's not too deep... Right?

Choose one of the following, then gain a Mental Mutation from Page 16.

Additional weapon

You gain an additional weapon. It is pitch black, covered in menacing spikes or freakish eyes, or is otherwise disturbing in appearance. While you wield it, it's stat bonus is doubled. Perfect for chopping, punching, or blasting your way out of a sticky situation. There is an aura of negative energy surrounding it - pain, misery, hate, fear, etc. When you draw it, people can feel the emotion the weapon radiates.



Additional Power

You gain an additional Power. A good little ace in the hole for when you suddenly need to do two things at once, heal a near fatal wound, or have a sudden and pressing need for diplomatic ability. Your new power's effects are noticeably unwholesome - your clones are inky black shadows or corpses, your tentacles leave rust and dark slime behind, your regeneration leaves you looking corpse-like, you can manipulate people but do so in horrific ways, etc.



ASK FOR A LOT - INSTANT MONSTER GIRL

Your magic, your mind, your body - it all warps as power rushes to you. Your body is now monstrous in some fashion - half bestial, made of stone, unnaturally colored or proportioned, possessing of new spines, horns, scales, gills, and other strange body decorations. This can spontaneously gain you a fair amount of power, extra strength or durability.

But the changes are permanent, drastic, and you are surely in serious debt to the Ebon Mint in exchange for the power they've given you.

Gain the Magical Overload Benefit and and Monstrous Form Drawback. Apply mutations to transform into a Monster Girl as per the rules on page 16.

Solo



"It's not so bad you know. Sure, sometimes I really wish I had someone backing me up, but if there's nobody counting on you but you, you never feel bad about cutting and running. Plus, I never really did well with authority anyway."

Something's gone wrong for you. You're adrift, with no magical backer to help you out. Either the Puchuu screwed up, your Patron died, or several Patrons made grabs at you at once and you ended up with none of them. Whatever happened, the end result is the same. You're all on your own, with only a bit of extra energy to help you out. The Puchuu who transformed you might try to direct you or buy you, but if you decided to leave, it probably won't try to track you down.

BENEFITS

On the upside you are beholden to nobody. Nobody will make you go kill monsters at four in the morning. No god is going to bitch you out because you didn't sacrifice a bull this week. There isn't a demanding wizard telling you to go an interdimensional pub to sate his hot wing craving. No monster from beyond time and space screaming for you to paint sigils on the walls in blood. There's no mental magic altering your mind. You're free to work for them if you wish, but can always choose to leave.

FREE AGENT

You can work for other Patrons, or leave them as you wish. You do not gain the benefits from these Patrons, just payment in coin or items. Try to avoid breaking too many deals though - you make enemies that way.



DRAWBACKS

You don't have a backer, which means you're alone in a world of magic with nobody to warn you of potential dangers, provide you with advice, or even just train you. Without a backer, you're likely a bit weaker than other girls. While you can work for other Patrons still, you're not connected to them, and don't gain any benefits they provide other than the payments they offer.



ALONE

You have no advisor, trainer or backer. You may not take any additional drawbacks to gain more benefits. You only gain a single benefit from the Universal List (This **can** be Magical Overload - you may take Monstrous Form in this case only.)

Universal Benefit List



MYSTIC MIGHT

Your patron improves your mystic abilities. Gain +1 to a Mystic Stat.



PHYSICAL PROWESS

Your Patron grants you a bit of extra agility, strength, or toughness. Gain +1 to a Physical Stat.



RETRIEVAL

You patron will recover you if you are too badly injured to fight on. It can't do this every time, but will try to get you back when it is able.



MANA FONT

Your patron channels more more energy to you. You have more mana than normal.



GIFTED ITEM

Your Patron gives you a mystic tool to use. Gain a Mystic, Disguise, Healing, or Purification Artifact.



SUPPLIER

Your Patron has a lot of non-magical resources to throw around. They can get you lots of mundane stuff - electronics, guns, raw metals, crucibles, tools. It won't be instantaneous, but with some lead time, you'll get it.



GENKI GIRL

You become a font of boundless energy. You don't really get tired other than to catch your breath occasionally. Non-physical activity will be a little boring to you now.



TRANSPORTATION

Your patron has some way of getting you where you need to be. A convenient motorcycle always nearby, a limited teleportation system, or giant eagles that will carry you about.



MAGICAL OVERLOAD

You have WAY more magical power than is safe. You must also take the Monstrous Form drawback, and are now a Monster Girl. See Page 16.

Universal Drawback List



MANA STARVED

Your patron holds energy back to sustain itself. -1 to both Mystic Stats.



HEALTH SAPPING

Your Patron's gifts strain your body. -1 to two Physical Stats.



BIG BROTHER

Your Patron will poke their nose into your personal life, and be constantly checking up on you and observing.



CLUELESS

Your Patron doesn't know how other magic, monsters, or mystic phenomena in general work. It can't offer you any meaningful advice on these topics.



EMPTY POCKETS

Your Patron can't offer you any coins, either because it is stingy or because it doesn't have any. Any Coin rewards you gain will have to come from other sources.



LOUD

Your Patron's communication is unsubtle in the extreme. Pillars of fire, booming voices from the heavens - instructions and advice you receive not only can be overheard - they **will** be.



PARANOID

Your Patron does not trust other magical girls or monsters. It will urge you to fight, drive off, or destroy other magical entities.



VENDETTA

Your Patron has a particular axe to grind with another Patron, type of monster, or organization. It's hatred will eclipse any thoughts it has of your safety or future use as an asset.



MONSTROUS FORM

Your form and mind have been twisted. You are a monster girl. See Pg 16 for monster girl rules. Must be taken with Magical Overload.

Monster Girls

You've had too much magic pushed into you at once - it's not safe, but it does make you powerful. Unfortunately, not all of these changes will be beneficial. They will make you stand out, cause conflict with regular mahous, and Puchuu may even leave you to your own devices.

Choose 4 mutations. You must take **at least one from each category** - One Body, One Mind, and One Soul. **Two** must be black mutations.

Body Mutations

Your body twists under the effects of heavy magic, warping and changing. Changes here will be highly visible, and the more alien you appear or sweeping the changes, the more difficult they are to cover up. Some at least, may come with upsides. Thicker skin or wings often help, though not having hands is almost never beneficial.



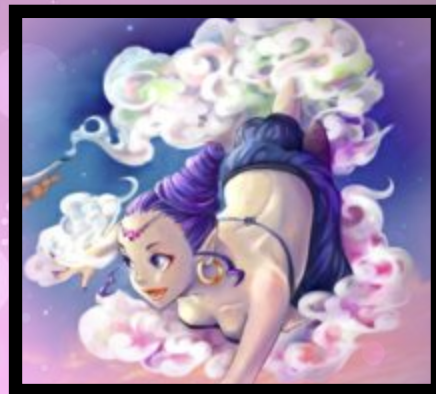
CENTAUR LAYOUT

Your body is replaced by something from the hips or waist down - the body of a horse, snake, spider, or other animal or insect. Your monstrous form is large and obvious.



NONSTANDARD LIMBS

Crab claws, deer feet, tentacle arms, a prehensile tail, a lobster head - some or all of your extremities are odd, bizarre, and eye catching. Certain accessories just don't fit on you or are impossible to use in monster form.



NONCORPOREAL

Your baseline form is misty and unable to exert physical influence. Physical attacks against you are less effective, but will disperse your form, still hurting you.



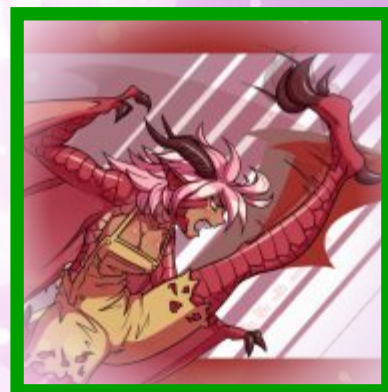
AMORPHOUS BODY

Your monster form is fluid, malleable and can contort in impossible ways. Gain the Flexibility perk.



WINGS

Your monstrous body has wings of some sort - style, attachment points, and size vary. Gain the Wings perk.



THICK SKIN

Armor plates, strong scales, bony growths or just a thick hide. Gain +2 VIT, -1 AGI.

Mind Mutations

The most insidious of the twisting effect of too much magic all at once on you. You'll find you have a new drive, a new set of urges. None of these are truly beneficial. All of them will cause you to come into conflict with others at some point. Some however, will make it extremely difficult to coexist with other magical girls - some might even push you to fight them preemptively, to ensure your dominance or keep your lair safe.



DOMINATOR

You've got the jitters, it's not safe unless you have everything working just how you need it to be. If you just take control of those people, then everything will be perfect and according to plan. They just have to listen. You trust nobody but yourself to lead.

ALTRUIST

You just want to help. In fact you're pretty sure you know just who to help. Or just how. You're not malicious. At least, you're pretty sure you're not. But things keep going wrong - people doing awful things with your help, or insisting you've ruined everything. It's okay though, you'll never stop when people are in need.

DEVOURER

Oh, you're so empty now. There's something you need to fill your belly, to slake your thirst, and you must have it. Oh, you can stave that burning need off for a time, but it's going to wear on you. Maybe you need blood. Maybe your new body just needs a ton of food to keep going. Surely you could just take a nibble, a sip, without causing harm?

WARRIOR

The blood sings in your veins, pushing you to find that high you can only get from lethal combat. Humans are weak, but the girls that defend them, maybe even the other monsters might give you the challenge you need to sate your bloodthirst.

HOARDER

You want things. A burning need within you - things of value, power, or status. And you're going to get them any way you can. Intimidation? Force? Death? That works for you. It'll all be yours in the end.

BUILDER

This place isn't safe for you, but you'll make it that way. You'll lay traps here and there, put a wall here, and soon your lair will be protected. Have to keep it safe. Lethally.

CHAOS ENGINE

You need to introduce a little chaos. All the time. Or maybe only some of the time. But when you know how to throw down that golden apple, to say the right words or do the right things to cause things to go just maximally wrong... Well, you just can't help yourself.

CRAB BUCKET

Power or not, we're all under the thumbs of greater beings, or people with more influence. You can't let any rise higher than you - in success, power, or anything else. You have to bring everyone down to your level. Nobody escapes the bucket.

DESTROYER

There's nothing like the thrill of knocking over that little tower of blocks, and watching everything tumble. The sense of satisfaction you get when you wreck people's work, be it physical or social, is like none other.

Soul Mutations



Body and Mind are not all that warps under the strain of your magic - your very soul shifts and changes. This is the area which affects how your magic expresses itself, and malformations can make you highly susceptible to certain forms of magic, change how your reincarnation work, or even invert what general good fortune you have. Still, your soul might shift far enough away from human that a second specialization could be gained, or your magic better optimized for physical combat.



WEAKNESS

You have a particular weakness to a certain type of magic - Choose one Spec type. Damage of that type is extremely injurious to you, and physical proximity to your weakness, even if it is not an attack will cause you pain.



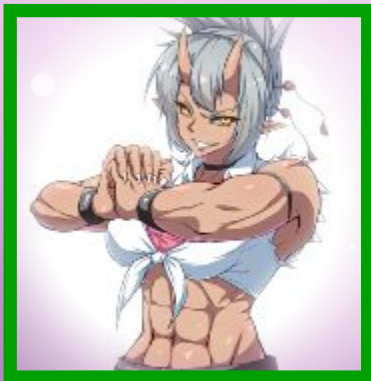
HORRENDOUS LUCK

Something about fate just has it out for you. Your luck is plentiful... it's just all bad. On bad days, you will run into hostile monsters and magical girls at every corner and attempts to explain will result in misunderstandings and attacks.



BROKEN REINCARNATION

You still come back, but the method is bizarre, convoluted, and lengthy. When you do come back, it takes you some time to return to your full power, and your memories will be muddled for some time.



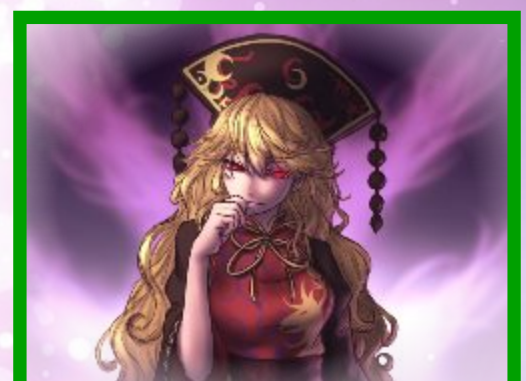
REDIRECTED MAGIC

Your soul's pathways are optimized for physical expressions of your magic. -2 MAG. +1 STR, VIT, and AGI.



SECOND SPECIALIZATION

Your monstrous soul can handle a second type of magic. Choose and gain another Specialization.



POWERFUL AURA

Your magical power is huge, visible and palpable. Your enemies have a hard time zeroing in on you even if they know the general area you are in. Allies are bolstered by your obvious presence.

APPENDIX A: MONSTER GIRL DIFFERENCES

Monster Girls work a bit differently than normal girls - appended here is a list of things that work differently for monster girls than your standard magical girls.



OUTFIT

Your Outfit is fitted to your monstrous form, and does not provide identity protection. Instead, it allows you to hold a mostly physical transformation into a normal looking girl. Holding this transformation is uncomfortable, but sustainable, like sucking your gut in. You will revert to your monstrous form if you lose consciousness or fall asleep.

When in your disguise form, your base stats are reduced to 3's, same as normal girls.



PERKS

Monstrous Metamorphosis - This perk instead converts you to a fully monstrous form when it activates.

Enhanced Transformation - This perk enhances your disguise instead. Your stats may be as high as 6 in disguise form, and you no longer revert on unconsciousness or sleep.

Disguise Artifact - This may be used to assume forms other than your default disguise, or can maintain your normal disguise without effort on your part for a few hours at a time.

Purification Artifact - This artifact is uncomfortable to be around, and tends to hamper you a bit - making you itchy, irritable or unsettled. However, it makes you harder to detect while you carry it, and will lessen your Mental Mutation's effects.

Fake Parents - Your fake parents have no idea you are a monster.