

Accidental Magical Girl Core

Corruption Module v. 1.1

Disclaimer: All things here are being tested and are prone to being updated in the future.

Please contact Sahara or madBrewer for requested future updates.

Created by Ai-n, with the help of the #MGCYOA Regulars.

Derived from the original CYOA written by Quasar Black.

If you have rolled a **20** in character generation, or spent a **Silver** to corrupt yourself from your naturally rolled Specialization, you are here.

You have a meta choice of being a **Dark Magical Girl** with a corrupted specialization, including Oddball. If you choose to become a DMG, you are excluded from the monster girl perk table. DMGs have the ability to use **Corrupted** magic and also corrupt magical girls into DMGs like themselves, and do not have situational weaknesses like monster girls do.

You may instead choose to become a **Monster Girl**.

Monster girls are more **chaotically** aligned than either magical girls and dark magical girls, although they may not necessarily be evil. Due to their corruption, they have the innate ability to use corrupted magic from their Specialization, and can also corrupt the willing.

It is possible to have more than one Specialization, a feat **unique** to monster girls.

If you become a monster girl, and you have spent a **Silver** to corrupt yourself, you keep the **original Specialization** of your Roll (or what you have chosen to coin to).

If you have rolled a **20**, you may **choose** the Specialization of your choice which will represent the type of monster girl you become.

However, you do **not** gain the associated stat bonus for your single Specialization, only the ability to use your Specialization's **magic**. Your stat bonuses will now be derived from the monster you really are.

Your Specialization also has a specific **Weakness** now that you have been corrupted.

Refer to the Weakness Table for more information.

Perks will help determine the characteristics of the type of monster girl you play. You may **select 5** of your choosing if you have a monster girl already in mind (or are porting an existing character into this system).

Or, you may also **roll for 6** in the same manner as choosing normal magical girl perks by using a **6d20**. See the Perk Table for more information.

Archetype Packs are available for every Spec at the bottom of the PDF as well.

Lastly, to account for the many types of monster girls possible, there may be some **cosmetic traits** which you choose for your character that will give no mechanical bonus.

For example, a forked tongue for a lamia would be counted as one of these.

Some monster girls will be more outwardly monstrous, for some this may manifest less obviously. You have the freedom to choose which your girl will be.

Dual Specialization Monster Girls

Monster girls, unlike any other characters, have the potential for a magical duality inaccessible to other magical girls. The latent chaos within them has given them an aptitude for additional magical Specialization, though it is said that corruption is much more rampant in these monsters.

Following the call to chaos and power **increases** your **Weakness** and gives you a **Monstrous Motivation**, and the Black Coin can **no** longer affect you to grant additional boons. In return, you gain a **Secondary Specialization** of your **choice** (but not the Stat boost associated with it).

For **CYOA ver. 1.2** rolled monster girls who have **dual Specialization**, if you wish to keep your second Specialization it will also be considered as if you had taken a **Black Coin** to acquire it.

If you have **already** taken a Black Coin on a **CYOA ver. 1.3** Dual Spec'd character that, you can choose to either **lose** your second Specialization or **lose** the bonus weapon/power granted to you by the Black Coin.

ALL Dual Specialization characters take the **Weakness** associated with your **secondary** specialization on top of your first specialization's weakness. **Both** weaknesses are **2x as effective** against you; such is the price you pay for power.

ALL Dual Specialization characters must take a Monstrous Motivation. You can choose to have more than one Monstrous Motivation if you wish to roleplay it, but only one is required to take if you are selecting a dual Specialization monster girl.

For grandfathered characters there are **Archetype Character Packs** to help port your characters over. You will **NOT** be required to take these character packs even if the monster girl you create falls under the appropriate archetype. The Archetype Packs were created to be faithful to the monster girls represented in previous incarnations of the CYOA written by Quasar Black. Interpretations of monsters can vary, so please do not feel obligated to restrict yourself. If you choose to take an Archetype pack, you must take both of its Specializations.

Big Friends

Big Friends rolled from **AMGC 1.1** may keep their **singular**, rolled Specialization, **or** acquire a second Specialization in the same manner detailed above.

You do not have to roll for the second Specialization and may instead select it (although if you wish to, feel free!) due to the penalty mechanics in place.

Big Friends may also have **5** perks selected for them, or **6** rolled for them.

Big Friends rolled from **1.2+** of the CYOA with **dual Specialization** must take a **Monstrous Motivation** and **both** weaknesses associated with their primary and secondary Specialization if they wish to keep their secondary Specialization.

Corruption

Corrupted **characters** may spread **their** influence and corrupt a magical girl in a unique process; however, **only** a **Dark Sider** (Perk) or a **Dark Magical Girl** can corrupt an **unwilling** target. Please refer to that Perk for the appropriate combat roll to make. The unwillingly corrupted turn into a monster girl (or DMG) and generate their character as if naturally rolled on this sheet.

For **willingly** corrupted girls changed by **another character**, she has a [Meta/OOC] choice to either become a Dark Magical Girl with Specialization-corrupted magic, **or** a monster girl.

If they choose **corruption** into a monster girl, then they **derive** perks from their **corrupter's own perk table**, receiving **3 perks** of their **choice**, or **rolling for 4**. The corrupted girls **retain** their **singular Specialization** and its granted **stats**, but also must take the corresponding **Weakness**.

If a **Beacon** character is asking to be corrupted, they retain their physically granted **perks** granted by their Patron but **lose** the stat bonus associated with them, and their motivation to follow their **Virtue** is gone, turning them into a normal magical girl.

Further corruption to turn a Beacon character into a Dark Magical girl (no statistical or mechanical change) or monster girl requires that they take the **double** Weakness to her Specialization if choosing a monster girl (similar to how Black Coined monster girls do). In addition, they **lose** their Specialization granted stats. They do **not** get a secondary Specialization or a Monstrous Motivation.

If a **Beacon** character has been **corrupted** into being a monster girl, and then wishes to use a **Black Coin** to gain dual Specialization, they gain a weakness to the secondary Specialization and must take a **Monstrous Motivation**. **Both** weaknesses are now more **effective**; see Weakness section for details.

Purification

Some say the process of Purification is **traumatic**; others consider it a **blessing** to be cured of the traits and possible urges they have gained as a monster. For some, it is a mixture of **both**.

If you are **purified** by another magical girl, you will **lose** your monster girl perks and Weakness, instead **gaining** the stats associated with your singular Specialization.

If you have been purified and been recorrupted, or paid a Black Coin to corrupt yourself for the second time, you may choose to retake your previously rolled/selected perks.

You may also choose different ones (or reroll them if desired).

Only **Light**, **Reinforcement**, **Fire**, and potential **Oddball** Specializations can purify a monster girl against their will by using a Specialization roll taken from their Spec tree.

Please refer to those Specialization trees for the appropriate combat rolls.

A **Purification Artifact** (perk) may also be used to purify a monster girl or DMG if the target of the purification process is willing.

Big Friends or monster girls who have **dual specializations** can also be purified, **losing** their Monstrous Motivation and monster girl perks. However, they still do **not** gain the **stats** associated with their Specializations due to the toll they have **paid**. Your **Weaknesses** are, however, **gone**.

In return, however, they **retain** the ability to use Specialization magic from **both** trees.

Weaknesses

By becoming a monster girl (or were a vanilla magical girl who has been corrupted), you have a **weakness** to **one** type of Specialization. When attacked by magic from the Specialization you are weak against, you take **-1 defense** dice against their Specialization magic.

If you have **Black Coined** or are accounting for a Big Friend with **Dual Specialization**, this means you take **-2 defense** dice against the **two** Specialization magics you are weak to.

If you are from the **Beacon**, and been **corrupted**, this means you take **-2 defense** dice against the **one** Specialization's magic you are weak to.

If you are from the **Beacon**, been **corrupted**, and taken a **Black Coin** to gain **Dual Specialization**, take **-3 defense** dice against the **two** Specialization's magic you are weak to.

1. ODDBALL

Choose a fitting Specialization

4. SPIRIT

Weak to Empathic

7. TIME

Weak to Illusion

10. DARKNESS

Weak to Light

13. PLANT

Weak to Fire

16. GRAVITY

Weak to Time

2. FIRE

Weak to Water

5. REINFORCEMENT

Weak to Spirit

8. LIGHTNING

Weak to Stone

11. ILLUSION

Weak to Psychic

14. EMPATHIC

Weak to Beast

17. STONE

Weak to Reinforcement

19. METAL

Weak to Lightning

3. AIR

Weak to Gravity

6. PSYCHIC

Weak to Darkness

9. SOUND

Weak to Air

12. LIGHT

Weak to Sound

15. WATER

Weak to Plant

18. BEAST

Weak to Metal

MONSTROUS MOTIVATIONS

Unlike the Puchuu's transformation, the touch of the Black Coin twists your mind directly. You have a new drive, a purpose. Choose **one** of the following monstrous motivations as your mind warps under the strain of your **dual Specialization** and new body. You are obviously **corrupted** and you **must obey** the drive you are given.

Dominator - You need to have **command**, and have everything working according to your specifications. All means justify the end, anything to make your plan succeed. If you have to take control of others to do so, then so be it. It is your right to **rule**.

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.

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. It's your **home**, and you have to give it a personal touch. Trespassers will enter at their own risk.

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.

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?

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.

Sentinel - You have to keep it **protected**. Be it a person, a place, or an item important to you, there is something whose security and wholeness matter to you. And you'll do anything to make sure it is out of harm's way.

Discordian - You are more attuned to your **chaotic** urges than other monster girls. Maybe you think things are just more fun when they don't go according to plan, maybe you're bitter that others get their happy ending while you do not, or perhaps you enjoy the rush of power when you see people forced to react to what you do. Whatever the case, you **intentionally** sow the seeds of **strife** where you go.

Eidolon - You need to be **worshipped**. You are great, you are **powerful**, and why can't others see that? Well, no matter. If they don't give you the attention you rightfully deserve, they will pay the consequences. Even your favored devotees need to be taught lessons about what happens if they step out of line.

P E R K S

You may choose **any 5** perks you wish.

OR

If you choose to roll:

Your first **two** rolls are on the **left** hand table. The next **two** are on the **center**. The last **two** are on the **right** one. No **doubling** up of perks is allowed. If you get a **duplicate**, **shift** to the opposite table on the right. If you already have that perk, you shift it further. If you have **both** perks on the opposite tables, you may instead **select** any perk.

Bronze
Silver
Gold

Swap a perk to **any** other perk.
Select **1** other perk (**Limit 1**).
Select **2** more perks

| | | | | |
|--------------------|-----------|------------------|-----------|----------------|
| AUTOMATON | 1 | DRIFTER | 1 | INFESTATION |
| PREHENSILE | 2 | INTANGIBILITY | 2 | EMBEDDED |
| nPEDALISM | 3 | BERSERKER | 3 | CONTAGION |
| BESTIAL | 4 | INTUITION | 4 | VOODOO DOLL |
| TOOTH AND CLAW | 5 | BABEL TONGUE | 5 | SEALED |
| PHYLACTERY | 6 | IMMORTALITY | 6 | OVERLAY |
| BILE | 7 | PARASITE | 7 | STITCHES |
| LURE | 8 | SANCTUM | 8 | SEGMENTATION |
| SIMULACRUM | 9 | POSSESSION | 9 | PRISMATIC |
| INHUMAN APPEARANCE | 10 | SAPPER | 10 | SACRIFICE |
| ELEMENTAL | 11 | DARK SIDER | 11 | SIXTH SENSE |
| DISEMBODIED | 12 | INNATE AWARENESS | 12 | ENTER SANDMAN |
| SECOND SKIN | 13 | PRECOGNITION | 13 | AURA |
| CURSED | 14 | ECHOES | 14 | NUMB |
| SIZE AND SCALE | 15 | COMMUNION | 15 | SHACKLES |
| TRUE SIGHT | 16 | DIEHARD | 16 | HALF BLOODED |
| SECRETION | 17 | COERCION | 17 | ETHEREAL |
| REVERENCE | 18 | CORROSION | 18 | PREY OF CHOICE |
| INHERITANCE | 19 | INVISIBILITY | 19 | VOID TOUCHED |
| LEGACY | 20 | THRALLS | 20 | EVOLUTION |

PERK DESCRIPTIONS TABLE 1

- 1. Automaton: +1 Vit, +1 Soak** - Pieces of you are completely detachable, and you can have mild control over your limbs if they are detached from you. You can spend **1** mana to re-attach a forcefully **severed** body part, or replace it with something similar without **penalty**. Example: You may pull out your eye to scout ahead by rolling it forward, or slip your hand through a cage's bars to root around for a key.
- 2. Prehensile: +1 AGI or VIT** - Your **flexibility** is increased; you have supernumerary limbs, an extraordinary supine appendage, or a body part that is distinctly inhuman. You may grasp things and balance on it as if it were a **normal** human limb. **+1** dice on **Grapple** rolls and **+1** to **Escape** Grapples.
- 3. nPedalism: +1 STR, AGI, or VIT** - You **no** longer have two normal human legs. Examples of creatures this would apply to include serpentine bodies, mermaids, driders, genie smoke, or centaurs. **+1** dice on **Knock Back** rolls.
- 4. Bestial: +2 Any-** You retain your **humanoid** shape, though you may have odd tufts of fur, animal ears, a tail, horns, scales, or feathers while undisguised. This can go to more **anthropomorphic** extremes, although it is uncommon.
- 5. Tooth and Claw: +1 STR** - You have big teeth (or large claws)! In unarmed combat, you may use your bare fists or your mouth using the **same** stat bonuses as your normal **weapon** and applied **Enhancement** (if applicable). You can **never** be **disarmed** from this weapon (unless the limb or your teeth are removed). Rolls are made with a **STR** test. If you have an **Unarmed** weapon normally, you may choose an additional **Enhancement**.
- 6. Phylactery: +1 VIT** - You are **bound** to a certain physical object, place, or person. This can be in the form of a haunting, making a lair, or else wise. In return this physical thing becomes your Soul Jar, you **cannot die** until this place is destroyed, although you are allowed to travel indefinitely beyond its boundaries as long as you return at least once a year. If magical girls attempt to **purify** it, you will become a **normal magical girl**. If already in possession of the **Soul Jar** perk, **both** must be destroyed for you to die; if only **1** is destroyed, you lose $\frac{1}{2}$ of your stats permanently.
- 7. Bile: +1 to the Appropriate Stat** - From your mouth you are able to exhale a substance related to your **Specialization**. For example, a Fire monster girl would be able to breathe flame. This acts as a **weapon** which may **never** be disarmed and deals Specialization based damage (**1 wound/success**, and respects Soak). Either an **AGI**, **VIT**, or **MAG** based roll. Does **not** consume mana as it is a biological process.
- 8. Lure: +1 Any** - Your monster girl has something related to either their appearance, personality, other monster girl perks, or Specialization that causes people and other monster girls to be **drawn** to their company. Your monster girl will **never** have to be alone unless she chooses (even if she breaks taboos). **Aiding** and being **Aided** now grants **you** and **your** aider/aidee **+1** mana.
- 9. Simulacrum: +1 Any** - Your ability to **mimic** other people and creatures makes you a natural at blending in to your surroundings as a predator. Appearance, mass, and the physicality may be accurately simulated, but your voice is retained. **+2** die on rolls to **Flee** or **Hide**; additional bonuses may be granted by your GM. **Third Eye** can **see** through your disguise, and a **Purification artifact** will **break** it to others' perception. If you have the **Disguise Artifact** perk, you may also believably simulate voice and other ties.
- 10. Inhuman Appearance: +1 VIT** - You are either so **radiant** or so **ugly** or so **different** that you inspire mixed reactions of awe, terror, or shock in other sapient beings. When shedding your **disguise**, as a **free action** you must roll **1d10** against a **target's 1d10** (without modifiers). If your roll is **higher**, they are **stunned** and unable to use an action on their next turn. If in possession of the perks **Enhanced Transformation**, **Eternal Style**, or **Enhanced Outfit**, you gain a **+3** to your roll. This bonus can **stack** if you have more than 1 applicable perk. Additionally, if you have the perk **Monstrous Metamorphosis**, when it is triggered you automatically **succeed** at stunning the target.

11. Elemental: +1 VIT or MAG - You are a being of an **element**, forgoing normal biological processes to have a body whose form is based on your Specialization. This could be in the form of a golem, a clockwork being, or the more usual fire or water elementals. You no longer need to eat, sleep, breathe, anything connected to the usual conditions for maintaining usual biological life. If already in possession of **Enhanced Sustenance** perk, you gain **+1** to your **Wound** pool. If in possession of **Environmental Sealing**, you gain **+1 Soak**.

12. Disembodied: +1 MAG or LCK- Your monster girl self's spirit is not as deeply tied to its earthly bonds and your presence can **never** truly be erased from the world unless you wish to die. Upon **death**, you may make yourself visible and audible to others although remaining otherwise intangible, and are able to manipulate light objects if you concentrate really hard. You may also **cast** up to $\frac{1}{2}$ of your Specialization's magic while in this spirit state.

13. Second Skin: +1 Any- The real you is more than skin-deep. Your **disguised** form **cannot** be detected as a disguise (**unless** a Third Eye user is actively seeking you and has an idea of what to look for), and it can be removed as a **free action**. If you have **Enhanced Transformation** or the **Disguise Artifact** perk, you can **never** be detected while disguised.

14. Cursed: +1 LCK - You are a being known as a harbinger of changing fates. You have a power to **drain** other people's **luck** by spending **1** of your **own** Fortune Points, and rolling your **MAG** or **LCK** against a target's Sunder, Shield, or Luck Out roll. You receive the amount of points drained from the other person based on the number of **successes** over them to a **maximum** amount of $\frac{1}{2}$ their current fortune pool. Out of combat, this just makes people very unlucky around you.

15. Size and Scale: +1 STR, AGI, or VIT- You are a **small** or **big** monster girl, at minimally **half** or maximum **double** the size of a normal magical girl (\pm up to an additional half if Over/Underdeveloped). **+ 1** dice to **Disengage** if you are **Small** or **+1** dice to **Cover** rolls if you are **Big**. In your disguised form you will always be abnormally short or tall.

16. True Sight: +1 VIT - Your monster girl has either compounded eyes, bestial enhanced eyes, or some other affinity granting them enhanced sight. Your girl can **see** in pitch black environments, through smoke, and other environmental blinders with **no penalty** to **Perception**. **+3** modifier on Perception rolls. When targets **Hide** or **Flee** from you, you gain a **+2** dice bonus against them.

17. Secretion: +1 to the Appropriate Stat - Your body is able to produce a unique **substance**, or you may even be **composed** of this substance. This may be slime, webbing, or unnatural moistness. You may spend an action to secrete a large amount of this substance directed either at a target by rolling your **STR, AGI, or MAG**. On a **success**, the target caught in your secretion take have all of the **contested stat's** rolls dice **halved**. Attempts to free themselves using the appropriate **defensive roll** (without incurred penalty) against the monster girl can be done as a **free action** during their **turn**. An ally may spend an **Aid** action to **free** a trapped target. Those trapped may also spend an **Action** to move away.

18. Reverence: +1 Any, +1 Fortune Point- Your monster girl is considered a **good** omen, either of **sacred** significance, consecrated, or otherwise positively significant. Out of combat, your monster girl does not need to wear a disguise. Normal humans feel at **ease** around her due to her magical aura, although she may still receive unwanted attention.

19. Inheritance: +1 AGI, STR, or VIT - Your monster girl's curse of **chaos** is one that can be **spread**. On the turn you make a successful **physical** attack against a biological target, the target must roll a **1d10** if a wound is taken. On **1-3**, they undergo a **Monstrous Metamorphosis** for **4** turns and take a **2 dice** penalty to their roll to remain in **control**. **4-10** have no effect.

20. Legacy: +1 Any - Your monster girl is very obviously **cursed** and afflicted with what makes them a monster. **Debuffs** cast on them become **half** as effective (in terms of the dice penalty **incurred**, or **rounds** that the debuff is active for, at GM's **discretion**). Out of combat, this means your monster girl can **never** be **purified**.

PERK DESCRIPTIONS TABLE 2

1. Drifter: +1 AGI or MAG– You gain either Wings or Levitation. **Wings** grant you free flight when **undisguised**. +1 bonus die to **dodge** and **disengage** rolls. If you have already rolled **Wings** as a normal perk, the bonus stacks. **Levitation** allows you to **hover** above any solid surface for a maximum height of 2x your body length, **both** while **disguised** and not. +1 die on all **defensive** contests.

2. Intangibility: +1 MAG or LCK- You may **phase** in and out of objects. You may use this ability **once** per Encounter to avoid **any** attack. When not in combat, your phasing has a time limit of **1 minute** - or when travelling quickly, 30 meters of distance - before you become solid again.

3. Berserker: +1 STR, AGI, or VIT - With your monstrous new self comes a monstrous new ability to defend yourself. When you reach a **wound threshold** you **gain** a number of bonus **offensive** dice **corresponding** to the **threshold** on your next **immediate**, subsequent **offensive** roll. This bonus can **stack** if you are taken down multiple thresholds. Penalties **resume** as normal **after** this roll is made. Example: You take 5 damage leading you to your first wound threshold; you gain +1 dice; or you take 12 damage leading you to your third threshold for +6 dice (1-1, 2-2, 3-3).

4. Intuition: +1 Any- Your type of monster girl is **attuned** to the orders of chaos. You can **sense** the dark desires and get a general idea for the true **motives** of a target (if they intended to sow chaos/evil or if they believe they are doing something good). If you have the **Awareness** perk, you are now always aware of when you are being told a **lie**, no matter how small.

5. Babel Tongue: +1 MAG or LCK - Your monster girl is gifted with communicating. For languages made by sentient beings, you can speak the **language** after being in **contact** with a speaker of that language and **hearing** them use it. This may include **animals** if their cognitive abilities are high enough (you cannot speak plankton).

6. Immortality: +1 VIT or LCK– You are **notoriously** hard to kill. After receiving a blow which would drop your HP to **below 0**, you will instead **remain** at 0 HP. You can continue to stand and fight until you reach **negative two** wound thresholds [or -50% HP] (dice penalties will be incurred for each negative threshold). Can be used multiple times during an Encounter if you have access to being healed. The **Determination** Enhancement will activate first if you have it.

7. Parasite: +1 STR or VIT - You have a **craving** to **feed**. Blood, emotions, treasure, you have a fix and this one thing can give you what you need. In combat, feeding from your source grants you a mild power of **Regeneration** (+1 wound recovered at the start of your turn, +1 mana and soak every other turn) for **2d3** turns. This **cannot** be used **consecutively** in combat. If you already have **Regeneration**, it is **twice** as powerful.

8. Sanctum: +1 AGI, VIT, or MAG - You are one with the **environment** you have an **affinity** for. For some this may be shadows, for others water or lava. You are **immune** to environmental damages from your affiliated environment. For **1 mana** the monster girl can **meld** into their affiliated environment. You may remain non-visible and **immune** to damage for **1 turn** and reappear in the same location on your **following** turn, or use your **action** to change location to another area in **visible** sight from where you had originally been located. Out of combat you may do this to sneak around or travel more freely through your associated environment.

9. Possession: +1 MAG - Your **soul** is powerful and can vie for **control** of a target's body. This can automatically succeed on inanimate or dead objects. Monster girl's **MAG** or **LCK** score is rolled against another players' Shield, Sunder, or Luck out. On a **success**, they can take control of a resist target for **one turn**. Can only be used **once** per **target** in an encounter on a success. Out of combat this ability can be used to skinwalk, spy, or whatever else under a time limit of 1 minute at a time before you return to your own body. If you **kill** the living body you are possessing, **your** soul will also **die**.

10. Sapper: +1 MAG - You are a being known to exist by living off **magic** itself. You have a power to **drain** other people's **mana** by rolling your **MAG** or **LCK** against a target's Shield, Sunder, or Luck out. You receive the amount of points drained from the other person based on the number of **successes** over them to a **maximum** amount of ½ their **current** mana pool. **After** you have successfully drained a target in combat you will **lose 1 mana** per turn. You may still use the normal Recharge action to regenerate mana. If you have the **Regeneration** power, you can no longer regenerate mana only **after** using this ability and instead gain **+1 Soak** in its stead.

11. Dark Sider: +1 Any - Prolonged contact with your monster girl, same as with Dark Magical Girls, leaves others more **prone to corruption**, and you have the ability to **intentionally** corrupt a magical girl. By rolling your **weapon's stat** or your **Luck** against a magical girl's **appropriate** defending contested stat, who is at their **last** wound threshold or lower, you have the ability to turn them as **monstrous** as yourself. Upon a Dark Sider's **successful** corruption, the target will be treated as a naturally rolled **monster** or **dark magical girl** and refer to this document. This ability may only be rolled **once** per **target** per **Encounter**. See the Purification & Corruption section for further details.

12. Innate Awareness: +1 LCK- There is an object, subject, concept, or being that is **connected** with your monster girl. For Parasites this may be their consumable, for others it can vary. You can see **traces** in the air of where this may be and you always have a **sense** of where to go to find it, as well as knowing where the **closest** one in your immediate area is. If you have **Absolute Direction** as a perk, you can now search based on a more **conceptual** level to find what you seek.

13. Precognition: +1 MAG or LCK - Your monster girl has a mild sense of **clairvoyance**, and can spend **1 mana** or **1 fortune** to ask a GM about a future event. If already in possession of the **Mystic Artifact** perk, you **no** longer have to **spend** a mana to use it, and the artifact becomes more of a metaphorical mental object which **cannot** be **taken** from you or lost. If the **Scrying** power, then the **details** become more clear when you scry.

14. Echoes: +1 to the Appropriate Stat - You are able to emit a **unique sound** using your specialized body. Whether it be a supernaturally enhanced throat, bestial aspects, or ??? you are able to disarm others when you make this noise. You may roll your **MAG** or **LCK** against a target's Sunder, Shield, Luck Out, or a Vitality based roll; on a **success**, they are **unable** to make an **offensive** action on their next turn. Out of combat this can be used to unsettle others, break their concentration, or mimic a voice to lure them closer to you.

15. Communion: +1 Any – Choose either **night** or **day**. During the **time** you have selected, the monster girl receives a flat **+1** dice to **all** rolls and **Weaknesses** becomes non-**effective** against the monster girl (you do not take the dice penalties). However, once transformed, they must **stay** transformed until the following **transition** (if a night; dawn; if day; dusk). If in **possession** of the perk **Monstrous Metamorphosis**, your character will be easily triggered during this **period**. If you are **Black Coined** for dual Specialization, you take **half** the **penalty** against your weakness.

On a **solar eclipse** or **lunar eclipse** respectively, the monster girl receives a flat **-1** to all rolls and **cannot** transform or use monster girl **abilities** until the **following** dawn or dusk. Weaknesses become **2x** effective against the monster girl. If you are dual specialization, your penalty is also **doubled**.

During the **opposite** of your chosen time period (night;day: day;night), there is **no** bonus and weaknesses are at their **usual** effectiveness.

16. Diehard : +1 AGI, VIT, or LCK-When fight or flight kicks in, you know how to keep **living**. When you reach a **wound threshold** you **gain** a number of bonus **defensive** dice **corresponding** to the **threshold** on your next **immediate**, subsequent **defensive** roll. This bonus can **stack** if you are taken down multiple thresholds. Penalties **resume** as normal **after** this roll is made.

Example: You take 5 damage leading you to your first wound threshold; you gain +1 dice;
or you take 12 damage leading you to your third threshold for +6 dice (1-1, 2-2, 3-3).

17. Coercion: +1 Any - Something about you just draws others in, your eyes themselves become tools of **hypnotism**. **Eye contact** with enemies and NPCs can influence their thoughts. Monster girl's **MAG** or **LCK** score is rolled against another players **Shield**, **Sunder**, or **Luck Out**. On a **success**, the target has all dice **halved** for **1** combat round. Can only be used **once** per **target** per **Encounter**. Out of combat this ability can be used to influence NPCs, get price reduction on shops, or even outright rob people on GM's discretion.

18. Corrosion: +1 to the Appropriate Stat - At a touch of a certain limb, perhaps **venomous** spurs, teeth, or simply your **tainted** skin itself, you can cause others to be **poisoned**. You must come in **contact** with the target at **Close range** for this to be effective; you may roll a **STR**, **AGI**, **MAG**, or **LCK** test depending on your source of venom against the corresponding defensive roll. On a success, the target is poisoned for **3d3** rounds, and loses **1** wound per round. This **ignores Soak**.

19. Invisibility: +1 AGI, MAG, or LCK - You are able to become **invisible** for short periods of time. You may use this ability during your **turn** to become **untargetable**. When not in combat, your invisibility has a time limit of **1 minute** - or when travelling quickly, 30 meters of distance- before you become visible again.

20. Thralls: +1 Any- You gain **5 beings** under your control related to your **specialization**. They might be in the form of skeletons, critters, etc. and are completely **loyal** to you alone. These may be commanded individually as a **Free Action** and have the default template of 2 STR/2 AGI/1 VIT/1 MAG/2 LCK for their stats. However, they may not cast magic and have no Soak as individuals. You may choose to order **all 5** them to combine as an **action**, which results in an **amalgamation** which rolls a **7d10** by default for each stat contest, with a wound and mana pool equal to **10 Wounds**, **5 Soak**, **10 Mana**, and **2 FP**. Amalgamates can cast magic relating to your specialization to a limit of **MagReq 10** Abilities. You may also spend an **action** recalling them which **removes** them from combat. If **one** thrall dies you must spend a **week** to find a new one; losing **all 5** at the same time, however, requires a **month**.



PERK DESCRIPTIONS TABLE 3

- 1. Infestation: +1 Vit-** Something infests your body; rogue magic, bugs, viruses, or something more obscure. **Lose 1** of your Natural **Soak** (this **cannot** reduce you below 1 Soak granted by your Outfit), but when you **deplete** an enemy's soak you may **add** it to your own (up to a **limit** of 2x your natural Soak. Larger gains are applied normally until this limit is met. Any excess is lost.).
- 2. Focus: +1 Any-** A **focal** point of some object, organ, or other anomaly is inside your body or on the exterior living of your **life** forces. **Knock Back** rolls now only knock you back by **one Range** instead of Out of Combat.
- 3. Contagion: +1 to the Appropriate Stat-** Infection courses through your body related to your **Specialization**; **non-consecutively**, you may **contest** your **Primary** stat against a target's (with the appropriate Defense roll). On a success, for their next turn, they **cannot** use their Specialization magic, but your **own** with a 1 dice penalty.
- 4. Voodoo Doll: +1 LCK-** Your body can be magically linked to another. You may contest your **Mag** or **Str** against another (who can defend with the **appropriate** stat). On a **success**, for the following round **damage** inflicted against you will also be **applied** to the target (still respects Soak). The link **cannot** cause more damage than **25%** of the target's max HP per casting or round. No character can be the target of **more** than one Voodoo Doll at any time.
- 5. Sealed: +1 Any-** Angered by the curse of your corruption, the **puchuu** have attempted to **seal** your **latent** abilities to keep you in line. **Begin** an Encounter with a 1 dice penalty on **all** rolls for **2 turns**; after two turns have **passed**, gain +1 dice to your normal to **all** further rolls for the Encounter.
- 6. Overlay: +1 MAG-** You may overlay your **senses** over another's to **see** things from their perspective and what they are currently feeling, as long as your target is in **visible** sight to you. You **cannot** interfere with their thoughts or make your presence known, although your body will be **Prone** while Overlaying another.
- 7. Stitches: +1 Any-** Magically or physically, there are **bonds** within your spirit which are threaded through your magic and body. The line between your **life** itself and your **magic** wavers. You may **convert** up to 4 of your **HP** to **Soak** (or **vice versa**) as a **Free Action** during your turn.
- 8. Segmentation: +1 STR or VIT-** Your body is made up of many **components** which look interchangeable. When you are **Pinned** you may **contest** the roll using the **appropriate** defense dice; on a **success**, the **inflictor** of the Pin is now **instead** Pinned by you.
- 9. Prismatic: +1 Any-** You or a part attached to you **glistens** and gleam with an unnatural, **reflecting** shimmer. Magic is infused into the **essence** of your body. When you **Recharge**, gain 1 bonus mana.
- 10. Sacrifice: +1 LCK-** Your corruption has made you into a sacrificial lamb for the forces which be. When you reach 0 HP or lower you may **transmit all** of your remaining mana and fortune points to an **Ally** as a **Free Action** if you choose to do so.

11. Sixth Sense: +1 MAG- Even without being Spirit spec, you may see the **souls** of the **deceased**, or those astral **projecting**. If you **choose** you may be able to **touch** them or allow them to touch you with some **concentration**.

12. Enter Sandman: +1 Any- You may **enter** the dreams of others at a whim, although you will be in your **undisguised** form. Usually the target's dreams will take a turn for the **worse** due to your presence, even if you do not intend such to happen. You may also **consume** their dreams as sustenance (although you can not tell specific details of then), causing them to **forget** them upon awakening. Replenishes **1** of every **Resource** when a dream is **consumed**.

13. Aura: +1 Any- You may see the **Auras** of others, which give a **general** feeling of their current **mood**. If someone is repressing their mood or faking it, it will be indistinguishable to you.

14. Numb: +1 VIT- Your **senses** are **dulled**, dimmed down by your **tainted** magic. You live, but... something is **wrong**. You may decrease **all** Wound Penalties by **1 Dice**.

15. Shackles: +1 to the Appropriate Stat- You have **binding** chains, of magic or something tangible. Choose **Str**, **Agi**, or **Lck**. **Once** per **target** per **Encounter** you may **contest** your chosen **stat** towards an Enemy; they may not go out of the **Range** you had **originally** contested your Stat of for the **remainder** of the **Round**.

16. Halfblooded: +1 MAG- A **mutation** sings in your blood, granting you a minor **affinity** for a secondary **Specialization**. Choose **one** Specialization which is not your own; you gain the ability to use **ONE** **spell** from that spell tree. The spell taken can be **your** **Mag** level or **lower**.

17. Ethereal: +1 VIT or LCK- Your body exudes an **aura** of pure magical energy. **Once** per **Encounter** (hour?), you may spend a **free action** to replenish **+1 Mana** to all **Allies** in **Close** range to you.

18. Prey of Choice: +1 Any- You are a **hunter** by nature and have a specific **talent** for slaying enemies of a certain **persuasion**. Choose a **Specialization**. When fighting an **enemy** of that Specialization you gain **+1** dice on **Offensive** actions.

19. Void Touched: +1 LCK - Somewhere between this world and the next, you may **choose** to **shift** between realities, parallel universes, or shells of worlds lost. If you wish, you may enter one of the many realms of **dead possibilities** at any time to see what might have been. For **1** mana and **1** fate point you can **reroll** either an ally's, or an enemy's roll once per encounter. **Must** take the **second** result, but you character retains knowledge of how the first roll would have gone if not for their interference with fate.

20. Evolution: +1 Any- You adapt under **pressure** on a **supernatural** level, seeing what others can do and **cannibalizing** their skill. During an **Encounter** when a **Specialization** spell is used against **you** or an **ally**, you may **also use** it with the normal **mana** costs. You can not use these **temporarily** learned spells again after the Encounter ends.

MONSTER GIRL ARCHETYPE PACKS



Lamia

Fire + Water

Devourer Motivation

Human from the waist up, massive snake from the waist down. You'll be hungry often trying to feed that enormous body. But you can find enough meat, right? You're strong and magical and most importantly, you're not that picky anymore.

Perks

Prehensile

nPedalism

Tooth and Claw

Corrosion

Size and Scale

Prey of Choice

Drider

Darkness + Psychic

Builder Motivation

Human from the waist up, massive spider from the waist down. Your spider body is rather fragile for it's bulk. You need your lair to be safe. Best if no one ever finds it or you. But if they do, well, you'll just HAVE to do something about it, won't you?

Perks

nPedalism

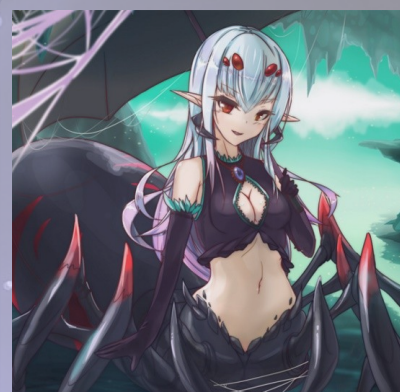
Secretion

Corrosion

Contagion

Segmentation

Sanctum



Vampire

Air + Time

Devourer Motivation

Human, but with a pair of large bat wings attached to your shoulders or lower back. You have big fangs, a love for blood, and undying strength to make you a terror of the night. Mysterious individuals that charm others with just a glance.

Perks

Tooth and Claw

Parasite

Communion

Drifter

Immortality

Coercion

Fallen Angel

Reinforcement + Light

Altruist Motivation

Human, but for the large feathery wings extending from your shoulder blades. and the slight aura of light constantly around you. You want to help folks. All The wrong folks. Folks who will take your kindness and use it to hurt others.

Perks

Drifter

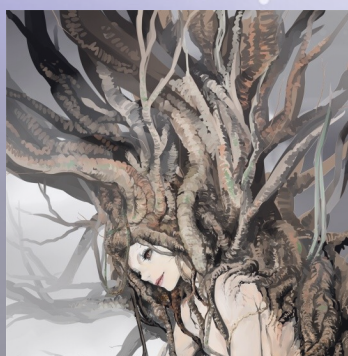
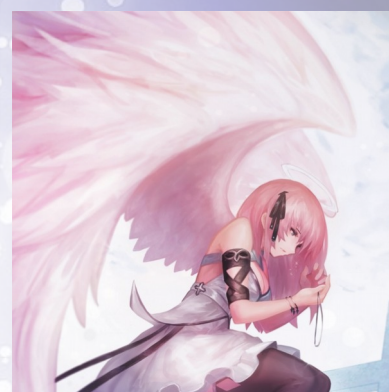
Communion

Lure

Reverence

Prismatic

Cursed



Dryad

Wood + Illusion

Sentinel or Builder Motivation

Human, if not for the bark-like texture of your skin, and the foliage in your hair. Nature's just more important than people. You want to help all the little plants grow - Especially your own tree - and those that Will help uproot civilization.

Perks

Phylactery

Elemental

Sanctum

Infestation

Corrosion

Evolution

MONSTER GIRL ARCHETYPE PACKS



Siren

Water + Sound

Eidolon Motivation

Human-like, but for the patches of fish or sharkscale skin, the gills, the sharp teeth, and the webbing between your digits. You are really only comfortable in water, but being isolated in a river, a lake, or an ocean is lonely and there's little audience. You crave companions and adoration - even if you have to get them by force.

Perks

Bestial

Lure

Inhuman Appearance

Echoes

Sanctum

Coercion

Were

Beast + Empathic

Discordian or Warrior Motivation

Human, but for the animal ears on your head, the claws, fangs, excessive hair growths and tail. You're fine most of the time, a little more aware of your bestial side. At regular but not entirely predictable intervals however, you will be subject to sudden blind rages.

Perks

Bestial

Tooth and Claw

Inheritance

Communion

Berserker

True Sight



Djinn

Lightning + Gravity

Altruist Motivation

Human-like, but your skin and hair have an unnatural coloration, your ears are pointed and you exude a slight aura of smoke or mist. You want to help people, you truly do, but your ability to understand humans is no longer reliable. You sometimes take statements literally or interpret them wrongly, the subtleties all lost on you to disastrous results. Best if you keep small talk to a minimum

Perks

Drifter

Babel Tongue

Intangibility

Enter Sandman

Simulacrum

Ethereal



Golem

Stone + Spirit

Hoarder or Sentinel Motivation

Human in shape but not material - you are nothing more than an animate statue, unfeeling stone. While you may initially revel in your strength and toughness, you will find that you now desire all that you now lack - personal connections, family, friends, touch. It's all you want now - and you'll do anything to get it back.

Perks

Automaton

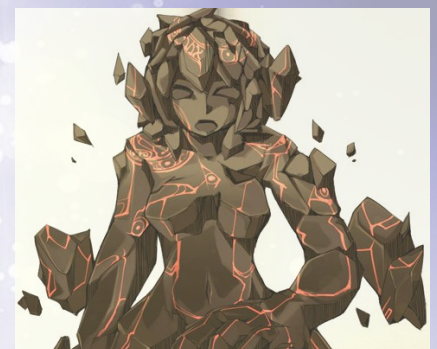
Elemental

Disembodied

Possession

Sealed

Numb



Drake

Metal + Fire

Dominator or Hoarder Motivation

Human-like, save for your scales, horns, and wings. Your hoard calls to you, the metal's hymn urging for you alone to maintain and perfect it. When your cache is threatened (and with it, your life itself), you know how to make a weapon out of everything you've amassed; and how to smelt and add more.

Perks

Bestial

Innate Awareness

Drifter

Bile

Phylactery

Prismatic

