

# Accidental Magical Girl Core

## Fusion Rules

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

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If certain **magical girls** have a life-long **bond**, to the point that they would sacrifice themselves for the other, they may fuse into one super being that combines **both** their **physical** and **mental** abilities. Rumors speak of those gifted by the Puchuu to empower certain girls to be able to fuse with others more easily, and other strange caveats may exist in the magical, mysterious Overcity.

The golden rule is this in fusion:

Where there were **separate** beings, there now is **one** singular whole.

Although powerful, this is **not** an act to be taken lightly, as Fusions can **fail** if the bond is only tenuous, and after Fusion both girls will be very **weak** and vulnerable.



# Caveats

1. There may only be **two** parties fused at one time **normally**. Fusion forms can **not** fuse with other fusions.

**1a.** With a GM's permission in a PVE Campaign setting, you may allow for fusion with more than two magical girls. This is not intended as a PVP feature.

As a guideline, the **Power of Friendship** and **Tuner** perks would be reasonable justification for having a multi-girl fusion if the GM can not judge how close the characters are.

2. Fusion may only occur when the two are **bonded** to each other deeply on an emotional level. You both must be willing to sacrifice each other so that the other may live, in the form of a lifelong bond. Fusing with a girl you've just met would fall into the range of **volatile** fusion, which has **consequences**.

3. Any fusion possibility is valid as long as it is between the **magical** beings you are able to **roll** during character generation. Monster girl with white coin, vanilla with black coin, monster girl with monster girl are all valid combinations. This means you can **not** fuse with a Puchuu, Patron, monster, or normal human.

4. Fusing with **Corrupted** or **Coined** girls leaves you vulnerable to their **influence**.

For **1.3** Coined characters, the **non-coined** party will be **corrupted** for **one day** following fusion. Meanwhile the **coined** character (if their personality has not been completely lost to following their virtue/corruption) is **free** of its **influence** for **one day**.

For **1.2** themed characters, the **dark magical girl** or **monster girl** is **free** of their chaotic urges for one day and feels the **compulsion** of **order** typical of vanilla magical girls.

In return, the vanilla **magical girl** feels a **compulsion** to cause **chaos** for one day.

5. **Twin Souls** (if Fusion-form) are able to **fuse** from their inception after character generation. They, along with **Familiar**-Powered girls, are the only ones able to fuse **immediately** in the game

**5a.** If the Twin Soul has the Power of Familiar, you may only fuse with your Twin or the Familiar **one** at a time. Exceptions may be granted by your GM in a PVE-campaign setting.

**5b.** Familiar-Fusions grant you the **bonus** of your Familiar, although the **Incorporeal** trait can only be triggered **once** per Encounter as a Defensive action.

6. You may **not** fuse with your Allies or Big Friend. Although you may have a true bond, the Puchuu's interference in leading them to you has forever **disturbed** the chance for fusion between you.

However, the **Allies** may be able to **fuse together** (if their characters get along well) but with **not** any other player character, and the **Big Friend** (if close enough with a **player character** who is **not** the original roller of the perk) may be able to **fuse**.

7. If the fusion form reaches **0 HP** it will **break** apart. Both girls are automatically **unconscious** and must **roll** their **VIT** to awaken.

(GM dictates number of successes needed.)

If the **HP** is **< 0**, another VIT roll is required by both parties to **survive**.

(GM dictates number of successes needed.)

# Mechanical Bonus

In one form, you share the **Specialization, Power, and Perks** of the fused parties.  
The Outfit styles combine to form **one** outfit.

**Both Weapons** can be wielded at the same time, or be fused into one.

**All Enhancement Bonuses stack** when Fused.

Appearance-wise you would appear to be a **blend** of traits drawn from **both** parties.

**Resource points** such as HP, mana, or fortune points do **NOT** get replenished when Fused.

You **must** be in **Close** range to Fuse.

Fusion eats the **Initiator** of the Fusions' **turn**; additionally, the **3** turn counter for **Volatile** fusions begins on the **Initiator's** turn.

The **stats** of the two fused parties are **added** together. The **two highest stats** of the **two** are chosen and added, as well as the **two lowest stats**. The **leftover stat** will be the stat of the fusion **initiator's** choice to add. If there is a **tie** between stats, it is player's **choice** which to use, although the **same** stat for one character's half of the fusion may **not** be used **twice**.

You and your fused partner will be able to **co-ordinate** in **OOO**, either through PMs or through the offtopic channel to determine what actions would be suitable to be taken. This fusion would be a **joined** consciousness of both of your characters, and their mind will be as one. Because of the nature of this fusion and it relying on the characters having been strongly bonded, it will be assumed that the **OOO** players will be able to create a synergistic fusion of the two.

## Fusion Example

A Fire girl, Sugar Sovereign Victoria, whose power is Killing Blow and whose stats are  
15 STR / 8 AGI / 4 VIT / 6 MAG / 5 LCK

She wields an Aerodynamic Melee weapon.

And also has a Skimpy outfit with the Tentacle Bane Enhancement.

She chooses to fuse with her best friend, a Gravity girl named Cosmic Princess Cynthia, whose  
power is Duplication and whose stats are

6 STR / 12 AGI / 8 VIT / 20 MAG / 4 LCK

Who uses an Enchanted Mystic weapon

and has an elaborate outfit with the Determination Enhancement.

(See next page to determine the Stat Calculations)

In the heat of the moment Victoria and Cynthia come across an enemy they can not hope to take on alone. Either from fear of collateral damage, or from grievous wounds, willpower floods through both girls alerting them to an ability they never knew they had had.

By touching each other, holding hands; or perhaps doing an elaborate dance or saying a catchphrase, their bodies lose their distinctively separate forms momentarily [fluffed with whatever description you feel is fitting] and after the transformation, only one figure is left.

With double the strength and willpower, Cyntoria can take on her foe much more easily!  
Sometimes two is better than one~

# Calculations

Sugar Sovereign Victoria, whose stats are

15 STR / 8 AGI / 4 VIT / 6 MAG / 5 LCK

Cosmic Princess Cynthia, whose stats are

6 STR / 12 AGI / 8 VIT / 20 MAG / 4 LCK

When fused they choose their **two highest** stats to begin with:

For the Victoria, this will be 15 STR and 8 AGI.

Cynthia's highest are 20 MAG and 12 AGI.

So far in their combined form's calculations, then, they have the following stats:

(15 STR) = 15 STR  
(8 AGI) + (12 AGI) = 20 AGI  
(20 MAG) = 20 MAG

Now to add the **lowest two** stats.

Victoria contributes her lowest stats of 4 VIT and 5 LCK.

Cynthia contributes her lowest stats of 6 STR and 4 LCK.

So their build is now:

15 STR + (6 STR) = 21 STR  
20 AGI  
(4 VIT) = 4 VIT  
20 MAG  
(4 LCK) + (5 LCK) = 9 LCK

Victoria, who was the initiator of the fusion, now has a **choice** whether to additionally add her stat of 6 MAG, as it is a **middle value** for herself, or to add Cynthia's 8 VIT which was the middle value for that girl. She chooses to add her own MAG of 6.

21 STR  
20 AGI  
4 VIT  
20 MAG + (6 MAG) = 26 MAG  
9 LCK

This brings the fusion form's **final** build to:

## Cosmic Sovereign Cyntoria

### Specialization:

Fire & Gravity

### Weapons:

Melee + Mystic  
Aerodynamic + Enchanted

### Outfit:

Skimpy + Elaborate  
Tentacle Bane + Determination

### Powers:

Killing Blow + Duplication

### Perks:

All

### Stats:

21 STR | 20 AGI | 4 VIT | 26 MAG | 9 LCK

# The Downside

The downside to fusion is that it makes the girls incredibly **vulnerable** after usage. Although you get an incredibly powerful form, it does not last long (until the end of the Encounter).

Girls with the **Tuner** Perk ignore these penalties.

Both parties **mana** pools are **depleted**.

All **fortune** points are **depleted**.

**Damage** sustained in the Fusion form is **split** across both parties; if the wound number is **uneven**, in this case, you may round **down**.

Parties are **prone**, **no offensive** actions can be taken for **3** turns.

**Defensive** dice become **baseline** 2d10 for the next **3** turns.

If an Ally who was not part of the fusion uses an **Aid** action on a **vulnerable** previously fused girl, their **penalty** on defensive and non-offensive actions is instead **reduced** by **1** turn.

## Volatile Fusions

Your character believes it has a strong bond to a character; one which the other does **not reciprocate**. Whether they are only casual friends, acquaintances, or otherwise – the relationship is not mutually sacrificial. Both **must** still **desire** fusion, but there is that special 'something' **missing**.

Only **Tuners** are able to make this kind of Fusion work as if it were a normal fusion.

Fusion can either **succeed** or **fail** depending on the lesser bonded character (henceforth referred to as **rejector**)'s actions; or the fusion initiator's MAG, STR, or LCK score may be rolled against the highest stat of the rejector in a Versus roll.

Because of unknown magical reasons, the **aggressors'** consciousness will be the one to black out on a successful fusion; the **rejector** will be able to **pilot** the body, however, will not gain the memories or knowledge that the aggressor may have had - only the innate knowledge of how to use their specialization, powers, weapon, outfit, and perks..

This fusion does **not last** for the duration of the Encounter but instead for **3** turns.

All **previously mentioned penalties** (the downsides) **apply**, with an additional **debuff**:

The **aggressor** for the fusion will be **Unconscious** for the remainder of the **Encounter**, unless at least **2 Aid** actions are spent waking them. They **lose** their **Specialization** and **Power** for one day.

The **rejector** of the fusion will suffer all previous penalties and **additionally** be unable to use her Specialization and Power for **one** day.

## Non-Consensual Fusions

You can **not** Fuse with an **Enemy**.

You can **not** Fuse with a character who you **hate** or **hates** you.

You can **not** fuse with a character doing everything in their Power to **reject** your Fusion attempt.

In short, there are no possibility for completely non-consensual fusions.

(All of these rules also apply to characters with the **Power** of **Friendship** and **Tuner** perks.)