

# Puchuu Expansion Pack

Integrated Puchuu Creation and Combat Rules for the Accidental Magical Girl CYOA v. 1.1  
Written by Lynnia with help from Sahara and Ai-n  
Based on the MGCYOA by Quasar Black and Jayne's Combat Rules Add-on

(Disclaimer: All things here are being tested and aren't finalized.)

(Another disclaimer: If anything is completely broken, blame Lynnia then figure out how to fix it.)



This is completely optional to use as is all forms of the CYOA. Your puchuu may stick with the same lore it has from the CYOA if you like, this is merely to give more options and enhance your story and character based on material from the mahou shoujo genre and existing characters in the mgcyoa irc.

Now that you are a magical girl, your new mascot is there to help you. Or not. What's this creature like? What lies behind those eyes? What motivates these little devils?

**Cutie Points or CP** are little gems used to add more to or adjust your chuu.

**You are given 5 to spend.**

## Puchuu are...



Puchuu defined by this and the MGCYOA are magical creatures that are able to create magical girls. They come in many shapes and sizes and can generally be defined by two types in the way they view their goals, and handle their girls. There are the **Idealistic** types which are the most common, establishing order and balance with things like love and the power of friendship. Transformation methods tend to be consensual, giving the girl a choice and telling them up front what their job as a magical girl entails. They can assist directly, act as guides and provide a moral compass trying to help her as much as possible. Most times they form small teams of girls or individuals. Some of these even stay with their Dark Magical girls or try to convince monster girls to change. Will often have upbeat personalities, willing to compromise. Often will likely admit they are wrong about things, or they still have more to learn about humanity.

**Goal Oriented** types tend to focus on the mission rather than the girl. This is where your Incubators and Dung Beetles come in. Transforming the girl can be non-consensual or have details withheld from her. Their teams tend to be much larger, maximizing their numbers and often disappearing. They understand humanity the least and can be difficult to work with. Monster girls and Dark magical girls are abandoned completely and sometimes even hunted by the girls they employ.

*For any of these powers, perks, abilities to work, your puchuu **MUST** be with you at the time of any of it is being used. They are your partners in crime. If something happens to your mascot, like dying, you will be considered Alone.*

~Roll 8D20~

# Origin

A general description of your magical mascot's past and how it came to be. This has some effect in it's appearance but is not a final say in it. Your girl may not know this info however, and it is up to your chuu to disclose it or not to her. 1CP per additional origin, up to 3.



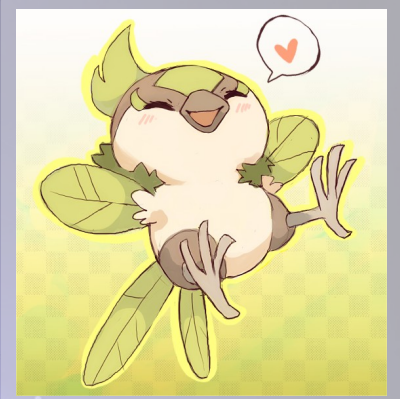
## **1-2 Alien**

This creature is not of this world. They come a different place other than your planet, be it another planet, or beyond the stars.



## **3-4 Divine**

This being was born from the heavens (or hells) Either demonic or angelic in appearance and may naturally glow with either a bright or dark aura.



## **5-6 Nature**

Nature itself gave birth to this creature and it's appearance can be like that of the elements. Flora, vines, earthy tones, made of fire, water, etc.



## **7-8 Created**

This puuchu was artificially manufactured. Put together by someone or something with a specific purpose. Stitches, patches, mismatched body parts, or on the technical side, wires, screws, panels, and screens.



### 9-10 Trained

This Puchuu was taught what to do and how to do it by...something. Be it another deity or otherwise, they were trained to be what they are today.



### 11-12 Another Time-line

Your chuu has traveled back or forward in time to meet you! They may be trying to prevent something from happening or making sure you are following the right path.



### 13-14 Undead

This type has possibly lost its life at some point or was never "alive" to begin with. It hails from the spirit world, coming to the living world with a purpose. In appearance, they can appear zombie like, transparent like a ghost, or sport spiritual flames on its body.



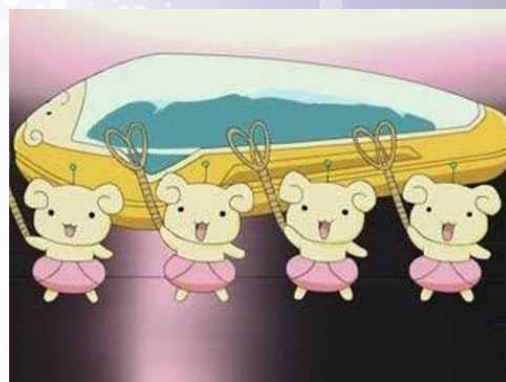
### 15-16 Given

Your puchuu was given to you or was found. It could have been an egg, you might have rescued it, or passed down from a family member.



### 17-18 Truly Mysterious

Not even the puchuu itself knows how it came to be or where it was from. Perhaps its memories were taken, perhaps not; it's simply a mystery..



### 19-20 Faction

One of many. Your chuu is part of an army or larger group of its kind and is just as expendable as you are and can be replaced easily.

## Disguises

Puchuus in most places that isn't Overcity, can't just walk around freely in public eye or else your secret identity is at risk. To prevent that, they have a form of 'disguise' to take. Disguises can be disrupted if the mascot runs out of magic or loses concentration. Powers are limited in these forms and all faults still apply during.

### 1-4 Pet

Seen as an animal, your chuu barks, mews, etc. to be seen as a pet to the public eye. Just make sure you have a collar and tags or else the dog catcher (or equivalent) comes after them! Animal experts will be suspicious of the puuchu who doesn't resemble a normal animal while others will wave it off.



### 5-8 Stuffed animal

Common people will see them as a cute plush toy or figurine. They just need to stay perfectly still or people will become suspicious. Weirder creatures get a pass as a doll but children and grabby people may try to steal them away!



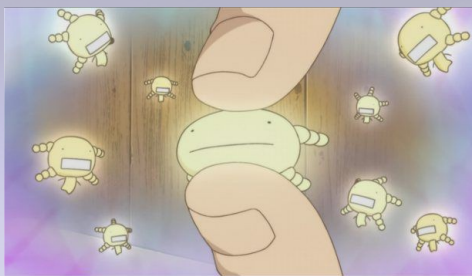
### 9-12 Invisible

Completely invisible to everyone. While this may seem like the best, if your chuu does not have telepathy, talking to them in public will have others thinking you belong in a nut house..



### 13-16 Shrinking

Able to shrink itself to a much smaller size like a monster that fits in your pocket! Careful not to lose them or let them get squished. They wouldn't die from it, but it's not very nice!



### 17-20 Human form

Your chuu can transform into a normal looking human. Problem is, they may not know how to act like one sometimes. When stressed out, or close to using up its magic for the disguise, its original features may start to appear. (A tail, claws, original eyes)

## Motivation

What your puchuu's fighting for, or rather, having YOU fight for. They created you for a reason right? This will relate to the type of creatures you fight or the general duty of your girl while at your home or maybe even outside of it. Your character will actively follow this motivation similar to the ones in the Monster Girl pack. 2 CP for an additional motivation, up to 2 but no stat bonus on the second one.

### 1-2 Personal Agenda

Revenge, Spite, a jilted lover, this one has been wronged in someway, or wants to get a point across and is using you to get it taken care of. Here you're most likely following leads to a single target. +1 AGI

### 3-4 Correcting a Mistake

Something went wrong. Either it was the puchuu's fault, yours, or another's, it has created a BIG problem in someway and it's your job to fix it, no matter how long it takes. +1 LCK

### 5-6 Following Orders

Your puchuu is not the boss here, it's merely following orders from another patron, and managing you to carry out the tasks it needs. You gain another being that is working with your chuu. two of them are working together to have you complete the task that is needed. Aren't you the popular one? +1 VIT

### 7-8 Purge

Remove kebab. No exceptions. You have to destroy corrupted (or pure) things that the creature has commanded you to. Your chuu believes there is no room for redemption for these vile things. +1 STR

### 9-10 Creating the Strongest

This puchuu's goal is to create the most powerful beings they can for a certain purpose. They may have you challenge others, participate in tournaments just so you can be the best, like no one ever was. Or die trying. +1 MAG



### 11-12 Teaching

The puchuu wants you to help people learn lessons either about life itself, biology, mathematics, another language, love, happiness etc. They may have you popping into people's houses, schools, workplace to do this. Thanks for making the world wiser! +1 LCK

### 13-14 Experimenting

Either you are a test of some kind, or you are performing the experiments, collecting data to prove or disprove something for your puchuu. +1 STR

### 15-16 Purification/Corruption

Instead of purging the target, you have to cleanse it. Creatures, people, household items possessed by dark (or light) forces need help returning to normal and you will be there to make sure of it. Accidental kills may or may not affect your sanity. +1 MAG

### 17-18 Collecting something

You are gathering something. Hearts, souls, crystals, shards, puzzle pieces, etc. you need to collect this specific thing to achieve your goal. You may have to steal, fight others for it, or rip them out. Have your chuu decide this now. +1 AGI

### 19-20 I Want to Change the World!

Your goal is less about fighting the monsters, ( though you still do), but it's more of a political one. Using magic to help you or someone else rise up, stopping/starting a war, (Maria virgin witch style) or even becoming an idol to change people with your music. +1 VIT

## Relationships with puuchu

You and your puchu will share a bond with each other. You're going to be together for a long, long time now that you are technically immortal. Generally, they can be friendly for the most part, but sometimes you may just draw the short straw on who you end up with. Here's some insight on how they see and treat you. 3 CP to change to any of them.

### 1-2 Biased

Your chuu favors you or another above others on your team. Playing favorites is it's game. You may try to impress them to win favor, or you simply don't care either way.

### 3-4 Too Busy

Your chuu has much too much on his/her plate to always be there. Be it managing girls or taking care of other business. They try to see you when they can but gosh darn it, they simply just do not have time for you..



### 7-8 Best Friends

You are the of best of friends with your magical creature. You two hang out, share meals, and are there for each other when times are hard. They got your back, and you have theirs.

### 9-10 Servants

Your chuu is here to work for you, and help as needed. Perhaps you hold a royal bloodline, or they just respect you and what you do. They may not be able to tell you or do everything, but they are at your command and willing to assist as much as possible.



They see you as a child and treat you like one no matter your age either as a parental figure or an older sibling. They worry about you, make sure you're eating properly, and want what's best for you. Sometimes they can be a little protective of you and your team members and scold you for things, but they do it because they care.

### 13-14 Parental



### 5-6 Distracted

They tend to stay away from you or you rarely see them. They hardly give you any information and just leave you to do your work. 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.

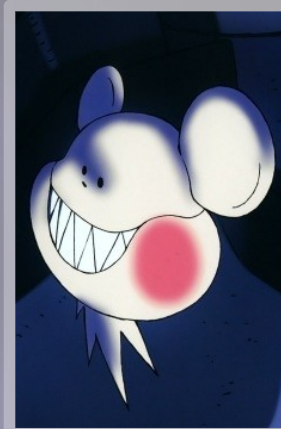


### 11-12 Competitive

You are competing with your chuu. Either to try and prove yourself to them or trying to be better than them. Either way they like challenges and testing you. You may start getting harder and harder tasks as time goes just so your chuu can try and one up you. Do you accept the challenge?

### 15-16 Commander

You are a soldier and nothing more. Follow the orders given to you, your Puchuu runs a tight ship and is not going to let you fuck it up. If there are more of you, the chuu values teamwork and working as a whole. This type of chuu feels like he is trying to build an army.



### 17-18 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 personality.

### 19-20 Abusive

You did something wrong, or you said something wrong and this magical beast is not having it and is verbally and/or physically abusive to you and your team. Sometimes they hit you, or take something precious away from you as punishment for not doing your job. Can't you do anything right?



## POWERS

Puchuus have powers as well. Some of these can actually help a little in combat. They may have more abilities outside of these but these are the ones they choose to help you out with.



**1-2 Scrying** - Your chuu is able to read and interpret magical text for you. If you have this as well, it can teach you how to read these as well and once per combat, you have +1 die to dodge.

**3-4 Regeneration** - If a limb is blown off or the chuu is blasted, it is able to use magic to regenerate itself in a short period of time. if you reach 0 HP, your chu will grant +1 mana and 3 HP to you once in a quest run.

**5-6 Mimic** - Able to copy sounds to use as a distraction or throw someone off. If you have the Sound spec, your chuu and you can perform a combo move with an additional die.

**7-8 Transformation Partner** - Your puchuu helps you transform giving you a +1 in a spec stat during this transformation. You may even get a new outfit. Puchuu of course has to actually be there with you.

**9-10 Cheerleader** - Your chuu inspires you to do your best, work harder, or simply yell at you. This boosts your confidence or angers you enough to allow you to spend 2 FP on one roll once per combat.



**11-12 Shield**- Can create a enclosure of some kind around self, mahou, or team. This is only mean for escape, or outside of battle. If you have the Reinforcement spec, your chuu can help with your shield for +1 die.

**13-14 Healing**- Can provide +5 wounds **before** or **after** a battle to you and your team.

**15-16 Experience/knowledge:** Knows a lot about everything. Able to identify creatures, other girls, Puuchus etc. Can ask GM for info on ONE stat of the enemy. (HP, a spell or power, etc.)

**17-18 Well Connected** - They know alot of people and beings personally somehow. Even able to communicate with the FBI, MiB and other organizations allowing you to have some minor govt. access to locations or files.

**19 Focused Fire** - Your mascot uses you like a human cannon channeling it's magic power from it, to you. This special attack has +1 wound when it hits and can be used once per quest.

**20 Twin Soul** - Your puuchu is one of two! You may roll it's perk and fault. Otherwise, it shares the same things with it's twin. Spending a CP lets you roll it's motivation.





## PERKS & FAULTS

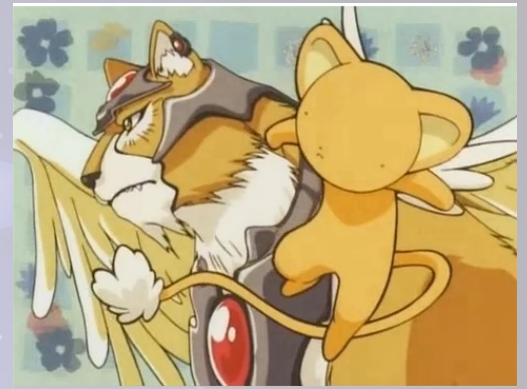
Additional abilities that your mascot has to assist you. Most will be applied for outside of combat to help during daily life or campaigns but few have some in-combat help. *But*, these creatures aren't exactly perfect even though some may claim to be. These are negatives that can make your magical life a bit more difficult in **and** out of combat. You are to **receive two perks** and 1 CP for **one** additional perk but it will also have an **additional fault**.



**1-2 Hivemind** Your mascot is one of many and they all share the same mind and thoughts, being aware of everything around them. If your puchuu is with you, you gain a +1 in perception with it's help.



**3-4 Guardian** Your chuu is protective of you and your team. They may give a +1 die toward a defense roll once per combat.



**5-6 2nd Form** They gain a 'true form' be it something magnificent or horrible. If they are big enough to ride, you may gain the **mount perk** without the bonus stat. If the form is more human-like you gain the **Fake Parent perk** as they can act as a care-taker.



**7-8 Telepathy** Can speak to your team and you back to it without so much as moving it's mouth. Can talk up to 4 people at once like this. Some advance puchuu have the ability to alter the way their team thinks.



**9-10 Duplication** There's more of them, and they all look the same! Your mascot can divide itself up into multiple ones, though the main one will only have it's power and perk. Is the chuu you are speaking with now the same one you spoke to yesterday?



**11-12 Teleportation** Not only is your puchuu able to blip in and out, it can take you and the team with them making it easier to travel or to start over again in a maze. Only used outside of combat.



**13-14 Flight** Even without wings, it can float and hover off the ground. Might even be able to carry you instead of you carrying them. Helpful for floors made of lava. Can only hold one girl at a time.



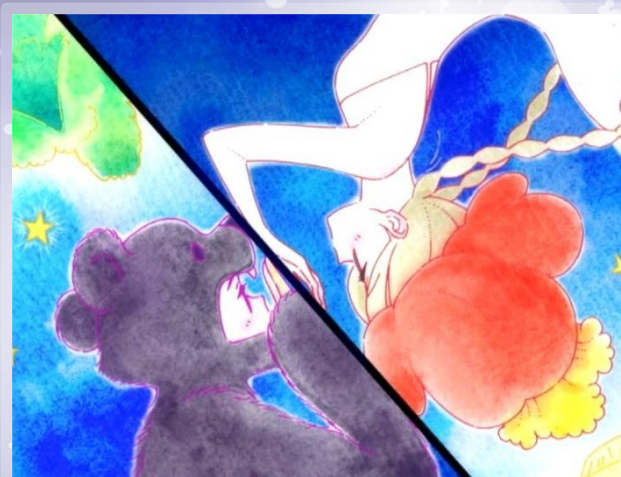
**15-16 Mist** it's body or parts of it is an intangible ever changing mist that phases in and out. This allows it to go through walls and find out more information for you.



**17-18 Glitched** Your chuu is connected to the virtual world having access to find information on tech devices and travel through them. They may be able to hack a device for you.



**19 Hammerspace** having access to an infinite space, your creature is able to pull things out of nowhere it seems. These are usually helpful items and unlike the power that the girls have, does not carry weapons.



**20 Life** Your chuu can grant the gift of life in exchange for it's own. If you or an ally has died, it may bring them back to life once more. **See puchuu death.**

# FAULTS



**1-2 Temper** Your chuu is pissed nearly all the time. You don't know what you did but they're always yelling at you some something. Once per combat, if you receive a **'botch' roll** or a **nat1**, it screams at you making you lose a FP.



**3-4 Perverse** Your chuu is *comically* perverted. Be it stealing your underwear, trying to join you in the bath, or trying to look up skirts, your creature has a vast interest in the human body. If your opponent has **skimpy clothes**, your puchuu is too distracted to use it's perk or power for that combat or around that person.



**5-6 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. **You are the only one on this mascot's team.**



**7-8 Lazy** Your chuu doesn't care. They slack off on their job or simply doesn't feel like dealing with you unless it's absolutely necessary. They are a heavy sleeper too so if something is going down, they may need to be woken constantly. Outwardly ask your puchuu to use a perk or power as a free action. **It's performed after 2 turns have passed.**



**9-10 Can't speak English** They either make animal like nonsense sounds or speak a whole nother language. Communication will be difficult and based on trust. Let's hope you form a good enough bond. When a puchuu relays information to you, you have to spend at least 5 minutes deciphering what it's saying if it's more than a yes or no question.



**11-12 Clumsy and forgetful** Your chuu would definitely tell you all the important things if they didn't forget about it. They also may cause trouble bumping into things, casting the wrong spell, knocking over glasses of milk etc. When using a perk or power, roll 1d2. If 1, the **perk or power fails automatically**. If 2, it works.



**13-14 Unfamiliar with customs** Your chuu doesn't know how human life and customs work so they may find themselves confused about habits and come off as impolite and offensive. If using a perk or power, Roll a d2. If 1 nothing happens. If 2, your chuu said or did something so offensive it **gives your opponent and extra attack die for one round.**



**15-16 No Emotion** This does not mean they are cruel or mean, they just cannot display or feel happiness, anger, sadness, etc. It's very hard to read them sometimes. It's creep factor causes **-1 die in defense** before it uses it's perk or power. (Alt name: Teh Rei)



**17-18 Always Hungry** This critter cannot stop eating. Be it food, energy, maybe souls, whatever. It **NEEDS** sustenance continuously and will constantly annoy you about it. If it's not eating, it's focus shifts only toward being fed first **before using it's power or perk.** Feeding them is a standard action.



#### **19-20 Hated**

Your puchuu is hated for some reason. Be it the gods themselves, or other puchuu, higher forces want them gone, even if they are doing good in the world. When your puchuu uses a power or perk and succeeds in combat, **you lose a FP.** If you happen to roll a crit, **you lose two FP.**

## Puchuu Death\*

Puchuus can be immortal but sometimes, they are not. Your puchuu was your link to the magical world. If they unfortunately meet an end, you lose any bonus pertaining to them and you receive the perk '**A Way Out**' without the stat bonus or penalty, the '**Natural Aging**' perk without the stat bonus and an effect to your sanity state for a week in real time. You are also at a higher risk for corruption with a **-2 die against unwilling attempts**. Depending on your relationship with your puuchu, they may leave a blessing or a curse with you. You are now Alone (See Patron pdf). You may be employed by another patron if you choose, but perks received do not stack if they die as well.

*\*[Death of Puchuu is locked until the release of Sanity Mechanics ]*

**Biased** - Your mourning period lasts a week, and your sanity is in the Anxitey state. Roll for it. The puchuu's bias for you above other girls has made you reconsider their words with previous weight; maybe if you had taken their caution earlier, they wouldn't have passed... After a week of mourning and contemplation, you can now chain Overwatch up to 4, with the appropriate dice modifications.

**Best Friends** - Your friend is gone. During that week after their death, you're in a depressed state. Roll for it. After this week, you recover and receive you gain a +1 die in aiding others.

**Servants** - Your chuu was loyal to you to the end. For a **week** you experience **Depression**, roll now for it. They may or may not have liked you but still, now you have no one to carry out your bidding, and have learned to help others. After a week of mourning, you get a +1 die to covering others.

**Rivals** - Your challenger is gone and this leaves you with the sense of revenge for who or what took them away from you. You need to find a replacement. Roll for Mania on the Sanity chart. You gain the perk '**Prey of Choice**' without the stat bonus.

**Parental** - You didn't just lose a magical sidekick, but you lost a family member. Roll for depression on the Sanity chart. The mourning period for this also lasts a week. After that week however, you find something that was a part of them, a trinket. You now have the perk '**Big Damn Hero**' without the stat bonus so that you may watch out for others just as they have watched out for you.

**Commander** - For a week you experience Anxiety Roll Sanity. Your commander is gone, leaving you with no drive for your motivation. You feel lost and don't know what to do or where to go. After a week, retreat becomes the natural solution to your problems so that you don't suffer the same fate; +1 dice to Flee and Hide Rolls.

**Hostile** - The lil furry bastard's gone! Just as you wanted. Unfortunately, other puchuu think you are to blame for its death, and will take appropriate action. Gain the monster girl perk 'Sealed' without the stat bonus

**Distracted** - Wait, your puchuu died? Did you even notice? It was hardly around to begin with so you simply shrug it off. Nothing lost, nothing gained. (Except the perks gained from it dying)

**Too Busy** - Your chuu was far too busy for you and possibly worked itself to death. After death, you feel that they've imparted some of their distraction on to you [Your Perception is lowered by -2 ]

**Abusive** - The abusive chuu left a strong negative impact on you. Roll for Sanity on the Stress Disorder. It's death you would think is a blessing but after living with it for so long, you obtain the 'Numb' perk from the monster girl pack without the stat bonus.

## Team Power!

Puchuu need help of not only you, but other girls as well. A team in this case is the result of multiple girls being created by the same puchuu. They hold a link with each other that others do not have. Working together with the power of love and friendship can result into something pretty awesome. There's no limit on how many there can be on a team outside of combat and this only applies to playable characters and not NPCs.



If up to five playable girls have the same puchuu, are in the same combat, and the puuchu is there with you, it may have the ability to grant them a team power-up. Allies and big friends do not count. **Your outfits now match** in some way and you gain a matching accessory with it. (Capes, Charm, wings, etc.) Now you all can perform a single attack together similar to killing blow. Name your attack! Can only be used once per encounter, and everyone's mana is cut in half. This is mainly meant for bigger bosses and not for minor ones.

Add your MAG scores together and divide by how many there are of you and roll that many dice. Your puuchu will grant an extra die per girl. Ex:

*Fire Princess Rei has 10 MAG, her partner Water Princess Ami has 7 MAG, and Love Princess Minako has 12 MAG. Together, with the help of their Puchuu Artemis, they create a Steamy Passion attack!*

$$10 + 7 + 12 = 29 / 3 = 9 \text{ dice} + 3 \text{ auto success from Artemis.}$$

The attack damage will be 5 + each girl involved. So in this case  $5 + 3 = 8$  damage

## Dark Magical Girls and Monster Girls

Dark Magical Girls and Monster Girls may have a Puchuu that sticks around them, but they will receive no in combat help from them. Anything that provides a stat bonus to them will not apply to these types until they are purified to be normal magical girls again. But on the flip side, maybe you're able to corrupt your Puchuu in some way...

