Have you always wanted to be a magical girl, fight evil by moonlight and wear cute costumes? No? Well, that's what you'll be doing for the next 10 years – in the Madoka universe, pre-universe remake by Madokami. Your adventure here happens before the events of the show.
The world is much like Earth, only haunted by eldritch abominations called witches. They hide themselves in Barriers, from where they prey upon humans. They are invisible to everyone but magical girls, and it's your job to fight these beasties.
To become a magical girl, you have to make a contract with Kyubey – getting one wish granted in exchange for a life of battle. Your background reflects the wish you made.
And no, you don't have to be a girl, you can be a Magical Trap too.

Setting
Your survival depends upon fighting witches. When they are killed, they drop grief seeds. By holding them up against your soul gem, they will absorb any corruption inside it, clearing it. Beware, though, use a grief seed too many times and it might resurrect the witch.
Because of the necessity of grief seeds for megucas, they tend to be hostile towards each other when they cross paths. However, some magical girls do choose to cooperate instead.

Age & gender
You remain the same gender. Your starting age is 9+1d8. Alternatively you can choose your gender and age (10-17) for 100 points.
Settings

You start your new life in the Japanese city of Mitakihara.

History

Drop-in. Free.
+ You find 10.000 dollars worth in the local currency lying next to you.
+/- You gain no new memories.
- You start with no place to live, and no friends or family.
Survivor. 50 points. Your immediate family died in a tragic accident, and so would you have, if Kyubey hadn't offered you a contract. Your wish was to survive.
+ Your offensive strength is higher.
+ You have been a meguca for some time. Add +3 to your starting age.
- The death of your family still haunts you.

Savior. 50 points. Your best friend was diagnosed with leukemia, and about to die, when Kyubey appeared before you. Your wish was to cure your friend.
+ You have a greater healing factor.
+ You have a very close friend.
- Your friend will never know what you've done for them. They can never become a meguca.

Vain. 50 points. You were always ugly growing up – at least, you always thought of yourself as ugly. You hated your looks and wanted to change them. Kyubey was happy to help. Your wish was for better looks.
+ You have supernaturally improved charisma.
+ You're exceptionally good-looking and attractive.
- You still feel insecure about yourself.

Selfish. 50 points. Your family were never poor or anything, but you've always longed for a life of luxury. You knew your mother was sick with an incurable illness, but the temptation proved too much. Your wish was for your family to become rich.
+ You have loads of money.
+ You have LOADS of money.
- You receive no other immediate benefits.
- You feel guilty about your selfish choice.

Screw You Kyubey. 200 Points. You got your powers directly from Jumpchan but they cost more points. Kyubey will be after you to make a contract constantly.
+You won't turn into a witch.
+You can taunt Kyubey.
+Discount on all items.
-Powers all cost twice as much.
-Kyubey will be after you to make a contract all the time.

Powers
Greater regeneration – 100 points. You heal faster. Free for Savior.

Greater offense – 100 points. You move faster and are stronger. Free for Survivor.

Greater durability – 100 points. Your body is harder to damage, and your endurance is boosted. Discount for Drop-in.

Charisma – 100 points. Other people like you more. Lower effect on other magical girls. Free for Vain.

Tactical mind – 100 points. You have a knack for combat tactics, great for fighting together with other megucas. Discount for Drop-in.

Barriers – 200 points. You can create magical barriers. Discount for Savior.

Bind – 200 points. You can create magical ribbons that bind enemies. Mid-range. Discount for Survivor.

Illusion – 200 points. You can create up to two clones of yourself. They vanish when struck. Discount for Vain.

Shield – 200 points. You can form a protective sphere of energy around yourself. Can shield allies as well.

Magic missile – 300 points. You can shoot bolts of magical energy from your palms.

Object teleportation – 400 points. You can summon anything stored in your warehouse.

Stop time – 600 points. You can stop time temporarily. Only you and anyone touching you are unaffected.

Great potential – 600 points. Your potential is greater than most magical girls'. All your magical

abilities are stronger, and your
offense, agility, defense and stamina are all greatly increased. However, you must take either Vulnerable, Mana leak or Overconfidence without gaining any points.

Weapon
Every magical girl has a magical weapon. It can be anything from a magical version of a conventional weapon to a trumpet that shoots bubbles.
- Weaponmaster. 200 points. You're an expert at using your weapon in combat.
- Heavy. 100 points. Your weapon is stronger, but slower.
- Light. 100 points. Your weapon is faster, but weaker.
- Multiple weapons. 200 points. You can summon multiple copies of your weapon.
- Final blow. 300 points. Your weapon is capable of delivering a devastating final attack, which deals massive damage but consumes a lot of mana.
- Mode change. 100 points. Your weapon can change between two different forms.

Soul gem
The soul gem is the source of the magical girl's power. It's actually a container housing the magical girl's soul. The soul gem can control the body from up to 100 meters – if it's any further, the body will collapse and eventually decompose, unless it's reunited with the soul gem.
The soul gem starts out completely bright. As the magical girl uses magic, it will begin to darken. Once it's completely dark, they die and a new witch is born.
- Possession. 500 points. You can possess another non-magical girl. Your body will decompose if left for too long.
- Resilience. 200 points. You're more resistant to the effects of negative emotions. In further chains, you regain mana 20% faster.
- Conservative. 200 points. Using magic only drains 80% as much mana as normal.

Items & other things

Cute costume – Standard magical girl fare. You default to this.

Sexy costume – 50 points. Your magical girl outfit is designed for sex appeal. Free for Vain.

Elegant costume – 50 points. A beautiful, refined costume. Free for Vain.

Practical costume – 50 points. Your costume is a practical combat outfit, no frills. Free for Survivor.

Veteran – 300 points. You've already been a meguca for 3 years, giving you additional combat experience. Add 3 to your starting age.
Discount for Survivor. Drop-in can't take this.

Idol – 400 points. You're a famous idol! Not only does this pay well, but you have lots of adoring fans. Between this and fighting witches, don't expect much free time. Drop-in can't take this. Discount for Vain.

Newbie friend – 200 points. You become friends with a rookie magical girl. They have 200 points

worth of abilities, and either Vulnerable, Mana leak or Overconfident. Discount for Savior.

Mentor – 200 points. A veteran meguca takes you under their wing. They will help you learn the ropes of fighting witches and be a big brother/sister figure to you. After a year they will die a brutal death – you don't know this until it happens. Can't take with
Veteran.

IEDs – 100 points. 20 improvised explosive devices.

Flashbangs – 50 points. 10 per purchase. Works against witches.

5 units of C4 – 100 points. Can be set off remotely from a distance.

Beretta 92 – 100 points. Comes with 100 rounds of ammo.

Grief seed – 100 points. One per purchase.

Setbacks

- Vulnerable. +100 points. You're more vulnerable to negative emotions like jealousy, anger and despair, and your soul gem is more easilly tainted by them. Better keep some grief seeds handy. Can't take with Resilience.

- Mana leak. +100 points. Using magic drains 120% as much as normal. Can't be taken with Conservative.

- Overconfident. +100 points. You tend to overestimate your own abilities and take unnessecary risks.

- Memories. +200 points. You lose all the memories of your old life. For Drop-ins, this means complete amnesia. Be prepared for some SAN checks if or when you learn the truths regarding magical girls…

- Cursed. +200 points. Your friends and family will be targeted specifically by witches and familiars. Drop-ins and Survivors can't take this.

- Decay. +300 points. Your body is constantly in a state of decay. You can slow the process with magic, but not stop it completely or reverse its effects. Can't take with Possession.

- Disaster. +300 points. In a couple months' time, an immensely powerful witch will descend upon your city. To even hope to defeat it you must convince the majority of the other magical girls to help you fight it, and even then it will take all your strength to defeat it. Left unchecked it will reduce your city to rubble and kill every human being living there. You can abandon the city, but your friends and family cannot be persuaded to leave. If you do leave, be warned, as it may return when you least expect it…

- Hunted. +300 points. Kyubey has become aware of your interdimensional antics, and he doesn't like it. While he won't come after you directly, he will turn other magical girls against you. Almost all other magical girls are hostile towards you.

After 10 years
Congratulations, you've survived 10 years as a meguca. Should you choose to move to another world…
- Your soul gem shatters as your soul returns to your body. You'll no longer suffer mana drain from negative emotions, and you won't die from mana loss.
-Your mana regenerates on its own. If your mana depletes you can't use magic or transform again until your mana is at least 50% full.
- All setbacks are void.
- Everything else remains unchanged.