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By Orz

In the city of...Uh. You know I don't think they ever actually mentioned its name but from the looks of things it's somewhere in Japan. In any case, this generic city, along with pretty much everywhere else on the planet, has been beset by interdimensional creatures hell-bent on wrecking havoc and destruction.

Thankfully along with the evil Villains, the adorable Mascots have also made the transition, providing humanity with the power to fight back by making contracts with adorably innocent girls and transforming them into Magical Girls! Warriors of good and justice that are empowered by both their own emotions and that of others!

Yeah, it's kind of a miracle that they have such good PR given their methods and there's several retired Magical Girls that regret their decision to make that contract but it's the only hope for humanity regardless so I suppose we'll give these fluffy morons some slack as they help save humanity from the endless hordes of villains.

The latest villains to show up in this town have been a bit odd though as not only are they much stronger than the usual but they seem to have much more...lewd goals and methods than just 'smash everything and cause destruction'. How odd.

Whatever side of the conflict you stand on, **1000 Choice Points**.

Origins

Whatever your Origin, feel free to be a Drop-In, without any memories of a life here to hold you back, nor any connections to support you when the going gets rough.

Magical Girl: Girls contracted by beings from another dimension called Mascots to fight the interdimensional villain invaders! Most Magical Girls are quite young but you have the dubious honor of being fully mature, which while that might bring mockery also unlocks a whole host of tools in your arsenal of justice.

As you can imagine, most Magical Girls are just that but if you're a boy I'm sure the Mascots could make an exception for you in honor of your potential...or something.

Villain: Wicked beings from another dimension, also known as demons. In order to completely purify their evil presence, one needs power from that same dimension, which the Mascots are happy to provide. But somehow humans have secretly become villains, something that isn't supposed to be possible, to the point where the magical girls don't suspect a thing. Yet.

Most villains are male but there are exceptions as a certain succubus can attest.



Perks

MAGICAL GIRL

Magical Girl Form (Free and Required for Magical Girl): With the power granted to you by your contract and a shout of your favorite color and sweet, you can transform into a sparkly frilly outfit and defeat evil with the power of justice, friendship and incredible violence! This power comes from the heart and psyche of the user, meaning that it'll not only protect you from physical harm as long as your willpower holds but can be strengthened by the emotions you receive from people. That's why in this modern age magical girls have started streaming their fights! You wouldn't want to give up on a wonderful source of both energy and money, right?

Clickbait Looks (100): The heroine has to be pretty after all and you're no exception. Whether that be a cute and sprightly innocent look that will have people want to give you headpats or much more adult displays of affection depending on their personality or a regal Big Sister vibe that will have younger girls looking up to you just as others obsess over your boobs, you are sure to attract plenty of attention from your looks alone.

Seen It All (200): This is the fourteenth time that the bad guys have tried to pull that particular trick on you. Whether on the magical battlefield or in your civilian life, you've grown used to the tricks and schemes of the enemy. Just don't let that self-assuredness turn into arrogance as you fall for something you really shouldn't have.

Desperate Times (400): Call for desperate measures. You have an incredible skill for when it comes to all things sexually appealing, from your posture to your movements to the act itself. You would do wonderful as the face of an advertisement, especially if the advertisement was for something inherently lewd itself.

Magical Veteran (600): Be it through years of experience or sheer talent you have an incredible headstart when it comes to your abilities. In fact, where a normal magical girl would start their journey with one or two forms or attack and defense, you have a full arsenal at your disposal from enchanted strikes and beams to shields, barriers, and even healing. Tweaking your moves to draw on more positive justice-loving viewers or more negative brutality-loving ones is a work of absolute ease as well.

VILLAIN

Villain Form (Free and Required for Villain): While normally Villains are creatures that invade this world from another direction haphazardly before getting obliterated by frilly girls in costumes, you're a bit more subtle than that. With a flex of your will you will transform into a villainous form of your choice, which can be anything from a monstrous beast covered in inhuman parts to a perfectly human-looking figure with a face-covering mask. Whatever the case you'll find your physical and mental attributes greatly increased while in this form.

Muscles On Muscles (100): Oh yeah! Who needs tactics or special powers when you have pure brute force! Any villain might have the power to pick up a car but you could do the same with a sixteen-wheeler. Crush them underneath your heel!

Beloved Founder (200): The mind is your plaything. With a flick of any shiny object from a pocket watch to a polished cane you can induce programming into anyone you wish. Granted, this will start out quite weak for each person but every time they fall to your influence they'll fall that little bit more until you control their bodies, their senses and their very thoughts themselves. You can even temporarily strengthen yourself through self-hypnosis if you don't mind taking the time to recover afterward.

Eroding Touch (400): The power of a magical bioweapon is yours. With an act of will you can split parts of your flesh into all manner of lewd monsters, from fierce beasts meant for combat to lewd parasites that enter a victim's body drive them mad with desire. You don't even need to split off the bits to control them either, allowing you to secrete aphrodisiacs, form combat tentacles or even shapeshift into others.

Succubus Queen (600): You may not be an actual succubus queen but it seems you've picked up the powers of one. You can do all sorts of deliciously lewd things, like creating lewd crests on people's body to amplify their sensitivity, confuse their minds with illusions and clouds of pheromones, and temporarily create any sort of sex toy you like out of your power, including chains and ropes for bondage play. You can also drain magic and vitality out of others via their bodily fluids but be careful you don't bite off more than you can chew, as there's such thing as too much of a good thing.



Items

MAGICAL GIRL

Streaming Setup (100): You won't be able to get that far in this industry without a way to gather the wishes of your many fans right? This combination of a camera microphone can easily be attached to your outfit when you go out Magical Girl-ing, without any risk of them breaking even during particularly dramatic battles.

Mascot-kun (200): Yep! Here they are! A being from another world that looks like some kind of cute and fluffy critter with the power to make contracts that turn people into Magical Girls. They're probably even the one that made a contract with you and can do the same with another once a year, although they don't really have any skills or powers other than that and maybe giving cryptic yet vaguely comforting advice.

Teleport Circles (400): This set of light blue, gold and pink crystals can be used to form a pair of magic circles at locations of your choosing. Each color will connect to the other circle of that same color and there's no risk of evil forces making use of them unless they used a power as feminine and appealing as a Magical Girl's.

The Hideout (600): This lovely little pocket dimension was crafted personally by a Mascot for the Magical Girls they made contracts with. It's decorated both beautifully and adorably and stocked with amazingly comfortable beds, comforting dolls, delicious and healthy food and best of all can never be found by your foes...Well, unless you invited them in yourself but who would be stupid enough to do that?

VILLAIN

Special Lotion (100): It doesn't have to actually be lotion. It could be pills, a soft drink or maybe some other form of beauty product but whatever the case anyone that uses it will find that while it can serve perfectly well at its supposed function, it also has some pretty strong aphrodisiac properties.

Minions (200): Here they are! Minions of your very own! What form they take depends on what sort of villain you are but you'll find that whatever they might be that they're perfectly suited for manual labor tasks and quite passable as meatshields in combat, whether from inherent toughness or the heroes not wanting to harm them.

Evil Lair (400): This location is both perfectly comfortable and capable of sustaining you and more importantly is on-theme for the kind of villain you are! Whether it's a cult's compound for a mastermind manipulator or a shockingly expansive sewer system for someone more outwardly monstrous in nature. Just don't let those pesky heroes get wind of where your secret base is.

Seed of Evil (600): A strange fleshy pillar that constantly leaks dark energy. It was sealed away in the strangely expansive sewer systems of the city by a magical girl of ages past only to somehow end up with you. That means its power is all yours, allowing you to summon and

empower demons and even give normal humans a villainous transformation like a dark mirror of a magical girl. Also, if you really want to you can unleash all that energy at once with enough force to destroy a city!

Companions

Import A Companion (50 HP each / 300 for 8): If you already have a group of loyal friends, you can have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

Canon Companion (100 CP each): There's quite a few interesting people here, be they Villain or Magical Girl. If you wish you may choose to take any of them with you for 100 CP each, although I recommend talking them into coming with you first to avoid issues.



Drawbacks

Liboosted (+100): Wow. You seem to have picked up a massively *healthy* sex drive somewhere, akin to a late teenager at the height of their springtime. Expect your thoughts to drift towards more lurid directions on a regular basis, causing much distraction.

Pocket Holes (+100): It's not that you're bad at making money, far from it, but you have a hard time keeping hold of it for more than the essentials. If you aren't on the ball you'll find yourself spending it on silly impulse purchases quite quickly.

Timing Troubles (+100): For some reason your enemies have a habit of showing their faces in the most inconvenient moments. They're clearly not doing it deliberately or you'd have much bigger problems but it's still annoying when they make their move when you're in the shower for the third time...this week.

Sealed Away (+200): Uh oh! Looks like there's something stopping you from using your out of jump perks or items! You'll be stuck with your BodyMod and anything you purchased in this document during your time here.

DOX (+200): The public is *very* interested in finding out just where you live, and stalkers are the least of your worries. After all, imagine what would happen if that information made its way to the ears of your enemies!

Negative (+300): Whether you're a magical girl or a villain, it seems your heart has become overwhelmed with negativity. That doesn't necessarily mean you're miserable, and in fact you might enjoy your life quite a bit, but you'll find that whatever negative emotion you happen to be feeling will be greatly amplified, from rage and spite to greed and lust.

Ending

Stay Here

Go Home

Move On

Changelog

1.0: Created Jump.

1.1: Fixed Typos, grammar issues, etc.