



Magical Girl Celesphonia
By Orz

In the seemingly normal city of Echinomiya, a girl by the name of Amane goes about her days oblivious to the dark forces plotting in the darkness. She's an honor student, beloved by everyone at school and with a bright future ahead of her, but none of that matters when she's cornered one night by the vile Monsterum, inhuman creatures who wish to plunge the world into lustful darkness. If it wasn't for the Grimoire she came across by chance...

Now she lives a double life as Magical Girl Celesphonia, fighting to save the city and in order to protect the normal life she so dearly values. But will she defeat the darkness or be defeated in turn...and will she be any better than her foes by the end?

You will awaken in this world a few days before that fateful nightly encounter.

You have **1000 Choice Points** to spend on purchases below.

Good Luck!

Origins

All Origins may choose to be Drop-Ins, with no new memories or connections to draw from.

Magical Girl

You made a contract and now you use the incredible power you've been given to fight for the sake of the world! And all it cost you was half of your soul...

Renegade

Love, Justice? Who cares about that crap! All that matters is fulfilling your desires and if that means throwing your lot in with monsters and demons then so be it!

Perks

Magical Girl

Mahou Shoujo (Free and Mandatory for Magical Girl): As a magical girl, you have the ability to access a powerful transformation that strengthens your physical and magical abilities while hiding your identity. Perfect for a defender of justice! You can even strengthen this form even further by feeding it souls...Good thing there's plenty of monsters for you to slay!

Cheerful Grim Reaper (100 CP): If you want to get stronger as a magical girl then you'll need to fuel your ascension with souls, but if you use your own all kinds of awful things might happen! Thankfully, the Monstrum have helpfully provided an alternative. Simply slay them and you'll obtain the Soul Fragments you need. The stronger the monster the better the haul! They'll need a bit of purification before use if you want to avoid corruption but that's fine, right? Outside of this jump, you can harvest the spirits of other monstrous creatures as well.

Souls For Seed (100 CP): Of course, there's another way of gaining Soul. Using the ominously named Soul Extraction technique, you can directly convert any semen you take into your body into the Soul you need. So get out there and suck some dick in the name of justice! As with the above perk, the higher quality the semen the higher quality the haul.

Magical Martial Artist (200 CP): OraOraOra! You have been imbued with the knowledge and skill to use a variety of melee weapons with great skill, including your own fists. This combative magic has also strengthened your body by quite a bit, allowing you to throw a grown man ~~off-screen~~ across a room even without transforming. Be it through various special attacks fueled by your fighting spirit or just through beating your foes over the head with a blunt object, I'm sure that this will be useful to you.

Tender Touch (200 CP): Rest easy and be well! You have been imbued with the knowledge and skill to heal yourself and others, both by magical and mundane means. Not only can heal injuries and ailments, but the life magic running through your body bolsters your own health and immune system. Your purification abilities have also strengthened, allowing you to cleanse things of their impurities and corruption with less damage to the subject.

Elemental Fury (400 CP): Burn, Freeze, EXPLODE! You have been imbued with the knowledge and skill to channel one of the elements. You may purchase this perk more than once and may choose a different element each time other than light or dark. Not only can you destroy your enemies with various spells of your chosen element, but you gain resistance to it as well. In addition, you gain the knowledge to harness the element in more mundane ways, such as through a forge or generator.

Synthesis (400 CP): Clang, Clang, Clang! You have been imbued with the knowledge and skill to build a variety of magical items using...well, mostly souls but the higher recipes tend to use other magical materials as well. You can create anything from weapons, to consumables that clear Miasma poisoning or repair your clothing, to Gear Orbs that can be equipped to your magical girl transformation to strengthen it in various ways...And if you *really* need strength, you could always use Monstrum parts in your creations. There would be costs in sanity and possibly other things but the resulting items would be powerful indeed.

Shining With Light (600 CP): Be cleansed in starlight! You have been imbued with the knowledge and skill to channel the power of the Light itself, bane to Monstrums and embodiment of purity and grace! You have been granted a variety of abilities that channel this strength to protect innocents and destroy evil and the sheer power running through your veins means that the taint of Miasma can't touch you while your transformation is intact. Outside of this jump, that protection will also apply to other sources of corruption.

Dark Magical Girl (600 CP): Suffer And Fall! You have been imbued with the knowledge and skill to channel the power of the Darkness itself, font of Monstrums and embodiment of corruption and sin! You have been granted a variety of abilities that channel this strength to reach your goals and annihilate your enemies and the sheer power running through your veins means that you have far greater resistance to Miasma than most, even becoming stronger while in its grip. Be careful that you don't fall completely, however...Outside of this jump, that resistance will also apply to other sources of corruption.

Renegade

Gang Up (100 CP): Even in your line of work, teamwork is important, especially when a super-powerful magical girl is tearing your base down around your ears! Thankfully, you have a real knack for it. Any group you fight alongside will see a noticeable increase in coordination, both in battle and while enjoying the fruit of your hard work afterwards~.

Purebred (100 CP): They don't make minions like they used to so why don't you make them yourself? Whether you are throwing a girl to a pack of tentacle beasts or handling the breeding personally, you'll find that the resulting offspring are that little bit *better* in all regards, as well as being more loyal and faster to reach an age that they become useful. If you wish to toggle this perk off for whatever reason, you may do so.

Smear Campaign (200 CP): Your enemies will likely be backed by the public, fully believing in their righteousness as they attempt to strike you down. It would be a shame if someone changed that~. You have a talent for dragging others' names through the mud in various ways, from spreading rumors and lies to full-on false flag attacks. Divided they fall.

Vile Concoctions (200 CP): Such sweet poison. You're quite skilled in brewing all manner of drugs, from ones that dull the mind or heighten the senses, to a whole host of aphrodisiacs. You're fully capable of making wholly mundane chemicals but with the use of various magical ingredients such as *Monsterum semen*, you can make some truly horrible marvels.

Hex Crafter (400 CP): Your mind is an encyclopedia of black curses and vile hexes, be it for combat or just for fun. From weakening their bodies or willpower, turning all clothes that someone tries to wear transparent, to simply slowly increasing their lust until they go mad with desire, you can cast all manner of wonderfully awful spells. Even better, you can imbue these magics into clothes or jewelry, allowing you to permanently apply the effect to your victims until they find a way to break the enchantment.

Mental Magicks (400 CP): While others might be satisfied with more *direct* attacks, you know full well that the mind can be the weakest link in the chain. You have a great talent for manipulating others, either indirectly by word and scheme or directly through hypnosis. While you *can* use this power to command vulnerable enemies to, for instance, masturbate in the middle of battle, the most efficient use of this power is through the subtle manipulation of a target's common sense. They will fight your will much less if they think that what they're doing is normal.

Dark Ascension (600 CP): You aren't some lowly human pawn! You are a mighty being of darkness and sin, a Monstrum! Specifically, a Demi-Monstrum, one of the great rulers of your kind! Even better, while there are some odd rumors floating about of the other Demi-Monsterums being artificial in some way, you're all-natural, without deliberately added weaknesses or possible kill-switches. Along with a tremendous increase in physical and magical power, this also grants you a unique ability such as binding weak-willed or fallen enemies into your service or transforming into a copy of them with a touch.

Items

Magical Girl

Calming Drug (100 CP): These vials of pale blue liquid are guaranteed to calm the ardor of their drinker even if they're surrounded in aphrodisiac mist and engraved with some kind of lewd curse crest. Of course, that likely won't last very long in the latter case but every bit helps. You get three of these vials and they'll restore themselves at the end of the week.

Chastity Amulet (200 CP): Fighting evil can be pretty dangerous and not just for your life but your purity too! Thankfully, this little charm will prevent such unwilling penetrations, although it will use a small amount of your magical energy with every attempt. Run out and...

Mirror of Fate (400 CP): Who knows what the future holds? Well, with this classy hand mirror you have a headstart at least. Looking into it will let you see brief flashes of important scenes or maybe snatches of particular conversations. In any case, this should give you a hint or two about what to do next.

Grimoire (600 CP): A Memoria of your very own! This book bonds to you (or maybe a trusted ally?) on a soul-deep level, and contains a pocket dimension that holds all the knowledge, skills and even memories of its past wielders...along with a cute white-haired girl to keep things organized and provide you with advice. It might not have more than a few basic combat and utility spells to start with, but with enough time and soul energy to feed it with you'll find this tome's power (and thus, your own) growing in leaps and bounds.

Renegade

Succubus Night (100 CP): These vials of dark purple fluid are synthesized from Monstrum fluids and can supposedly turn anyone into a slut. The actual results can vary wildly but it is true that they're a very powerful aphrodisiac. Good for some lewd sabotage or just for a bit of fun. You get three of these vials and they'll restore themselves at the end of the week.

Mook Suit (200 CP): Wow! You sure look sinister in this. This pitch-black suit is made of a strange shadowy leather and even comes with a gas mask. Wearing it will make more mindless and animalistic Monsterums see you as an ally, allowing you to walk among their number unmolested, as well as strengthening your body enough that you could take out an entire police squad on your own, their puny mundane bullets simply bouncing off of you. It's too bad about the smell...

Pollution Core (400 CP): When activated, this large black orb begins emanating Miasma, a corruptive haze that weakens beings aligned with light, strengthens those aligned with darkness and drives those who are neutral to the conflict mad with desire. Keep it active long enough and your foes will not only have to face your strengthened forces but the very civilians they're sworn to protect.

Pleasure Den (400 CP): Ah, a lair to call your own. It can be anything from a section of sewers, to an office building to even something like an underground laboratory, and it comes equipped with around a dozen basic subordinates to defend the place. They'll do anything except leave the area, and if something happens to them they'll be replaced in a week or so. There's also a few traps scattered throughout your territory, which can be anything from the traditional spikes and heavy objects to aphrodisiac mist and lewd tentacles.

Spare Body (600 CP): Man, it's a real scary world out there. If you're really unlucky, you might get annihilated by a pissed-off magical girl before you even know what's happening! Thankfully, you have a backup plan. Sequestered away somewhere safe and hidden is a large tank, containing a copy of your body. If you happen to die somehow, your soul will automatically transfer to it, allowing you a second chance at destroying your enemy! Be careful though, you only get another one at the start of the next jump!

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 Character (100 CP): There's all sorts of interesting (and very sexy) people here, from the lovely Amare, to her friend Hazuki, to even certain Demi-Monsterums! For 100 CP each, you may take with you any character that you can convince to come with you on your journey. This might be easier for some than others.

Drawbacks

Nymph's Curse (+100 CP): It could be from being affected by Miasma or just from your natural temperament, but whatever the case you'll find you have an incredibly hard time turning down sex, from quick blowjobs in an alley to being gangbanged by an entire sport's team. Naturally, your sexual orientation still applies and you *can* resist the urge if you try hard enough...but why would you?

Stoppered (+200 CP): Oh dear! It seems that all of your out-of-jump perks and abilities have been sealed away by some powerful force! Don't worry, you'll get them back when your ten years here are up, and you still have your body mod and whatever you bought in this document.

Vulnerable (+300): It's like you're asking for it! You may or may not be able to take a direct beating no problem, be it a physical or magical one, but when it comes to things that might be called 'Status Effects' it's like you don't have any defenses at all. From parasitic Tentacles playing with your body, to hypnotic commands, to all kinds of lewd curses, you'll have a *much* harder time resisting them than you might normally.

Final Choice

Stay Here

Go Home

Move On