

The Chuubo's Marvelous Wish-Granting Engine RPG - Miraculous Arcs

Bindings (Blue): *You're connected to sealed, bound powers or wicked, dangerous things.*

Gatekeeper (Immortality):* You stand between humanity and harmful, malevolent, and/or alien "others." As befitting such a guardian, you can hunt them, trap them, and draw upon their power as potent magical tools and weapons.

Renegade (Frantic):* You're a clever schemer, perhaps a dabbler in dark arts, who plots from the shadows. You excel at ferreting out secrets, finding ways to fix problems (or make them worse!), and fooling people. It's all part of your plan!

Wounded Angel (Sickly): You tried to be good and perfect and awesome, but it failed. Now there's a blasphemy within you, a dark Fate – but you can wound yourself and bind the pain into any miraculous power you can imagine.

Knight (Orange): *There's some role that you're meant to take on, but it'll be challenging.*

Allegory (Immortality):* You're the embodiment of a concept, emotion, or ideal – a character straight out of a passion play. You are probably sneaky and a good fighter, and can animate the objects, animals, and world around you.

Become Somebody (Frantic): You are fallible and imperfect, but you were meant to be this. Whatever this role is, it belongs to you – you can see yourself in others, bind them to (or away from) the role, and command the masses.

Reality Syndrome (Sickly): You have some special power, like a cheat code for life. Maybe your wishes come true, or you can steal the identity and powers of others, or you can travel in time. It starts off weak, but grows as you do.

Otherworldly (Green): *Some external spiritual force or place is part of you, merging with you.*

Child of the Ash (Immortality): You are connected to a powerful reality, the embodiment of some mood and element. You can invoke this alien world subtly to spread that mood/feeling, or overtly to become a gigantic "kaiju"!

Spiritual (Frantic): You have a deep connection to some element, like "the harvest season" or "the peacefulness of the heart." You can see it, speak to it, empower it, and command it as if it were a living thing or a spirit collective.

Called Away (Sickly):* You often find yourself drawn out of reality and into a magical realm. You have power there and can bring its "treasures" into the real world to use in amazing ways, but it is corrupted by your dark reflection.

Storyteller (Red): *The boundary between your life and fiction is a thin one; you live a story.*

Creature of the Light (Immortality): You are infected by a shard of something higher and holier than the mortal world. You appear from the shadows dramatically to fascinate others, drawing them into your rituals, tales, and world.

Creature of Fable (Frantic): You are a hunter, a stalker, though you may be capricious rather than bloodthirsty. You literally carry bits of story with you and can play with others' perceptions, emotions, and even miraculous powers.

Self-Made (Sickly):* Through sheer force of will, you have made yourself into whatever you are today. Others follow you and bend to your will, and you are able to dictate what people should do, should not do, and should become.

Aspect (Gold): *You need to overcome doubts and distractions to train or develop new powers.*

Magical Hero (Immortality):* You are a legendary psychic, wuxia sifu, magical girl, or similar master of some supernatural art. You can channel miraculous power into your magical skills for incredibly potent and versatile effects.

The Ace (Frantic): You are awesomeness personified. If you've studied something, you're a master of it. If not, you're just great at it. You may even be able to defy physics completely. This usually carries responsibility; your call.

Specialist (Sickly):* You're a master of a secret art (like magic), sport (like backyard wrestling), or similar thing with its own secret underworld. You know its in and outs, and have tricks and plot devices related to your specialty.

Shepherd (Purple): *You care for certain people, places, or things; your mutual bonds matter.*

A Keeper of Gardens (Immortality): You have learned to claim and maintain magical places as your own. You can mold your gardens and summon creatures: guides, guardians, and (with experience) perfect solutions to problems.

Sentimental (Frantic): You treasure a set of friends, places, things, and/or creations so deeply that you can awaken great powers within them, watch over them from a distance, and merge their strengths with yours in emergencies.

Of a Certain Place (Sickly):* You come from a strange land, one infused with some unnatural power or element. You can share your connection to this place with others, infusing them with its essence, or manipulate the land and its power directly.

Emptiness (Silver): *Something about you is hollow; you're connected to the bleak Outside.*

Indomitable (Immortality):* You are cursed, but in a way that gives you awesome powers and barely inconveniences you. You are a creature of the night, strong and powerful yet stealthy, whose curse can infect (and potentially even heal) others.

Alchemist (Frantic):* You can extract something from the world (like a person's sadness or a place's peace) and use it for your own ends. Holding it gives you control over the former owner and empowers unique miraculous abilities.

Accursed (Sickly): You've lost your connection to the world, alienated from existence. You have a sanctuary where this isn't true, though – it empowers you, letting you "unmake" things, people, concepts, problems, and so on.

Mystic (Black): *After the miracle comes, you will step outside yourself and walk with the gods.*

Primordial (Immortality): You are on the path to transform into some great, nameless, inhuman power – connected to some element of life. The emotional bonds you form with those around you change your body in useful ways.

Knave of Hearts (Frantic):* You have a larger-than-life story, mythos, or theme that defines you. You can see how others fit into this scheme – and can impose it on the world around you, forcing reality to play by your rules.

Visionary (Sickly):* You know the truth, that this world is a false one, and can enlighten others (to influence or assimilate them). This knowledge grants you magical mastery, with advanced techniques and the ability to create and sell artifacts.