

# Accidental Magical Girl Core

Integrated Character Creation and Combat Rules for the Accidental Magical Girl CYOA v. 1.1

**Based on the CYOA by Quasar Black and Jayne's Combat Rules Add-on**

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Document formatted by Tian/TN and Ai-n

(Disclaimer: All things here are being tested and aren't finalized. This will probably upset people who play MAG builds. Some things I have little idea about how to balance, but that's more due to the problems with the Exalted system, and not something I can fix.)

(Another disclaimer: If anything is completely broken, blame Lily.)

You just got unlucky is all. The appearance of that little girl in her weird outfit surprised you. And now she's dead. Doesn't really matter how. Maybe you slipped with a knife in your hand, maybe you couldn't jam on the brakes in time, maybe you dropped something heavy on her, maybe that gun you were cleaning went off. Either way, she's dead now. Little girl breathed her last right in front of you. Now something unnatural appears. A bizarre mash up of stuffed animal, marshmallow and living creature.

"Puu~ she's dead now. I guess I'll need a replacement. Seeing as it's your fault she's dead. You owe me.

So you work for me now." It gives you a handful of coins. You have just enough time to register the ancient disks as a gold coin, three silver coins and four bronze coins before your body begins to twist and change, and the last thing you hear before you lose all your senses entirely is the thing giving you some advice.

"Best if you spend these now, they won't have as much of an effect later, chuu."

## STATS

Stats determine the type of girl you are, and are important for use in GM'd scenarios and campaigns.

All girls start with a base of 4 in every stat.

Additional Stats can be gained through the things you roll below.

**Strength (STR)** represents how much physical force you can place behind your blows, and how much you can lift, carry and throw.

**Agility (AGI)** represents your physical precision, how skilled you are at delicate tasks, and how quickly you react to stimulus.

**Vitality (VIT)** represents your toughness, hardiness, and how long you can go before being knocked out of a fight.

**Magic (MAG)** represents your innate magical talent and potency with your specialization and sorcery.

**Luck (LCK)** measures how much of a lucky little girl you are.

|               |   |
|---------------|---|
| <b>Bronze</b> | +1 to <b>any</b> stat                           |
| <b>Silver</b> | +2 to <b>any</b> stat or +1 to <b>two</b> stats |
| <b>Gold:</b>  | +4 to any stat or +2 to <b>two</b> stats        |

# Roll 12d20

## ROLL 1: AGE

You are now **immortal** and will no longer **age**. However, you look quite young and will look like this for eternity unless you have the corresponding perks. In some campaigns, if you die, you will be able to **recreate** your body after time and effort while being a spirit. In other campaigns, if you die, you die.

Both parts of this roll's **d20** count as **1-10**. Your age is the number you roll +7.

**Bronze** Change to any age between **8** and **17**  
**Silver** Change to **any** age.

## ROLL 2: BODY

**1-6**  
UNDERDEVELOPED



**7-14**  
AVERAGE



**15-20**  
OVERDEVELOPED



Your body is now one of a young female. Facial features, ethnicity, hair color and style etc. are all up to you. However the overall shape of your body is rolled below.

### **1-6 Underdeveloped:**

Even if you aren't a **loli**, you look like one. Puberty seems to be coming late for you.  
+1 MAG, AGI or LCK

### **7-14 Average:**

You have the **normal** features of a girl your age, be it prepubescent or pubescent.  
+1 Any

### **15-20 Overdeveloped:**

You were an early bloomer, and have the features and body of someone a few years **older**.  
+1 STR, VIT, or LCK

**Bronze** Change to a **different** body type

# ROLL 3: SPECIALIZATION

The focus of your powers.

**Bronze:** modify your roll by **one**.

**Silver:** Swap to any specialization within your **row**  
or your specialization becomes **Corrupted**

**Gold:** Choose **any** specialization including Corrupted

## 1. ODDBALL

+2 to any stat  
+1 to two others

## 4. SPIRIT

+2 to MAG  
+1 to AGI  
+1 to MAG or LCK

## 7. TIME

+2 to AGI or VIT  
+1 to MAG and LCK

## 10. DARKNESS

+2 to STR or MAG  
+1 to VIT and LCK

## 13. WOOD

+2 to MAG  
+1 to STR and VIT

## 16. GRAVITY

+4 to MAG

## 19. METAL

+3 STR or LCK  
+1 to VIT

## 2. FIRE

+3 to STR or MAG  
+1 to VIT

## 5. REINFORCEMENT

+1 to STR, AGI, VIT and LCK

## 8. LIGHTNING

+2 to AGI  
+1 to STR and MAG

## 11. ILLUSION

+2 to STR  
+1 VIT and LCK

## 14. EMPATHIC

+2 to LCK  
+1 to STR and MAG

## 17. STONE

+3 to STR or VIT  
+1 to VIT

## 3. AIR

+4 to AGI

## 6. PSYCHIC

+2 to MAG and LCK

## 9. SOUND

+2 to MAG  
+1 to AGI and LCK

## 12. LIGHT

+2 VIT  
+1 to MAG and AGI

## 15. WATER

+2 to AGI  
+1 to VIT  
+1 to MAG or STR

## 18. BEAST

+2 STR  
+1 VIT and LCK

## 20. DARK MAGICAL GIRL

## 1. Oddball



Occasionally, girls just end up with particularly odd specializations. Girls with these oddball specializations are **unpredictable** and tend to have a **narrowly focused**, but still useful command of something or some theme. Candy, bone, paper, fairy tales, steam and the zodiac are some of the range of **unique** specializations that have been seen. It's impossible to know exactly what a girl with these strange specializations can do, or what effects they could have out of costume, but the generally the new spec has a more specific focus than any of the traditional elements.

## 2. Fire

A fire specialist can attack using great blasts of **flame**. Used creatively you can generate fire blasts from your feet and get kind of a ghetto rocket jump Or proclaim yourself the dragon princess and spew fire from your mouth. This path is focused on **offense** and has some of the best direct **damage** abilities. Good for frying individuals or whole groups of people. Fire users become more **inspiring** and courageous. The cleansing property of fire allows them to **purify** things with flame. This is often destructive or painful.



*Out of costume they retain a high resistance to heat.*

## 3. Air



Air's focus is **speed**. Air users can attack using gusts of wind or slicing vacuums of air. Skilled users can blow away projectile attacks from enemies using a powerful gale. Eventually they will be able to **fly**. The disrupting nature of air allows their users to also cast some **debuff** spells to confuse and weaken their enemies. Air users become more cheerful, intellectually curious and are excellent at finding things. The nosy nature of an air user will eventually give them minor **clairvoyant** abilities.

*Out of costume, they have a heightened sense of their surroundings as they feel the air move.*

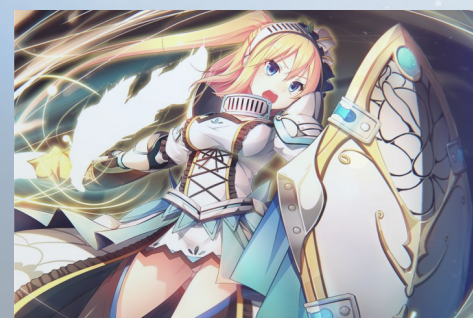
## 4. Spirit

Spirit allows users to see and **communicate** with **spirits**. They are skilled in manipulating the aetheric energy disembodied entities need to manifest in this world. They can **exorcise** a spirit with ease, or summon enough aetheric energy for a disembodied entity to interact with the world. These girls are usually laid back and **calm**. A novice Spirit mage may employ poltergeists wielding various weapons in battle. An advanced Spirit user is often surrounded by **animated** suits of armors and dolls inhabited by their loyal spirit servants, as well as fully materialized **specters**.

*Out of costume, they retain the ability to see and communicate with spirits.*



## 5. Reinforcement



A reinforcement natured magical girl can create powerful **wards** and **shields** to protect herself and her allies. She also gains access to the most potent **healing** spells and utilities that remove status ailments and curses. She has no offensive spells, but does gain top class **enhancement** spells to boost herself and her allies. They will usually depend on their allies or physical attacks to damage their opponents. Reinforcement users tend to become more **altruistic**. Skilled reinforcement girls can place protective wards on objects or places that last for many years. And can **purify** areas

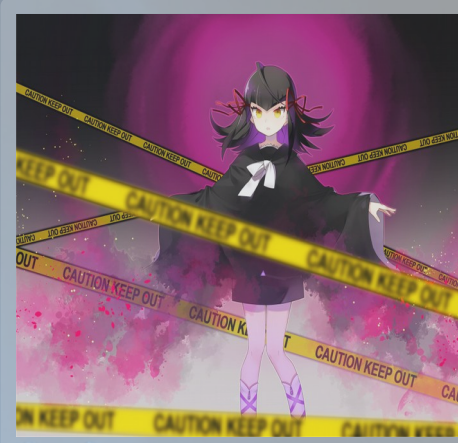
or people, removing negative energies.

*Out of costume they are surprisingly durable and their words of encouragement have a strong effect. (+1 VIT)*

## 6. Psychic

Psychic users can **read** and **influence** minds, and induce feelings of terror, anger or sympathy in their target. With practice they can harm their opponents with a mental blast. While they are adept at disrupting or destroying their enemy's minds, the greatest psychic girls can make subtle changes without damaging the target mind, allowing them to edit **memories** or even temporarily turn people into their **slaves**. Sadly their powers do **not** work on entities with no minds. Strong-willed opponents can resist psychic manipulation. These girls also become **resistant** to effects that meddle with their own minds.

*Out of costume, Psychic girls are resistant to mind effects and can sense the presence of other minds, though they can't read them*



## 7. Time

Time is a strange power. Novices are often quite weak but aware and practiced users are deadly. Users of this power can **slow** their opponent's time to slow them or allow them less time to think, or speed up their own time to move **faster** and give themselves more time to strategize. An adept time user can **freeze** time in blocks of several seconds. A true master can freeze time for as long as they have mana to spend, and a full stop of time is very taxing. Time travel is an **impossibility**, though. Time mages become better in logical **thinking** and problem solving skills.

*Out of costume, Time girls are always aware exactly what time it is and how much time has passed - they are also aware of graviton distortions, as they distort time.*



## 8. Lightning

Lightning is a very **offensive** power set, much like fire, and its spells tend to be single target with very high **accuracy**. The more powerful spells are quite **draining** to cast. These girls hit like a blitzkrieg - either they bulldoze their opponents in a few blasts, or they run out of steam and get into trouble. An accomplished lightning user can channel their element into their **movement**, giving themselves bursts of speed, reflex and strength.

*Out of costume, girls infused with the element of lightning have very fast reflexes and tend to be quick of wit as well (Retains +1 AGI)*



## 9. Sound

The specialization of sound offers a mix of **offensive** and **supportive** powers. Sound attacks tend to have high **accuracy** and can cover a wide range of area, but low **power**. They're good against a group of weaker enemies but weaker against a single strong opponent. Fortunately sound also offers wide range of enhancing and debilitating magic to be used on one's allies and enemies. Sound mages often wield a musical **instrument** as their weapon to better channel their magic.

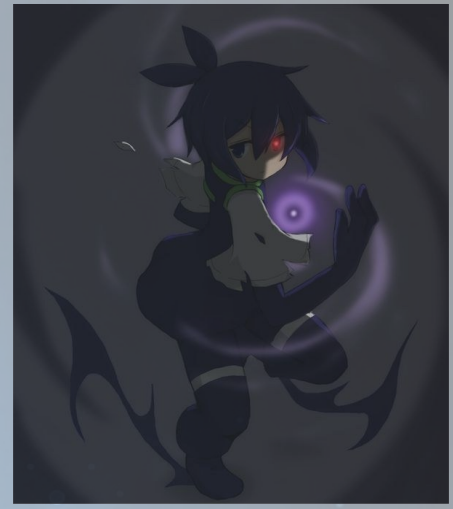
*Out of costume they tend to be either very musically talented, have an extremely good ear for sound, or are talented mimics.*



## 10. Darkness

The path of darkness focus on **stealth** and **debuff** effects. The user can shroud themselves in magical darkness and silence, making them extremely hard to detect. With practice they can make themselves **invisible**, **intangible** or even able to walk short distances from shadow to shadow, allowing them to show up unexpectedly and ignore attacks. This path also offers some of the most crippling malicious spells. Skilled users may learn to lay a **death** curse. Death curses have a low success rate, and it gets even lower if your opponent is magically stronger than you, but if it's successful it instantly kills them.

*Out of costume they can see in the dark.*



## 11. Illusion

Illusion allows one to create primarily visual illusions for others to see. One can easily create **decoys** of themselves or other objects to distract their opponents, **hiding** their own movements and attack with impunity. Advanced illusion mages can also manipulate other **senses** - sound, smell, balance or perception are all fair game. Illusion specialized girls generally have no direct attacks, instead relying on **misdirection** to set up an attack from their weapon or allies. Girls in the path of illusion often become more **artistic**.

*Out of costume, they are harder to notice if they wish it, and have a natural understanding of color*



## 12. Light

Light users can fire beams of light to attack. These girls have modest attack powers and are only **single** target, but have extremely long **range**. They can also make a blazing sword of light for use in **melee**. Their inner light reveals all - giving them spells to see through deception, to detect and dispel illusions. Like Air they also become good at finding things, and they are capable of **purification** - a middle ground between the destructive Fire and the powerful Reinforcement.

Advanced users can force others to reveal secrets.

*Out of costume Light girls are always aware if someone lies to them*



## 13. Plant

Girls on the path of wood gain a green thumb and can **grow** all sorts of plant life well. This enhances their magic, growing **seedlings** into monstrous sizes and forms. A shrub can become a source of lashing vine tendrils. Novice plant mages try to stay near areas with lots of plant life, and often carry small plants or seeds around. Advanced users can create monstrous **creatures** with gaping maws and tentacles through seeds alone. The path also offers them spells to further **enhance** and heal their creations.

*Out of costume Wood girls always know the state of plants they touch - even dead ones like food, paper and wooden constructions.*



## 14. Empathy

Empathic girls **absorb** the ambient emotional energy in an area and use it to power and shape their spells. Energy absorbed from an angry fight may be released as a powerful **attack**, and energy from a crowded stadium can become a powerful **enhancement** for teammates. Empathic girls can rival fire users at offense or reinforcement users at **healing**, but only if they've spent sufficient time absorbing the right type of energy; as a result they are constantly on the prowl to **feed**.

There is a **limit** to the amount of emotional energy they can store. They can also drain a target of emotions, leaving them **unable** to act. Strong willed targets are **resistant** to this.

*Out of costume, Empathic girls know how anyone they speak to is truly feeling and are very influential speakers.*



## 15. Water

Water girls are masters of all things H<sub>2</sub>O, able to harness the power of **water** to attack their foes with cutting jets of water, needles of **ice**, or plumes of hot **steam**. Puddles of water left on the ground can also be manipulated again to attack from unexpected directions. Ice can be used as powerful **shields**, placed between a water girl and her foe. Especially cruel water mages are known to **drown** their victims. Water spells require a sneaky mindset to utilize fully, but are excellent at ambushes. Water users also gain the ability to cast minor **healing** spells.

*Out of costume Water users know when rain or snow is coming and are fast swimmers.*

## 16. Gravity

This specialization allows one to **adjust** the effects of gravity. Novice users just dial gravity up or down in defined areas, making everything **float** or **slam** to the ground. Skilled users can create graviton effects that only exist for the target, allowing them to **crush** a monster without harming people nearby, or launch single objects with great **speed** without throwing everything around them. Masters can even manage agile **flight**. Gravity combat techniques are very powerful, but only deal physical damage, and are draining to cast.

*Out of costume Gravity girls make leaps with ease, can move or lift objects heavier than they should be able to and move with a floaty grace.*



## 17. Stone

This specialization allows girls to manipulate rock and earth. Rocks may be **flung**, stone spears **erupt** from the earth, or armor constructed of dirt and stone. Skilled adepts may cause localized **earthquakes** or fissures to appear or erect instant buildings of unfinished stone. The metaphysical side of the element lets these girls cast strong **defensive** spells and enhancements, as well as powerful **strength** boosts. Girls with the power of stone have an innate grasp of **architecture** as well.

*Out of costume they can always stay on their feet and are stronger or tougher than they look. (Retain up to +2 STR or VIT)*

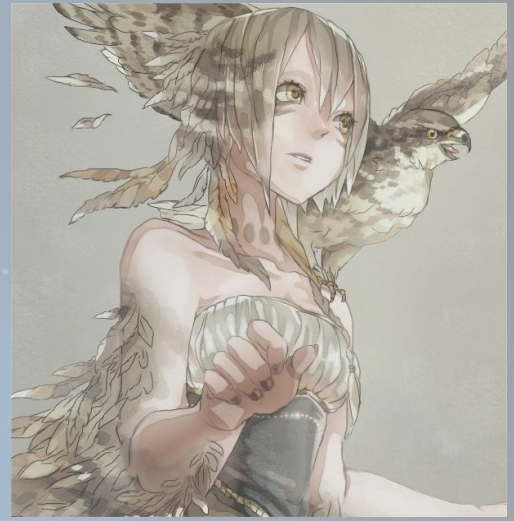


## 18. Beast

Girls with Beast powers focus on **summoning** and **enhancing** animals and themselves in various ways. They find it easy to understand the body language of animals and will likely have a number of pets that make good subjects for enhancement.

They can also use wild animals, though results may be mixed. They have a wide range of spells for increasing **strength**, speed, and toughness, or **borrowing** traits of animals for themselves.

*Out of costume, they have heightened senses and a strong athletic streak. (Retain +1 STR and +1 AGI)*



## 19. Metal



This specialization allows girls to shape and manipulate metal. Novices can move metal about, flinging **bullets** and blades, swinging chains, and maneuvering **sheets** of metal, skilled users can form and operate simple **machines**, animate statues, or purify ore and restore damaged or corroded material like new.

Masters can manipulate metals to molecular structures - creating **superconductors**, hyper-alloys, or **machines** that shouldn't be able to work, and can optimize mechanical devices to impossible lengths.

*Out of costume, Metal users are often skilled mechanics and tinkers.*

## 20. Dark Magical Girl

Something has gone **wrong**. Interference? An improperly cast transformation? Who can tell? Regardless, your body floods with **dark** power and the Puchuu flees, cursing, as your transformation takes a sinister turn.

Your form is still human, though your magic is **twisted**. Folks can tell there's just something off about you. But there's nothing wrong with you. You're sure of it. In fact, you're sure of a lot of things now. You just know everything will work out fine if they follow your lead. So what if your magic looks a little funny? You know what has to be done.

*Pick a **specialization** from the table above, you gain the specialization bonus associated with that element to become a corrupted magical girl of that specialization.*



*You can also forgo the stat bonus to choose 4 perks from the **monster girl** perk table PDF. Or roll randomly for 5 from the same PDF.*



## ROLL 4: WEAPON

1-5  
MELEE



6-10  
RANGE



11-15  
MYSTIC



16-20  
FISTS



Your weapon is what you use to fight with as a magical girl. Every girl gets a weapon and knowledge of how to use it upon character creation. You will always be able to summon your weapon while transformed, though some actions can disarm you until you **resummon** them. Every girl gets to pick **one weapon enhancement** upon character creation. A second can only be gained through the Enhanced Weapon perk.

Spending a **Gold** coin for a second weapon allows you to use either during your turn. No action is required to swap between them as opposed to dual weapon.

### 1-5. Melee: (+1 STR, +1 VIT) Blades, bludgeons etc.

*Aerodynamic:* Grants +1 on **Dash** attack rolls. Also grants +1 on rolls to pursue a retreating enemy.

*Master of Battle:* If you are disarmed, you can use the **Unarmed** attack moves for your next turn with a 2 dice penalty. Your weapon can **re-summon** itself at the end of the turn.

*High Ward:* Successful Spell **Sunder** defense actions grant you +1 mana.

*Duelist:* Successful **Parry** defense actions now cause 2 wounds on the opponent, these **bypass** Soak.

### 6-10. Ranged: (+1 AGI) Guns, bows etc.

*Recoil:* Grants +1 on all **Disengage** rolls. Also grants +1 on rolls to **retreat** from combat.

*Quickdraw:* Grants you +1 **dice** on initiative rolls. If an enemy has Bullet Punch, you may take an offensive action on them before they can strike.

*Marksman:* A **natural 10** dice on an attack roll now counts as 3 successes instead of 2. This does not count for fortune points.

*Rapid Firing:* Dice penalty **removed** for attacking up to 3 targets. 1 dice penalty for all targets up to the 6th.

### 11-15. Mystic: (+1 MAG) Wands, staffs etc.

*Enchanted:* A weapon with this enhancement gets a +1 attack dice. This applies for **both** mystic attacks and specialization magic attacks.

*Empowered:* Deals an **extra** wound upon a successful attack instead of the normal 1 wound

*Hard Light:* Allows the wielder to use the **Other Attack** options. Grants +1 dice to shielding rolls.

*Ley Lined:* Once per encounter, you can use an action to fully **replenish** your Soak by drawing on the ambient magic of your surroundings.

### 16-20. Unarmed: (+2 STR) Anything not using a weapon.

*Bullet Punch:* Allows you to take a **priority** offensive action on the turn Initiative is rolled. Init is followed as normal **afterwards**. Initiative decides who acts first if two girls have bullet punch.

*Focus:* Reduces the defense penalty for **Flurry** attacks by 1.

*Forced Holster:* When attempting to **Disarm** a target, you gain +1 dice. In addition you **penetrate** a point of the **target's** Soak.

*ATATATA!:* Your Flurry attacks give you an **extra attack** dice, but also an **extra** defense dice **penalty** for your next turn.

|               |                             |
|---------------|-----------------------------|
| <b>Bronze</b> | +/- 5 to your roll          |
| <b>Silver</b> | Switch to <b>any</b> weapon |
| <b>Gold</b>   | Pick a <b>second</b> weapon |

# ROLL 5: OUTFIT

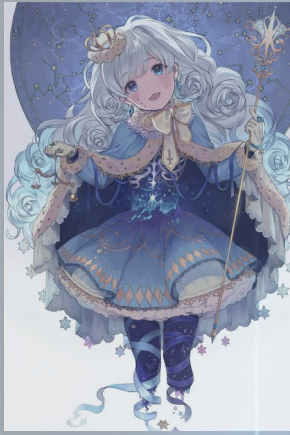
1-4  
SKIMPY



5-8  
FLOWING



9-12  
ELABORATE



13-16  
UNIFORM



17-20  
COSPLAY



The type of outfit you will wear when you transform. This requires 15 uninterrupted seconds (1 action in Combat) to fully complete the process. Your outfit will keep anyone from connecting your identity and allow you the **full** use of your magical powers. While **untransformed**, your stat-line is reduced to 3's across the board.

All outfits grant 1 base **soak** each which cannot be **depleted**. Every girl gets to pick **one outfit enhancement** upon character creation. A second can be gained through the Enhanced outfit perk.

## 1-4. Skimpy: (+1 AGI) Lingerie, leotards, bikinis etc.

*Lucky Charm:* Grants +1 die to **defense** rolls that use **LCK**. Fortune points increased by +2

*Tentacle Bane:* **Penalties** imposed by grapples, suppression or binding magic are **halved**. +1 bonus die to rolls when trying to escape grapples.

## 5-8. Flowing: (+1 STR) Capes, robes, togas etc.

*Quick Dash:* +1 bonus dice to **Dash** attacks for melee characters. +2 bonus dice to **disengaging** from melee range.

*Artful Dodger:* Grants +1 die to **Dodge** defense actions.

## 9-12. Elaborate: (+1 MAG) Lolita dresses, ballroom gowns etc.

*Accumulator:* When using the **recharge** mana action, you may forgo the defense dice **penalty** to recharge the normal amount, or restore **double** the amount while taking the defense penalty. When restoring double mana, for the next turn you will be unable to use your specialization magic.

*Shielder:* Grants +1 die to **Shield** defense actions.

## 13-16. Uniform: (+1 VIT) School uniform, military gear, etc.

*Reinforced:* Grants 2 additional points of **soak**, bringing total outfit soak to 3. However these points can be **depleted** by successful wounds.

*Defender:* Grants +1 die to defense rolls that use **STR**.

## 17-20. Cosplay: (+1 LCK) Anything, as long as it's an imitation or cosplay.

*Good Fortune:* Every **five** turns, you regenerate a **fortune** point.

*Magical Guard:* Grants +2 dice to **defend** against specialization magic, does not work for basic mystic attacks.

Alternatively, every outfit can take **Determination** as their core or additional attribute provided their outfit has a free enchantment slot..

*Determination:* If your wound pool drops to 0 may take a special action on your turn to get back up, **healing** a number of wounds equal to a single wound **threshold**. Ignore all **penalties** for being wounded until next turn.

**Bronze**  
**Silver**

+/- 4 from your roll.  
Select **any** outfit.

# ROLL 6: POWER

*A special skill you can perform to give you an edge in combat. May or may not require you to shout something to make them work.*

|                    |                    |                           |                         |
|--------------------|--------------------|---------------------------|-------------------------|
| 1<br>KILLING BLOW  | 2<br>TELEPORTATION | 3<br>HAMMERSPACE          | 4<br>COPYCAT            |
| 5<br>FAMILIAR      | 6<br>NULLIFICATION | 7<br>FOCUSED ASSAULT      | 8<br>PRIME OF YOUR LIFE |
| 9<br>BARRAGE       | 10<br>FOCUS FIRE   | 11<br>POWER OF FRIENDSHIP | 12<br>AVENGER           |
| 13<br>DUPLICATION  | 14<br>AVATAR       | 15<br>THIRD EYE           | 16<br>SIZESHIFT         |
| 17<br>REGENERATION | 18<br>INVULNERABLE | 19<br>TENTACLES           | 20<br>SCRYING           |

**Bronze** +/- 2 to your roll  
**Silver** Switch to **any** power.  
**Gold** Pick a **second** Power.



## 1. Killing Blow: +1 MAG or STR -4 Mana cost

An **overwhelming** attack that will leave you extremely **vulnerable** should it miss. If it hits though, it is an almost surefire kill. **Name** your attack now.

Boosts the number of **offensive** dice **multiplied** by the number of successful attack rounds on an enemy. Up to a maximum of **x5**. Chain of attacks can be combo **broken** by a miss, resetting your chain back to **0**.

Ranged and Melee can **specify** what kind of killing blow to use. Dash/Armor Piercing etc. to grant the damage. For Mystic characters this ability draws from your **specialization** magic, allowing it to penetrate 1 point of soak and do 1 damage per success.

Dice **penalty** incurred after use depends on the strength of your killing blow, up to a maximum of a **5** dice defense penalty.

## 2. Teleportation: +1 AGI or MAG -2 Mana cost

You have the ability to **transport** yourself instantaneously between two points. Longer jumps take more mana. Instant success on all rolls to **Retreat** at the cost of **2** mana.

If an **attack** lands on you, you can take an action to instantly **blink** away from harm. This costs **mana** points **equal** to the number of **successes** the attacker has over your defensive roll. Can be used to make **Dash** or **Disengage** actions roll with **MAG** instead of AGI.



### 3. Hammerspace: +1 LCK



You have access to an extra dimensional storage space of infinite capacity.

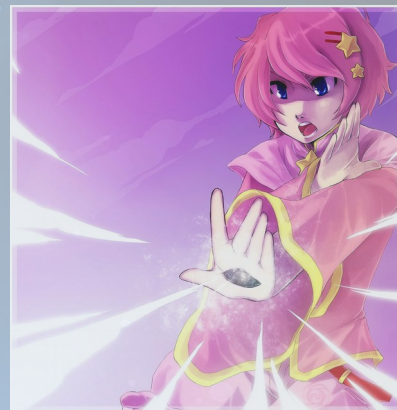
Taking things out of hammerspace takes an **action**. You can still **move** and **defend**, but you will be unable to use an attack action or cast specialization magic on the turn this is used.

**Luck** rolled each time something is withdrawn. If the number is less than **specified** by the GM, depending on the severity of the failure you bring out either the wrong thing, or nothing at all. Bringing out **larger** objects will require a **higher** number of successes.

### 4. Copycat

You have no power of your own, but you can **copy** an Ally's or an enemy's power after **seeing** it used once. You can only copy **one** power per combat engagement, and are subject to all the rules of that power.

You **gain** the **associated** stat **bonus** for that power.



### 5. Familiar: +1 Any

A familiar is a creature of your choice with a 7 in every **Ability Score**. They do **not** possess a Specialization, Power, Fortune Pool, or Mana Pool, though they are always loyal to you and will give sound advice. Should your familiar **die**, you receive a **2 dice penalty** to all rolls until you go through the grieving process and obtain a new one.

You can now pick what kind of attacks your familiar will make upon creation, this works the same as the magical girl weapons, but without the added stat boost.

A **gold** coin can be spent to gain an **extra** familiar. However they must **not** be the same type, and rules on Aid actions still apply. If you **lose** both familiars, the feedback from your soul bonds will leave you a **broken** hollow shell.

### Can choose one of three options when taking this power:

*Perfect Assistant:* A familiar skilled in many things, they grant one **extra** bonus die when using the **Aid** Action on you. (+3 die instead of +2)

*Incorporeal:* Your familiar is somewhere between the mortal plain and the plain beyond, taking this perk means your familiar **cannot** be **targeted** by an enemy in combat.

*Combat Prowess:* Your familiar is **trained** in combat and more fearsome. It gains +1 dice to every **offensive** roll.

### 6. Nullification: +1 MAG -2 Mana cost

You have the ability to create an odd aura around you, and enemy powers and specialization magic don't seem to work properly when you project it. The **same** spell **cannot** be used against you twice in a row.

At the cost of 2 mana, you can **disable** the **power** of an enemy. **Additional** turns will cost an additional 2 mana.





### 7. Focused Assault: +1 STR or AGI -3 Mana cost

You can focus your strength or magic to **over-perform** for a brief **burst** on one target. This isn't as potent as a Killing Blow, but doesn't leave you vulnerable either

Allows the caster to make a **second attack** in their turn. Counts as two separate attacks in terms of spending fortune points.

**MUST** be the **same** kind of attack, for example two armor piercing shots, or two Dash attacks.

Attacks **ignore 1** point of Soak.

### 8. Prime of Your Life: +1 VIT -4 Mana cost

You have the ability to channel the power of your **future** self for short periods of time. When activated, your physical **appearance** changes to that of a **woman** in the prime of her life, however your mental faculties remain the **same**

For the next **two** combat rounds, you gain **+4** in **every** stat apart from LCK. Health, Mana and Soak points are **raised** for this duration. Out of combat, this power would last for close to a **minute** before the exertion on your magic would force you to revert back.



### 9. Barrage: +1 MAG or AGI -3 Mana cost

You can focus your magic to over-perform for a brief, unfocused burst or **multiple** rapid blasts. This is very good at eliminating **groups** of weak targets.

**Removes** dice penalty for attacking additional targets. Up to **10** targets can be attacked, though they can defend as normal. **Ranged** attacks gain **+1 dice** when using barrage.

### 10. Focus Fire: +1 AGI, MAG or STR -3 Mana cost

You are adept at **commanding** your allies. Whether this means you have an **inspiring** presence, a good understanding of tactics, or just a very loud voice, it means you can **direct** the attacks of your allies against a target of your choice.

Causes all nearby **allies** in the party to make a **basic** attack of **opportunity** on the target. Melee allies can use this to close distance with a Dash attack. This attack does **not** disrupt init, and **cannot** have fortune points spent on it.





### 11. Power of Friendship: +1 MAG or LCK

You're good at making **friends**, even among your enemies. You know when people are sad, how to cheer them up, and gosh darn it, people just **like** you.

**Aid** action grants +4 dice to an ally's next action. Allies who use an Aid action on you give you +4 dice to your **next** action. By expending **1 mana**, you can **transfer** a successful **wound** on you onto an ally, be they willing or unwilling. Can be done for up to 3 wounds,

these do **not** penetrate soak. Can now be used to **transfer** wounds from an ally onto **yourself** using the same mechanics as transferring a wound onto an ally.

### 12. Avenger: +1 VIT

You **love** your friends, and god help anyone who hurts them under your watch! If an **ally** drops below a **wound threshold** in your line of sight, you gain a **priority** attack against that enemy. The **next** turn, you gain bonus **2 attack dice** against that particular enemy.

This bonus is **doubled** if your ally drops **two** wound thresholds in a **single** turn.



### 13. Duplication: +1 VIT

Caster creates a duplicate of itself, these have **1 HP** and **1 mana**, and attack and defend using the original's stats. This can be done as an action during combat, or out of combat. Can only create clones up to a third of your max mana, rounded up.

Clones do not benefit from any perks or weapon/outfit enhancements. A fortune point can be spent to create an additional standard clone on your action.

Can spend **1/3rd** of your max mana to create a powerful clone that has **1/3rd** of your HP, **1 Mana** and **1 Fortune** point. Only one of these clones can be active at a time.



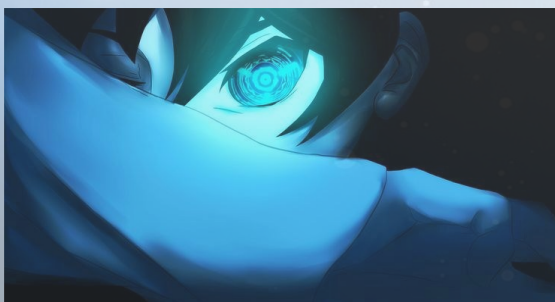
### 14. Avatar: +1 MAG

The magic inside you is **versatile**, but not very potent, allowing you to cast spells from **almost** every other specialization tree. You gain the ability to cast from **every** tree besides Oddball or corrupted specializations, up to a **MAG** requirement of **6**. As a cost for this versatility, you can **only** use spells in your own **tree** up to a **MAG** requirement of **8**.



### 15. Third Eye: +1 LCK or MAG

You have the **Sight**, allowing you to see the flows and after effects of magic. You can **pierce** illusions by using an **Action** and have a highly attuned magic sense allowing you to predict spells. Can **sense** magical beings in an area far beyond that of your normal perception.



**Shield** or **Sunder** defense rolls gain +2 dice. Gain +10 modifier to **Perception** roll.

**Immune** to surprise rounds.

## 16. Size Shift: +1 VIT

You have the ability to **alter** the mass of your body somehow. With this, you can become **bigger** or **smaller**, or anything in between. **Maximum** height of 8 foot, **minimum** of 3.

Tradeoff between AGI and STR. Each point of **AGI gained reduces STR** by the same number, up to a maximum of +/- 3 in the stat. Each point shifted costs **1 mana** during combat, and can be shifted using a **free** action. Effects last for the encounter.



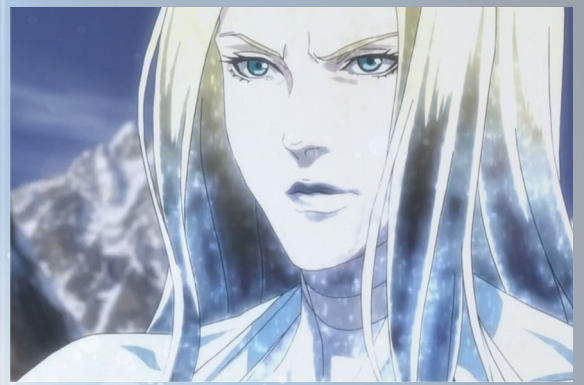
## 17. Regeneration: +1 VIT

You **heal & recover** mana faster than normal. Your wounds can heal even as the blows are struck. You'll outlast your opponents in a fight. **+1 HP gain every turn.**

Can boost to **+2** by spending **2** points of mana. **Mana** and **Soak** regenerate by **1** every **2 turns**. Your wounds heal between combat encounters.

## 18. Invulnerable: +1 VIT

You have the ability to form an aura of pure magical energy around your form. You are completely **impervious** to damage while it exists, though it doesn't last long. For **1 Mana** you can use this ability as your **Action** once per Encounter and become **immune** to damage for the **round** but can be **extended** at the cost of **4 mana** per turn for a maximum of **3 turns**. For **3 Mana** you can use this ability to **defend** yourself once per Encounter **instead** of the usual defense roll.



## 19. Tentacles: +1 Any

You have command of something **tentacle-like**. Chains, vines, cords, ropes, perhaps even actual tentacles. They possess minds of their own but will follow simple **commands**. Commands don't need to be spoken. Tentacles can be used as a **separate** action from the caster's own attack. **Commanding** the tentacles requires a roll based on your Magical Girl's **second** highest stat.

*Grapple:* Reduces the target's rolls by **2 dice** until they break free.

*Pin:* Reduces the target's rolls by an additional **2 dice**, target must **already** be grappled.

*Strike:* A regular attack, does **1** point of damage for **every** success over the defender, **ignores** soak.

*Squeeze:* Target must be **pinned**, does **2** damage for **every** success more than the defender.

## 20. Scrying: +1 MAG

You have the ability to see short distances into the **past** and the **future** using your potent magical ability, allowing you to sometimes predict the course of actions, or find out what has happened at a scene. **Parry** and **Dodge** defence rolls gain **+2 dice**. **Perception** rolls gain **+5** modifier You may **ask** the GM for hints about the history or future of an area, whether it be for tracking, puzzle solving purposes etc. You always know when an Overcity **portal** is nearby.



## ROLLS 7 - 12: PERKS

Roll for chargen changed to a 12d20, with 2 rolls on each table.

Your first two rolls are on the left hand table. The next two are on the center. The last two are on the right one. No doubling up of perks is allowed. If you get a duplicate, shift to the opposite table on the right. If you already have that perk, you shift it further. If you have both perks on the opposite tables, you may instead select any perk.

**Bronze**      **Swap** a perk to **any** table sharing the numerical value.  
**Silver**      **Swap** a perk to **any other** perk.  
**Gold**        **Select 2 more** perks

*All **previously** existing characters who were created using Quasar Black's CYOA ruleset, may roll 1d20 to choose one new perk from the third table.*

|                         |    |                           |    |                   |
|-------------------------|----|---------------------------|----|-------------------|
| DUAL WEAPON             | 1  | INTER-DIMENSIONAL TOURIST | 1  | FIX-IT BAND-AIDS  |
| MARTIAL TRAINING        | 2  | CLOSURE                   | 2  | MEMORY LINK       |
| ENHANCED WEAPON         | 3  | FATED                     | 3  | TUNER             |
| MYSTIC ARTIFACT         | 4  | TRAINING                  | 4  | UNDERDOG          |
| GIFTED                  | 5  | INTER-DIMENSIONAL HOME    | 5  | LEITMOTIF         |
| FLEXIBILITY             | 6  | INCOGNITO                 | 6  | FORTUNATE         |
| ENHANCED TRANSFORMATION | 7  | ENVIRONMENTAL SEALING     | 7  | STURDY            |
| DISGUISE ARTIFACT       | 8  | GET OUT OF JAIL           | 8  | DEFENDER          |
| BLOOD MAGIC             | 9  | BIG DAMN HERO             | 9  | OJOU-SAMA         |
| HAMMERSPACE HANDBAG     | 10 | ABSOLUTE DIRECTION        | 10 | TRANSFIGURATION   |
| ENHANCED SUSTENANCE     | 11 | BIG BACKPACK              | 11 | WATCHER           |
| ENHANCED OUTFIT         | 12 | NATURAL AGING             | 12 | MANA CHANNEL      |
| HEALING ARTIFACT        | 13 | MASCULINITY               | 13 | MIRROR MOVE       |
| ALLIES                  | 14 | PATRON                    | 14 | OVERCITY SHIFT    |
| MONSTROUS METAMORPHOSIS | 15 | MONEY                     | 15 | SKELETON KEY      |
| SORCERY                 | 16 | TWIN SOUL                 | 16 | SUPER MAP         |
| WINGS                   | 17 | SOUL JAR                  | 17 | SNAPSHOTS         |
| PURIFICATION ARTIFACT   | 18 | ETERNAL STYLE             | 18 | ASTRAL PROJECTION |
| AWARENESS               | 19 | A WAY OUT                 | 19 | #&\$*?!?          |
| BIG FRIEND              | 20 | FAKE PARENTS              | 20 | MOUNT             |



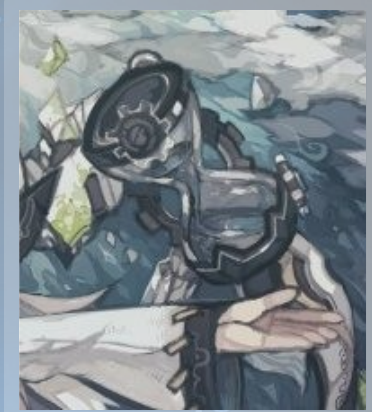
# PERK DESCRIPTIONS TABLE 1



**1. Dual Weapon:** Your weapon is a combination of **two**, you can spend an action changing from one mode to the other. Pick a free enhancement for the **second** weapon type. The enhancement is **only** active when switched to this weapon type, and you lose the bonus when you are using the other weapon.

**2. Martial Training:** **+1 STR or +1 AGI** You are skilled in the ways of combat and war, gaining innate knowledge of tactics, logistics and battle. **Once** per combat encounter you may ask the GM about the tactics of the enemy for the next turn, as your intuition kicks in and allows you to plan against the moves of an enemy. **STR** requirements for using mundane weapons **reduced** by 1.

**3. Enhanced Weapon:** Your weapon is just better than those of other mahou shoujo, allowing it double the enhancements. Allows a **second** weapon enhancement slot.



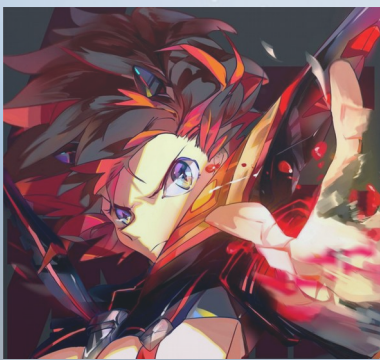
**4. Mystic Artifact:** **+1 MAG** You gain an artifact that sometimes shows you glimpses of the past, present or future, relevant to your query. Allows you a **brief** glimpse of the future at the cost of **1 mana**. For the **next** turn you gain **+2** to defense rolls.

**5. Gifted:** You are capable of feats within your specialization that are dazzling, innovative and impossible to duplicate by regular magical girls. Increase a specialization granted **stat** by **+1**. Allows you to cast specialization magic **one tier** above what your **MAG** score would usually allow.

**6. Flexibility:** **+1 AGI** You aren't exactly made of rubber, but you have far greater range of motion in your limbs and joints than should be humanly possible. Gain **+1** dice to escaping **grapples**.

**7. Enhanced Transformation:** **+1 MAG** Your transformation takes only **3** seconds, and you are invulnerable while it happens. Monsters **retain 50%** of their attributes while maintaining their illusion, and can reestablish it quickly. You no longer have to shout a flashy phrase or do a dance to transform, meaning transforming into your magical girl costume is **no** longer an **action**, and can be done **freely** during your turn.

**8. Disguise Artifact:** **+1 LCK** You gain a small **artifact** that can temporarily **transform** you into other people, complete with clothing and handheld equipment. This is a physical transformation, but it only lasts **2 hours**. ID's and papers created with this tool are correct and will scan but you do not exist in any database. Electronics look correct but are nonfunctional. The artifact has a 6 hour recharge time. Activating this for **1 mana** gives you **+2** dice on all actions to **hide**.



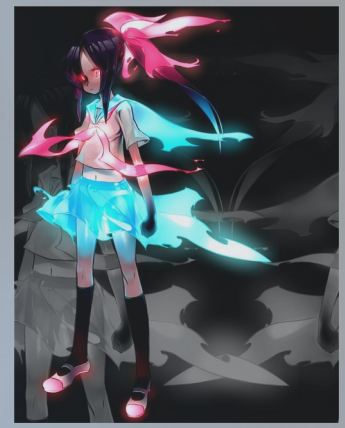
**9. Blood Magic:** **+1 MAG or VIT** You may choose to fuel your magic with your own **health** rather than mana, greatly expanding your potential mana pool. Be careful, as depleting your health in this way will kill you, even in a cakes and candy setting. You can choose to **forgo** spending mana to use Magic, instead taking **one wound** per **mana** you would have spent.

**10. Hammerspace Handbag:** **+1 LCK** You have access to an inter-dimensional storage space the size of a medium purse. You can access it at any time. This works in the same way as the **Hammerspace** power, but you may **not** store anything inside larger than what would fit in a normal handbag.

**11. Enhanced Sustenance: +1 VIT** You only need to sleep half as much to gain a whole night's rest and can subsist on starvation rations. You do **not** have any nutritional requirements and breathing is **optional**.

**12. Enhanced Outfit: +1 Soak** Your outfit is tougher and just plain better than those of other Mahous, even if it's just a chainmail bikini or a revealing robe. Allows a **second** outfit **enhancement** slot.

**13. Healing Artifact: +1 VIT** You gain a handheld artifact that can **heal** people and animals. It takes its power from you and isn't very efficient, but can heal almost anything. Can be used in combat to heal **1 wound** at the cost of **2 mana**. You may also use this to heal a **permanent** wound, which could not normally be healed, though it takes a great deal of time and mana to do so – the user of the Artifact is drained of mana for the duration, which can be from one hour at the least severe, to a full **day** for loss of **limb**.



**14. Allies:** You gain a pair or **lesser** magical girls as friends. They'll let you crash at their place(s), and show you the ropes on how to be a Magical Girl. Roll **6d20** for **each** ally, this will generate their Age, Body, Specialization, Weapon, Outfit and Power respectively. Allies do **not** receive enhancements for their outfit or weapon. If you are a Monster Girl, they will try and **purify** you at any opportunity, believing it's what is best for you.

**15. Monstrous Metamorphosis:** You have an **additional** transformation linked to your emotional state. Get upset, angry, or sufficiently shocked and you'll lose control. You'll gain monstrous traits while in this state – fur, scales, fangs, claws, slit eyes. **Monster** girls will shift into being 99% '**monster**,' with little or no 'girl' to them. Gain **+2 STR, AGI, and VIT** while in this state, but lose rational thought beyond the desire to eliminate or escape what caused the transformation. Each turn you must roll **10d10**. If you roll less than **40% success**, the GM takes control of your action for this turn. This can lead to attacks on allies, or retreating from the combat. You don't have enough badges to train your mahou anymore.

**16. Sorcery: +1 MAG** You become a **master** of some sort of magic that even normal humans can learn. This allows you to accomplish magical feats even when **untransformed**. You can also teach this skill to other mortals if they apply themselves. This perk allows you to **cast** your **specialization** magic out of costume. You will **not** get the bonuses you get while in costume however, and must roll as appropriate.



**17. Wings: +1 AGI** Allows the girl to **fly** freely, reaching areas that would take a while to get to even with a mahou shoujo's agility. Grants **+1** bonus die to **dodge** and **disengage** rolls.

**18. Purification Artifact: +1 MAG** You gain a handheld artifact that can help keep an area clear of corruption. It must be charged regularly however. **Monsters** and monster girls fighting you **lose** 1 attack and defense dice. Charge runs out after **3** rounds of combat. If you are a monster girl, carrying this will make you much harder to identify as a monster and will **remove** your urges so long as it is on your person. It's

not very comfortable though, and can make you feel uncomfortable in your own skin. This can be used to **purify** a willing Monster girl (See the Monster girl add-on for details)

**19. Awareness** You become much more **aware** of everything your mundane senses tell you. This won't help your magic, but will make you harder to surprise or ambush. You will quickly notice if someone is failing to cast a shadow or reflection, or if there's a particular scent in the air. You may ask your GM if you sense anything usual about a location, object or NPC. Gives **+10 modifier** to initiative rolls.

**20. Big Friend:** You know a **friendly** but corrupted girl. She will cover for you or keep you alive, and may ask favors in the same line in return. Roll **6d20** for your big friend, this will generate her Age, Body, Specialization, Weapon, Outfit and Power respectively. Your big friend can either be a natural Dark Magical Girl with a **corrupted** specialization, or you can choose to pick 4 perks or roll for 5 on the **monster girl** perks table. If you are an uncorrupted magical girl, she will try to **corrupt** you at any opportunity, believing it's best for you.

## PERK DESCRIPTIONS TABLE 2

**1. Inter-dimensional Tourist: +1 Any** A traveler from the magical multiverse has taken an interest in you and is offering to help you out in minor ways, such as providing you with false ID or a place to **stay**. **Once** per encounter, you may spent a **fortune** point to summon your tourist friend, who will make a single attack and then poof back to his home. They attack with a ranged, armour piercing shot at **8d10** power. They are **immortal** and can be **any** race you choose, weird and wonderful. However they are able to maintain a human disguise akin to a monster girl's illusion.

**2. Closure: +1 LCK** Everyone who has ever known you **forgets** about you. Fate is re-written to make it so you never existed, or died some time ago. Your pets are taken in by kind folks, parents and children have new caretakers, your possessions and savings distributed as you would have preferred.

**3. Fated: +1 LCK** You're **fated** for some task. Until you accomplish what you are fated to do, Fate helps you along. You are less likely to encounter monsters you can't handle, and if you do, circumstances will conspire to drop allies into your lap either before or even during the fight. Heavily dependent on GM discretion. **Bonuses** may be **granted** upon undertaking tasks related to your fate.

**4. Training:** Gain complete **mastery** of one subject, martial art, trade skill or philosophy. This won't provide you with information that doesn't currently exist or information unknown to humanity. You may ask the GM for more information if you encounter something related to your trained specialization. For example a trained chef will be able to check for poison in food. Gives **+1** to **rolls** of the **school** of your choice most closely related to the subject you are trained in. Ex: Trade skills give +1 LCK dice; martial art +1 STR dice; gymnastics +1 AGI dice.

**5. Inter-dimensional Home:** You gain a small but spacious **apartment** somewhere in the vast magical expanses of the Overcity. It is conveniently near a nexus **portal**, and can be furnished however you wish. The cabinets and fridge have a replenishing supply of food and medical supplies. It is 'off the radar' and cannot be accessed via the Overcity by anyone who has not been there before via your teleportation. You can come and go **freely** from the Overcity entrance. You can spend **4 mana** during combat to retreat to your home via teleportation. **Others** can be brought along for an **extra 4 mana** each. You can only have a **maximum** of **6** people in your apartment at any one time.



**6. Incognito: +1 MAG, LCK or AGI** You are often overlooked, and people tend to **forget** your face after they interact with you. Authority figures tend to leave you alone. In combat this gives you **+2** dice on rolls to **hide**, and **-2** dice on enemy rolls to **pursue** you if you retreat.

**7. Environmental Sealing: +1 VIT** You are **immune** to environmental extremes of pressure and temperature and generate your own **air** supply in a thin layer around your body. You can share this with people touching you. This does **not** protect you against direct magic attacks but makes you immune to environmental damage, including that caused by specialization magic.

**8. Get out of Jail: +1 LCK** Rarely, if you are imprisoned or **trapped**, you can choose to **teleport** to a random location. The place you arrive is guaranteed to be **safe** at the time you arrive and will have facilities or supplies to let you recover, but is not guaranteed to be easy to return from or to continue being safe past your initial arrival. Teleportation costs **1 mana** and is **always** available unless you are somewhere that blocks such magic.



**9. Big Damn Hero: +1 Any** You can **designate** a person or place by giving them a **token** you have personally made or mounting it in/on a permanent fixture. You are **aware** of any danger occurring or about to occur near that person or place so long as your token is intact. You are always alerted with enough advance notice to make it there just in the nick of time, if you hurry. You can only have **one** active token at a time. While defending the person or place you have designated, you gain **+1** attack dice and **+1** defense dice. If the person is another mahou shoujo, your **aid** actions cast on them now grant **+3** dice.

**10. Absolute Direction:** +1 LCK If you have a destination or object in mind, you know what **direction** it is in. It **must** be a place or object you know exists and have a decent mental image of. With this perk, you may ask your GM things like if you are on the right path, and where your objective lays. Unlike other magical girls, you will be able to easily **navigate** the Overcity without a guide, so long as you are certain of where you want to go.



**11. Big Backpack:** +1 VIT You gain what amounts to a magical girl's survival **stash**, all contained in a large, mysterious backpack. The backpack contains everything you will **need** for survival, food, water, changes of clothes, and a computer with a fantastic Wi-Fi connection... All you need do is **concentrate** on what you want, and reach inside the pack. Whatever entity that inhabits the backpack is not all powerful however, and non-essential items do **not** appear inside.



**12. Natural Aging:** +1 VIT You can age **naturally** if you so choose to, allowing you to break free of being a cute adorable loli. If you **die**, it will be a lot easier for you to resurrect yourself [in a cakes and candy setting] and your reborn form will be your **starting** age rather than the age you died at.

**13. Masculinity:** +1 LCK You become a magical **boy** instead, meaning you keep or gain all the parts associated with being a male, and also all the hormones. Good luck in puberty m8.



**14. Patron:** +1 Any Some magical entity has taken an interest in you and **interfered** with the designs of the puchuu. You **no** longer suffer the compulsions to do **good** and fight for order that were implanted in your head... However you may start to suffer compulsions of a **different** sort. Your patron and puchuu will often be at odds, and may end up offering incentives to buy you out to work for them.

**15. Money:** +1 LCK *L o d s o f e m o n e w h a t ' s t h a t s p e l l ?* **LOADSAMONEY** Probably. You are never short on cash, gaining the equivalent of a moderately wealthy businessman's salary per month. This can be used via direct **cash** or a mysterious bank account and card in your name.

**16. Twin Soul:** The transformation has split your soul in **half**, and the other shard manifests in its own **body**. They are the **same** age and development as you, and can either be male **or** female. The two of you are **connected** still on an instinctive level, and your twin will never betray you unless you abuse them to breaking point. One twin will always know where the other is and if they are in danger, and if you focus, you can communicate **telepathically** similar to a Puchuu. You can **choose** between **2** forms of twin soul at character creation:

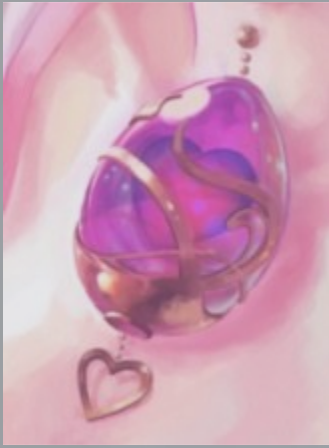
**Fusion** form lets you re-fuse with your twin at any time and gains the associated bonus. **-2** in **every** stat. **Split** form does not allow you to re-fuse with your twin. **-2** in **VIT**, **-1** in all **other** stats.

Roll **4d20** for your Twin, this will decide their Specialization, Weapon, Outfit and Power respectively. You can choose to forego this roll and have your twin share your specialization. If **you** roll a **Dark Magical Girl** they gain a **corrupted** version of your specialization. If you yourself roll a Dark Magical Girl, your still roll your twin's spec, **or** you can choose for them to gain a non-corrupted version of your specialization.

**Monster girls** do **not** roll their twin's monster girl perks, they **share** the same ones as you.



Twins share their perks and the bonuses that come from them. However they will only have one Big Friend or artifact etc. to share between the two of them. Coins spent on gaining additional powers, perks or stats affect **both** twins. However, buying Perks with a Gold coin means **both** twins get the same two perks.



**17. Soul Jar: +1 VIT and +1 Soak** Your body is a puppet controlled by your soul which is contained in a handheld object such as a **gem**. This allows you to take a lot more punishment than a normal magical girl as you can choose to disassociate from your body to feel less pain.

**(Cakes and Candy)** This allows you to store a greater quantity of magic, making you a lot tougher to put down for good, and functioning as an extra charge of **DETERMINATION**. Allowing you to get back up if you are knocked out.

**(Guns and Grim)** If you are **killed**, your magic is stored in your Soul Jar. You can **regenerate** your body once you are safe. This object is **breakable** however, and if it is **destroyed**, you are instantly **killed**, even damaging it can have horrendous effects to your reformation process.

Your control weakens over distance however. If you stray over **10 miles** from your Soul Jar, your body will lose its higher brain functions and become little more than a feral **animal**. If you travel through a portal you **MUST** take your Soul Jar with you.

**18. Eternal Style: +1 Soak** Your body and clothing are always kept in **pristine** condition. Your hair never tangles, teeth never rot, body hair is nonexistent or trimmed to exactly how you prefer it, body odor is always nonexistent or generates a perfume like scent, and nails are always in perfect order. You can **summon** stylish **outfits** as often as you want, but any clothing you summon in this manner vanishes **2 hours** after you remove it. Allows you to spend an **action** changing your outfit **Enhancement**. This change is only for those enhancements granted by your **style** of outfit. Outfit reverts to its normal state once the encounter ends.

**19. A Way Out: -1 VIT +1 in 2 other stats.** You refuse to die until you have left your mark on whoever or whatever has killed you. If your wound pool drops to **0** in combat, you may choose to exhaust your **last** remaining magical energy.

**(Cakes and Candy)** This will **deplete** the magic before you can be resurrected or revived by it, allowing you to finally break the cycle of death and rebirth. You will become a **spirit**, with the option of either **reforming** your body when you have the energy, **or** moving on to the **afterlife**.

**(Guns and Grim)** This will deplete the magic before it can escape your body, and spare any other human the fate of becoming a Mahou Shoujo candidate, breaking the cycle.

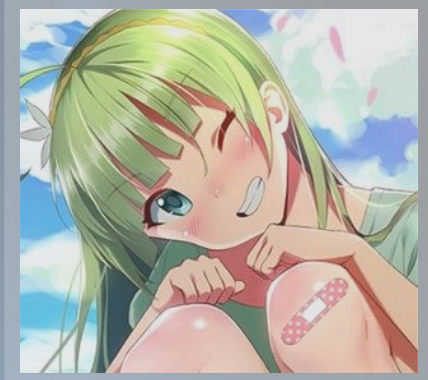
Your wound pool is **replenished** to max and you gain **x2** dice on every roll. You do **not** take penalties on offensive dice from falling **below** wound thresholds. If your wound pool again drops below **half**, your dice bonus increases to **x4**. Once the combat encounter is over, your body will gradually fade away and you will **die**.



**20. Fake Parents: +1 Any** You now have a pair of people who are convinced they are your **parents**. You're not sure if they're brainwashed people, magical constructs, or fate-twisted into actually being your new body's parents. Either way, they have documents proving you are their little girl and they've just moved your 'family' into town. You can live a semi **normal** life, your parents will provide you with money, education, a place to stay and company. You may even grow to **love** them.

## PERK DESCRIPTIONS TABLE 3

**1. Fix-it Band-Aids: +1 VIT** You gain a box of magical band aids with cute designs that can be used to **heal** and repair almost anything to some extent. You may use them as an **action** to recover a **single** point of **any** resource. Can be used with cartoon logic to **repair inanimate** objects: a broken window, a halved sword, etc.



**2. Memory Link: +1 MAG** You gain the ability to **transfer** short portions of your **memory** and experiences to another magical being. This can be done upon **physical** contact by touching your heads together. Those you share with feel everything you did at the time, so be careful.

**3. Tuner:** You seem to be just better at coordinating with allies while fused, even if the bond between you is questionably strong at best. You suffer **no penalty** after de-fusing with your ally, and can fuse with allies who you do **not** share a very strong bond with. However this may lead to your fusion form falling apart **prematurely**.



**4. Underdog: +1 VIT** Sometimes things just go right for the little guy, and if an enemy attacks you with **overwhelming** force, you get a little helping hand. Your will to fight against adversity is strengthened. If an enemy has **4 or more** dice higher than you when they attack you, you gain **+1 to defensive** rolls.

**5. Leitmotif:** There is just something **unique** about your girl that's like no other mahou in the multiverse. **Once** per battle you can perform a unique move, and your transformation sequence can be accompanied by a **theme** song if you so choose it. You gain one custom move that you can perform with your specialization magic or your magical weapon. This attack gives you +1 attack dice. You also have a unique **signature** derived from your appearance that you can stamp on things like a seal. Anyone who looks at it will gain instant understanding of your **name** and a few of your prominent **traits**.

**6. Fortunate: +1 LCK** Your girl is very **lucky**, who knows why? Maybe some deity smiles upon her, or the planets are aligned in her favor, regardless, she is lucky. Allows you to spend **2 fortune points** on a single **action** in each combat encounter.

**7. Sturdy: +1 VIT** Your magic keeps your body strong and resilient to attacks that would otherwise be overwhelming. You can **never** fall more than **2** wound thresholds in a **turn**.

**8. Defender: +1 VIT** You are better at taking the bullet so to speak, perhaps you once worked for the secret service and are **adept** at leaping in front of gunfire, regardless, you are good at using the Cover action. Gain **+2** dice for every roll to **Cover** an ally.

**9. Ojou-Sama: +1 Any** You gain a human **manservant** or butler who will accompany you around attend to your needs, and ensure the riff raff don't bother you. While he is around, **normal** mundane humans will mistake you for **royalty**, and treat you as such. However be warned, as while many people will be awed and respectful of your presence, others may decide its time to strike down the bourgeoisie. In mortal realms where there is **no** royalty, you will simply be **mistaken** for one of the upper classes. For example the heiress to a corporate giant, or the daughter of the current dictator.

**10. Transfiguration: +1 MAG or AGI** You gain an **animal** form! Be it a spooky bat like Dracula, or a witch's cat like Professor McGonagall, you gain the ability to **switch** between human form and back with a slight effort. While in this form, your stats drop to baseline, but you gain bonuses to actions that would be easier with that animal. For example a snake could squeeze through tight spots, a chameleon could hide, a hawk would fly fast. Unlike a familiar, you are **undetectable** to anyone without a trained eye for spotting magical beings.



**11. Watcher: +1 MAG** Your puchuu has decided to take a more... direct approach to guiding you about your magical girl duties. Though they may **not** always be present with you, they tend to drop in every now and then when most needed. However they stay **out** of combat for whatever reason, and their motives are often very vague and unexplained. You will **always** have a **guide** when travelling where you need to go in the Overcity. And they may send **reinforcements** if you are in trouble.



**12. Mana Channel: +1 MAG** You are very in **tune** with the flow of magical energy through your body, and can direct it into an ally, or even an enemy if needed. You may spend an action to **transfer 2 mana** from yourself into an **ally**.

**13. Mirror Move:** You are very good at **copying** attacks. Once per combat encounter, you have the ability to **reflect** a standard attack or **specialization** magic attack upon yourself as a **free** action by spending a point of **mana**. This attack will still **damage** you. **Cannot** be used to reflect **Powers** like Killing Blow or Focused Assault.

**14. Overcity Shift:** You have the skill to force yourself and a small portion of your surroundings into or out of the Overcity. **3 Mana** per trip, **+1** for **each** surrounding ally/enemy. This will draw yourself, your allies, and any enemies that are **Close** or **Far** from you into the **Overcity**. Though where you end up will be random and depend upon GM discretion. You can also force yourself and those nearby out of the Overcity, however if you travel too far, you may end up in a **different** part of the world all together.

**15. Skeleton Key: +1 LCK** You gain an oddly shaped **key** that just seems to fit into **any** keyhole you slot it into, even into the super complicate locks of the big bad's castle, or the keycard slot of the high tech weapons factory. Opens up nearly any **locked** object in existence provided it has a **keyhole** or some sort of **mechanism** for unlocking.

**16. Super Map: +1 LCK** You gain an incredibly useful **map** that shows surrounding areas, features and **topography**, as well as the **positions** of you and your allies, and many **enemies** that are in the nearby area. Can be used in the **Overcity** too, but the rapidly changing features will often make your map very confusing and difficult to read. It **cannot** detect portals however. Gain a **+5** modifier to **Perception** rolls.

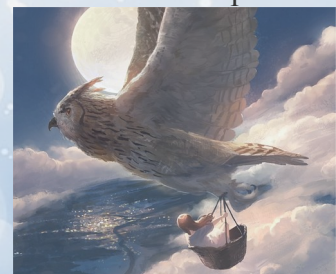


**17. Snapshots: +1 LCK** Gain an indestructible magical **camera** with your choice of design. It is easily stored and miniaturizes when it needs to be put away. It can be used to photograph and gain knowledge on a being. Taking a photograph requires an **action**, and the following turn, useful **information** including **stats** and **weaknesses** will be provided to the girl upon GMs discretion.

**18. Astral Projection: +1 MAG** When **sleeping** you can lurk around although not interact physically with objects. Max distance of **1 mile** away from your body. Magical beings can **sense** your spirit if they are perceptive, and can attack. You cannot defend while projecting, and if you are **attacked**, you will merely **wake** up as if from a nightmare.

**19. #&\$\*?!?: +1 Any** You can **no** longer **curse** or do **naughty** things, and any attempt to do so will be **censored** in some way. Up to and including, airhorns, pixelating, bleeping out, or covering with black bars. You can somehow also speak a **?, !, ♡, ☆** and **~** as if they were actual words. Speech bubbles floating around you may or may not be present.

**20. Mount: +1 AGI** You gain a loyal and trusty **steed!** Whether this be a traditional mount like a horse or other animal, a car, or even a mecha is up to you. You have full freedom with your **mount**. You gain **+5** dice to **retreat** rolls, and **+5** dice to **pursue** rolls.



# LET ME CHOOSE!

(PROTOTYPE POINT BUY)

*Before the puchuu can transform you, you yell for it to wait. You will do this willingly, but you would like some choice in what you become... The little creature looks at you blankly, ceasing its motions, before snatching back the four bronze coins.*

*"Chuu~ seems you won't be needing these then~" It speaks, before the transformation begins anew, however you feel much more in control this time...*

You now have control over your transformation, however the options given to you are still limited to what other Magical Girls can achieve. **You have 3 Silver coins, and 1 Gold coin that can be spent.**

**Age:** Select an age between 8 and 17.

**Body Type:** Select a body type.

**Specialization:** You may now **pick** your specialization, you have the option of **any**, including Oddball, or Dark Magical Girl. Those who pick DMG can either choose a **corrupted** specialization, or use the monster girl perks. Monster girl perks can be chosen, for 4, or rolled, for 5.

**Weapon:** Choose a weapon, and corresponding enhancement.

**Outfit:** Choose an outfit, and corresponding enhancement.

**Power:** Select **one** of the twenty available powers.

**Perks:** You may now select **one** perk from each of the three tables, and **two** more perks from any table

Congratulations! You are now a fresh magical girl, ready to head out into the world and live your life to the full. The Puchuu poofs away, maybe it will return, maybe not, however you can't shake the feeling that you may have bit off more than you can chew...

**(GMs reserve the right to disallow point buy builds if they have been blatantly minmaxed. Don't be "That Guy".)**

## COMBAT

Combat is rolled on a **vs.** system using **Xd10**, with X being **half** the number granted by the stat you use to roll with **rounded** up. For example a ranged character with 11 AGI would roll 6d10 to attack, and the defender with 10 AGI would roll 5d10 to defend.

**Additional** dice can be gained through perks, weapon enhancements, or types of attack.

Once you have rolled the dice, you **discard** the failures and **add** up the number of successes. This number is compared to the number you need to beat to **succeed**, which is either set by the Game Master in advance, or is determined by an **opposed** roll. If your successes match or exceed the number you need to beat, the task is **accomplished**, with the number of successes in **excess** determining how well you accomplish it.



## MODES

**Cakes and Candy:** A **brighter** setting for a more tame magical girl PnP. Things generally follow the trend of lighter and softer magical girl shows such as Lyrical Nanoha and Sailor Moon. Losing is not the end of the world, and battles are treated more like contact sports than war. When a girl's wound pool is **depleted**, she will fall **unconscious**. Death is purely for narrative reasons, and is rarely permanent, with the **spirits** of deceased girls lingering until they have the strength to restore their bodies and resurrect.



**Guns and Grim:** A much **darker** and grittier setting, more in the vein of Madoka Magica and similar series. Wounds take longer to heal, and battles are **deadly** serious, with death and injury an inescapable part of the life of a Mahou Shoujo. When a girl's wound pool is **depleted**, she will **die**, the magic inside her diffusing out into the world unless she has a Soul Jar to contain it.

## WOUNDS

Wounds are the number of times your girl can be hurt before she goes down, they represent how **sturdy** she is in combat, but do not manifest as actual gruesome wounds unless playing in a **darker** setting where this has been agreed.

The number of wounds a girl has corresponds directly to her **VIT** score multiplied by **2**. For example a girl with 10 VIT would have a wound pool of 20.

Taking Wounds will eventually start to give you **penalties**, which stack up until you've taken enough to be knocked unconscious or killed. This is represented by **Wound Thresholds**.

Each Wound Threshold represents **25%** of your hit points – in the **first** threshold, you take **no** penalty. In the **second**, every action is rolled with **one** less die. In the **third**, that number increases to **two**, and in the **fourth**, that number increases to **three**. A Magical Girl with 6 Vitality who has taken 3 wounds will not take a penalty, though the next wound will knock her down; a Magical Girl with only 4 Vitality with the same amount of wounds would be taking a -1 penalty.

**If your wound pool drops to 0 in Guns and Grim, you can choose to take a permanent wound instead of being killed. These wounds range from mild to severe.**

**20:** You miraculously **survive**, taking only a flesh wound that will quickly **heal**. However you are still incapacitated and fall unconscious.

**18-19:** Tis but a scratch. You suffer **minor** scarring to your limbs and body, not enough to make you any less pretty, and chicks dig scars.

**16-17:** Your scars are **severe**, and though you still have full function in your body, you are rather **disfigured**.

**14-15:** You **lose** a finger or a toe, not the worst that could happen, but it means you may not be able to flip off the person who just injured you.

**12-13:** One foot in the grave, and another in wherever the fuck it just landed. You lose a **foot**.

**10-11:** Not as handy as you once were. You lose one of your **hands**, bonus points if you weren't ambidextrous.

**8-9:** You've been blindsided. One of your eyes no longer works. You can either lose it and gain a cool eye patch, or keep it and keep a **blind** eye.

**6-7:** She's mostly armless. You lose an **arm**.

**4-5:** MY LEG! You lose a **leg**.

**2-3:** Did someone just cast thunder wave? You are **paralyzed** below the **waist**, though your body is intact something must have gotten to your spine. Have fun in that magical wheelchair.

**1:** Your time as a magical girl was fun, but it has cost you an **arm** and a **leg**. Your career is over.

## MANA

Your **Mana Pool** determines how many **spells** the Magical Girl can cast using her **Specialization**, each use of her specialization costs as much mana as specified in the related spell **trees**, or is determined by GMs. When full, your Mana Pool has a number of points **equal** to your **Magic Score**.

## FORTUNE POINTS

Your **Fortune Pool** determines how much **fortune** will smile upon you during the course of your adventures, in addition to any passive luck based abilities you receive from your Perks. Spending a **point** from this pool grants you **two** additional successes on the roll, as if you had rolled an extra die that came up on a 10. You can only use **one** Fortune Points on **each** test. When full, your Fortune Pool has a number of points **equal** to your **Luck Score**.

## SOAK

**Soak** is the **damage reduction** granted by your costume. All girls have **1** base soak which can **never** be depleted. Additional points of Soak can be gained via VIT, outfit enhancements, perks, and specialization magic buffs, however these **can be depleted** upon a successful attack against you. Soak calculated from 0. Baseline megucas have **3** soak from their stats and outfit. For every **2** points of **VIT**, you get an additional **1 soak**.

Using the example, if an attacker had 4 successes to the defender's 3, but the defender had 2 points of Soak, they would not be wounded by the attack. However their Soak would now be at 1 point. Some types of attack penetrate soak, allowing them to hit what is beneath. If a successful attack on someone with a single point of soak is made, and the attack penetrates a point of soak, they will take a wound. If the target has more than one point of soak, and the attack penetrates 1 point of soak, then 2 points of soak will be degraded by the attack, **Each** point of soak **removes one dice success**, not wound.

**Regenerates** out of combat, similar to Mana

## INITIATIVE

Before each combat encounter starts, the party will be asked to roll **initiative**. This can either be done with an **AGI** test or a **LCK** test, to see who is the fastest, or by sheer dumb luck move first in combat. The number of **successes** determines who gains what place in the initiative table, with those with the most successes moving first.

If two players have the **same** roll, the one with the **highest** AGI moves first. Those with **matching** AGI must **reroll** until a victor is found. Those who rolled with **LCK** always **lose** the tie breaker against those who rolled with AGI.

## MOVEMENT

There are three categories of distance when it comes to combat. **Close**, **Far**, and **Very Far**

- (1.) Up **close**, the foes may make any action against each other, as they are within **melee** range and close enough to clash swords. **Ranged** attacks still work at close range, due to their magic-granted dexterity.
- (2.) When foes are **far** apart, the actions open to them are somewhat more limited. **Ranged** and **Mystic** weapons can attack as normal, and most specialization magic abilities and powers can be used at this range. However **Melee** and **Unarmed** characters must close the distance first. This can be done as an **action**, or by using a **Dash** attack.
- (3.) When foes are **very far** apart, the choices are even more limited. An **action** must be taken to get within **combat** range of an enemy, or no offensive roll will work. Non offensive actions **can** be used at this range, such as **Healing** and **Aid** actions.

Combat with magical girls is a very **fluid** spectacle, with sprinting, running on walls and jumping huge distances effortlessly a common occurrence. Movement is allowed **freely** in combat, as long as the **categories** are respected. For example your magical girl can leap between buildings or sprint down a wall, but if she is a Melee weapon wielder, she will still have to use an **action** to get in close to an enemy before striking. Ask your GM for clarification on distance if you are unsure.

## OFFENSIVE ROLLS

All attacks involve an **Ability** Test, comparing their **successes** to the successes of the Defenders defensive roll. The amount of **Wounds** dealt depend on the method by which the Magical Girl makes the attack. A Magical Girl can choose to use their **Weapon** or their **specialization** magic to attack, as following:

### Melee Weapons

- Piercing:* Penetrates **2** points of **soak** and does **1** damage for every success more than the defender.
- Cutting:* Penetrates **1** point of **soak** and does **2** damage for every success more than the defender.
- All-Out:* Does **not** penetrate **soak** but does **3** damage for every success more than the defender. **-1** dice to **defense** rolls after this is used.
- Dash:* Penetrates **1** point of **soak** and does **1** damage for every success more than the defender. Allows melee character to close the **distance** with an enemy and stay **close** for the next turn. Rolls with **AGI** stat. **Cannot** be used in melee range. A **failed** Dash attack brings you close to an enemy even on a failure. Similar to just taking an action to move the distance.

### Ranged Weapons

*Can attack 2 targets before taking a penalty for attacking groups. 1 dice penalty up to the 5th target.*

- Armor Piercing:* Penetrates **1** point of **soak** and does **1** damage for every success more than the defender.
- Hollow Point:* Does **not** penetrate **soak**, but does **2** damage for every success more than the defender.

### Mystic Weapons

- Magical Missile:* **Ignores** **soak** and does a maximum of **1** damage.
- Arcane Barrage:* Attacks **2** targets with **no** dice penalty. Penetrates **1** **soak** and does **1** damage.

### Unarmed Weapons

- Flurry:* Grants an extra **2** attack dice. Does **not** penetrate **soak** and does **3** damage for every success more than the defender. **Defense** dice for the user are reduced by **2** next round.
- One-Two:* Grants **1** extra attack dice. Does **not** penetrate **soak** and does **2** damage for every success more than the defender.
- Dash:* Does **not** penetrate **soak** and does **1** damage for every success more than the defender. Allows melee character to close the **distance** with an enemy and stay **close** for the next turn. Rolls with **AGI** stat. **Cannot** be used in melee range. A **failed** Dash attack brings you close to an enemy even on a failure. Similar to just taking an action to move the distance.
- Disarm:* If this attack **hits** (this includes **soak**), the enemy is **disarmed**. Disarmed enemies must spend a **turn** re-summoning their weapon. Does **not** penetrate **soak** and does **1** damage for every success more than the defender.
- Trip:* If this attack **hits** (this includes **soak**), the enemy is **tripped**. Tripped enemies **lose** an **attack** and a **defense** dice for the next turn. Does **not** penetrate **soak** and does **1** damage for every success more than the defender.

### Specialization Magic

*Specialization magic can usually be split into three categories.*

- Passive:* This ability is considered "Always On" and will always **provide** you with the associated bonus as long as it is not debuffed. This does **not** cost Mana.
- Combat:* The ability **aids** you in combat in some way, be it directly attacking your foes with the power, or summoning something like a wall of water to increase your defenses and block your enemy. These abilities will commonly require a **MAG** test to use, and will **cost** you **Mana**.
- Utility:* The ability aids you in an **indirect** way, such as **boosting** your attack roll temporarily. This does **not** require a **MAG** test to use, but still **costs** **Mana**.

## OTHER ATTACKS

A weapon often has more uses than just directly firing at an enemy, and can be used in a number of other situations, these are referred to as Other Attacks.

### Overwatch

You choose to **forgo** your action until **after** a specified enemy has made their own action. This does **not** change the initiative order for next round but essentially means you **move** after them.

**First** Overwatch gives a penalty of **-1** attack dice, but a bonus of **+1** defense dice if you are attacked while on overwatch. The penalty **increases** for each **subsequent** Overwatch up to a maximum of **-3**. Making another action **breaks** this chain.

### Knock Back

You attempt to **knock** an enemy far away from the combat. They become **untargetable** for the next turn, but must spend an **action** to rejoin the battle. Any **retreat** action taken by the enemy during this turn is an automatic **success**.

### Pin Down

Be it a grapple, a flurry of blades, or suppressing fire, you attempt to **reduce** the effectiveness of the enemy on the offensive.

Those affected by can now roll to break free as a **free action** at the start of their **turn**. If they **fail** to escape, they **suffer** the dice penalty for their action.

**Physical** grapples can be escaped with a versus **STR** or **LCK** roll.

**Magical** grapples can be escaped with a versus **MAG** or **LCK** roll.

**Suppressing fire** can be escaped with a versus **AGI** or **LCK** roll.

Enemies who are **pinned down** gain **-2** to all rolls.

The caster of this attack must **maintain** it to keep the enemy **debuffed**.

### Shred

You **target** the armor of the enemy, attempting to **reduce** its effectiveness rather than wound your foe.

Removes **2** points of Soak for **each** success, this **includes** base soak.

Base Soak **regenerates** after this attack is **halted**, giving its usual benefit.

### Cover

Allows you to take the bullet for an ally. During your turn you may **specify** you are **covering** an **ally** as your action. If that **ally** is then **attacked**, you roll to **defend** them using the corresponding **stat**.

## DEFENSE ROLLS

### Shield:

**MAG** based roll. Used to block **mystic** and **specialization** magic attacks. **Cannot** be used for the turn after using a **Recharge** action.

### Parry

**STR** based roll. Used to block **melee** and **unarmed** based attacks, causes **1** wound on the opponent that bypasses soak on a success. This works **against** dash attacks.

### Dodge

**AGI** based roll. Used to avoid **ranged** and **melee** attacks.

### Sunder

**STR** based roll, allows the character to block **magical** attacks.

### Disengage

**AGI** based roll (vs. enemy **AGI**). Allows a ranged attacker to **retreat** from a melee attacker at the start of their turn as a **free action**, but incurs a **half dice penalty** for any attack made that **turn**.

### Luck Out

**LCK** based roll, allows sheer dumb luck to prevent you from being hit. Can be used against **ranged**, **melee**, or **magic**.

## OTHER ACTIONS

Sometimes fighting is not the answer to the problem, sometimes a girl has to consider all her options in a combat scenario.

### Speech

Speech during combat is a tricky business, as each combat round lasts about **5** seconds, the amount you can say is greatly **restricted**.

Upon GMs discretion, speech will be considered an action. Be **wary** of saying **too** much.

### Aid

When a magical girl is undertaking a difficult task, sometimes her friends **lend** her a hand. This is known as an **Aid** action, and can take many forms.

The caster **loses** their action for this turn to **help** an **ally**. This gives them **+2** on a roll specified by the caster before they make the action. For example a girl can channel her magic into an ally to help them cast a more powerful spell when it is their turn. Or a girl can attempt to block incoming fire, granting an ally an increase on their next dodge roll.

A girl can be aided as many times as she likes, but **specific** rolls can only be aided **once**. You can only boost attack rolls once, but you can boost one attack, and have a separate aid action boost defense.

### Recharge

Sometimes a Magical Girl exhausts herself too quickly in combat, and needs to **replenish** her mana before continuing. However, doing so leaves you vulnerable, taking a **2** die penalty on your **defensive** rolls until your next turn. This action recharges **3** points of Mana, regardless of how large your Mana Pool is.

### Flee

When a magical girl is faced with overwhelming odds, or simply does not want to fight, she may choose to **flee** instead.

**Flee** is an **AGI** based roll (vs. enemy AGI) If the magical girl **beats** the agility rolls of every enemy she is currently fighting, she **escapes** from combat.

In group fights, if the magical girl beats **some** enemies but not another, she and that enemy will be back in combat with the same initiative as before. Other enemies will be considered **Very Far** away from the combat, and must spend an **action** to close the distance.

### Hide

Sometimes you just can't run from adversity... But you might be able to **hide**... If you are **Far** or **Very Far** from an enemy, you may choose to **hide** from them, this will make you **untargetable** until you are **found**, or until the enemy gives up and leaves.

After you have **hidden**, the enemy may roll to find you using **LCK**, this can be opposed by a **LCK** roll of your own. If you remain **hidden** for the entire round, you may choose to take a **free action** to **retreat** from combat, this is an automatic **success**.

You can also choose to **rejoin** the combat if you so wish, you will be considered **Very Far**.

### Wait

Sometimes, you may not want to make an action at all. Be it stubbornly refusing to fight, sparring and showing mercy to an enemy, or perhaps you are just lazy. You can choose to **forgo** an action simply by specifying.

### Perception

**1d20** roll, with level of success or failure **determined** by the GM

### Other

Sometimes an action does **not** fall under any of the above categories. **Ask** your GM for clarification if your action falls under this. A roll may be organized with a certain **number** of successes **required** to succeed.

# MUNDANE WEAPON LIST

(FOR HAMMERSPACE USERS)

Sometimes, for whatever reason, your magical weapon just isn't cutting it against an enemy. Maybe they are immune, or you don't want to close into melee range to strike, regardless there is another option for mahous with the **Hammerspace** or **Hammerspace Handbag** perks.

## Small Melee Weapons

*STR requirement 3*

The most common forms of **bladed** or bludgeoning weaponry. Swords, axes, maces and energy blades fall into this category.

Require **1 LCK** success to draw out of Hammerspace

Roll with the user's **STR** or **VIT** stat depending on the type of weapon.

Penetrates **1** soak and does **1** damage for every success more than the defender.

## Large Melee Weapons

*STR requirement 5*

Overly large weapons commonly seen in anime and JRPGs. **Greatswords** bigger than the user, giant drills and battleaxes fall into this category.

Require **2 LCK** successes to draw out of Hammerspace

Roll with the user's **STR** or **VIT** stat depending on the type of weapon.

Penetrates **2** soak and does **1** damage for every success more than the defender.

## Small Ranged Weapons

*STR requirement 3*

The most common forms of ballistic, or energy weaponry. **Pistols**, machine pistols, rifles bows, crossbows and assault rifles fall into this category.

Require **1 LCK** success to draw out of Hammerspace.

Roll with the user's **AGI** or **MAG** stat depending on the ammo type.

Does **not** penetrate soak, and does **1** damage for every success more than the defender.

## Large Ranged Weapons

*STR requirement 5*

Heavier weapons that would normally need a mount or a **tripod** to be used by normal humans. Machine guns, heavy crossbows and more heavy energy weapons fall into this category.

Require **2 LCK** successes to draw out of Hammerspace.

Roll with the user's **AGI** or **MAG** stat depending on ammo type. **+2** dice

Does **not** penetrate soak, and does **1** damage for every success more than the defender

## Launchers

*STR requirement 6*

Portable **launchers** designed for anti vehicle or aircraft duty. Rocket propelled grenades, cannons, ballistas and mortars fall into this category.

Require **3 LCK** successes to draw out of Hammerspace.

Roll with the user's **AGI** or **MAG** stat depending on ammo type.

Penetrates **1** soak and does **2** damage for every success more than the defender.

Has **splash damage**, which can harm yourself, or any **ally** that is **Close** to the target.

## Explosives

*STR requirement 4*

For when all else fails, so you may as well drop a bunch of C4 at the feet of the enemy and run for it. Grenades, sticky bombs and anything that makes a large boom falls into this category.

Require **3 LCK** successes to draw out of hammerspace.

User must be **Close** to the target to use. User and target must **both** roll to **disengage** or be caught in the blast. Penetrates **2** soak and does **3 damage** for every success.

Has **splash damage**, which can harm yourself, or any **ally** that is **Close** to the target.

# THE GIRLS

## MAGICAL GIRLS



Former humans with huge magical potential, Magical Girls are the main **players** of this setting. They are scattered all over, some wander, fighting monsters as they go, others become protectors of specific areas. They serve to **eliminate** the supernatural - zombies, demons, interdimensional lizard monsters, yeti terrorists, and so on.

All Mahou Shoujo are the result of **Puchuu interference** at some level, and though they retain their free will, the **influence** of the Puchuu is implanted within them, causing them great pressure to conform to specific mindsets, most commonly the pursuit of **order** and the **elimination** of **chaos** from the worlds.



When a magical girl **fulfills** her purpose - fighting monsters and increasing order, they feel a deep sense of **satisfaction**. A girl can **choose** to rebel against her instincts, but that lack of everything being 'right' when fulfilling their purpose often sends them spiraling into depression. There are rumors about girls who persevere

and completely **triumph** over their instincts. Some say they transform into something else entirely, some whisper dreadful things about being "**recycled**", while others claim you simply **lose** the need to act on your urges.



## CORRUPTED GIRLS

**Dark Magical Girls** and **Monster Girls**, colloquially referred to as **corrupted** girls, are an **exception** to the usual rule. **Free** from the implanted influence of the Puchuu, these girls are free to act on their own without pressure to conform. Instead they suffer the **opposite** of the normal urges, with mysterious forces seeming to guide them

to perform acts that either cause **chaos** directly, or causes the breakdown of order down the line.

Similar to Magical Girls, Corrupted girls feel a sense of **reward** when they **succeed** in causing chaos, as if whatever entity that controls them is giving them satisfaction for a job well done.



# THE PUCHUU AND THE PATRONS

## THE PUCHUU

The **Puchuu** are a **mysterious** race of magical beings that has the ability to unlock the latent magical potential in something. As humans often have huge potential, they are natural **targets** for the Puchuu, and thus leads the prevalence of **Magical Girls**. Nobody is sure where this magic comes from however, and the Puchuu themselves seem very **reluctant** to divulge this information.

The power granting process varies. Girls who compare notes realize that some of them were tempted with small **wishes**. Others were told a story where they were a reincarnated warrior. Some were offered **'dreams.'** Some were simply offered **power**. And some were simply transformed **against** their will.



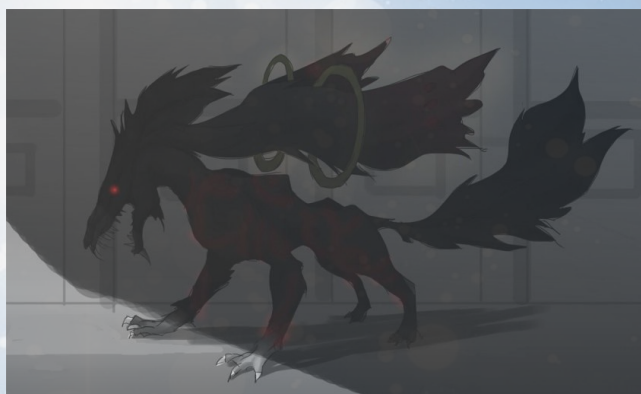
There seem to be many different **factions** among the Puchuu, each with different motives and methods, however all of them seem to **value** the creation of Magical Girls, and the upholding of **order**. Some Puchuu stick with their girls, offering **aid** and advice, along with guidance through the Overcity, while others simply **abandon** their girls and allow the influence to direct them.

All Puchuu claim monster girls are an **aberration**, but none will elaborate on their **origins**. The potential for some sort of reverse Puchuu that creates monsters exists, but the little creatures are tight lipped on the subject of monsters' origins, and try to encourage their charges to simply slay the unnatural.

Patrons are magical beings that **hijack** the transformation process and interfere with the Puchuu's **plans** for the Magical Girls. This can be through implanting their own influence, freeing the girl from the influence of the puchuu, or altering the **transformation** in such a way to **corrupt** the girl and lead to them becoming a monster.

These girls may have slightly **different** drives than normal, as their patrons influence them to follow their agenda, rather than that of the Puchuu. Successful Patrons may power entire teams of girls. Patrons come in many stripes, and while some are **friendly** to humanity, some are **malevolent**, and may **push** their girls into roles closer to that of monster girls than Protectors.

## THE PATRONS





# THE UNIVERSE

The universe of the magical girls is split into two major parts. The magical realm of the **Overcity**, and the **infinite** number of mortal realms that can be connected or separate from it. Magical girls can be from any of these **mortal realms**, though most of the things they fight will be creatures and entities from the realms of **magic**.

## THE OVERCITY

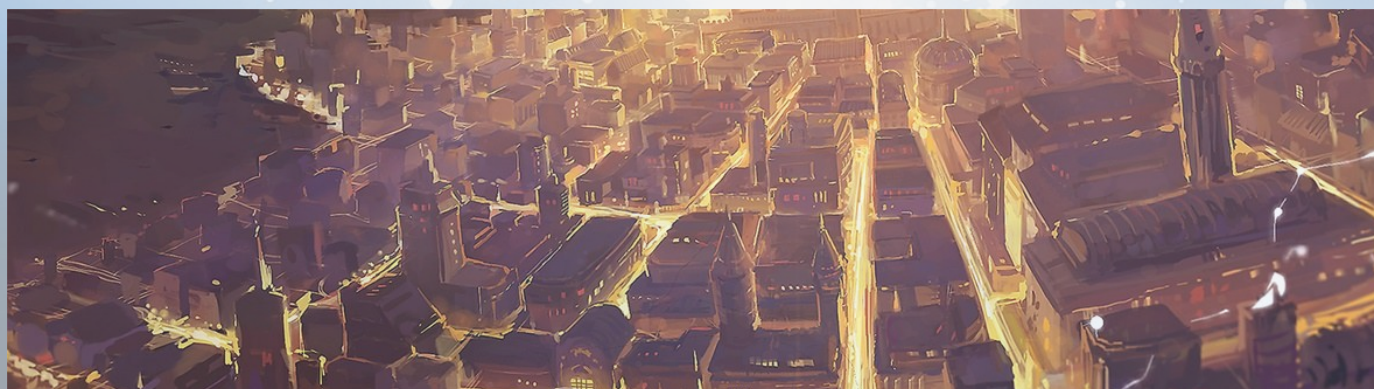
The **Overcity** has many **names**- the Hub, Megatokyo, the Sprawl, and many more besides, however all know it as the realm of magic, a great sprawling mess of uninterrupted **cityscape**, and exists on many levels. The same area can be populated by **normal** people, be a rundown mess inhabited by **monsters** or be completely deserted, depending on how to get there and when you arrived. Huge swathes of it however, are eerie and **empty** - trains running, power flowing, food laid out at restaurants, but no people.



It is a realm forever in **flux**, the flow of magic meaning that an area that once contained a rundown apartment building on one day, could contain a row of neat terraced houses another. This **chaos** means that large areas of the Overcity are very **dangerous** to live in, and most denizens keep to more orderly "**safe zones**" areas where the magical flow has been stabilized by some device or entity such as the **puchuu**, to prevent chaotic mishaps. Such safe zones include the **Wand and Circlet Tavern** that most novice magical girls inevitably find themselves at some point.



Magically active beings can use the Overcity to **travel** between locations that are greatly distant, but the routes are unclear, and with the street signs written in hundreds of languages, the best you can do is hope. Going anywhere **without** an experienced guide, or a girl with the right magical ability can lead to you getting **lost** in the sprawl of the Overcity for years if not centuries. Some beings may offer their **services** as guides, but a novice would do well to be **wary** of these, as they can often be sinister monsters in disguise waiting for the perfect time to ambush.



# THE PORTALS

The Overcity is crisscrossed with areas of magical flow, known by many as **ley lines**, and by others as something completely different. Along these lines, the fabric of space and time grows weak, and cracks and **fractures** can start to form, this leads to areas where the universe bends and connects to itself, in what are commonly known as **portals**. Portals can take many forms, and there are different types that your average Overcity traveler should know about, it might one day save their life.

**The Nexus Portals** are **stable**, two way portals that connect one place to many others. An example of this type of portal is the one **outside** the Wand and Circlet Tavern. A being crossing from one side of the portal will always end up at the Nexus, however to travel back the other way, they only need **think** of the destination and they will arrive back on the other side. This has allowed Magical Girls from many **different** mortal **realms** to all congregate together in such places as the tavern, but continue to be able to get home properly. To travel to a destination you have not been to, you will need a guide. These portals often take the shape of large ornate **doors** and entryways, and are the **least** difficult to enter due to their magical stability.



**Transit Portals** are when an area of the Overcity connects to a different area of the Overcity. Such portals are two way, and quite **stable**, meaning that they will provide navigable routes around the tangled and ever changing mess of the Overcity provided you know **where** to find them, and that the landscape changes don't turn you for a loop and lose the way. These portals are often very visible and manifest as swirling **vortexes** within **doorways** gaps between buildings and the like

**Rogue Portals** are what happens when **rips** in the fabric of the universe join the realm of the Overcity, to the realm of Mortals. Many compare these to a **window** between worlds. Such portals are rather convoluted to enter. For example having shimmy through a crack in the brick wall between two buildings to reach a door, but only after coming down a specific alley at the correct time of day from the east. Rogue Portals are often very well **camouflaged**, and can take many forms, but natural portals form mostly in doorways, due to the attunement to the magic of entering and exiting a place. These are **unstable**, and unless frequently entered and exited by beings of magic, they will disappear and fizzle out over time. Can be **both** two way, and one way, with two way portals having a fixed destination on either side, and one way portals dumping the unfortunate wanderer off in an undisclosed location with **no** way back. Such events like people never coming back from the store after an alcohol run, or when outdoor pets disappear during the night can be caused by the sudden appearance and subsequent disappearance of these portals

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# THE MORTAL REALMS



There are **many** universes, and many Earths, all existing parallel to each other. **Normally** these universes are **oblivious** to the existence of the other, but through connection to the Overcity and the realm of magic, those from the mortal realms can find themselves interacting with others from an **infinite** number of possible worlds.

Magical Girls are created from humans living in these mortal realms, and can be from **anywhere** there is a portal connecting their world to the Overcity, as that is all it takes for the Puchuu to enter through and spread their influence.

Most **non-magical** beings don't **remember** magical things. While they'll still react in terror and flee from a werewolf or fireball, after the fact, they'll **rationalize** it away; a publicity stunt, a rabid animal, a gas explosion. Those with higher innate magic may be able to overcome this tendency - organizations of ordinary humans that are aware of magic are made up of these higher magic individuals.



There are many of these. Governmental MiB **groups**, ancient circles of purely human magi, cabals and conspiracies, Illuminati and Templars. Some of these groups may have more information than you - of course, some of them will just be hilariously wrong, presuming monsters to be aliens or thinking magical girls to be combat golems from a rival group.

What world the girl comes from is the **choice** of the player, and everyone is allowed full creative **freedom** about what goes on in their world.

