A MAGICAL GIRL SKIN OF HONEY HEIST (A GAME ORIGINALLY BY GRANT HOWITT THAT MEGHAN DORNBROCK MAHOU-ED UP)

## PAGE 1: FOR EVERYON

It's the SEASON FINALE and you must get the crystals from the baddies! Two things: One: Your magic is powerful and UNSTABLE Two: You are a **HECKIN' TEEN GIRL** 

# **2: STATS**

You have two stats. Each starts with 3 points.

Girl: Use this for mundane, everyday human actions. Talk, eat, use a cellphone, kick someone in the face.

Magic: Use this to do all the superhuman, sparkly, cosmic world-savey stuff.

# 3: ACTIONS

When you act, and the outcome is in doubt, roll a D6. If it's equal to or under the relevant stat, you succeed. If it's over the stat, you fail.

If you're using your girl special-skill or doing something related to your role, roll 2 D6 and pick the lowest.

# **4: CHANGING STATES**

**SETBACK**: When the plan fails and you run into difficulty, move one point from Magic into Girl.

**POWER UP**: When the plan goes off without a hitch, move one point from Girl into Magic.

You can voluntarily move one point from Girl to Magic by doing a flashback scene in which you and the other girls overcome a difficulty through friendship.

You can voluntarily move one point from Magic into Girl by dishing some hot goss.

# 5: THE END

If your Magic stat ever reaches 6, you are consumed by your own power and merge into the cosmos.

If your Girl stat ever reaches 6, you flip out teen-style and lose it. Presumably to be picked up by your parents in half an hour or so.

### 1: CHARACTER **CREATION**

Roll 3d6 to determine your descriptor, your role, and your girl type:

#### **IMAGE COLOR**

#### **GIRL TYPE/SKILL** 1: Prep (good w/ adults)

1: Nerd (obvious facts)

4: Goth (teen witchery)

- 1: Pink (Emotional)
- 2: Blue (Focused)
- 3: Red (Mysterious) 3: Jock (sports)
- 4: Green (Stubborn)
- 5: Yellow (Eager) 6: Purple (Adept)
- 5: Goofball (bad jokes) 6: Loner (stealth)

### ROLE

- 1: Leader 4: Oracle
- 2: Brains 3: Muscle
- 5: Face
- 6: Child tagalong

Name your girl. Name your team. Be thematic if you want. Get real cute with it!

## **BONUS TYPE TABLE**

if you want your girl to have a specific type of magic - 1d10

1: Fire 2: Water 3: Ice 4: Electricity 5: Air 6: Earth 7: Love

8: Death 9: Time 10: Roll twice





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# PAGE 2: FOR THE GM

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## SETTING and SCENARIO

RANDOM TABLES TO SET UP THE ADVENTURE

# **BUT LITTLE DO THE GIRLS KNOW:**

- 1: The place is booby-trapped!
- 2: The Big Bad has backup on the way!
- 3: The love interest was a double agent!
- 4: These aren't the REAL crystals!
- 5: The Big Bad is also their MOM!

6: There's only an hour until the world ends!

# **SECURITY FEATURES (ROLL TWICE):**

- 1: Scores of one-hit-KO hench-monsters
- 2: High-tech security system
- 3: Hallucinogenic gas
- 4: Mind-controlled human guards
- 5: Anti-magic vault
- 6: Super cute venomous puppies

What crystals are they after? It doesn't really matter. Pure hearts of those in love, the sparkling laughter of young children, wishes on falling stars, fractured talismans that bring the end times literally every good mahou shoujo McGuffin is comprised of multiple crystals, so it's up to you!

- THE CRYSTALS ARE BEING HELD IN A: 1: Traveling Circus
  - 2: Indoor Mall
    - 3: High School
  - 4: Moon Castle
- 4: Modern 5: Underground Lair

6: Mirror versions of the magical girls

5: Bustling 6: Derelict

THE BIG BAD IS:

5: A spoiled child

1: Dark

2: Majestic 3: Haunted

1: A ruthless space queen

4: A nightmare phantom

6: Dreamscape

### **ASIDE FROM THE CRYSTALS, THE MAGICAL GIRLS ALSO RECOVER:**

- 1: The Lost Princess' soul gem, thus reviving her from a 1000 year sleep
- 2: Each of the girls' term papers
- 3: All the world's pleasant dreams
- 4: 1,000,000 in their native currencey
- 5: Their adorable animal advisor's
- missing memories
- 6: Some rad new magical accessories













