

# magical Girls

A modern fantasy setting for use with the Game Engine Manual  
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## Introduction

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"There are few things more dangerous in all of creation than a very angry little girl."

– Anime Proverb

*"Mommy!" she cried out, clutching the locket on her chest as she saw her mother collapse into a heap in the kitchen. The young girl rushed forward, looking up with panicked eyes at the gray monster pulling in her mother's chi energies, draining away her life essence.*

*The monster turned, interrupted for the moment from her feast. Her fangs parted in a dreadful smile as her crimson eyes took in the small form approaching her. "Don't be in such a rush little girl. I'm sure after I'm done feeding on her, I'll have plenty of room for desert," she let out in a voice that sounded like a warped choir.*

*The young girl, no more than 11, scowled up, eyes turning from panic to defiance. "No! You're done eating today!" she challenged, bringing up her locket. "It's time you go on a diet!"*

*Much to the monster's surprise, she felt power coming from that girl. As the locket opened, the girl struck a familiar pose and called out. "Magical locket activate!"*

*In a moment, the girl transformed, shedding her school clothes and instantly becoming wrapped in her pretty soldier uniform. The monster backed off, stunned and unsure. "What is this? What is this power?"*

*The Pretty Soldier, now ready for battle, glared at the monster that had attacked her mother. "This power is the power of fire, and you're about to get a bad case of Heartburn."*

*The monster smirked, extending her claws out as she took in the Magical Girl standing to face her. "You really think you can defeat me, little girl?"*

*"Watch me," the young girl countered, striking another pose as she fell into her magic summoning dance. "Flame Piercing Inferno!" she called out, completing a*

*complex and intricate maneuver with amazing grace.*

*For its part, the monster rushed forward to strike, bringing its claws up to bear. It is too late for it, however. The powerful spell manifested against it, sending a long shard of flame piercing through the monster's chest, cutting through her with terrible power.*

*"This can't be! She's just a girl!" the monster cried out before dissolving into dust that blew into nothingness into the wind. Defeated with the single, powerful strike, the monster ceased to exist.*

## The Genre

The Magical Girl genre is a common anime convention. It's basically a story of a young girl, typically in middle school, who somehow gains magical powers to defeat some great and terrible evil. Usually, the girl is reluctant, stumbling onto the magical power, and then has to learn how to harness her new abilities as the evil threats start to expand around her.

In *Pretty Soldier: Sailor Moon*, Bunny is a typical school girl who doesn't realize that she's actually a reincarnation of the Moon Princess, and is destined to fight the powers of the Negaverse to save the Earth.

In *Cardcaptor Sakura*, Sakura stumbles on the Clow Cards and accidentally activates them when she reads one of their names aloud. She then must recapture the cards, gaining in magical power as she does.

What makes the Magical Genre work is that it does focus on the fact that the heroines are young girls. Sure, there are great evil monsters to contend with, but that may be nothing compared to school work, dealing with first loves, and protective parents!

A Magical Girl character is a girl first, and a crime fighter, defender of justice, second. She has to spend as much time or more on her real life than she does on her secret identity. And, of course, her two lives often wind up interfering with one another.

The Girl can find her teacher wrapped up in an evil plot to steal life energy. She can find out her boyfriend is really a lost prince from another world. She can even find out her best friend is really a confused servant of the darkness, acting out her worst impulses in her own secret identity!

At its heart, though, the Magical Girl genre is an exploration of budding womanhood and the issues that are faced when girls take their first steps into the larger world. Dealing with love, courage, and responsibility are at the core of a Magical Girl story.

## Using this Book

This book presents rules and ideas for creating and running a Magical Girl campaign. On one hand, it's a tool for the Game Master, allowing her to create scenarios, design a campaign, and throw up evil villains for the party to face.

On the other hand, this book is also for the players. Inside are rules for Magical Girl generation and special powers. Also, a lot of the conventions of the genre are explained to give a player for the feel of the campaign she's joining.

## Inside this book

The first chapter, *Pretty Soldiers*, goes into detail about making the various types of Magical Girl characters. With the rules and ideas presented, a player can create characters like *Sailor Moon*, *Pretty Sammy*, and *Cardcaptor Sakura* with relative ease.

The *Magical Girl Powers* chapter details the use and creation of the special powers that make Magical Girls so unique. Included are rules for using the powers in combat, custom creating new powers, and a large selection of example powers to get players started right away.

The *Campaigns* chapter details how to run a Magical Girls campaign, and what makes that type of campaign different from other role-playing campaigns. A Game Master will find several suggestions for villains, stories, and background to help shape her campaign.

## Required Reading

This guide is not a standalone product, and requires some knowledge of role-playing games. While it's hoped that the book is a good enough read on its own, it really isn't complete without the *Game Engine Manual*.

The *Game Engine Manual* details the basic rules on role-playing within the GEM system. While the source material presented in this book could still be useful, a lot of the details in how things are accomplished would be a little confusing without it.

## Pretty Soldiers

"How am I supposed to save the universe when I just want to be a little girl?"

- Usagi

At the core of any Magical Girl campaign are the Magical Girls themselves. A Magical Girl is normally just an average typical girl somehow blessed with incredible powers to fight the forces of evil.

Creating a Magical Girl character is much like creating any other character in the GEM system. The player starts off by creating statistics, then uses experience points to buy up any skills and powers that she wants her character to have.

This chapter talks about those things that make Magical Girls unique from other characters, in both their backgrounds and in their unusual abilities. Unusual races, magical powers, and other odds and ends are explained here in detail. These rules supplement those found in the *Game Engine Manual* itself.

As always, though, the Game Master is the one who determines exactly which rules she wants to be using in her campaign. Players should be sure what rules she wants to use before beginning to create their own Magical Girl.

## Statistics

As with any other character, it's probably easiest for a player to start creating a Magical Girl by settling on the characters core statistics. This will give a basic idea on what the character is going to be like.

### Level of Campaign

The first thing in generating a Magical Girl's statistics is to figure out what level of power is being used for the characters. Are they basically normal little girls with some incredible magic at their disposal? Or are they effectively true-superheroes? The Game Master will have to establish a level of power for the characters, and monsters, within her Magical Girl campaign.

*Normal Level:* This level of the campaign has the Magical Girls as nothing more than regular girls. Even if they transform into their 'Magical Girl' form, their unique abilities stem only from their magical powers.

*Example: Pretty Soldier: Sailor Moon has access to incredible magical powers, but her raw physical strength, dexterity, and intelligence are well within human norms.*

*Cinematic:* Some campaigns will have the Magical Girls have impressive raw abilities. They're not quite super-human, but they're greater in ability than most athletes. These enhanced statistics may require 'transforming' into the Magical Girl form.

*Example: Rae is a powerful Magical Girl, with strength and endurance greater than even skilled athletes (lying somewhere in the high teens). When she's just regular Rae, however, her statistics slide back to normal human levels.*

*Meta-Humans:* At these levels, characters are leaving behind being normal little girls and are quickly becoming true super-heroes. Raw abilities can easily outstrip any human, and their feats of strength, or their brilliance, are incredible to behold. These levels are pretty rare for Magical Girl series, but are more common for anime action series geared for young boys.

*Example: A young boy has the blood of the gods in his veins, giving him massive physical power when he 'powers up' to his Brave Soldier form.*

### Generating Statistics

Even at higher campaign levels, the two main ways of generating statistics are still valid. They might just have higher numbers and more dice to work with.

For statistic spreads, higher campaign levels will just have a larger amount of points to pool statistics from. Normal campaigns are

just like typical GEM campaigns. Cinematic will up that amount a bit, and Meta-Humans will up that amount much more dramatically.

For dice rolling, each campaign level will have a higher number of dice. Normal campaigns use the 'once die and add two' rule found in standard GEM campaigns. Cinematic and Meta-Human campaigns will require more.

Campaign Style	Statistic Spread	Die Roll
Normal	45 points	2 + 1d
Cinematic	90 points	4 + 2d
Meta-Humans	150 points	6 + 3d

When the player generates statistics for her character, she'll need to get approval from the Game Master. The Game Master may require a little bit of tweaking, following the guidelines about approving characters found in the *Game Engine Manual*.

## Unusual Races

Though most Magical Girl campaigns will center completely on human girls blessed with magical powers, a few will add in some magical non-humans as well. These characters often act as aids and advisors to the magical girls, though a select few may be magical girls themselves, just because of the whims of fate.

### From Higher Power

Members of an unusual race are brought in from other worlds or dimensions to bring magic into the mortal world. Their purpose is usually to introduce the campaign to the Magical Girls themselves, either by actually bringing the magical power, or to warn the mortal world of a terrible threat against it.

*Example: Triona is a Kitsune from a 'positive magical plane' dimension. She has come to Earth to locate a few girls to create a 'magical girl team' in preparation for the arrival of an ancient and dark evil power*

### Marked at Birth

This character was born naturally into the mortal world, but magic has changed her

into a member of an unusual race. Usually, these characters are marked as either great curses or blessings onto their family, though are often secreted away for fear of others.

*Example: When Aura was born a Fey, her family knew it was a blessing from the spirits of magic. The others in her village, however, were not convinced, and demonized the child as a cursed being. Her parents, fearing for her safety, send her to a mountain temple to be brought up in the ways of the spirits, to learn how to harness her magical powers.*

### Not Quite So Unusual

In some settings, there might be whole tribes of Kitsune, Fey, or Cat-Girls around. They might be unusual, but not so much that anyone else would be in shock when they encounter one. Settings like this are more in the realm of true fantasy, however, and a little outside the spirit of a Magical Girl campaign.

*Example: In the dark northern forest, a tribe of Fey has lived quietly, harnessing their magical powers as the world embraces technology and forgets the old legends. When a dark magical evil arrives, the tribe sends out three of their young students into the world at large to learn more about it.*

## Fey

In Anime, most Fey are based on fantasy Elves. Fey are attuned to the spirits of nature, and are often very wise in the ways of magic and sorcery. Some Magical Girl campaigns will trace all the magical powers found in the campaign back to the Fey.

When most people think of the fey, the Elf comes foremost to mind.

### Appearance

Fey are slender, tall, lithe humanoids that are, for appearances sake, very closely related to humans. Some Fey can even pass for humans without a disguise, and likewise some humans are very Fey-like.

What differences Fey have from humans are fairly obvious in their way. Fey eyes and

features tend to be more angular, and their ears end in long points. In Anime, the ears are often greatly exaggerated, making them almost impossible to hide.

#### Attitudes

The Fey are a proud and aloof race, connected to nature and the inner magic of the world in a way that other races cannot imagine.

Many people consider the Fey to be spiteful of the other races, and certainly some of their tribes have indeed scorned humans as being 'lesser', due to their usual inability to call upon spirit magic on their own.

Most Fey, however, are peaceful and merely wish to live in quiet isolation in their forests and groves. In their youth, however, they might be more curious about the world about them. Some Fey are even fascinated by the mundane humans, and go out into the world just to learn more about them.

#### Fey Characters

A Fey can be pretty easily brought into a Magical Girl campaign, particularly if the spirit magic that the Magical Girls use comes from Fey sources. To make a Fey character, a player begins by generating her statistics, and then modifying them based on the table below.

Strength	-1	Intelligence	0
Endurance	-1	Willpower	0
Dexterity	+1	Perception	0
Comeliness	+1	Charisma	0
Health	0	Mana	0

A Fey character isn't likely going to have a lot of knowledge about technology, and will likely even shun it to a certain degree. It's extremely unlikely for a Fey to have any skills related to technological devices.

#### Attune Spirits

So in tune with magical energies are the Fey that they recover mana at twice the rate of humans. This enhanced recovery, however, comes at a cost of recovering their health at half the normal rate.

#### Increased Perception

A typical Fey is also eagle-eyed, and can reduce any needed Perception feats involving sight by one die.

#### Kitsune

Often found in anime, the Kitsune is a magical wolf-like being with multiple tails. They are a type of spirit-folk, often regarded as passive and wise observers in the affairs of magic, and seldom directly meddling in the dealings of mortals.

#### Appearance

In humanoid form, a Kitsune character has decidedly canine wolf-like looks, though they tend to look sleek and elegant, and not monstrous. They are covered with soft fur of various earthen tones, though brown and grey are the most common colors. They also have several lush tails extending from their spines. It is said that the more tails a Kitsune possesses, the more powerful she is.

A Kitsune's face is narrow, and decidedly wolf-like in appearance. They have thin canine ears, and somewhat fanged teeth. Most Kitsune are noticeable wolf-like, and are nigh-impossible to disguise.

#### Attitudes

Kitsune are embodiments of wise magical spirits. Even the youngest tend to be slightly aloof and distant, acting passive on many mundane subjects.

Most Kitsune are bound to the mortal world by some sense of duty and loyalty. Even if the Magical Girls they're with frustrate them with their antics, a Kitsune would give much of herself to protect those she's bonded to, and do whatever she can to guide her companions with wisdom.

Younger Kitsune might be a bit more playful than their older siblings, however, and a bit more open. Even with them, however, the sense of duty and loyalty remains exceptionally strong.

### Kitsune Characters

If the Game Master desires, she can easily allow a Kitsune within her campaign. A player can be creating a Kitsune character by generating her statistics, and then modifying them with the values below.

Strength	-1	Intelligence	+1
Endurance	-1	Willpower	0
Dexterity	0	Perception	0
Comeliness	+1	Charisma	0
Health	-1	Mana	+1

Even in 'magic heavy' campaigns, Kitsunes tend to be very rare. They'll likely have different access to skills – out of touch with the 'real world', and more in favor of their own magically influenced upbringings.

*Example: Triona is a Kitsune sent to watch over the development of a pair of magical girls. While she is adept at magic, and very wise, the first time she sees a car, she becomes terrified! She has no skills in dealing with the advanced technology of the mortal world.*

### Shape-Shifting

Often, a Kitsune will usually appear in a small 'animal' form, which resembles a multiple-tailed wolf. This is actually the Kitsune's true and preferred physical form, even though it lacks the ability to use objects.

Animal form Kitsune have the physical statistics given below. In addition, they can bite for one die of piercing damage.

Strength	3	Intelligence	Varies
Endurance	3	Willpower	Varies
Dexterity	8	Perception	Varies
Comeliness	Varies	Charisma	Varies
Health	14	Mana	Varies

Shape changing takes up a full round of combat. During that time, the Kitsune character may continue a movement, but take no other action.

Damage does transfer from one form to another, meaning that turning from one form to another *kill* the character.

*Example: Triona has taken fifteen points of damage, leaving her with two health total while in humanoid form. If she attempted to*

*turn into cat form, the fifteen points of damage would carry over, which is more than that form can handle without her going unconscious!*

### Innate Magic

Kitsune characters, being inherently magical, gain the ability to learn spells on their own. They don't need items of power, or the need to transform to a 'Magical Girl' form in order to use their magical abilities.

*Example: While the girls Triona watches over must transform to use their spells, Triona can use her own force of will to manifest spells that she's learned.*

### Spirit Bond

Unlike most characters, Kitsune are basically embodied spirits. Incantations, spells, and wards that protect against spirits will have full effect against Kitsune as well. In Japan, there are a great deal of these defensive wards around, making it difficult for a Kitsune to get around at times.

*Example: Triona wants to visit an ancient temple to check up on one of the masters there. Sadly, as she approaches, she is stopped by a spirit ward placed around the central shrine itself. It is impossible for her to move on.*

## Cat-Girls

The Cat Girls of anime are nearly as much of a staple as Magical Girls are themselves. A cat girl is pretty much exactly as it sounds, a female humanoid character with traits matching a cat, such as ears, eyes, and the tail. They tend to be beautiful, nimble, and get into more than their fair share of trouble.

### Appearance

As the name implies, cat-girls are a fusion of a girl (or woman) and a cat. They're basically humanoid, but covered with soft fur of various earth-tones. Most also have tails extending from their spines.

A cat-girl's face is the most striking feature, however, and is definitely marked with feline lines. Her eyes are those of a cat, with the

narrow slit for an iris. Her ears are angular, with some species of Cat-girl having this as a subtle feature, and others greatly exaggerated.

Despite the different colors, hair lengths, ears, and what have you, the vast majority of Cat-Girls are very extremely attractive, or 'cute', when they're young. Vanity is a trait common among them, to the point of impacting their personalities a bit.

#### Attitudes

In Anime Cat-Girls typically fall into two categories, 'young' and 'woman'. For most Magical Girl campaigns, it's the young cat-girls that keep popping up.

The young ones tend to be almost comic relief, a bit wild, impatient, and utterly curious about the world about them. Many are skilled thieves, living on their own, and have a lot of street-smarts.

The older types tend to be more laid-back, self-assured, and drop-dead gorgeous. These women-cats exude raw sex-appeal, and go about their own business in a very leisurely way. More often than not, these cat-girls tend to side more with the villains than with the heroines, however, adding 'deadly' to their overall description.

Of course, there are exceptions. As cats can have unpredictable personalities, so can cat-girls. Some can be quiet and reserved, others boisterous partiers. Some can be awesome and brutal physical warriors, others can be intelligent mages.

#### Cat Girl Characters

If Cat Girls figure into a Game Master's campaign, she may wish to allow some characters to play the part of one. To generate a cat-girl, create the character normally, and then modify her statistics based on the values below.

Strength	-1	Intelligence	-
Endurance	-1	Willpower	-
Dexterity	+2	Perception	-
Comeliness	+1	Charisma	-1
Health	+1	Mana	-1

If Cat-Girls are rare in the campaign, the Game Master may want to limit the skills available to them, or give them a dramatically different background for skills. This can go a long way in helping to keep them 'alien' to the setting.

*Example: Twin Cat-Girls have come to earth from their magical world to recruit a team of Magical girls. They're woefully out of place, however, hopelessly unskilled with technology. A typical television is amazing to them. Of course, they can cast a mean fireball if they have to.*

#### Shape-Shifting

In some anime series, a Cat-Girl in Magical Girl shows can shape-shift into the form of a more mundane cat. This is to allow her to move around and not attract too much attention. Of course, she adopts the physical abilities of a household cat in this form, such as small size, and the inability to hold any objects other than in her mouth. So it has some built-in limitations.

Household cats have the physical statistics given below. In addition, they can claw and scratch for one-half die of edged damage if the need arises.

Strength	2	Intelligence	Varies
Endurance	3	Willpower	Varies
Dexterity	9	Perception	Varies
Comeliness	Varies	Charisma	Varies
Health	14	Mana	Varies

Shape changing takes up a full round of combat. During that time, the Cat-Girl may continue a movement, but take no other action.

Damage does transfer from one form to another, meaning that turning into cat form, or cat-girl form, may be impossible to do because it would actually *kill* the character.

*Example: Jasmine has taken sixteen points of damage, leaving her with two health total while in cat-girl form. If she attempted to turn into cat form, the sixteen point of damage would carry over, which is more than that form can handle without her going unconscious!*

## Magical Boys

Though a bit rarer in anime, it's not impossible for a boy to inherit magical powers and transform into a 'brave soldier'. The boys can get the same type of powers and abilities as the girls, though they tend to manifest in more 'masculine' ways.

A Magical Boy doesn't tend to have much of a transformation sequence, often just 'powering up' somehow into their super-powered form, usually by focusing their inner spirit, or by calling on the power of a sacred artifact, such as a family sword.

Magical boys also tend to have enhanced strength, dexterity, and endurance when compared to their female counterparts. Less emphasis is placed onto their attacks (though they may have them), instead focusing on raw physical fighting power.

*Example: Ten is a powerful warrior who gained his power from his father's mystic sword. With it, he can tap into magical abilities and 'power up' into a Brave soldier form to do battle against dreaded Ni-Ni monsters plaguing Tokyo.*

## Skills

Though the skills in the *Game Engine Manual* cover most of the usual skills that a Magical Girl may have, there are a few that are more unique to the Magical Girl genre that she may want to learn.

### Ceremony (Willpower, Average)

Japanese culture has many formal ceremonies that are still given great attention even in modern times. Most young girls are taught the basics of the ceremonies, but only those who study them intensely can honor their families with their performance.

### Costume Design (Intelligence, Average)

A true magical girl must have a keen sense of fashion, adopting bold costumes to help mark their identity. Characters with this skill know how to make workable and 'kawaii' costumes to wear in battle against evil forces.

### Food Serving (Intelligence, Easy)

Sometimes, cooking a good meal is not enough. There is as much an art in serving a meal, and making it presentable to guests, as there is in making the food taste good. Characters who learn this art know how to dress a plate and table properly for each meal, in order to impress guests for formal occasions.

### Dramatic Stance (Charisma, Trivial)

The character with this skill can pull off impressive dramatic stances, right out of the best character poses from anime. This can be used both to impress enemies, and sometimes is a requirement for an anime character to use some of his advanced abilities.

### Kanji (Intelligence, Difficult)

The art of Kanji is a style of lettering used in the Japanese language. Each symbol stands for a single word, requiring an intense amount of memorization. Though it's slowly falling from favor in Japan, most Japanese students are required to know nearly 1000 glyphs before they pass their final exams. But even that 1000 is a tiny fraction of the complete number of 'official' Kanji glyphs.

### Flirting (Charisma, Easy)

Flirting is the art of being cute and affectionate with someone in order to persuade them into liking you, usually someone of potential romantic interest or a way of being a little more than just 'friendly'. Flirting isn't usually too romantically serious.

### Manga Drawing (Intelligence, Average)

A character with this skill is adept at drawing 'manga-style' comics. A manga artist generally specializes in a specific manga style, such as 'girls' comics', 'action comics', 'mecha', or 'super-deformation'.

### Purity (Willpower, Difficult)

There are some characters so pure and innocent that the corrupting influences of evil seem to not reach them at all. These characters can use this skill to aid in resisting any effect that would have them perform an evil act.

### Spell Aiming (Dexterity, Average)

This skill improves the Magical Girl's ability to aim line-of-sight magical girl power attacks. When a to-hit roll is required for an attack, this skill can be added to the character's Dexterity to improve her odds of hitting.

### Spirit Lore (Intelligence, Average)

It's said that, in Japan, there is a spirit for everything. There are known spirits in everything from trees, cards, and even cell phones! A person skilled in this field can identify a Japanese spirit, and know a bit about its history and power.

### Taunt (Charisma, Easy)

The ability to taunt is an effort to distract or annoy an opponent or rival with insults or witty banter. Of course, depending on the character, this might also be considered an odd form of flirting.

## Special Quirks

For obvious reasons, Magical Girls are not normal. With their ability to use magic comes a mess of advantages, disadvantages, and other quirks that make them special.

Note that most of the time, the Game Master will have already selected some advantages and disadvantages for Magical Girls to have in her campaign. This is usually done because the Game Master has an idea already in mind about how magic is going to come into play in her campaign.

*Example: Artemis is going to begin with the 'Item of Power' advantage, and the 'Transformation' disadvantage because the Game Master wants all the Magical Girls in her campaign to use a special locket that unlocks their magical abilities.*

## Advantages

In most anime settings, Magical Girls are unusual. Destiny has taken a hand in granting them unusual abilities, and blessing them with odd advantages to give them access to magic in worlds where magical is all but forgotten.

### Innate Magic

Most girls cannot develop magical powers without some innate 'talent' born into them. These girls can sense magical power within them, and can learn to access it without any outside powers.

*Minor Advantage (x1):* Often called a 'wild talent', some characters may have developed the ability to use one, and only one, first level magical ability without any formal training.

*Example: Kait has always felt great passion welling within her. Little did she know, however, that she was marked with the element of fire. One day, while seeing her first Ni-Ni monster, she panicked. The event triggered her latent wild talent, and summoned a Flame Pyro Dart at the monster, wounding it.*

*Major Advantage (x2):* In a world without much magic, this girl is just a little weird. For some reason, she's gifted with the ability to harness and learn some magical powers. She's limited to only level three abilities, with this advantage, and they must be within the same theme.

*Example: Jen was born different, and always knew it. Picked on in school, she had fallen more and more into her own shell. Finally, when a few girls came to beat her up, she had had enough. The magical power swelled within her, and she manifested her first attack against the bullies.*

*Great Advantage (x3):* With the Game Master's discretion, Characters with this advantage can begin to learn magical powers on their own. They are their own source of power.

*Example: Lady Tanya is cursed, having inherited her magical powers from her great grandmother. The benefit of this 'curse' is that her powers come from within, and she can hone them as needed on her own. Of course, having magic pretty much ruins any chance she had at a normal life.*

### Item of Power

Items of power are 'access' items that can give otherwise normal girls access to great magic. These usually come in the forms of pendants, wands, or lockets, but each conceals a greater mystery.

*Minor Advantage (x1):* The Magical Girl can use this item to gain magical powers, but the item isn't all that picky about who owns it. If the Magical Girl loses the item, someone else can pick it up and gain access to magic.

*Example: Sasami's wand enables her to transform into the Magical Girl Sammy! However, when she loses her wand, one of her friends pick it up and accidentally transform themselves into another Magical girl, gaining access to Magical Powers!*

*Major Advantage (x2):* The item was specifically made for the character, and is attuned only to her. Though others may find it if she loses it, only she can draw any magical energies and power from it.

*Example: Though Bunny requires the use of a magic locket to learn her magical abilities, the locket is hers and hers alone. Even in the hands of her best friend, it appears as nothing more than a regular locket. However, in the hands of Bunny, she can gain the power to become Harmony Bunny!*

*Great Advantage (x3):* Not only is the item of power attuned only to the Magical girl, but it will, though manipulation of fate, never be far or long outside of the Magical Girl's reach – even if the Magical Girl wants to get rid of it somehow, it will find a way to return to her! This item can be lost or stolen for brief periods, but it will always mysteriously return to its rightful owner.

*Example: Rei has inherited an ancient family heirloom, a rune-engraved ring that has been passed down for generations. When her house is robbed, she fears that the ring is lost forever. Yet, when she looks to her dresser, the ring remains in place, as if it had never actually been stolen.*

### Power Up

In most campaigns, characters will fall within the same level of one another. All the

Magical Girls will be with normal statistics, or all of them will have cinematic statistics. Even in these groups, though, there may be the one magical girl who assumes physical power that surpasses them.

Usually this ability is coupled with Transformation, making the character 'power up' when she transforms to her alternate form.

*Major Advantage (x2):* Though most of the characters in the campaign use normal statistic levels, this character can use the statistic spread from a cinematic level.

*Example: Ten is a terrific fighter, but when Ni-Ni monsters attack, he transforms into a Brave soldier, dramatically improving his strength and endurance for the battle ahead.*

*Great Advantage (x3):* This is like the major advantage, but allows characters that normally only gain access to normal statistics to instead generate them from the meta-human campaign category.

*Example: Star Ruby is a girl of incredible magical power. As a Magical Girl, she possesses great strength and dexterity well beyond what any human can ever dream of. Her feats of raw power are spectacular to behold.*

### Transform Health Separation

For characters that transform from 'normal girl' to 'Magical Girl', this can be a very valuable advantage. The health and mana scores from one form do not directly tie to the other form.

Characters with separated health and mana recover them for both forms at the same time. The Normal Girl form, then can go about town even as her Magical Girl form has to recover from wounds suffered in the last battle.

*Minor Advantage (x1):* The Magical Girl form has a separate pool of health and mana from the regular girl form. While she can still be knocked unconscious in either form if she becomes too wounded, she can also revert back to her other form to save herself.

*Example: Victory Girl has been pummeled by two Ni-Ni monsters, and she has only two points of health left to her. Desperate, she reverts back to her uninjured normal girl form in hopes of making a quick escape!*

*Major Advantage (x2):* This character has the additional ability to automatically 'power down' to normal girl form if her Magical Girl personal becomes too wounded. If the more powerful form would normally be knocked unconscious, this advantage enables the character to automatically and immediately revert back to her regular girl form instead.

*Example: Pretty Soldier Calina has been hit with the breath of a demon-dragon. The damage is so great that her Magical Girl form cannot sustain itself, and she immediately reverts to her normal girl form, devoid of any powers, but fortunately still conscious.*

### Disadvantages

The powers of a Magical Girl do not come without some cost. For every advantage a Magical Girl has, there is usually some limitation that puts her power in check.

#### Judgment

There is a greater power over the character that can control her access to magical power. If he is displeased with her actions for some reason, he can cut down or even eliminate her power all together!

*Minor Disadvantage (x1):* The character's magic may only be used so long as she obeys the general ethos of those who granted her the magic in the first place. If she breaks the 'rules', she'll find her access to the magical power declining.

*Example: Mina has a magical staff and decides she wants to use it to get access to more candy. The staff, however, sees this as an abuse, and cuts back Mina's access to her magic – so that her highest spells can no longer be used until she atones for what she's done, or gets back to fighting injustice and being a real heroine!*

*Major Disadvantage (x2):* Those who granted the character magic may be determined to give their power only in those situations where it is warranted or right to use it. If their ethos is violated, the magic may simply not manifest at all, preventing the Magical Girl from using her powers!

*Example: Victory Girl is angry with a classmate and wants to teach her a lesson by using a magical attack to scare her! This doesn't sit well with the Powers that Be, and her magical attack simply just does not manifest.*

#### Magical Limit

This disadvantage caps off the level of magic that the Magical Girl can master, keeping her from attaining greater heights of power. Normally this limitation is attached to an 'item of power' which grants the powers in the first place.

*Minor Disadvantage (x1):* The Magical Girl is somehow limited in her spells to level three. That means, she cannot master any magical attacks or abilities beyond that level.

*Example: Victory Girl's Silver Locket is a great Item of Power, but it has limitations. Drawing from that power source, she cannot learn any abilities greater than level three, meaning that she can easily top out in her strikes.*

*Major Disadvantage (x2):* A younger or novice Magical Girl may be incredibly limited in what she can learn or master. Those with this limitation cannot learn any spells or magical abilities beyond first level.

*Example: Amy's pendant grants her the beginnings of magical power. But, while she learns how to use magic, the pendant limits her to only a few abilities, all of which are at level one.*

*Severe Disadvantage (x3):* Normally attached to an Item of Power, this limitation allows one and only one spell or magical ability to be attached. With only this item, the Magical Girl cannot learn any other abilities at all!

*Example: Jen uses powerful Tarot cards to manifest her attack abilities. Unfortunately, each one of the cards has only one spell attached to them. Jen's magical abilities are totally dependant on the cards she has in her possession.*

#### Transformation

Characters with this disadvantage must 'transform' from their normal, everyday identity, to their 'Magical Girl' persona in order to make use of any of their powers. The more involved this transformation is, the greater the character is at a disadvantage.

*Minor Disadvantage (x1):* The character must take a round of combat to summon her powers. This can involve any number of theatric moves, special effects, or lights. When the combat round is over, the Magical Girl has access to all her powers and abilities.

*Example: Calina is faced up against two powerful evil mages. As a regular girl, she cannot confront their power. But, with a summoning command, she can transform herself to Magical Goddess Calina in a single round.*

*Moderate Disadvantage (x2):* Some characters require a special ritual to undergo their transformation. This can involve a average difficulty dancing skill check, in addition to taking a round of combat to undergo the change.

*Example: Amy has just stumbled upon the evil forces of the 'Dark Ones'. Quickly, she decides to perform her needed 'dance' to transform herself into Sailor Artemis! As Amy, she doesn't have access to her powers. But, as Sailor Artemis, she's ready to kick villain tail.*

*Severe Disadvantage (x3):* The character has little, if any, active control of the transformation sequence. In fact, it's likely that the character may not be aware of her alternate identity! It's up to the Game Master when and how the transformation takes place.

*Example: Lady Tanya is a powerful wizardess, but, most of the time, she's just a regular girl in school, completely oblivious to*

*her more powerful manifestation. But, when danger rears its head, Tanya undergoes a transformation into her Magical Girl form!*

#### Power Level Transform

Not only does the Magical Girl have to transform to use her magical powers, but any enhanced statistics are locked away until she transforms as well! Note that this disadvantage also requires one of the Transformation disadvantages.

In general, when a Magical Girl or Brave Soldier transforms from levels of power, they only change their physical statistics, increasing their strength, endurance, and dexterity to become stronger warriors. This isn't always the case, however. Some Magical Girls transform into more mature versions of themselves, gaining intelligence and willpower to reflect increased wisdom.

When the character 'de-powers' and returns to normal, the damage she's taken carries over from the powerful form to the less powerful form. This could result in the character going unconscious, or even dying from her injuries! Usually, a Game Master will want to instead have the wounded Magical Girl fall unconscious, making her spend time to recover from zero endurance instead of outright killing her.

*Minor Disadvantage (x1):* This character has two sets of statistics. The first set is for her normal, everyday form. These statistics will be within the 'Normal' campaign range. The second set are for her Magical Girl form, and these will be in the 'Cinematic' campaign range.

*Example: Rae must transform to her Magical Girl form. She performs her dance to transform (due to her transformation disadvantage), and then gains access to her higher levels of statistics for the upcoming battles with Ni-Ni monsters!*

*Major Disadvantage (x2)* This works in much the same way as the minor Power Level Transform disadvantage, but applies to those characters whose 'powered-up' statistics are in the Meta-Human range.

## Magical Powers

The next chapter will detail the magical powers available for Magical Girl characters. The characters can look them over and decide which ones that she wants for her Magical Girl.

In general, Magical Girl powers are considered 'Average' rank skills. That means that these powers have a base experience point cost of three. The higher rank the power, the more expensive, in experience, the power's going to cost.

*Example: Sailor Zinou is picking up the Stone Ground Breaker ability, which is a rank three magical girl power. This will cost her a total of nine experience points, due to its high rank and relative power.*

Strength	Experience	Strength	Experience
1	3	4	12
2	6	5	15
3	9		

To make it a little easier, the experience point cost for each rank of power is given in the table above. Unlike skills and some other abilities, each power is bought individually, so there's no need to worry about buying up lesser ranks.

## Character Templates

Of course, all these options and abilities may be a little intimidating if all a player wants to do is play a character like their favorite magical girl!

To make things a little easier, some of the most common 'packages' have been combined into character template. A player can simply choose one of the following templates below instead of worrying about buying up abilities and skills.

*Example: A player wants to create a character just like one of the Sailor Scouts from Pretty Soldier: Sailor Moon. Instead of trying to create that on her own, she can use the Elemental Transform Soldier template below to make the job just a little easier.*

The templates are all based around the 'typical' Magical Girl campaign, and use a base of fifty experience points in each. Higher-level campaigns can still use them, of course, by just giving the leftover experience to the character to be spent as the player wishes.

*Example: Cinematic campaigns usually start with 100 experience points, twice what any of the following templates used. If a player wants to use a template anyway, however, the character simply gets 50 unspent experience points in addition to whatever the template describes.*

### Magical Tarot Summoner

These magical girls summon their magic from a deck of tarot cards, such as those found in *Cardcaptor Sakura*. Each spell is sealed away within the tarot cards themselves (usually invoking a spirit), and the Magical Girl spends experience to master each of the cards she gains in her possession.

Skill	Level	XP
Spell Aiming	1	3
Magical Attack – Level One	1	3
Magical Attack – Level Two	2	6
Dodge	2	12
Spirit Lore	3	18
Hobbies and Other Skills	-	8

*Magical Attacks:* A Tarot Summoner usually begins her career by learning a couple of magical attacks from a single card, with each card having its own theme, and relative level of power.

*Example: Nari has found the 'Thunderbolt' card, which contains the powers of Power Shock Bolt and Power Thunder Boom. She has learned to harness the power of the card (through experience), and can use both attacks while she retains possession of the card.*

*Hobbies and Other Skills:* The leftover amount of experience is for the Magical Girl to allocate to her hobbies and interests. Usually, these fall into the stereotypes of 'girl roles' in Japan, such as cooking, costumes, or their school-studies.

*Example: Nari is interested in manga comics, and has two ranks of Drawing Manga. For*

*now, she holds onto the remaining two points of experience for use later.*

**Tarot Card:** The magical girl must use tarot cards to activate her magical powers. These items of power are severely limiting in what spells the character has available, requiring the character to find new cards if she wants to expand her spell repertoire. Even if she gets a new card, however, she must use experience to master the spells within.

*Example: Nari has picked up the 'Fiery' card, which has the Flame Piercing Inferno attack. To use this attack, she must both call the spirit of the card, as well as spend the twenty points of experience needed to master that high-ranking spell.*

#### Elemental Transform Soldier

The Elemental Transform Soldier is a Magical Girl similar in style to those found in *Pretty Soldier: Sailor Moon*. They are granted magical abilities from a magical artifact, and require a transformation to use their magical powers. Normally these are junior-high or young high-school girls, with limited 'combat' skills, but strong interest in their own personal hobbies that can aid them on their missions.

Skill	Level	XP
Dancing	3	12
Spell Aiming	2	9
Magical Attack – Level One	1	3
Magical Attack – Level Two	2	6
Video Games	2	3
Hobbies and Other Skills	-	17

**Magical Attacks:** Each Elemental Transform Soldier can start with a level one and a level two magical ability from the same theme.

*Example: Soldier Fire has learned two elemental themed attacks. The first is the first level Flame Pyro Dart attack. The second is the second level Flame Bright Flash attack.*

**Hobbies and Other Skills:** The leftover amount of experience is for the Magical Girl to allocate to hobbies, such as astronomy, etc, or whatever else interests the character. Most characters will have a passion for something that they find interesting,

*Example: Soldier Fire has a talent for Acting and Singing. She takes two ranks of Acting,*

*three ranks of Singing, and a rank of Showmanship. She decides to hold on to her remaining experience point for now, and use it later.*

**Magic Locket:** This character has inherited a magic locket that gives her access to her magical powers. The locket is attuned to her, and can't be used by anyone else.

**Transformation Dance:** To use her powers, the character has to activate her locket and transform to her 'pretty soldier' incarnation. This involves a brief ritual dance which involves magically changing into costume, and an average feat roll on her dancing skill.

#### Brave Fighter

Brave Fighters are usually the male version of the Magical Girl. They're young boys who inherit powers that enhance their physical power for combat against aliens, monsters, and, often, one-another. The young fighters in *Dragonball* are good examples of these types of warriors.

Skill	Level	XP
Spell Aiming	2	9
Magical Attack – Level One	1	3
Magical Attack – Level Two	2	6
Dodge	2	12
Combat: Bare Hands	2	6
Hobbies and Other Skills	-	14

**Magical Attacks:** Brave Fighters usually learn one or two magical attacks for use in their fighting. The level one and level two attacks should be from the same theme, usually from fire or lightning.

*Example: Ten has learned two elemental themed attacks. The first is the first level Power Shock Bolt attack. The second is the second level Power Thunder Boom Flash attack.*

**Hobbies and Other Skills:** The leftover amount of experience is for the Brave Fighter to allocate to hobbies. For stereotypical boy's anime, this will be some sort of sport, usually baseball or soccer. Of course, other boys could be devoted to video games, occult history, etc. A few may just make fighting their hobby as well, and pick up a few ranks of fighting skills, or formal martial arts training.

*Example: Ten is a history buff, obsessed with learning about his family lineage. His player decides to learn three levels of Local History: Hokkaido, one level of History: Ten Family, and one level of Spirit Lore. He keeps the remaining two experience points in reserve.*

**Power Up:** The character has the ability to 'power up' to fight monsters and assume the form of a Brave Fighter. In Brave Fighter form, he has access to a second set of 'cinematic' statistics.

### Fey Spirit Summoner

Spirit summoners call upon the elements around them to summon their spells. In most campaigns, Fey characters are the only ones who can use magic in this way, but it's possible for a human with some fey blood in her veins to use this sort of magic as well.

Skill	Level	XP
Spirit Lore	2	9
Magical Attack – Level One	1	3
Magical Attack – Level Two	2	6
Meditation	2	9
Herbal Lore	2	9
Hobbies and Other Skills	-	14

**Magical Attacks:** A Spirit Summoner has innate magical ability, and can cast any spell she learns up to level three. To start off with, she can learn two magical attacks, one at level one, and one at level two.

*Example: Calina is a Spirit Summoner with interest in healing. She learns the abilities Soul Healer Magic, and Soul Purification Health to begin her magical repertoire.*

One major drawback to her magical power is that it is somewhat at the will of the spirits that she communes with. If she uses a spell in a way that somehow offends the spirits, the spell simply will not manifest, even though she will drain her mana as if it had.

**Hobbies and Other Skills:** Fey Summoners tend to be a little 'strange' in the world, and quite introverted. Skills of ceremony and arcane knowledge tend to interest them more than most other fields. Many Fey Summoners may also develop an acute sense of history.

*Example: Calina is a quiet scholar, spending her time in books. With her interest in history, she spends nine experience points to learn Japanese History, and keeps the remaining five experience for use later.*

### Young Witch

The young witch is a marked child that can invoke magical power through use of an inherited charm. Though she can attain great power, she is marked as a magic user in a world that might be hostile to them.

Skill	Level	XP
Occultism	3	18
Magical Attack – Level One	1	3
Magical Attack – Level Two	2	6
Spell Aiming	2	9
Hobbies and Other Skills	-	14

**Magical Attacks:** With her magical charm, the young witch can access any Magical Power she can learn, up to level three. She starts off with a single magical ability at level one, and one at level two. Because of this power, she is also born with a birthmark, a tell-tale sign of her identity and her nature.

*Example: Jenn has picked up the abilities Power Shock Bolt and Water Chill Bind, having inherited the knowledge from her mother. Her magical skills come at a cost, though. She cannot hide her identity from those who know what to look for – the birthmark on her hand.*

**Hobbies and Other Skills:** Young Witches aren't notorious for being worldly, having been secrete away by their parents or guardians from a hostile world. Often, their skills are completely out of step with the modern world, focusing instead on ancient writing and forgotten histories. To most people, a young witch will seem like 'that strange little girl', even without using her magical powers.

*Example: Jenn is a quiet reader, and knows about Medieval European history – an oddity for modern Japan. She spends nine experience points to pick up that skill, and leaves the remaining five for later.*

## Magical Girl Powers

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"Hold out your tiara and shout out 'Moon Tiara Attack!'"

-Luna

What makes Magical Girls unique is their ability to harness magical energies to defeat their enemies. Instead of spending time to learn spells, however, most Magical Girls invoke very specific powers while they're in combat.

Magical attacks do require some special rules for a Magical Girl to learn them, as well as for using them in combat.

### Magical Attack

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Magical attacks are spells that have been made available for a Magical Girl to use in combat against the Evil Forces that threaten her world. The Magical Girl usually doesn't know the ins and outs of magic herself, and learns just enough in order to use the spells to aid her in her fight.

#### Summoning the Attack

Invoking a magical attack isn't a trivial task, even for a Magical Girl. All Magical Girls must go through a little bit of work in order to manifest the spells that they've learned.

*Dancing:* In most Magical Girl anime, the Magical Girl must perform a short but intricate dance to summon her magical powers. The more powerful the spell being invoked, the more difficult the dance is to perform.

*Example:* Rey is using *Flame Bright Flash*, which is a rank two power. This requires her to perform an average (two dice) dancing feat in order to pull it off.

*Dramatic Stance:* Monsters of the Week, and fighting boys, don't usually dance, and instead use a 'dramatic stance' to perform their maneuvers instead. The difficulty of the stance, which often involves tensing and flexing to try to look impressive, depends on the power of the magical attack.

*Example:* Ten is summoning his power for a *Stone Cannon Fire* attack, which is a rank four magical attack. He strikes a dramatic pose, requiring a hard, four dice feat roll.

#### Using Mana

As with most magical abilities, Magical Girl attacks do drain mana when the character uses them. The more powerful the spell, the more mana is required to power it. The power rank of each spell determines how much mana will be drained with each use.

*Example:* Sailor Artemis is using her *Void Bullet Attack*, which is a rank one magical attack. Her player deducts one point of mana from Sailor Artemis's total available.

Mana drained in this way will recover through rest and healing just like normal. In most circumstances, a Magical Girl cannot use a more powerful spell than she has Mana available.

*Example:* Calina has been in intense battle for several hours. She is down to only two points of mana remaining. Though she needs to heal herself and her comrades, her *Soul Rejuvenation* sphere requires too much energy for her to summon right now.

#### Hitting the Target

Many magical attacks are 'single-target' attacks, meaning that they strike one target at range. To hit that target, the magical girl has to take careful aim, as if she were using a bow, or throwing a dagger.

A regular ranged magical attack from this book is an average dexterity feat, Cover or other forms of interference, though, could make this a little more difficult.

*Example:* Rei wants to strike at a Ni-Ni monster with her *Flame Pyro Dart* attack. Her target is in range, but is partially hidden behind a trash can. This partial cover raises

*the feat from average to difficult, and requires a three-dice roll.*

The Magical Girl can improve her odds of hitting her target by learning the 'Spell Aiming' skill. This skill works like a weapon skill, and adds to the character's Dexterity when making magical attack rolls.

*Example: Rei's player will need to roll three dice under her combined Dexterity (which is a six) and Spell Aiming (which is a three). She luckily rolls an eight, which is right beneath her target number of nine. This means that she hits the Ni-Ni monster with her attack!*

### Stressing Endurance

There is one way to summon more mana though sheer force of will, but it's extremely costly. A Magical Girl can focus her internal energies to fully restore her mana. Stressing herself in this way, though, will cause serious and permanent harm to her body.

If the Magical Girl needs to 'stress', she loses one point of her endurance as if it had been permanently damaged. As a side-effect, this will also permanently lower the character's maximum health by one point. On the plus side, at least, the Magical Girl's mana is fully restored.

*Example: Nari is in deadly combat with three Ni-Ni monsters. Out of mana, and desperate, she focuses and channels her body energies into her mana. Her endurance of seven is permanently dropped to a six, but her mana is fully restored.*

The stressed Endurance and Health cannot be recovered through healing, and instead must be regained through spending experience points to increase it once again.

*Example: With Nari's Endurance stressed down to six, she must spend 70 experience points to bring it back up to its former value of seven.*

## Creating Magical Attacks

Even though there are quite a few magical attacks listed later in the book, eventually some Magical Girl will want to start developing new powers on her own.

Magical Girl attacks are 'kit-bashed' based on their theme, effect, and overall amount of power. A player just needs to have these concepts in mind to start kit-bashing a new magical attack.

### Attack Theme

When creating a magical attack, the character needs to decide both how the attack will manifest, and if there's a 'theme' that the attack follows. A 'theme' is basically a style of the attack, such as its magical element, or end effect of the target.

*Example: Victory Girl is attempting to learn her first basic attack. This attack has a fire theme, and creates a small amount of damage to a single target.*

*Stone Theme:* Earth-related abilities tend to be very physical, causing raw physical damage. Creating a large boulder and slamming it into an opponent would definitely fall into the 'earth' theme.

*Water Theme:* Water attacks tend to be both wet and cold, sometimes falling over into ice. It also makes sense for water attacks to freeze enemies in place by encasing them in a thin layer of ice.

*Fire Theme:* When things burn, it definitely follows into the fire theme. Fire-based attacks are often centered solely on harsh, burning damage, though light and heat-related abilities could fall under this theme.

*Thunder Theme:* Both lightning and thunder-style attacks fall under this charged theme. Any electricity-based abilities, such as a stunning taser, could also come under this theme.

*Wind Theme:* Soft music and harsh storms of noise come through the wind theme. Wind

can create torrents of wall forces to bind and knock over enemies as well.

*Light Theme:* The magic of light is that of 'holy' or 'good' magic. It's often employed to heal the sick and wounded, or outright destroy the agents of evil with powerful holy attacks.

*Dark Theme:* Often considered mysterious or even outright evil, dark magic attacks the soul itself, striking the metaphysical parts of the Magical Girl's enemies.

Depending on the campaign, and the Game Master's wishes, other themes may be available as well. All a theme really is though, is a way to bring together elements with a common feel into the same group. Many Magical Girls will have most, if not all, of their abilities within the same theme.

*Example: The Scout of Fire has several magical attacks, but all of them are within the same Fire Theme. Her magical artifact only allows her access to that theme, so spells that feature water, lightning, and other effects are out of her reach.*

## Attack Strength

Most of the time, the strength of an attack is equal to its level, in dice. The stronger the attack, the more damage it's going to do. Of course, the stronger the attack, the more power it will drain, and the more difficult it will be for the Magical Girl to master.

*Example: Victory girl's attack is going to be very light, as she's just learning her magical powers. Her player decides to open up with a basic first level attack.*

The attack's strength usually determines the amount of damage, in dice, that the attack performs. Magical Girl attacks are rated from one to five, with the fifth level attacks capable of causing massive damage to most opponents.

*Example: Eventually, Victory Girl can learn a Flame Ultimate Pyrotechnic Attack. This fifth-level ability is a massive attack which causes five dice of damage to everyone within its reach!*

## Who It Hits

When an attack manifests, it needs to hit something, and hopefully it will hit enemies. There are a few ways of targeting enemies, and each has a dramatically different way of affecting the attack's overall shape.

### Line of Sight

Many times, a Magical Girl will only one to hit one monster with her attack. In these cases, it's a good idea to use a 'line of sight' attack. These attacks start from the Magical Girl, and move in a straight line to the target, like an arrow or bullet.

The range of the attack is determined by its overall strength. The more powerful the attack, the farther it can rush out from the Magical Girl. For a Line of Sight attack, each level of strength adds twenty meters to the attack's range.

*Example: Victory Girl's light fire attack is only going to target a single target and is only level one. This attack is a line of sight attack, and can reach out to twenty meters.*

Though Line of Sight attacks have the farthest reach of any style of attack, they can miss if the character fails a needed to-hit roll. That is, the character has to aim to use them. Normally, this to-hit roll is an average (two dice) difficulty roll, but can be complicated depending on the situation.

*Example: Victory Girl wants to use her new Flame Pyro Dart on an attacking Ni-Ni monster. The monster is fifteen meters away, within range of the attack. So, Victory Girl performs the needed roll to her dance, and then rolls her to-hit roll. Fortunately, this to-hit roll is under her Dexterity plus her 'Spell Aiming' skill, which means that the Ni-Ni monster gets nailed with a small amount of flame.*

### Cone Attacks

Cone attacks are those that start from the Magical Girl and spread out in a 'cone'. The cone goes out in a thirty-degree angle, or an 'hour' on a clock face. Though the Magical Girl doesn't have to use a to-hit roll for these types of attacks, they affect everyone caught within the cone, both foes and friends.

*Example: The Power Thunder Boom attack affects everyone within a twenty meter cone. If any friends are within that cone, then they also get hit with the attack's effects, right along with any enemies.*

Like Line of Sight attacks, Cone attacks grow in range along with the strength of the attack. Every level of the strength will add ten meters to the cone's maximum range. Of course, a larger cone will affect a larger area. This may include people or things that the Magical Girl doesn't really want to hit!

*Example: The Power Thunder Boom attack is a level two attack, which gives the cone a maximum range of 20 meters from the Magical Girl. This cone affects everything within 'one clock hour' up to those 20 meters, and can include friends as well as foes. The Magical Girl will have to be careful when she uses this attack.*

#### Explosion Attacks

The most 'showy' attacks are usually those that result in big explosions. Of course, as good as this is at delivering damage out to many enemies, it's very easily to accidentally trap friends as well. An explosion affects absolutely everything within its range, reaching out in all directions, striking friends and foes alike.

*Example: The Flame Ultimate Pyrotechnic attack is a very powerful flame explosion that reaches out 25 meters in every direction. That means that absolutely everything in that explosion takes five dice of damage, regardless if it is a friend, foe, or innocent bystander!*

Fortunately explosions can be 'thrown' out to a certain distance away from the Magical Girl. The Magical Girl can 'target' the explosion at up to twice the radius of the explosion itself.

*Example: Victory Girl is using her Flame Ultimate Pyrotechnic attack, which is an awesome explosion of fire. The explosion reaches out in 25 meters in all directions, but can be thrown up to 50 meters away.*

Finally, the range of the explosion depends on the strength of the attack. The more powerful the attack, the greater the range of the explosion, and the farther it can be thrown from the Magical Girl. Each level of the attack's strength expands the explosive radius by five meters, and extends the throwing range by ten meters.

#### Power for Range

It's possible for a Magical Girl to 'customize' an attack to gain more range by sacrificing power, or gain more attack power by sacrificing some range.

Each level of range sacrificed adds one level of strength to the attack. Range can't be sacrificed below first level, however, and attacks cannot normally exceed level five.

*Example: The Water Freezing Shard attack is a level two ice attack. To gain some more 'oomph' to the attack, though, one level of range is sacrificed. This raises the damage to three dice, but lowers the range to 20 meters.*

Of course, the opposite can hold true. Each level of power sacrificed in an attack can increase its range or area-of-effect by one level. Again, the power of the spell cannot be sacrificed below level one, and range cannot normally exceed level five.

*Example: The Soul Rejuvenation Sphere ability creates a healing sphere. This ability is level three, but one level of power is sacrificed, lowering the healing ability to two dice, but raising the maximum distance of the 'explosion' up to 20m away.*

To make this level-shifting just a little bit easier, the ranges of Line of Sight attacks, Cones, and Explosion attacks are given in the table below.

Strength	Line	Cone	Exploding
1	20m	10m	5m
2	40m	20m	10m
3	60m	30m	15m
4	80m	40m	20m
5	100m	50m	25m

### Durations

Some effects might require a 'duration', or length of time that they remain active. The more powerful the attack, the longer it could remain active.

Strength	Duration	Strength	Duration
1	1 round	4	3 minutes
2	4 rounds	5	5 minutes
3	1.5 minutes		

There is a downside to this, though. Attacks with duration must be downscaled in some other way. The range and area of effect of an attack must be reduced in order to boost its duration.

*Example: The Power Chain Electric attack is a single-target electric strike with three ranks of power. Normally, three ranks of power would grant 60 meters of range. But this spell sacrifices 40 meters of that range to grant a four round duration.*

### Learning the Attack

To learn the new attack, the character will usually spend some of her experience. Just as with the pre-made attacks, the new attack is basically an 'average level' skill, with a base cost of three points.

Strength	Experience	Strength	Experience
1	3	4	12
2	6	5	15
3	9		

*Example: Victory Girl's powerful Flame Ultimate Pyrotechnic attack is also fairly expensive to learn. It will take fifteen experience points just to pick it up.*

### Special Effects

Not every Magical Girl power is centered on causing damage. (Most of them are, but not quite all of them.) Sometimes, a Magical Girl may want to heal her friends, block incoming damage, or just stun an opponent for a little while.

#### Entangle

Some attacks aren't designed to cause harm, but instead wrap up enemies and keep them in place. Nets, glue, and webbing are examples of these types of attacks.

In these cases, the strength of the power is the difficulty of the target's Strength feat to break out of the hold. In other words, the target has to resist the attack strength, in dice, as a strength feat, to break through the entangle attack.

Entangle attacks have a limited duration. At the end of that duration, the target is completely free from the effects.

*Example: Sailor Nari is attacking a Ni-Ni monster and uses her "Stone Prison Shell" attack to try and wrap up the enemy and keep her in place. The strength of the attack is rank three, and the Ni-Ni monster must succeed an average feat roll to break free of the entangling attack.*

#### Homing

Some attacks have an easier time of striking their targets than others. A 'homing' type of attack lowers its effective strength by two dice, but removes the need for a to-hit roll in line-of-sight magical attacks.

*Example: Rei is creating a 'Flame Seeking Missile' attack. This rank three attack only does one dice of damage to a single target, but does not require a to-hit roll to guarantee a successful strike.*

#### Mana Strike

Rare magical attacks can cause harm directly to someone's inner magical power, damaging their mana. These attacks are more difficult to manage, however, and are one level higher than normal.

*Example: Sailor Artemis's Ego Scream Strike causes one dice of mana damage to its targets. Since it's a direct attack on mana, it is a level two attack, instead of a level one attack.*

#### Stun Attacks

Sometimes, a Magical Girl may not want to actually damage an opponent, but want to do something to keep him off balance. In this case, she can try to create a 'stun' attack.

Instead of doing damage, the afflicted targets must resist an endurance feat equal

in strength to the attack power. If the target fails, they're then stunned for a number of rounds equal to the strength of the attack.

*Example: Rae is using Flame Bright Flash to stun a Ni-Ni monster attacking her. The attack is strength two, which means the target must resist a two-die endurance feat roll. If it fails, the Ni-Ni monster is stunned for two rounds.*

#### Force Fields

A few abilities are designed to prevent damage rather than cause it. These defenses will block incoming damage by removing dice from incoming attack. The strength of the field determines how many of the dice are to be removed.

When taking off dice of damage, start with the lowest die amount, and work up to the highest.

*Example: The Stone Force Wall is a fourth level barrier field. Any attack that tries to penetrate it loses its four lowest dice. If an attack comes in with a one, two, three, three, and six (for a total of fifteen points) of damage, the one, two, and two threes are dropped, leaving only the six points remaining.*

### Attack Limitations

Not every attack works as simply as it should. Some are better off in certain times of day. Others can't be called upon reliably. An attack can be made more powerful by reducing its usability a little, and by adding one of the limitations below.

#### Health Drain

Some of the more powerful Magical Attacks not only drain the mana of the caster using them, but the health of the caster as well. Though they cause damage to the Magical Girl, the two levels of extra power that they provide might prove with the effort.

*Example: The awesome Void Black Sleep attack causes seven dice of mana damage to a single target. This isn't without cost, however, as it not only drains five points of*

*mana from the Magical Girl, but also causes five points of physical damage as well!*

#### Day Strike

Some attacks manifest better with the power of the sun. These attacks gain a level of power while in daylight, but lose a level of their power during the night.

*Example: The Flame Solar Pyrotechnic dance is an incredibly powerful flame attack during the day, striking at an incredible six dice of damage. At night, however, this powerful attack is reduced to four dice of damage.*

#### Ground-Strike

This limitation requires that all targets affected by the attack must also be somehow touching the ground. If they're not, then nothing happens to them. Adding this limitation to the attack lowers its effective rating by one level.

*Example: Sonya is using the Stone Ground Breaker attack against two Ni-Ni monsters. One of them is flying and the other is running up to her. The attack requires a ground-strike, so the flying Ni-Ni monster is immune to the effects. The running monster, however, isn't as fortunate.*

#### Long Dance

Some spells require dances that are not only complex, but long as well. While most dances and poses require only one round (with the spell manifesting in that round), these can go quite a bit longer. Each additional round required for a spell's dance allows one additional level of strength.

*Example: Artemis is using a new 'Ego Life Crusher' attack that requires three rounds to pull off. Her spell attack (which is two levels higher than it's mana cost would require) won't manifest until the third round.*

#### Night Strike

Attacks using this limitation are stronger in the night than they are in the daytime. During the day, the attack's strength is reduced by one level. At night, however, the attack becomes one level more powerful.

*Example: The Void Night Slasher attack is a level three attack, but is also a 'night strike' attack. When used in daylight, the attack acts like a level two attack. At night, however, the attack turns into a powerful level four damaging attack!*

### Unreliable

Some attacks just don't seem to be all that reliable when they're summoned. Though this limitation makes the attack two levels higher than normal, it will only manifest at all if the Magical Girl's skill roll not only succeeds, but it succeeds with an even number.

*Example: Chibi's Pink Sugar attack is a very unreliable energy attack. To use it, Chibi's player must roll her one dice skill roll, but also roll an even number on that roll. If it works, though, the Pink Sugar attack will cause 3d of blunt damage to her enemy.*

### Naming the Attack

The last step in creating an attack is giving it a good name. Of course, the names of most Magical Girl attacks tend to be a little bit on the corny side, but they seem to work well enough.

An attack name should give an idea of what the attack is capable of, and what theme the attack falls under.

*Example: Wind Force Buffet is a wind-themed attack that uses a strong force of wind to momentarily stun opponents.*

### Game Master's Decision

When all is said and done, it's up to the Game Master to allow the custom attack into the campaign or not. She may not like the power of the attack, or feel that the attack isn't part of the character's theme, or have some other reason for keeping the attack out of the campaign.

All players should remember that the Game Master's decision is final when it comes to deciding what things will and will not be allowed within her campaign.

A good Game Master, however, will work with a player to create new abilities for her character based both on what the player wants, and what would be best suited for the campaign.

## Example Attacks

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To make things just a little easier for starting players and Game Masters, this section includes a large number of Magical Girl attacks, already grouped by theme.

### Stone

The power of stone is raw physical strength and fortitude. Those who use the power of stone tend to be patient most of the time, but will strike with decided firmness if provoked into battle.

#### Stone Throw Attack

##### Attack Level 1

With this attack, the Magical Girl summons a heavy stone and throws it directly at her target. The spell's range is 20 meters, and will cause one dice of blunt damage if it strikes.

#### Stone Prison Shell

##### Attack Level 2

This attack creates a prison shell of stone that binds down a single target up to forty meters away. The target, if hit, has to resist an average strength feat to break out of the shell. The shell lasts for four rounds.

#### Stone Ground Breaker

##### Attack Level 3

This attack is a powerful 'earth strike' attack. Any ground-based creatures caught within the 30 meter cone must resist an average Endurance check or become stunned. The targets also take 2d of piercing damage from the shattered ground.

#### Stone Force Wall

##### Attack Level 4

This ability negates the first four dice of damage from any incoming attack. The wall can be summoned out to a radius of ten meters and lasts for four rounds.

### Stone Meteor Rain

#### Attack Level 5

The Magical Girl can, with this attack, summon a hail of falling stones to inflict terrible damage to her enemies. The stones strike for 5d of piercing damage, and all those within a 25 meter radius are hit with the assault. The Meteor Rain can be thrown up to 50 meters away.

## Flame

Those who receive their powers from the spirit of flame tend to be both very passionate, and very aggressive. Their quick tempers often manifest magically in bright, damaging attacks that engulf their enemies.

### Flame Pyro Dart

#### Attack Level 1

This attack is a simple 1d flame damage attack. It leaps out up to twenty meters to strike at one target.

### Flame Bright Flash

#### Attack Level 2

Primarily designed as a distraction, the flash affects everyone within a tight cone of within 20 meters. If they fail an average endurance feat, they become flash-blinded for two rounds.

### Flame Sphere Hyperburn

#### Attack Level 3

This attack creates a sphere of flame that can reach out to 30 meters away with a fifteen-meter blast. The attack causes 3d of fire damage to everyone caught within it.

### Flame Piercing Inferno

#### Attack Level 4

A powerful offensive strike that can reach out to 80 meters, Flame Piercing Inferno sends a long blast of flame into a single target, striking him for 4d fire damage.

### Flame Solar Pyrotechnic Dance

#### Attack Level 5

This is a very powerful fire explosion. The attack can be thrown up to 50 meters away,

with a radius of 25 meters. The flames are powerful, and during the day can cause 6d damage to everyone within the area of effect. Without the sun, however, the flames are reduced to four dice in intensity.

## Water

The spirit of water and ice tends to grant powers to the passive and mercurial. Their calm and cool manners manifest in intricate patterns of beautiful and deadly ice and torrents of flowing water.

### Water Chill Bind

#### Attack Level 1

The Magical Girl that uses this attack attempts to momentarily stun her target with a strike of pure cold. The target, which can be up to 20 meters away, must resist a trivial endurance feat or become stunned for a single round.

### Water Freezing Shard

#### Attack Level 2

This is a basic line of sight attack that causes three dice of cold damage to a single target up to 20 meters away.

### Water Ice Halt

#### Attack Level 3

This attack binds a group of targets within a 10 meter sphere. The targets must resist a hard strength feat or be bound in ice for nine rounds. The sphere of binding ice can be thrown up to 20 meters away.

### Water Deep Submerge

#### Attack Level 4

This cone attack creates a powerful torrent of freezing water in a tight cone. All those within the cone suffer five dice of cold damage. The cone reaches out to 30 meters.

### Water Heaven Storm

#### Attack Level 5

With this spell, the magical girl summons a large 25 meter sphere of freezing shards of ice that inflict five dice of piercing damage to everyone within it. The sphere can be thrown up to 50 meters away from the Magical Girl.

## Thunder

The ways of thunder are not for the subtle. Those who use thunder carry a defiant streak and intensity of determination as they harness nature's lightning to defeat their foes.

### Power Shock Bolt

#### Attack Level 1

This attack sends out a small bolt of electricity towards a target up to 20 meters away. The shock causes one dice of electrical damage.

### Power Thunder Boom

#### Attack Level 2

This attack sends out a crack of thunder that can deafen everyone within a twenty-meter cone. Those within the cone that fail a two dice endurance feat become stunned as their ears ring from the loud thunderclap.

### Power Chain Electric

#### Attack Power 3

When the magical girl summons this attack, it binds the target, which can be up to twenty meters away, in an aura of electricity. The attack causes three dice of electricity damage, per round, for up to four rounds.

### Power Electric Fence

#### Attack Power 4

This ability negates the first four dice of damage from any incoming attack. The electric field can be summoned out to a radius of five meters and lasts for one and one-half minutes.

### Power Lightning Dragon

#### Attack Level 5

An awesome display of electrical power, the Magical Girl launches a narrow cone of 5d electricity out to a range of 50 meters. The electrical blast strikes everyone within the cone.

## Wind

The wind is a temperamental element, and often unpredictable. Those who learn from it

tend to be flighty and a bit unpredictable themselves.

### Wind Slashing Ribbon

#### Attack Level 1

The Magical Girl uses this ability to summon a torrent of wind that causes one dice of edged damage against everyone within a ten meter cone.

### Wind Force Buffet

#### Attack Level 2

This spell catches all those affected within the 20 meter cone with a powerful buffet of wind. All those within the cone must resist at average strength or become stunned.

### Wind Firm Barrier

#### Attack Level 3

This ability summons a defense field that will block the first three dice of any damage trying to go through it. It extends up to a five meter sphere and lasts for four rounds.

### Wind Binding Ribbon

#### Attack Level 4

This ability summons a binding ribbon of harsh wind to entangle an opponent. The target, a single person up to forty meters away, must resist a difficult strength feat or become entangled. The spell lasts for four combat rounds.

### Wind Spinning Tornado

#### Attack Level 5

This attack spell creates a five dice damaging cone of power that reaches out to 50 meters from the Magical Girl. Everyone caught within the tornado suffers five dice of blunt damage.

## Light

The power of light provides healing and curing to those of a gentle and good nature. With this power, a pure spirit can work miracles for the sick and wounded.

### Soul Healer Magic

#### Attack Level 1

The Magical Girl of Light can use this 'attack' to heal one dice of damage to any single person up to 20 meters away. The recipient of this ability cannot be healed beyond her normal maximum Health.

#### Soul Purification Health

##### Attack Level 2

This ability can reduce any effects from poison or toxins to all those within range. It creates a sphere of power up to 10 meters in radius, and can be centered up to 20 meters away. Everyone within reduces effects from toxins by two levels.

#### Soul Rejuvenation Sphere

##### Attack Level 3

The Magical Girl of Light creates a large sphere of power that can heal two dice of damage to everyone within a twenty meter sphere. The sphere can be summoned up to forty meters away.

#### Soul Body Regeneration

##### Attack Level 4

This ability calls on the power of the sun to regenerate health on all those within a twenty meter sphere. It last for four rounds, and will heal three dice of damage onto any victim every turn so long as the sun is shining. At night, this will only heal one dice of damage per round.

#### Soul Light Defender

##### Attack Level 5

Summoned to negate all damage, this ability reduces five dice of any incoming damage. The negation sphere extends for up to ten meters, and lasts for up to one and one-half minutes.

### Darkness

It's a little unusual for a Magical Girl to make use of darkness-themed attacks. Usually, they're reserved for the bad-girls, out there. Still, a few Magical Girls have an air of

mystery or danger about them, and may be attuned to darkness.

#### Void Bullet Attack

##### Attack Level 1

The dark Magical Girl can emit a black bolt that strikes for 1d of magical damage to a single target up to 20 meters away.

#### Void Ego Scream Strike

##### Attack Level 2

The Magical Girl with this attack can strike at the raw Mana of her target. After her needed 'pose', she lets out a painful scream that caused 1d damage directly to the Mana of everyone within the cone.

#### Void Night Slasher

##### Attack Level 3

This spell summons a series of black energy ribbons to rip through their opponent, who can be up to sixty meters away. The ribbons cause four dice of piercing damage to the victim at night. During the day, however, this attack is greatly reduced, causing only two dice of damage.

#### Void Mana Disruption

##### Attack Level 4

This creates an unusual force-field that disrupts all use of magic within a fifteen meter sphere, centered up to thirty meters away. For the four rounds that the field is up, anyone else using magic within it does so at an additional four dice penalty.

#### Void Black Sleep

##### Attack Level 5

This is a massive damage spell that causes seven dice of mana damage to a target up to eighty meters away. Not only does this cause intense mana damage to the target, however, but also causes five points of damage to the Magical Girl as well!

## Campaigns

"Good-bye pleasant life, hello new enemy."

- Usagi

Now that the nuts and bolts of creating and handling Magical Girl characters are out of the way, it's now time for the Game Master to start thinking about shaping up a Magical Girl campaign.

In most ways, a Magical Girl campaign takes the form of any other. There are bad guys to fight, monsters to destroy, people to save. But Magical Girls campaigns also strongly deal with the lives of the young girls themselves.

A good Magical Girl campaign will go beyond the monsters and terrors of the Dark Powers, and focus on the friendships and relations that the characters have with one another, their families, and their friends.

## Designing the NPCs

As with any other campaign, a Magical Girl campaign is going to center largely on the interactions between the players' characters, and those characters that the Game Master throws their way.

A good Game Master will take some time and effort to design the foes and friends that the characters are going to face within the campaign.

### The Evil Power of Darkness

The greatest threat to a Magical Girl is the force of darkness that creates the Monsters of the Weeks, and forces the Magical Girl down along her destiny.

The main villain of a Magical Girl campaign is generally a man or woman that has somehow become incredibly corrupted by an evil influence. This villain tends to work behind the scenes, out of eyeshot of the Magical Girls, but his schemes and powers drive the campaign.

### Origin

Every villain has a story about how he became a villain. Sometimes it's fate, other times it's just simple greed. It's always a good idea for a Game Master to get an idea of exactly why and how the villain started his career. That detail can go a long way to explaining the villain's motivations, as well as the source of his evil power.

*Example: Constantly abused and beaten up as a child in school, Vincent had retreated more and more into himself. Finally, in one fight, he had decided he had had enough. Though sheer force of his hateful will, he sent a bolt of dark magic into one of his teenage tormentors. On that day, he opened the door to his use of necromancy.*

### Goal

Evil dark powers don't just show up for the sheer heck of it, they usually have some grand evil plot in mind to fuel their ambitions. What the dark powers want to do should be the real threat against the Magical Girls, even if the girls don't yet know what that evil plot may be!

*Example: Vincent is descended from a line of ancient necromancers, and it is his desire to return that dark power to the world in an effort to bolster his own abilities! Doing so, however, would present a terrible threat to the living, as they would become prey for the necromancers' evil magic!*

In general, the Evil Power doesn't do more than hint at his goals through the course of a campaign, even though they usually fall into the 'conquer or destroy the world' types of clichés. After all, revealing the great plan would come near the climax of the entire campaign!

### Power

More often than not, the power of the lead villain is always in mystery. They very seldom actually use their own power, instead

relying on their minions to do their dirty work. The abilities of the 'Evil Power' remain secret, usually right up until the end of the campaign.

The power of the Evil Power usually comes from knowledge and cunning, and not necessarily from combat strength or magical abilities. Even though an Evil Power may be able to vaporize a Magical Girl with his own magical powers, it may be beneath him to do so, or may distract him too much from his ultimate goal to be so involved.

*Example: Vincent has attained some power of necromancy in his studies, and can easily defeat the Magical Girls as they start out their adventures. Doing so, though, would take him away from his studies, and his own plans, so he lets his minions deal with the Magical Girls that dare interfere with him.*

Of course, it could also be that the Evil Power doesn't actually have the raw power on his own to deal with the Magical Girls. He might be the mastermind behind all the evil doings in the campaign, but he's not able to risk his own life against spell-slinging Magical Girls.

*Example: Dr. Tojo is a brilliant genetic scientist who desires to absorb enough life-energy to create his ultimate life-form. He is, however just a doctor, and not a combat artist, so he creates a core of powerful creatures to keep the Magical Girls at bay.*

#### Writing up the Villain

When the Game Master has in mind what she wants as a major villain, she should jot down his abilities and powers, just in case the Magical Girls have to confront him directly in combat.

*Statistics:* In general, the Villains in Magical Girl stories aren't physically all that powerful. They do, however, tend to be very intelligent and cunning. To keep this theme, a Game Master should put points heavily on the Willpower and Intelligence of her villain, and leave Strength and Endurance statistics somewhat low.

*Example: Vincent is a necromancer, but is largely a book study. He enjoys a rank eight*

*intelligence and a rank seven willpower. He isn't much physically, though, and suffers with a three in both his Strength and Endurance. For flavor's sake, we'll say that the necromancy he practices has caused his body to become frail.*

*Skills:* A main villain should have a robust set of skills. Of course, some of them should fall into his role as a villain, such as knowledge of the occult, magic, or whatever's appropriate for the type of villain being considered.

*Example: Vincent is an expert at the Occult, having an effective skill of 10 in that field. He also knows much about Spirits, being able to use them to create his Monsters.*

To round out the villain, though, he should have skills in fields not directly related to his world-conquering ways. The villain has interests of his own, and making a villain show an interest in sports, arts, etc. makes for a much more interesting villain.

*Example: Vincent is a scholar, and has learned a great deal about classic literature. He is a skilled writer and poet, and actually has a name for himself in high society as a great intellectual.*

*Special Powers:* The special powers of a Villain probably won't be along the lines of what the Magical Girls have. Instead, a villain may rely on technological sources, or attain magical powers from another source.

No matter the source, a villain that is going to use special powers should be terrifying to a team of Magical Girls. Their powers should be immense, requiring the Magical Girl team not only be powerful, but also strong when working together as a team.

*Example: Vincent has gained powerful necromantic skills. Drawing from the Abominations sourcebook, we'll give him several necromantic spells, along with the ability to summon spirits for the creation of Monsters of the Week.*

#### Greater Minions of Badness

Since the main villain isn't going to soil his hands with the dirty work of dealing with

Magical Girls, he has to use a handful of loyal and powerful to do it.

*Loyal Subjects:* Sadly, it's not too hard to find bad people in the world and convince them to serve the Evil Force. A villain could take a few regular misguided souls and corrupt them to serve his bidding.

*Example:* Vincent locates five young women to serve as his 'witch's coven' and grants them limited knowledge of necromancy, as well as the ability to create Ni-Ni monsters with special artifacts.

*Evil Creations:* Often, the Greater Minions will be the 'prototypes' of the Evil Force. These are the first of the Monster creations, and have enhanced abilities and greater intelligence than the lesser Monsters. They're usually limited in number because of the intense effort made in creating them.

*Example:* For Blue's turn as the main villain, she summons three greater minions from common animals to do her bidding. They're intelligent and as powerful as Magical Girls, but require a great deal of effort and resources to create.

#### Creating the Greater Minion

With the type of Greater Minion in mind, the Game Master needs to decide on how to start creating them.

*The Minion Theme:* Most times, the greater minions of a Main Villain will have some common traits between them. They don't have to run down elemental themes, like Magical Girls often to, but usually have a common element that brings them together.

*Example:* Blue's three animals are all cats. One is a panther, one a lion, and one a tiger. Even as 'humanoid' Greater Minions, the cat-traits tend to stand out, marking who and what they are.

*Level of Power:* The Greater Minions should easily be matches for the Magical Girls. A directly fight with one should always be a risky proposition, as the Greater Minion has access to the same amount of power that a Magical Girl would have.

To pull this off, a Game Master should generate a Greater Minion in the same way that players generate their Magical Girls. As the Magical Girls then increase in experience, the Greater Minions will grow in power right along with them.

*Example:* Broomhilda is one of Vincent's witches. She is created at the same level of experience and power as the Magical Girls, though she draws her power from Necromancy instead. She also has the ability to summon a Ni-Ni monster, when given a monster orb by Vincent.

To make things really easy, a game master can just use one of the starting character templates to start off the Greater Minion as well.

#### Introducing the Greater Minion

Greater Minions don't tend to just show up in a campaign, but instead tend to be discovered by the Magical Girls through the course of their adventures.

In general, a Greater Minion will be carrying specific tasks for her evil master, such as summoning monsters or collecting energy. Each mysterious event that a Magical Girl deals with will likely somehow be tracked down to a Greater Minion.

*Bad Choice of Target:* One of the most common ways to introduce a Greater Minion is to have the Greater Minion show bad judgment in choosing targets. In these cases, the Minion tries to kidnap or harm someone that the Magical Girl cares about, or even the Magical Girl herself.

*Example:* Blue is attempting to collect magical artifacts in order to learn more about their power. One of the shops she breaks into just happens to be the home of Rei herself. As Blue attacks, Rei is forced to transform to a Magical Girl to defend her home and family.

*Tragic Friendship:* In one of the most cruel twists of fate, a Magical Girl can discover that one of her friends is actually a Greater Minion of Evil. The conflict between the two friends can be personally painful for both the heroine and the villain.

*Example: Rei and Leslie have been friends since early childhood. Rei has always been there for Leslie when her friend felt the abuse of her parents. But, the scars ran deep, and when Rei finally tracks down the Greater Minion that had been stealing the life force of women in the area, she's shocked to find her old friend is also one of Vincent's witches!*

#### Long Term Motivations

Unlike the Evil Power or the Monsters of the Week, a Greater Minion might have their own desires and agendas to consider. For a Magical Girl, they can be a great deal more complicated to deal with than the simple and straightforward threats presented by their other enemies.

*Greater Ambition:* Some Greater Minions don't really like being minions to anyone. They can see those they work for as an impediment to their own desires, and might want to manipulate the Magical Girls to help their own schemes.

*Example: Blue may be one of Vincent's witches, but she has designs on gaining greater power for herself. She tries to manipulate the Magical Girls to directly challenge Vincent, in hopes that she will be the one to pick up the pieces later.*

*Doubts and Uncertainty:* Some minions, though, may not be totally sold on the master plan. Though they may be loyal initially, they may have reason to stand against their master when the time comes, or to simply leave the scene altogether, unable to cope with what they have been doing in the campaign.

*Example: Broomhilda has just seen two victims of her master's plan, and she knew them both from her school. Terrified at seeing the truth of what she's doing, she leaves behind the school of Necromancy, and tries to find some way to set things right – even enlisting the aid of the Magical Girls!*

#### Greater Minions in Combat

Despite the power and ability a Greater Minion has, they're not likely to stick around for combat. That's what they have Monsters

of the Week for, after all. When confronted, the Greater Minion will summon one or two Monsters of the Week, and then look for a way to retreat while the Monster fights off the Magical Girls.

When a Greater Minion is forced to stick out a fight, they can prove to be very ferocious fighters, armed with the same level of power and ability as their Magical Girl counterparts.

Fighting to the death is certainly not in the agenda of most Greater Minions. When given a chance to escape, they'll take it. Unfortunately, if they fail too much, they'll suffer their ultimate demise at the hands of their evil master anyway.

### Monster of the Week

In general, the main villains of a Magical Girl series like to throw one or two minor monsters at the Magical Girls instead of actually getting involved in the combats themselves.

A 'monster of the week' is basically a simple monster with a couple of attacks. It gets summoned to do the dark power's evil bidding, fight the Magical Girls, then get beat up and sent back to the abyss that they came from.

#### Creating the Monster of the Week

Monsters of the Week generally come from evil spirits, alien dimensions, or some other non-reality which serves as the home of the dark and evil powers.

*The Monster Flavor:* Magical Girl monsters generally resemble beautiful women who have been grotesquely merged with something else, such as a plant, a piece of furniture, or some mechanical equipment.

*Example: Sailor Artemis is surprised to see a powerful monster appear from inside an old grandfather. The monster takes on the appearance of a womanly form with a clock-face, and pendulum earrings, adorned with wooden trim.*

*Being a challenge:* Of course, different campaigns will require different power levels for its monsters. For the rest of this section,

we'll just generically break down monsters into 'easy', 'typical', and 'hard' monsters.

Easy monsters are those thrown out at starting characters, and can stand toe-to-toe with a starting character with a high chance of beating her. A starting Magical Girl team should have no problem with easy monsters, though.

Typical monsters are those that will feature heavily in the campaign. They're fairly strong, and have an attack that can cause some serious hurt. When these are introduced, the team should take them pretty seriously, though they should be more than a match for them.

Hard monsters are rare, and can have a seriously deadly attack. These are the monsters that the villains save for last, or when they just want to get the Magical Girls out of the way. They should always be a challenge with their skills, even for an experienced team.

*Example: Since Artemis has had a few missions under her belt, we decide that this monster needs to be 'typical' of what she's going to face in the campaign.*

*Statistics:* In general, Monsters aren't a terribly bright lot, with most of their abilities and statistics geared to short-term combats. A Game Master should generate statistics as they would for normal humans, and then modify them based on the table below.

Strength	+2	Intelligence	-2
Endurance	+2	Willpower	-1
Dexterity	0	Perception	0
Comeliness	0	Charisma	-1
Health	+4	Mana	-4

*Example: Our Clockwork monster is generated using the 'd6 plus two' method. This gives us a spread of statistics consistent with starting characters. The modifiers above, however, make the monster more of a powerhouse, if a bit of an idiot.*

*Skills:* The Game Master shouldn't spend much time going over a lot of skills for the Monster. Instead she should focus on the few combat skills that the monster is actually going to use, such as melee combat, spell aiming, and dodging.

*Example: Since we're making the Clockwork Monster a 'typical' threat, we'll assign her six ranks of Combat: Melee, four ranks of Dodge, and five ranks of Spell Aiming. This will make her a formidable, but not overpowering opponent.*

Skill	Easy Monster	Typical Monster	Hard Monster
Spell Aiming	2	5	8
Dodge	2	4	6
Combat: Melee	3	6	10
Magical Attack	Level 1	Level 3 Level 1	Level 4 Level 3 Level 1
Armor	Clothes, Leather	Chain, Scale	Plate, Special

To make this a little easier, though, the table above can be used as a guideline for the needed combat skills that a Monster of the Week might need at various levels. The Game Master should still mix these values up a bit, though, to keep the battles fresh and interesting.

*Melee Combat:* Sometimes, a Monster will be bonded to a melee weapon, or grow them in place of hands, giving them a built in melee weapon. The most common melee weapons used in this way are short and long swords, scythes, and whips.

*Example: The Clockwork Monster can use a set of nunchuku formed from the brass counter-weights used in the clock. This weapon has the same capability as a real nunchuku, however, and the Clockwork Monster has a skill in using it.*

*Magical Attacks:* Like Magical Girls, Monsters will tend to have a couple of magical attacks that they can use. These attacks are just like Magical Girl attacks, though they might manifest just a little differently, and will be themed along the monster's form, and not necessarily by the themes of the attacks themselves.

*Example: The Clockwork Monster has two attacks going for her. The first is a powerful 'Time Stop' attack with the same capabilities as the Water Ice Halt attack. The second attack is a damaging 'Sonic Gong' attack that causes one die of concussion damage to everyone within a ten meter cone.*

*Armor:* Most Monsters of the Week will have some sort of armor formed from whatever that they've been made a part of. This armor will reduce incoming damage, just as regular armor would on a standard character.

*Example: The Clockwork Monster has a half-suit of wooden armor formed from the clock's wooden cabinet. This armor serves about the same level of strength as heavy leather armor, and will reduce damage in the same way.*

#### Introducing the Monster of the Week

The Monster of the Week is usually the 'climax' for each adventure, and is often the only combat that the Magical Girls are likely to see. That means, the rest of the adventure takes on a light 'mystery' feel to build up to the final conflict.

The Monster is usually thrown at the part when they are about to reveal the 'villainous plot of the week' and put a stop to it. They're often summoned to either get things back on track for the villains, or to allow the villains a chance to escape.

*Example: The cursed clocks have been sold from one store. When the Magical Girls go to check up on the store, they find the dreaded Vincent there waiting for them. As they go to attack Vincent, he summons the Clockwork Monster in an effort to defeat the Magical Girls so he can get on with his plans!*

Sometimes, though, the Monster themselves may be the cause behind the mystery. Defeating the monster solves the immediate problem, but the Magical Girls are left with the question of just who summoned the Monster in the first place.

*Example: The plant-creature, Venusia, has been draining the life energy of several victims and channeling away to her masters. When the Magical Girls find Venusia, they defeat her in intense battle, but do not yet find out just what Venusia was doing with the stolen energy.*

#### Running the Combat

Monsters are raw fighters, and do very little else aside from make bad puns about their

physical forms, and what they're going to do against the Magical Girls. They're not exactly great strategists, or all that brilliant when it comes to fighting.

When running a Monster of the Week combat, the Game Master should keep in mind that the Monsters are pretty much designed to cause a little harm, and then get beaten. After all, the minions and Dark Power itself is there to be the real threat.

The only time a Monster of the Week should be a real danger is near the climax of the campaign, or, if for some reason the Magical Girls are too busy bickering or being too thick-headed to deal with the Monster properly.

*Example: The Clockwork Monster attacks quickly with her nunchaku, beating up on the Magical Girls for a few rounds before they get their act together and focus on defeating her. As her last move, the Clockwork Monster uses her 'Time Stop' ability to try to escape, but the Magical Girls resist that effect and are finally able to defeat her.*

### Best Friends

Childhood friendships in Japan tend to be very deep and very meaningful. It's not uncommon for groups of friends to both feel and be treated as close as family members throughout their lives.

A 'Best Friend' is a must for a Magical Girl. This can be an NPC for the Game Master to run, but it's usually a better idea for the 'best friend character' to actually be a character that another player runs. After all, more often than not, the best friend will be just as involved in adventures as the Magical Girl herself.

*Adventurer:* Though not Magical Girls themselves, a Magical Girl's best friend might be an active adventurer in some other way. She may have developed skills in martial arts, history, or in other areas that may prove invaluable in the fight against Evil Forces.

*Example: Lin has been born magic-dead and cannot ever learn to use Magical Girl powers. Because she feels it is her destiny to*

*fight the Evil Forces anyway, she hones her martial arts skills to an incredible degree, making her a formidable match against any Monsters thrown her way.*

*Another Magical Girl:* It's not that uncommon for teams of magical girls to be formed from friendship. The Magical Girls could have all been given their powers together, or they could develop around each-other as the campaign unfolds.

*Example: During a terrible battle where Rei's best friend is held hostage by a Monster, that best friend winds up transforming into a Magical Girl to save the day! The pair's already strong friendship is made stronger now that they can battle evil forces as a team!*

*Totally Clueless:* Of course, not all best friends are going to be drawn into the Magical Girl's charmed life. Many are going to be quite content living their normal lives, independent of, and often oblivious to, the unusual things going on around their best friends. These types of friends are best served as non-player characters, though, as they largely just give the campaign a feeling of background.

*Example: Molly knows that Magical Girls have been fighting evil, and is even a fan of Rei's alternate personal! Despite Molly and Rei's longtime friendship, however, Molly simply cannot make the connection between Rei and the Magical Girl that she adores.*

### Romantic Interests

Though Magical Girls tend to be fairly young, they are usually also first beginning to explore their romantic sides. Romantic crushes for Magical Girls are common, and often can directly affect the campaign.

*Mysterious Stranger:* A common theme for a romantic interest is the introduction of a mysterious character. The stranger could be an ally, or an enemy, but the Magical Girl just can't help but be drawn into his enigma.

*Example: Rose Knight appears to Sailor Nari on odd occasions to help her in her times of need. Despite the mask over his eyes, Nari*

*cannot help but find him attractive, and spends her free time dreaming of him, and wondering about the mystery he presents to her.*

*Soul-Bonded:* Both the Magical Girl and the one she loves are brought together by the forces of fate. The two could have been lovers in a previous life, or have been brought together by greater powers. No matter how terrible things can get in their lives, the two of them always seem to find one-another.

*Example: Calina and Vance had met only a few times in their adventures, but more and more the two seemed to come into contact. They do not realize that their parents had evoked an ancient spirit magic that prepared them both as soul-mates. The young adventurers are destined to find one-another, and their fates are entwined.*

*Sensei:* A common theme for Magical Girls is for a crush to develop on the Magical Girl's teacher. The Sensei may or may not be aware of the crush, but he means the world to the Magical Girl, and she'll strive to perform to her very best in her studies just to try to impress him.

*Example: Artemis has a new teacher for her art class. He's handsome, friendly, and dedicated to his work. The role-model provides a powerful motivation as she desires nothing more than to impress him with her own talents.*

*Just the Typical Crush:* Not all romantic crushes have to be unusual. Often, a Magical Girl will just have a friend in school, or a family friend, that she just can't help but be drawn to. Usually, this will provide the campaign some background flavor, but if the Evil Forces of the campaign discover the crush, they may have a hostage to use against the Magical Girl!

*Example: Rei has a crush on Chad, a worker at the temple she learns her magical skills from. When she finally confesses her feelings, it's within earshot of a Ni-Ni summoner, who now plots to kidnap Chad to force Rei to do her bidding!*

## The Series

In many ways, a Magical Girl campaign will take the shape of an anime series. It will have its definite 'origin' story, the build up with the enemies, and finally a major climax where the Magical Girl must defeat the Evil Power that's been threatening her.

### The Main Plot

The campaign begins with the main plot. This is the terrible goal that the dark and evil menace wants to pursue, or the trials that the Magical Girl must somehow overcome. The players don't need to know this plot right away, but the Game Master must have this in mind before laying out the rest of the campaign.

*Example: Vincent is seeking greater necromantic power in his effort to seek domination. To that end, he's stealing the life-forces of living beings to fuel his constructs. When he has enough, he plans to unleash his most powerful monster of all, one that will guarantee his power as a necromancer.*

### Introduction Episode

During the first week of the campaign, the characters should have their origin stories told. They should be introduced to their magical abilities, as well as their first Monster of the Week.

The idea is to not only introduce the campaign to the players, but also introduce the campaign to their characters. When a Magical Girl receives her powers, her entire world suddenly changes. Those changes alone easily guide the theme of the first few adventures within a campaign.

*Example: Artemis is heading home from a shopping trip with her friends. Little is she aware that a higher power has been looking for girls to grant Magical Powers, however, and that she's accidentally been chosen to receive them.*

### The Weekly Sessions

For most of the campaign, the adventures will center around the Magical Girls trying to foil one of the main villain's schemes. Usually, one of the Greater Minions is involved to ensure the scheme's success, and has a Monster of the Week or two available to keep the Magical Girls busy.

*Example: Blue, one of Vincent's witches, is taking care of a public garden. Though no-one realizes it, the garden also steals away a small bit of the life-energy of anyone who lingers within. When Rei's teacher mysteriously falls unconscious within the garden, the true nature of the threat is revealed.*

### Settling Scores

Every few weeks, the players should get a serious chance to deal with a Greater Minion once and for all. This could happen for several reasons, but it's best done by having the Magical Girls push the minion into a corner.

*Example: With her loyalty in question, and her failures mounting, Broomhilda is given one chance to prove herself to Vincent. She must confront and defeat the Magical Girls in a final battle. When the Magical Girls next confront her, she's ready for a major fight.*

### The Climax

Eventually, either the Magical Girls will discover the identity and plans of the main villain, or the villain himself will be ready to unveil his terrible threat to the world itself. This is the climax, the moment when all the chips are down, and the Magical Girls have to give everything that they have to win the day against the forces of darkness.

*Example: Vincent's great necromantic creation is finally ready, filled with the stolen life-forces of many victims. With this final great monstrosity, Vincent launches an attack on Tokyo itself. The Magical Girls must stop this terrible monster, and then put down Vincent's plans for good.*

## Ending the Series

Once the climax is over, part of a session should be the 'finale'. This session discusses how the characters did in the series, how they met their challenges, and how they think that they're going to go on with the rest of their lives.

*Example: With Vince defeated, Artemis looks at where she's been, and what she's going to do now. She returns to school, but struggles there once again, her mind occupied with the adventures that she's had, and the question of she's going to have to become a Magical Girl again someday.*

Of course, out of character, the end of a campaign is a good time for the Game Master to get a feel on how she did in entertaining the players. She should get feedback on how the campaign went, and what her strengths and weaknesses were as a Game Master.

## Sequel Possibilities

Even though the campaign is over, the adventures of the Magical Girls may yet continue into another campaign. Though one force of Evil may be expelled, another force may be lurking around the corner, waiting for its opportunity to strike!

A Game Master may want to make a 'sequel' campaign taking off from where the last one had finished. The Magical Girls will be a bit more powerful, and may be ready for a slightly different flavor of challenge.

*Example: With Vincent defeated, the Magical Girls have been looking forward to some rest and relaxation. After a couple of weeks, though, a new threat emerges as young and troubled girls are being converted into Evil Magical Girls! The heroes have to face this new threat, even if some of the Evil Girls could also turn out to be their friends!*

Designing a sequel is just like designing any other campaign, with the exception that

much of the 'set-up' has already been done. The Game Master might find setting up a sequel a little easier, since she'll know what to expect from her players and the characters that they've play.

*New Enemies:* Of course, each campaign has to start with a threat, and a sequel is going to need some enemies for the Magical Girls to contend with. A new set of enemies should present new challenges, even if they're somehow connected to the ones from the previous campaign.

*Example: Though defeated once by the Magical Girls, Blue has returned to present herself as a more terrible threat. Learning from her predecessor's mistakes, she has called up a new team of Magical Girls of her own, and seeks another source of powerful energy to fuel her ambitions.*

*New Allies:* With a new campaign comes the possibility of new friends and allies to help out the Magical Girls. The new campaign is probably the best time to work in new players and their characters, since they won't be interrupting the flow of an existing campaign.

*Example: Losing a battle with two monsters, the Magical Girls find themselves rescued by two mysterious figures. Though the Magical Girls don't know who they are, or what their intentions could be, the team owes them their thanks for saving their lives.*

*New Magic:* It's also not unusual for a sequel Magical Girl series to expand on the magic that the Magical Girl's possess. Often, the girls will gain access to more powerful spells, or greater artifacts, to aid them in their new battles with evil.

*Example: In her first battle with her new foe, Artemis's locket seems to run out of power. In desperation, she tries to reach out for her magical abilities anyway, and somehow manages to transform to a Magical Girl even without her locket!*