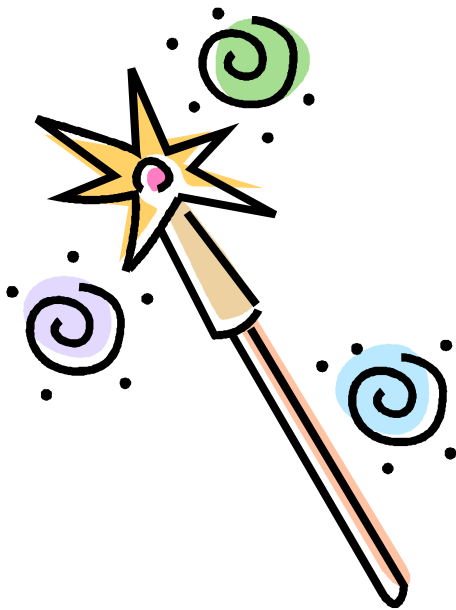


Magical Girls

THE GAME



-Introduction-

Warning!

This is a magical girl role-playing game. If you would feel a sense of shame pretending to be a prepubescent female, you should probably stop reading. This game isn't for you. But if you want to embrace your inner weeaboo and wish to be a little girl, then step on up.

Also, if you're expecting a good game, you'll probably be disappointed. Half of the stuff in here is just stolen from other games, and the other half is ineptly balanced. But still, try to have fun.

What is a magical girl?

Simply put, a magical girl (mahou shoujo in Japan) is a girl who uses magic. However, that isn't truly a description of a magical girl. It's a whole archetype in Japanese animation. They are the embodiment of all that is cute and good in the world. Using their hearts to connect with people and make a difference, they do their part.

What is a RPG?

If you don't know what one is, look it up on Wikipedia.

What you need to play

A Game Master. This will be the person who runs the game. He'll design scenarios, play villains, and deal with rule problems (and trust me: there will be *many* rule problems)

1 to 3 Playable Characters. You only really need one other person to play this game. This game would probably be more complicated than it should be with more players. Also, I'd be amazed if you could find more than three people to play this.

Paper and pencil. I'm too lazy to come up with proper character sheets, and there isn't too much information to record anyways, so just write down your character info on normal paper.

D6. Yep: boring six-sided dice. If you wanted to take up a massive amount of time, you could make do with a single d6. You'd be better off with at least 4, and probably more

Creativity. If you aren't creative, then this game will be *really* shitty. The rules for gameplay in this aren't usually too detailed, so you'll have to fill in the gaps with your IMAGINATION~.

-Magical Girl History-

This section is quite skippable (and possibly taken from Wikipedia) if you don't want to learn about the great and noble history of the magical girl; I was just stalling the rest of the game by writing this section. But there might be some interesting background info in here for you.

Bewitched (1964): Yes, the American live-action show. Turns out the Japanese loved Bewitched. It inspired the concept the magic didn't need to be ominous and scary, or be used by guys alone. It turned magic fun. Also, established young girls as a target for more magic-based shows in the future.

Sally the Witch (1966): This was the first magical girl anime. It introduced several core concepts of magical girls, like a magical phrase and object being necessary to access her powers.

The Secrets of Akko-chan (1969): The second magical girl anime made, it added cute magical companions and the ability to transform as another staple of the genre.

Cutey Honey (1973): Containing the first female lead of a manga or anime targeted to guys and being filled with fanservice, it still managed to leave its mark on the magical girl genre by

introducing the full-blown transformation sequence. She was also the first magical girl to fight evil, instead of just having wacky adventures.

Little Witch Meg-chan (1974): The first magical girl anime that tried to be somewhat DEEP. Commentary on family troubles and sexuality dotted it. Also, it introduced the rival character as an archetype in the genre.

Magical Princess Minky Momo (1982): Encouraged young girls that being a magical girl wasn't all that fantastic and being normal had its own merits. Use this popular series whenever feminists try to claim that the genre shows that a girl can only be competent with the use of imaginary concepts like magic.

Magical Angel Creamy Mami (1983): Introduced the idea of the "Media Mix": essentially using a potentially popular anime as a way to virally market pop idols. In addition, it started a slight trend of music-focused magical girl shows.

Sailor Moon (1992): This is the one magical girl show I'm sure anyone reading this has had some exposure to, although it wasn't very traditional, due to its rather old cast. It was the first anime to

having a full-blown magical girl team.

Magic Knight Rayearth (1994):

Mechs? In my magical girl anime? It's more likely than you think. This show incorporated a rather large amount of fantasy and mecha elements than typical, like not actually being set on Earth.

Wedding Peach (1995):

A magical girl anime amazingly focused on romance, love, and relationships. Also, pretty damn cliché.

Cardcaptor Sakura (1996):

If you're going to watch a great, classic example of a magical girl anime, watch this. It contains most of the classic elements of the genre, and even people who aren't typically a fan of the genre can enjoy it. Also, everyone is bi.

Pretty Cure (2004): A very popular magical girl anime featuring a surprising amount of combat. Simple symbolism is everywhere.

Magical Girl Lyrical Nanoha

(2004): Initially appearing to be a very generic magical girl show, it became a fantastic power-level action anime. Began a recent trend of magical girl shows directed towards adult males instead of the classic young girl demographic.

- Character Generation -

Statistics

Your character's abilities are measured by their Statistics. There are three Statistics in this game: **Power**, **Skill**, and **Love**.

Power is how strong your character is, both physically and spiritually. It gives bonuses to all combat-related conflict rolls, and it determines your Spirit Point (SP) total.

Skill is how adept your character is at learning new things. It determines how many Qualities and Spells you have, and gives bonuses to skill-based conflict rolls.

Love is an essential stat for a classic magical girl. It gives various bonuses and gives you extra Role-playing Points (RP). Also makes you better at Befriending.

To determine your statistics, simply roll 4d6. Assign the three highest rolled values to the three different stats. Nice and easy.

Magic item

Next, you'll want to choose your magical item. Every proper magical girl has a special thing that lets them use their powers. There are 5 different types of items you can use in this game,

and each one will give you different abilities:

Weapon: Ranging from bows to swords, your character can use a weapon as a magical item. Any mundane item that is used primarily to attack people can count as a weapon.

-Gives you a +1 bonus to Power.

Baton: A small rod between one and three feet long, decorated with various girly things like hearts, stars, and rainbows. This is the quintessential magical item.

-Gives you a +1 bonus to Skill.

Accessories: This is a very general category of items, applying to any kind fashion accessory a girl might carry. It can be a ribbon, a crown, pendant, and so on.

-Gives you a +1 bonus to Love.

Electronics: Any kind of technology a 12-year old could be expected to carry, like a camera, a calculator, or a cell phone.

-Gives you 3 additional Qualities.

Broomstick or Wand: These classic witch items are a staple of the magical girl genre. They look relatively plain, but are imbued with large amounts of magical power.

-Gives you 3 additional Spells.

Without your magic item, you cannot transform, and thus, cannot use magic. However, as a free ability, it can be easily hidden in some magical manner.

Companion

The vast majority of magical girls have magical companions that accompany them through their stints as defenders of the planet. Check the companion section for rules on designing your companion.

Qualities

Qualities are the things that make your character somewhat unique (and somewhat weird). They give various bonuses and force some unique aspects of your character. Whenever a Quality would be applicable to a given conflict, you can spend a RP to make use of it in some way.

You may select a number of qualities equal to your skill level. Check the Quality chapter to see what kind you can take.

Spells

You start off with a number of spells equal to Skill stat. After every conflict you engage in, you may choose to gain a new spell either for yourself or your companion. Check the Spell chapter for specific spells.

Problems

Each magical girl has problems, issues with themselves and their lives that they wish were different (like you, I'm sure).

Each magical girl starts off with two problems. Below is a list of problems you could use, but with feel free to come up with your own.

Crybaby
Lonely
Poor
Quick to Anger
Shy
Emotionless
Antisocial
Bully
Frail
Clumsy
A Physical Complex
Tragic Past
Unlucky
A Phobia

But remember, these problems are for SMALL GIRLS. Don't come up with a bullshit problem like **So Ronery** ;_;

Use your own judgment when trying to apply your problems to a situation. Acknowledging them is possibly the easiest way to gain RP, so make it happen.

Other Stuff

You start off with Spirit Points (SP) equal to your Power stat times 5. You start off with Role-playing Points (RP) equal to your Love stat times 2.

Make sure to write down all this information, so that you don't end up forgetting it somehow. You are encouraged to draw renditions of your characters as well, no matter how horrendous they are.

At the end of character generation in a game with multiple people, the GM may choose a player whom he feels has composed the best (or most hilarious) character. That player receives an additional 5 RP points for his efforts.

- Companion -

Every magical girl needs a small, magical creature to serve as a mascot character. Capable of speech and rather intelligent, they guide the girl and provide help when need. Also, they provide a decent source of Deus Ex Machina.

Companions use your RP to perform actions and make use of their abilities. However, they can't normally engage in Conflicts.

Companions start off with abilities by spending Companion Points (CP). You have a number of CP equal to your 18 minus your Power and Skill stats. Assume they normally have stats of 2 in everything.

A companion has to be small (the size of a large dog or smaller) and not look threatening.

Existing (1 CP): It costs at least 1 companion point in order to have a companion at all.

Quality (2 CP): Your companion can take additional qualities from the quality list. This ability may be taken multiple times.

Spell (2 CP): Your companion can learn a spell. This ability can be taken multiple times.

Watchful Eye (3 CP): To make sure you don't screw yourself over, your companion may step in. Once per conflict, if you would be at 0 or fewer SP, you may be at 1 SP instead.

Badass Form (4 CP): Your companion has an alternate, badass form of itself. It can transform into something far more intimidating, whether it's a giant flying lion, a dragon, or even a person. It can now engage in conflict when it transforms into this state. It gets a plus +4 bonus to its stats in this form. It can only be in this state when you are engaged in a conflict.

GATTAI (6 CP): You may have your companion fuse with your character in some way, like joining with your soul or being absorbed by your magical item. You gain a +2 bonus to all your stats. You may only do this when engage in a conflict.

Wish (12 CP): Once per gaming session, you may request your companion to let you automatically win a conflict with an opponent. This request can be made at any point during a conflict and can be in any form.

-Qualities-

Athletic: Your character is strong and agile, unlike most of you guys. +2 to all conflict rolls involving being strong or agile.

Always Magical: Your character is particularly magical. You don't need to transform in order to use spells.

Alternative Sexuality: You have a completely cute and innocent love of the same gender. For each person of your gender in your party, you get a +1 bonus to conflict rolls.

Bright-slap: In the spirit of Captain Bright of Gundam fame, you have the ability to "correct" teammates and make them come to their senses. Once per conflict, you may slap a fellow PC to fully restore her spirit total.

Cool-dere: Any time your character is normally forced to do, wear, or say something cute, it can be cool instead.

DAT ASS: Your character is damn fine. You may instantly win any conflict against a male with total stats less than 10.

Emotional: You deeply care about others. Roll an additional d6 when making a successful monologue or when trying to befriend an opponent.

Hot-Blooded: Your spirit burns with passion. You may substitute your Power stat for your Love stat for any roll, and vice versa. Power and Love are the same thing to you.

Independent: You don't take a companion. Instead, you gain RP equal to the amount of CP you have.

Irredeemably Evil: Even the power of friendship is far from your heart. You cannot be befriended.

Only villains may have this quality.

Improved Initiative: A feat always worth having. You can always go first in conflicts against characters without this quality.

Martial Artist: Opponents will have to deal with a master. You get an additional d6 with all physical attack related conflict rolls.

Moe~: Your character makes anyone looking at you be blinded by your cuteness. All opponents take a -1 penalty to all conflict rolls against you.

NOW I'VE LOST IT: You know that you can kill. Your character now has the slight possibility of actual killing an opponent. Only take this if you want the adventure to become GRIMDARK.

Otaku: Your character has an unhealthy obsession with a hobby. You may automatically win any non-combat related conflict roll related to one somewhat nerdy topic, like guns or mecha.

Plot-armor: Your character is loved by the gods of probability. Once per conflict, you can reroll a die.

“Potential”: Another name for abnormal learning ability. Whenever you would normally learn a new spell, you may learn 2 spells instead.

The Power of Love: Truly, you are a kind and loving person, far and beyond your average human. You get a +2 bonus to your Love stat.

Religious: You've had training in some religion or another, honing your skills at exorcising. You may roll an additional d6 on conflict rolls when fighting non-human creatures.

Rich: Due to your efforts or your family's, you have massive amounts of money. Anytime you'd normally be limited by money, instead you aren't.

Street Urchin: You live a mean life on the streets, toughening you up.

You get a bonus to SP equal to your Power stat plus your Skill stat.

Stubborn: You refuse to respond to the actions of other people. When opposing conflict rolls, add +2.

Technician: Your skills with machines and/or electronics are high. You get a +2 bonus on conflict rolls that deal with technology.

Zealot: Your character STRONGLY believes in some kind of higher cause. If you make a conflict roll directly related to advancing your chosen cause, add a +2 bonus.

- Spells -

Magical things are what make a magical girl. Without them, she's just a girl. Spells are one-time effects performed by accessing her mysterious powers. Your girl starts off with a number of spells equal to her Skill level.

You can gain up to three levels in a specific spell, by treating each level as its own spell that you can get.

Armor: You form protective magical armor. This magical armor lasts for the rest of the conflict.

L1: Whenever you would take SP damage from an attack, reduce the damage by 1.

L2: Reduce damage by 2.

L3: Reduce damage by 3.

Change Size: You can change your size for a time period lasting up to 15 minutes.

L1: You can shrink to 3 feet tall or become 6 feet tall.

L2: You can shrink to 1 foot tall or become 15 feet tall.

L3: You can shrink to 1 inch tall or become 50 feet tall.

Clone: You create YOUR OWN CLONE. Treat this copy as an exact replica of you, with the same attributes, qualities, and spells. However, it shares your SP.

L1: The clone sticks around for 3 actions and can be told apart from you with study.

L2: The clone sticks around for an entire conflict and has some slight differences from you, personality-wise or physically.

L3: The clone sticks around for a whole day and is almost indistinguishable from you.

Close Combat: You magically increase your abilities to whoop someone's ass.

L1: You get a +1 bonus to close combat conflict rolls.

L2: You get a +3 bonus to close combat conflict rolls.

L3: Roll an additional 2d6 on close combat conflict rolls.

Create: You magically create a non-magical item that lasts for around an hour.

L1: You can create simple things, like candy, beds, or swords.

L2: You can create a significant thing, like a jewel, a computer, or a car.

You can instead make a large amount of simple things

L3: You can create a magical thing. If used in a conflict, they provide a +3 bonus to your conflict rolls.

You can instead make a moderate amount of significant things or a huge amount of simple things.

Polymorph: You transform into something non-human for your next 3 actions. Discuss with the GM to determine the stats of what you turn into.

L1: You turn into something relatively harmless, like a cat or a toaster.

L2: You turn into something dangerous, like a carp or a fire truck.

L3: You turn into something magical, futuristic, and/or very powerful, like a Carnifex or an Angel.

Predict the Future: You can attempt to find out what's going to happen to you with a simple ritual.

L1: You are told something about the future by the GM in an annoyingly cryptic manner.

L2: You are told something in a minor riddle.

L3: You are told something in a nice and direct way.

Read Mind: You can find out one thing about an opponent with this spell.

L1: You can know unimportant things, like birthdays, people they know, and who they might have a crush on!

L2: You can learn something moderately helpful.

L3: You may ask the GM to tell you anything the target opponent knows, including their next actions.

Shield: You form some kind of magical barrier.

L1: The next time you would perform a defense action, you may add an additional +3.

L2: You may roll an additional d6.

L3: You may roll an additional 2d6.

Ranged Attack: You can shoot something magical, like fireballs, lasers, or enchanted knives. It's an attack conflict roll at range.

L1: You get a magical ranged attack.

L2: You get a +2 bonus on this conflict roll.

L3: You get a +d6 bonus on this roll.

Telekinesis: You can move stuff.

WITH YOUR MIND:

L1: You can move around 1 small object (around the size of a laptop) without physically contacting it.

L2: You can move around 1 medium object (around the size of a house) or a couple of small objects.

L3: You can move around 1 huge object (the size of a cruise ship), a couple of medium objects, or a bunch of small objects.

Time Stop: Tokio wo tomare!

L1: You can slow time, and make 2 actions in row. You cannot cause SP damage.

L2: You stop time. You may make up to 4 actions in a row. You cannot cause SP damage, however.

L3: You stop time. You may make up to 4 actions uninterrupted. Now you can cause SP damage.

- Character Generation -

Transforming

A detailed transformation sequence (henshin) showing a girl changing into her alternate, magical form is a part of almost every magical girl anime. Although it was started as way to save money on animation (I think), it has become one of the iconic aspects of them.

In this game, transformations are assumed to be instantaneous and uninterrupted, provided the player gives a reasonably detailed (and somewhat creepy) description of it. Some things you could address:

Background: What color does the world turn while your girl twirls around? Are there bubbles and flowers everywhere?

Clothes: How much of them come off during the transformation? How damaged are they in the process?

Sounds: What kind of music is playing? Ominous? Wacky? Epic? What kind of sound effects are popping up?

You need a magical keyword or phrase in order to access your magical powers. If you want, it can be a whole speech, but it should be at least two words long. The phrase *has* to include one of

these words, in one form or another:

“Magic”

“Change”

“Heart”

“Love”

A Color

An Animal

A Sugary Treat

A Flower

You have to say this phrase anytime your character tries to transform. The GM has a right to deny your transformation you don't say it girly enough.

Theme

Try to design your character around some kind of central, potentially magical theme, like fire, Allah, or puppies. Have her Spells, Qualities, and Companion tie into this theme. If you're lazy, you could just say her theme is love or friendship.

Your character theme serves as motivation, a source of powers, and a guide to role-playing. If her theme is fire, she could have the quality Hot-blooded, use fire-based attacks, and be possessed by a phoenix. Just remember: the theme of your character shall come up pretty often.

Appearance

Here, I will ask you to come up with how your character looks.

One important thing you should remember is that **any** of the following can change after transforming.

Age: Your character should be between the ages of 7 to 14. Any younger and she won't understand what she's doing; any older and she won't be a loli, and thus there will be no point to your character anymore. Well, I guess you could make an awesome *Cutey Honey* character or something.

Actually, go ahead and make your character however old you want.

Gender: If you REALLY want to play a guy, go ahead. But remember, this is a magical girl game: the focus should be on the girls. As I warned you earlier if you don't want to be a little girl, this game isn't for you.

Color: What's your character's primary coloring? Most magical girls have their design heavily focus on just one color. You probably will want to tie your color scheme with your character theme, like red if your theme is fire.

Clothing: Detail her normal clothing and her over-the-top magical girl costume, preferably with a silly hat.

Physical Appearance: What does she look like? What kind of

ridiculous hair and eye color does she have? Does she have delicious twintails, or hair that probably weighs more than her? Do the hand of her glow with an awesome power? Is she a catgirl? An amputee? A cyborg?

Remember, there probably has been a more ridiculously designed character in an anime than anything you can hope to come up with.

Backstory

Do whatever the heck you want for this. If you want your girl to actually have been a long lost princess of an ancient civilization, go ahead. If someone cares that your character is too Mary-Sueish, they're playing this game wrong.

This game is *supposed* to be silly and melodramatic. If you can squeeze a serious game out of this, then you deserve some applause. I just doubt any of you could ever pretend to be a little girl in a seriously heartfelt manner.

Name

This is what everyone will refer your character as, if you couldn't guess that. Choose whatever you want for the name of your character. You don't need to choose a Japanese name. You may want to have a different name for your alter ego.

- Conflict -

You will have situations that can't be resolved with simple dialogue or narration. When you are engaged in some kind of action against an opponent, you are in a Conflict.

The objective of a conflict is to reduce your opponent's SP. This doesn't necessarily have to be done in combat. An epic dialogue or a cake-baking contest can be conflicts as well.

When someone's SP total or RP total reaches 0, they become incapable of fighting. They'll be to depressed by your victory, be physically prevented from fighting on, or just be generally unwilling to carry on.

Steps to Conflict

Before starting anything, make sure to determine what's at stake for this conflict, the winner can gain and what the loser can fail to gain.

A conflict *cannot* begin without some kind of dialogue between the participants.

A character may spend any number of Role-playing points (see General Gameplay) in order to "auction" who goes first. Whoever spends the largest amount of RP gets to make the

first conflict roll. The initiator of the conflict makes the first bid.

After this, players alternate turns depending on the number of RP spent this way. During a turn, a player may make only one conflict roll. However, they may make use of as many other actions as they have RP left to spend.

If you win the conflict, you can choose to either win what was at stake or try to befriend the enemy.

Conflict Rolls

Conflicts rolls consist of a 2d6 roll. If this is a combat-related conflict, add your Power stat; otherwise, add your Skill stat.

The person with a higher total conflict roll wins that particular round. Subtract the loser's conflict roll from the winner's. The loser loses that much RP.

You may make a conflict roll once a turn.

Secondary Conflict

If you lose the conflict, you may try to instigate a secondary conflict with both parties restoring their RP totals. You gain a +2 bonus to all rolls in this secondary conflict.

However, you cannot run away from this one, and if you lose, you may never instigate a conflict again, in a manner of the GM's choosing. A dramatic death is a possibility.

Only choose this in desperation, or to bring the adventure to a satisfying conclusion.

Actions

Generic Conflict Roll (1 RP): You do a simple move, like wacking an opponent with your broom, throwing a baseball at a batter, or insulting an old man. Make a conflict roll.

Defend (1 RP): You can focus on opposing your opponent's conflict roll. Roll an additional d6 when you next oppose a conflict roll.

Use Quality (1 RP): As always, if you want to make use of a Quality, you must use up 1 RP.

Use Spell (X RP): Check the Spell section to determine how they tie into conflicts. Spells cost a number of RP equal to their level.

Do-or-Die (4 RP): Your character has the option of not rolling an opposing conflict die during their next conflict roll. If you do so,

double the amount of SP damage for your next conflict roll.

Monologue (4 RP): You assault your opponent with a heartfelt verbal barrage. If you narrate a monologue that the GM deems successfully awesome, you may roll an additional 2d6 on your next conflict roll.

Final Strike (All Remaining RP): This counts as a conflict roll. You roll a number of d6 equal to your Love bonus plus 1 additional d6 for each other team member performing a Final Strike. All Final Strikes are rolled at the same time.

-General Gameplay-

How to Play

As I said earlier, this is mostly a 1 PC game, although a few more are fine. An adventure should only last for 3 gaming sessions at most, with 1 session being quite reasonable.

Role-playing Points

Role-playing Points (RP) are the key to letting you use qualities and spells. They are rewarded for good narration, and are

You start off with a number of RP equal to your Love stat times 2. Each time you role-play a quality in manner appropriate to your character, add 1 RP to your total. If you role-play a problem or a quality in a way impairing you, you add 2 RP to your total.

You spend 1 RP in order to apply a quality you have to a situation. At the end of any conflict, or with a good night of sleep, your RP total is refreshed to your total amount.

Befriending

Befriending: a central concept in most magical girl shows. In order to befriend, follow these steps:

1) Win a conflict against a villain. Easy enough.

2) Roll 2d6 plus your Love stat against the total of all the villain's stats. Add +2 to your roll for each time you've tried to befriend this opponent and +1 for each PC assisting you.

If you win, the villain can join your party as an NPC. Only one villain per PC can be in your party at any one time.

Also, if you succeed at befriending a character with higher total stats than you, you may lose one problem.

Silly Hats

If you wear a silly hat while playing this game, you get a +1 bonus to all rolls.

For GMs

I feel somewhat sorry for you, trying to hold a game on this un-playtested system. However, if you do go ahead and try to play this, make sure to realize that you are completely free to alter any of these rules to make it less crappy.

Also, remember to rule with an iron fist. If anyone attempts to break this game at all, make sure to put them in their place. There are mechanics that can possibly be abused; make sure they aren't.

For Everyone

Thanks for taking the time to read through this. I had fun killing time and learning about magical girls. I hope I inspired you guys somehow with this. Have fun playing a game of pretend.