

Magical ★ Burst

a role-playing game of desperate magical girls

Fourth Draft ©2014 by Ewen Cluney

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Intro Comic

Page 1

Panel 1

Yuna looks down at Pyonkichi. Yuna is a cute, girly 14-year-old with her hair in pigtails, wearing an anime-ish school uniform. Pyonkichi is a rabbit-like tsukaima/mascot critter with antennas that point backwards from the top of his head.

Caption: When Pyonkichi came to me, it was a dream came true.

Panel 2

Yuna holds a magical pendant in her hands, and looks excited.

Caption: I could be a magical girl, just like in my favorite anime.

Panel 3

Yuna, in magical girl garb (a cute dress with lace and little angel wings), holds up a magic wand and smiles.

Caption: I could protect the people I love.

Panel 4

Yuna holds an Oblivion Seed in her hand. It is a diamond-shaped gem (kind of like the Jewel Seeds from *Lyrical Nanoha*) with magical writing on it.

Caption: And if I get 13 Oblivion Seeds I can make a wish. Before I wasn't sure what to wish for...

Page 2

Panel 1

Yuna is at home, hugging her crying little sister and trying to look brave.

Caption: But one day my dad just disappeared.

Caption: Mom had to find a job. It's... been hard.

Panel 2

Yuna is helping a confused Makoto up. Yuna is in her school uniform, while Makoto is in casual clothes (khaki shorts, a T-shirt, and sneakers). Makoto is boyish, with short hair and sharp eyes.

Caption: I found a partner in Makoto. She was a magical girl like me, but she had amnesia, and no family we could find.

Panel 3

Makoto and Yuna are both in magical girl form. Makoto's magical girl outfit is also more boyish, with shorts, a stylized tunic, and gloves and boots. She's wielding a large sword and is shielding Yuna.

Caption: She fights bravely and protects me.

Panel 4

Makoto is doubled over and clutching at a wound in her side. Yuna is scared for her.

Caption: ...Even when it costs her.

Panel 5

Yuna is launching a magical blast.

Caption: But there are things she can't protect me from.

Page 3

Panel 1

Yuna's magical blast pierces a youma, an amorphous black shadow with glowing red circular eyes.

Panel 2

Yuna is reaching for the Oblivion Seed.

Makoto: Good work, Yuna.

Panel 3

Yuna freezes in place and looks horrified as a voice comes from the fading fragments of the youma.

Voice: Yuna? Is that you?

Page 4

Panel 1

A horrified Yuna clutches her head.

Voice: It's dark... I can't feel anything... Please, help m...

Panel 2

Yuna freezes in place on her knees. The youma is completely gone.

Yuna: (whimpering) Natsumi...?

Panel 3

Makoto has whirled around on Pyonkichi.

Makoto: (yelling) What the **hell** was that?!

Panel 4

Makoto is angrily clutching Pyonkichi in her hands. Pyonkichi regards her with a fixed smile.

Makoto: Natsumi is **dead**! We all saw!

Pyonkichi: You humans always get so upset over these things, even when they're undeniably necessary.

Panel 5

Yuna is still on her knees, sobbing and glowing with magical power.

Yuna: Natsumi... I'm sorry...

Pages 5-6

Panel 1

Makoto desperately reaches for Yuna. Yuna is glowing even brighter.

Makoto: Yuna! You've got to calm down!

Panel 2 (two-page spread)

An explosion of pure white light consumes several city blocks. (Not unlike that iconic scene from *Akira*.)

Magical ★ Burst

Introduction

“They’re giving 14-year-old girls magical powers so they can fight and kill monsters. What did you think would happen?”

The city contains a hidden danger that mortal eyes cannot see. The youma, creatures born of dark magic and humanity’s hidden desires, prowl the shadows of the city and the souls of men. Their victims are devoured, ripped from reality itself and never seen again. However, the city is not without defenders. There are creatures born of brighter magic and purer emotion, the tsukaima, who recruit humans with magical potential to fight the youma. Males have too little magical power, and adults have even less, so girls must become *mahou shoujo*, or magical girls, to defend the city and the people they love. It is a dangerous task, but it is not without rewards. Each fully grown youma yields an Oblivion Seed, and a magical girl who gathers thirteen seeds can make a wish.

Magical Burst is a dark magical girl role-playing game. It is not dark in the sense of things being decrepit and shadowy—if anything the city is outwardly a little too shiny and perfect—but rather in terms of the human cost of the power of magic and the fight against the youma. In this game each player takes on the role of a magical girl, a young girl (age 10 to 16) who has made a pact with a tsukaima to gain the magic power necessary to fight the youma. Magical girls are not necessarily good people, and the tsukaima do not have their best interests in mind.

This is a dark, screwed-up game that can involve some violent and disturbing imagery, starring little girls no less. Please play responsibly. If the game is making you feel uncomfortable, speak up and figure out a way to fix it, even if you have to stop playing. However, while the game is designed to be bleak, the story *can* have a happy ending.

What is a Role-Playing Game?

Magical Burst is a role-playing game. If you decide to play it, you’ll need to get together with some friends. Through talking, scribbling on paper, and rolling dice you’ll experience stories. I’ll explain the rest as we go along, but if you’re not familiar with these games, the “role-playing” part will need some extra explanation.

Role-playing is an activity where the participants take on the roles of other people. Teachers sometimes use this to help students understand things better or to practice certain skills (like speaking a foreign language or doing job interviews), and psychologists sometimes use role-playing as a tool to help people with their problems. Whatever the purpose of the role-play, you are pretending to be someone in a certain situation, and you can speak and act how you think they would. In the more useful kinds of role-play you may in fact be taking the part of yourself in a particular situation, but in a role-playing game (RPG) you usually take the part of a fictional character that you create.

Different people role-play in different ways. For some it’s a calculated performance or moving a game piece around, while for others it’s more like slipping into another self for a little while. However you do it, you need to consider what your character is thinking and feeling, and express that through his or her words and actions. Your character’s emotions and biases may lead him or her to do things that are illogical and disadvantageous. That’s fine. People are irrational creatures, and the overriding goal of playing a role-playing game isn’t to “win” anything, just to experience an interesting story.

One of the important differences between a role-playing game and many other kinds of role-play is that for an RPG you don’t physically act out what your character is doing. You can use some gestures if you think it will help, but for the most part you just describe your character’s actions verbally, so that everyone else understands what your character is trying to do. For some things you might want to do, you’ll have to engage the game rules to see if you can succeed, and what happens as a result.

Another important issue in any kind of role-play is of control. There are distinct limits to what you can and can't put into the fictional world you and your friends share. This is perhaps easier when you're role-playing a job interview, because unless the interviewee happens to be Superman, you can't start flying or shooting beams from your eyes. In an RPG, the fictional worlds tend to be more complicated than just an office where job interviews are held, so consistency is important. If you're a player of a conventional RPG, you have control over what your character thinks and does, but nothing else. You might well have a character who can fly or has heat vision, but that will be because you and your friends established his or her superhuman powers before you started playing, and not because you just happened to feel like it all of a sudden. *Magical Burst* doesn't *quite* work like a conventional RPG, but it's different in very specific ways, which we'll explain later.

Finally, the most important thing to remember about role-playing games is that their purpose is to be fun. "Fun" is subjective and personal and so on, but it's still important. If you're not enjoying yourself, talk to your friends about why. Sometimes you need to adjust how you're doing things for your friends, and sometimes the game you're playing isn't quite right for what you want. If that happens, you and your friends can try changing how the game works or play some other game that works better for you.

Things You'll Need

If you've decided to give *Magical Burst* a try there are a few things you'll need to do to get ready to play. The first thing is that you need a group of people to play with: one person to be the Game Master and around 2-5 players. You'll also need to be able to get these people together either in person or online. You can play once for a few hours, but to get the full effect you'll want to play multiple sessions, preferably without *too* much time between them. The GM especially should be reasonably familiar with the rules, and it certainly helps for the other people to know the rules as well. The GM will also need to do some preparation for running each session.

There are a few materials you'll need to prepare aside from having the book on hand.

- Some **six-sided dice**. You'll need at least two, though a dozen or so is best, preferably in different colors.
- **Pencils** to write things down on the character sheet. You'll want to be able to erase certain things.
- **Character Sheets**: These are special forms players use to record information about their magical girls. You can photocopy these from the back of the book, or download them from our website, or just write out the same information on blank paper. The included reference sheets are also really helpful.
- **Battlefield Map**: This is an abstract map of 5 Positions numbered 1 to 5. You can print one out from the PDF on our website, or just draw 5 rectangles on a sheet of paper.
- **Pawns/Miniatures**: These are used in combat on the Battlefield Map. You will need one for each character taking part in a battle, and they should be easy to keep track of. Plastic or cardstock miniatures that are reasonably close to each character are the best thing, but colored pawns as used in board games also work fine.

If you are playing online, you'll need digital versions of these tools. The Battlefield Map and pawns can simply be a shared document or a map in a dedicated online role-playing program, a dice rolling program takes the place of dice, and digital files or a group wiki can take the place of character sheets.

- **Tokens**, such as poker chips or glass beads or similar, can be useful for a few different things. To keep track of who has acted in a combat round, you can give each player an "action token" and have them turn it in when they act. Action tokens need to be things that are highly visible to everyone at the table. For characters who take finishing moves tokens can be helpful for those too. Using tokens for Overcharge may be a little too cumbersome, but you can do that as well if you like.

Dice Notation

"I once heard that a human scientist said, 'God does not play dice with the universe.' He was more wrong than you can possibly imagine."

Throughout this book we'll be using certain kinds of notation as shorthand to refer to how you should roll dice.

- #d6:** When there is a number followed by d6, it means that you roll that many six-sided dice and add them together. For example, if it says 2d6, you roll two dice, and if you were to get a 3 and a 5 the result would be 8. You will also see this notation followed by modifiers, such as 2d6+7; simply get the die roll result like usual, and apply the modifier listed. For "2d6+7" roll two dice, then add up the two dice and the +7.
- d66:** This is a special type of die roll used to get results from a table. Take two six-sided dice, designate one as the tens digit and the other as the ones digit, and roll them. Putting the two digits together will give you one of 36 results numbered 11 to 66. For example, if the tens digit die comes up as a 4 and the ones digit die comes up as a 2, your result is 42. In normal gameplay this is only used for the mutation table, but there are several optional tables in the appendix.

A Magical World

The world is a vast place, but although mankind has always told stories of magic, to their tribes, to themselves, to the night sky, men have never held it in their grasp. Magic is real though. Magic is dangerous and terrible and beautiful. Magic is our only weapon against magic. Perhaps someday the world will forgive you for using it, but for now it hates you for it, hates your good intentions as well as your base desires. That is the world you will live in, a magical world.

The City

“The people in this city don’t care about each other. Human beings have a hardwired limit on how many other people they can care about—a defense mechanism—and it’s a lot less than two million.”

Magical Burst takes place in a large, clean, modern city. There are skyscrapers, trains, shops, schools, and homes. On the surface it is a safe place, though not necessarily a happy one. There is a sterility to urban life. Food comes on trucks, garbage leaves on trucks. People live a step removed from the natural cycle of life. Some are truly happy here, but many feel an emptiness that they cannot outrun. There are good people here, but there are also many mediocre people who provide a slow drip of misery that can build up until it becomes a flood of indifferent evil. Some would save these people if they could, some would wish all the suffering away and try to build a utopia. Others would destroy them like a vengeful god. Most simply leave them be.

Tsukaima

“Yeah, there’s something... off about Pyonkichi. But what choice do we have?”

The tsukaima (“familiars”) are cute little magical creatures who can grant girls with sufficient potential the powers of a magical girl. Some look closer to normal animals than others, but they never quite look natural. A tsukaima’s fur is always a little too clean and soft; they come in pure, vivid colors; and they often have some kind of arcane markings on them. And of course they’re sentient and capable of human speech.

It’s not clear where they came from. Somewhere far away certainly, so far that emotion and ego fade into the distance. As creatures of magic, tsukaima don’t quite think the way people do. Some are better than others at covering it up, but their values and understanding of the world are always a little off from how humans see things. Their true goals are not apparent, and if you do find out you may wish you hadn’t.

Magical Girls

“You have the potential. I can give you the power to fight them. I can make you into a magical girl.”

Magical girls are humans who can wield the power of magic. The tsukaima have not made it clear why they only recruit girls. Perhaps they are the only humans who have the necessary magical potential, or perhaps giving magical power to others has dangerous consequences. Regardless, a girl who is to become a magical girl must make a pact with a tsukaima. A magical girl receives a pendant that she can use to “transform” into her magical girl form. This transformation outwardly consists of a spontaneous change into a fanciful costume, but it unlocks her magical potential. Magical girls’ powers tend to be concentrated around particular elements or themes, though they can potentially put that elemental power to very creative uses.

Putting this kind of power in the hands of adolescent girls has consequences. They can abuse their newfound power, they can be astonishingly cruel to one another, and some will do just about anything to get their hands on another Oblivion Seed.

It's not clear how many magical girls there are in the world. They never appear in the news, and most people would dismiss them as mere fiction. However, there are others besides you and your friends. Sometimes you see things on the news that you're sure must be the work of other magical girls somewhere, but no one ever seems to suspect. Somehow, the world is not so different a place as it should be.

The Power of Magic

"Of course she 'freaked out.' Humans are weak that way."

Magic is Drawing on the Canvas of Reality

Magic is not a system of arcane incantations in dusty old books. It is a power that transforms thought into reality. Those who can use magic don't have spells so much as affinities, themes that color how they can enforce their will on the world. Some magical girls liken their weapons, elements, and magical powers to the three colors they can use to paint on the canvas of the world.

Magic is Unnatural

Magic is a power that falls outside the realm of normal reality. It can be beautiful and glorious at times, but there is something unnatural about it that people find disturbing. Some claim to believe in magic and miracles; they are lying. Believing that a holy man worked miracles thousands of years ago is nothing at all like knowing in your bones that miracles can happen in front of you in the same way that you know a rock can fall to the ground. Through everyday life, through casual probing of reality, people learn how the world around them functions, and magic violates those principles so fundamentally, so flagrantly that they experience its presence as a deep dread, a feeling of abject wrongness. Magical girls are immune to this feeling of shock. The world has other things in store for them.

Magic is Unstable

Magic, at least the magic given to magical girls, is inherently unstable. It can easily go out of control, warping reality or the magical girl who's trying to use it, especially if she's pushing her limits. Magical girls exhibit strange behavior, they have their bodies or minds warped, they have unnatural phenomena around them. Sometimes the power builds up and simply explodes. Magic tears at their relationships with normal people.

Magic is Powerful

One thing every magical girl learns very quickly is that the non-magical is very fragile compared to the magical. For the most part magic trumps not-magic as effortlessly as scissors beats paper. Magical girls find that against themselves and youma alike, normal people are very weak. Even the best military hardware is of little use against magical foes.

The Runes

One of the more curious aspects of magic is that it frequently features a strange form of writing. It will appear in youma's Nightmares, on magical girls' pendants and weapons, and in the air itself when some powerful magical effects are in play. No one has yet deciphered what these runes actually mean, and that may be for the best.

Youma

“We have to kill it. Otherwise it’ll just keep eating people. That’s how this works.”

Youma are the monsters that magical girls must fight. They take countless forms, from warped humanoids to masses of abstract shapes. They can have a sort of twisted beauty, but there’s always something about a youma that gnaws at the senses. There is something tragic and hurtful about each one, as though they embody mankind’s most destructive impulses. They fill the air with cruel laughter, anguished screams, desperate whimpering, or dreadful silence.

Influence on Humans

Normal people cannot even perceive the youma or their influence, but they become victims all the same. Youma sap energy from unsuspecting humans, stealing memories, emotions, and life force itself. Victims who are only lightly touched by youma become tired and listless for a time, while those who suffer a more extensive attack can be turned into suicidal zombies or ripped them from reality entirely.

Nightmares

Most youma surround themselves with a distortion in the tapestry of the world called a Nightmare. For ordinary people this manifests as simply a vague feeling of dread. For magical girls and any others attuned to magic, a Nightmare appears as an increasingly surreal region of distorted reality. On the edges of the Nightmare things will seem a little off here and there, but at its heart, where the youma resides, it is a maddening jumble of objects and images. Less powerful youma will also sometimes take refuge in the Nightmare of a more powerful youma.

Memory Burst

When a youma is hurt, it will often release a burst of memories. These momentarily flood the minds of those in the vicinity, and can reshape the youma’s Nightmare. Perhaps these memories are from who or what the youma was, or maybe it’s just something the youma devoured coming up again.

Magical Girls and Youma

The tsukaima present the magical girls with the task of fighting and killing youma. Magic is the only thing that can harm a youma; non-magical weapons are at best an inconvenience to them. Some magical girls find they can fight youma using normal weapons, but this is because their own magic imbues those weapons with the necessary power.

When a magical girl kills a youma, its Nightmare collapses, leaving behind only an Oblivion Seed. A particularly powerful youma can leave behind two or even three Seeds. These appear as diamond-shaped gems with magical writing on them, and magical girls can store them inside of their pendants, where no one can take them while they live. It is said that a magical girl who accumulates 13 Oblivion Seeds is granted one wish. You’ve never seen or even heard of it actually happening, but that’s what they say.

Getting Ready to Play

There are a few things you will need to do before you sit down to play *Magical Burst*. The players are going to need to make their magical girl characters of course, and the GM, either independently or with the players' help, will have to figure out some details about the setting.

Boundaries

"Pyonkichi, I am going to say this only once. We are still human, and there are some things we just don't do."

This game involves little girls facing some ugly, screwed up stuff. To some extent you have to accept that if you're going to play the game as written, but you should also set some boundaries. This is ultimately a game you play to have fun, and some people genuinely need to not be reminded of certain things if they're going to have fun. There are many kinds of child abuse for example, and while it can be a tempting and compelling theme, it is also a deeply uncomfortable topic, especially for people who've experienced that kind of thing in real life. Tread lightly, respect your fellow players, and remember that this game encompasses enough cosmic horror that you can get by without hammering on mundane trauma.

Character Safety

"Character safety" is a more mundane kind of boundary to set, but still an important one in that getting it wrong can ruin the fun for people. Character safety is essentially the idea that you get to more or less maintain the integrity of your character and decide how she develops without arbitrary outside influence. By default this is not a game where characters are "safe." Your magical girl can potentially be mutated, sometimes in ways that can drastically affect your character concept, or even killed. If this kind of thing makes you uncomfortable, you should talk about it with the other people you're playing with. It won't harm the game at all if, for example, you let a player reroll a Change that he or she finds particularly problematic.

The City and Your Place in It

As you saw in the prior chapter, the implied setting of *Magical Burst* is a pristine but soulless city that's probably somewhere in Japan. You could just leave it at that, but this is a good time to talk about what the base setting is like and where the magical girls fit into it. Chances are they're of the right age to be in school; if they do, think about what that school is like. Likewise, think about what kind of home life they have, and how they fit into the world. It's possible for a magical girl to live outside normal human society, but few are prepared for that kind of isolation. It also doesn't have to be in Japan. Setting the game in your own hometown lets you put some familiar scenery into the game, or you can just use a location that you think will make things interesting.

One simple way to develop the city is simply to have each player offer one sentence establishing a fact about the nature of the city. These can range from the mundane ("There's a popular amusement park called Magical Land.") to the political ("The city has an unusually large population of immigrants from Southeast Asia.") to the mysterious ("The city has many landmarks that appear to be from other parts of the world.").

Secrets

"The whole world is random and cruel, and your so-called happiness is an illusion. Why did you think magic would be different from the fundamental nature of the universe?"

"Secrets" are what we call important things about the nature of the world and about magic that most magical girls don't know. These are strange and shocking things that the characters will come to know over the course of the game. A revealed secret is a kind of Shock (see p. 65), and Shocks are vital to how the game moves forward.

The Game Master should make a list of a few Secrets, and shape them into some kind of coherent back story. You can let the players help with this part if you want, but in some ways it's better to have the Secrets be surprises to the players as well as their characters. The magical girls' Crises can often provide the basis for some good secrets, and there's a table of possible secrets on p. 66.

Making Magical Girls

The next chapter explains how players create their magical girl characters, and the "Instant Magical Girl" chapter after that has a series of tables you can use to randomly generate a full character. Each player should follow the instructions to make one magical girl. The GM will get to create non-player characters, including youma; more on that later.

Once everyone has their magical girls ready, take turns introducing them to the group. You don't have to give a detailed profile; just enough for the other players to have a good idea what your character is like. Take notes while listening to the other players if you think it'll help you remember.

Relationships and Secondary Characters

Relationships are your emotional and social bonds to people around you. Maintaining relationships with normal people can be very difficult for magical girls, but it's necessary in order to maintain some semblance of humanity and sanity. Each relationship has a rank, from 1 to 4, indicating how much stress it can take before it breaks.

After everyone's done making and introducing their magical girls, it's time to establish starting relationships. You can try to keep track of relationships simply by writing words down, but the easiest thing is to have the group make a relationship map. If you're playing face to face you can draw the map on a piece of paper, and if you're playing online you can use the Drawing format in Google Drive or similar tools to have everyone draw on a shared space.

First draw a circle for each magical girl and write her name in it. Then draw two-way arrows between every possible pairing of the players' magical girls. These start out as rank 1 connections.

Each player gets 12 relationship ranks to start with, and the GM gets to establish up to 4 relationships originating from NPCs. Take turns, going around the table, adding to the relationship map.

- Increase the rank of your relationship with another player's magical girl, up to 3.
- Create a new human character and begin a relationship of rank 1 to 3 with them.
- Establish a relationship with an existing human character with a rank of 1 to 3.

Keep going until everyone is out of connection ranks. You should also write a brief note about the nature of your relationship, whether you are lovers, rivals, friends, relatives, classmates, etc.

The GM could introduce non-player magical girl characters at this stage, but doesn't have to reveal them as such. Also, you cannot form a relationship with a tsukaima; they simply don't have the emotional capacity.

- If you want to involve a fairly homogenous and cohesive group of people (say, the tennis club or a gang of kids from the neighborhood), you can represent them as a single "character" for the purposes of relationships.
- All relationships (as things you write down on your character sheet) are ultimately positive on some level, something your magical girl would miss if it was gone. Although it's a little tricky, a rivalry type relationship can be something positive. If you want your magical girl to be an outright enemy with someone, you don't have a relationship with them.
- To make things more interesting, consider giving your magical girl a relationship with someone that another magical girl has a relationship with, possibly one that will create conflict.

Random Stock Characters

The chart below lets players make a d66 roll to come up with a random stock character archetype to use as a secondary character when setting up relationships. The descriptions here sometimes use gendered pronouns, but that doesn't mean the characters have to be male or female.

| Roll | Archetype | Description |
|------|----------------------|--|
| 11 | Admired Friend | You have a friend who you admire, who you aspire to be more like. |
| 12 | Best Friend | Your best friend, who's always there for you. |
| 13 | Boss | The manager at your part-time job. |
| 14 | Breadwinner Parent | One of your parents, who works hard to bring in money to support the family. |
| 15 | Caring Grandparent | Your grandmother or grandfather, who dotes on you. |
| 16 | Celebrity Friend | Somehow or other you're friends with a bona fide celebrity. |
| 21 | Coach | Your instructor in PE, or maybe martial arts, who makes you work hard for your own good. |
| 22 | Coworker | A coworker at your part-time job who you're friendly with. |
| 23 | Exchange Student | Your family is hosting an exchange student from overseas, who needs help figuring out how to live here. |
| 24 | Fan | She just thinks you're great and wants to bask in how awesome you are. |
| 25 | Favorite Teacher | Of your teachers she's your favorite, and something of a friend. |
| 26 | Friendly Rival | Competing against her makes you both better. |
| 31 | Geeky Friend | You have a geeky friend who's always going on about her favorite comics or similar. |
| 32 | Helper | He helps with the family business or some such, and you've become friends after a fashion. |
| 33 | Helpless Friend | You have a friend who you can't help but wind up taking care of. |
| 34 | Homemaker Parent | One of your parents, who works hard to take care of the home and children. |
| 35 | Inciting Friend | This is the friend who's always trying to get you to do crazy stuff. |
| 36 | Lazy Parent | You have a parent who's good-natured, but doesn't seem to want to do all that much. |
| 41 | Lazy Sibling | You have a brother or sister who doesn't seem to want to do very much. |
| 42 | Mentor | She's something of a teacher, and you have great respect for her. |
| 43 | Neighbor | Your next-door neighbor is quite nice, and something of a friend. |
| 44 | Partner | Together you do an important job, such as being on student council. |
| 45 | Protective Sibling | You have a brother or sister who's always dutifully looked out for you. |
| 46 | Protégé | Someone who wants to learn how you do things and be like you. |
| 51 | Repeated Encounters | Happenstance seems to be throwing the two of you together, and you're starting to like them. |
| 52 | Responsible Sibling | You have a brother or sister who is quite responsible and level-headed, and takes care of stuff at home. |
| 53 | Returned Friend | She spent a long time overseas, and now you're trying to get caught up on things. |
| 54 | Romantic Interest | One of you has taken a romantic interest in the other. |
| 55 | Significant Other | You have some kind of romantic relationship with them. |
| 56 | Straight Man Friend | This is the friend who's level-headed and always trying to steer you on the right path. |
| 61 | Study Buddy | Your friendship is developing more, but you started hanging out in order to study together. |
| 62 | Thrown Together | Some strange circumstance left the two of you stuck together, and you're warming to each other. |
| 63 | Toady | She wants to hang on your every word and take advantage of your power. |
| 64 | Troubled Friend | She has problems, and she needs help to get through them. |
| 65 | Unrequited Affection | One of you feels a certain affection that the other doesn't quite share. |
| 66 | Would-Be Protector | He wants to protect you from harm, because it seems like the right thing to do. |

Normal Names

The table below is for rolling up random Japanese names for normal people.

| Roll | Family Name | Given Name (Female) | Given Name (Male) |
|------|-------------|---------------------|-------------------|
| 11 | Asakura | Akane | Akihiko |
| 12 | Ayase | Aoi | Akio |
| 13 | Hasegawa | Arisa | Akira |
| 14 | Hayasaka | Asagi | Akito |
| 15 | Hayashi | Asuna | Fuyuki |
| 16 | Inoue | Chiaki | Harunobu |
| 21 | Izumi | Chihiro | Hayate |
| 22 | Kagura | Emi | Hideki |
| 23 | Kakizaki | Ena | Hiro |
| 24 | Kasuga | Fuuka | Hiroyuki |
| 25 | Kimura | Haruka | Hitoshi |
| 26 | Kitagawa | Haruko | Kaoru |
| 31 | Kobayashi | Haruna | Kazuto |
| 32 | Komatsu | Hikari | Kenta |
| 33 | Kurosawa | Hoshi | Kosuke |
| 34 | Mihama | Kana | Kyusaku |
| 35 | Minami | Kasumi | Makoto |
| 36 | Miyakawa | Kaori | Manabu |
| 41 | Miyamoto | Kazumi | Mitsunori |
| 42 | Miyata | Kumiko | Natsuki |
| 43 | Miyazaki | Makie | Nenji |
| 44 | Mizuhara | Michiru | Shu |
| 45 | Momose | Mika | Souichiro |
| 46 | Sakurazaki | Miura | Sunao |
| 51 | Saotome | Nanami | Takahiro |
| 52 | Sasaki | Nodoka | Takashi |
| 53 | Sato | Sae | Takayuki |
| 54 | Shiraishi | Satsuki | Takeo |
| 55 | Takara | Setsuna | Takeru |
| 56 | Takeda | Yue | Takuma |
| 61 | Takino | Yui | Takumi |
| 62 | Tanaka | Yuka | Tomokazu |
| 63 | Tanizaki | Yukari | Toraji |
| 64 | Ueda | Yuki | Yuichi |
| 65 | Uehara | Yuko | Yuji |
| 66 | Yamada | Yuna | Yukito |

Creating Your Magical Girl

Each player takes on the role of a magical girl who has recently made a pact with a tsukaima to gain the power necessary to fight the youma. Some players like to have a strong character concept ready ahead of time, while others make it up as they go along. I recommend having some idea what kind of magical girl you want to make ahead of time, even if it's a bit general to start with. You can add more nuance to the character along the way as you get to know her better.

Follow each of the 13 steps below, and then give your magical girl a name. Creating a magical girl requires a certain amount of creativity, but if you're stumped or you just want to leave it up to the dice to see what you get, you can find tables for determining everything randomly in the next chapter (p. 25).

I arranged the 13 steps in the order that seemed the most natural to me, but you don't have to do them in that order. Talent selections do need to come after Specialization selection, but otherwise the order doesn't really matter. For example, some people find it more natural to start with their character's attributes and devise the rest of the character based on what the attributes imply, and it's perfectly fine to do those first.

1. What kind of girl are you?

You used to be a more or less ordinary girl, but we need to know a little more about you than that. What do people see when they look at you? Are you cute and silly, calculating and elegant, or hopelessly plain?

2. What convinced you to make a pact?

What is it that made you decide to make a pact with a tsukaima? Was the lure of becoming a magical girl irresistible? Or is there something you want to wish for so badly you'll take any risk for it? Or do you just want the chance to fight and kill things?

3. What is your wish?

If you collect 13 Oblivion Seeds, you will be granted one wish. What is your wish? If you could have absolutely anything at all simply come true by magic, what would it be? "I don't know yet" is a valid answer, but not the most interesting one.

4. Magical Element

Select which element you wield. Your special attacks will be colored by this, and you can sometimes do works of magic around it. Your element probably says something about what kind of person you are too. You can choose just about anything as your magical element; here are some ideas.

- One of the classical elements (earth, air, fire, water)
- One of the Chinese elements (earth, fire, metal, water, wood)
- A "video game" element (ice, lightning, light, shadow, magnetism, gravity, sound, etc.)
- An emotion (love, hate, fear, etc.)
- Some other object, force, or theme, such as radiation, chains, blood, cakes, etc.

5. Magical Weapon

When you utilize your magical power, it manifests in the form of some kind of weapon you can use to do battle. Some magical girls simply wield a magic wand or staff and launch magical spells at foes, but many use a more direct form of attack such as a sword or gun. Magical weapons can also be more exotic weapons, or random objects that wouldn't normally be weapons.

6. Magical Power

You also get one magical power. This is a special ability you can use in addition to being able to fight youma, something that violates the normal laws of reality. This can be in the range of useful “super powers” like flight or invisibility, or something more unique like magically having a train or bus show up whenever you need it or the ability to summon hundreds of cute little birds. Magical powers don’t have to be all that spectacular if you don’t want; having a magical girl who can simply conjure up cakes from thin air is perfectly fine.

Most of the time your Element, Weapon, and Power are just flavoring to how your magical girl fights and such, but they become important in determining what she can and can’t do when she attempts to use magic to alter reality via Sorcery (see p. 40).

7. Magical Girl Costume

Magical girls must “transform” to use their full powers, though they can transform in the blink of an eye. The transformation might change their hair color and such, but the major change is that it puts them into a special costume of some kind. What color is it? What kind of style is it? What motifs does it feature? Most magical girl costumes are fanciful dresses of some kind, but you’re limited only by your imagination.

8. Normal Attributes

Normal attributes represent your magical girl’s abilities when it comes to dealing with non-magical matters. There are three of these: Charm, Insight, and Tenacity.

- **Charm** is your ability to interact, bond with, and persuade others. Bonding is important for forming and strengthening relationships with others.
- **Insight** is your perception and your ability to figure things out. Insight is important for investigating (such as finding out where a youma is hiding) and figuring out what people are hiding.
- **Tenacity** is your willpower and ability to keep going despite adversity. It’s important for staying calm in the face of shocking events and sights, and for having the mettle to escape from dangerous situations.

Divide a total of 14 points among three attributes. The values must be between 2 and 7.

9. Magical Attributes

Magical girls’ magical abilities are governed by three attributes: Magic, Heart, and Fury. **Magic** is pure magical power, **Heart** is your capacity for love and affection, and **Fury** is your ability to summon up anger and violence.

Divide a total of 18 points among three attributes. The values of each attribute must be between 3 and 9.

Assign each Magical Attribute to one the Combat Stats of Attack, Defense, and Support. Attack and Defense are how effective you are at attacking and defending in magical battles, while Support is for other uses of magic, including Sorcery. The choice of Magical Attributes will determine what kinds of side-effects (Fallout) each can produce. Think about which attributes you’ll be using, and what kind of fallout would make the game more interesting for you. Magic distorts reality, Heart causes displays of affection, and Fury causes violent outbursts.

10. Base Resolve

This is your capacity for damage in magical battles; it’s a lot like Hit Points. Your Base Resolve is 18. Your Current Resolve starts at whatever your Base Resolve is and goes down whenever you take damage, though it cannot go below zero.

11. Magical Specialization

Each magical girl has a “specialization,” which makes her more effective at a particular aspect of fighting. The three specializations are Witch, Knight, and Priestess, which correspond to Attack, Defense, and Support respectively. It’s usually best to have a high value in the Combat Stat that corresponds to your specialization. A group with at least one magical girl of each specialization can potentially be more effective, but they do not so overwhelmingly define a character that you particularly need to make sure you have one of each.

Knight

Knight magical girls specialize in Defense. They are highly skilled at protecting others, drawing enemies’ attention, and punishing enemies for attacking.

Guardian

Free Action, 1 Overcharge (Defense)

If you are in the same position as an enemy and they attempt to move out of that position, you can make a Support vs. Support challenge. If you win, they are unable to move out of your position.

Reflector

Free Action

Once per round, if you successfully attack a target, you play put a Reflector effect on yourself or an ally within a range of 0-2. The reflector lasts until the end of your next turn. While it is active, any time an enemy successfully attacks the bearer, they ignore up to 3 points of damage from the attack, and the attacker takes those points of damage.

Priestess

Priestess magical girls specialize in Support. They are more effective at sorcery, and can be skilled at healing and at making others more effective.

Link

Minor Action

Create a link between two enemies or two allies within a range of 0-2, which can include yourself. You must designate a primary and secondary target for the link when you create it. Any time any effect (damage, status effects, healing, talent effects, etc.) affects the primary target, you may choose to give the secondary target a copy of the same effect as a free action. A link will end at the end of the scene, or when you create a different link.

Power Dampening

Free Action, 1/Scene

If once of the dice on a magical action comes up a 1, you can remove 1 point of Overcharge from an ally.

Witch

Witch magical girls specialize in Attack. They are the most effective at delivering damage to enemies and otherwise impairing them.

Hex

Minor Action

Place a Hex on a target within a range of 0-2. The target takes 1 point of damage at the start of each round until the end of the scene. Damage from Hexes is not considered an attack. You can place multiple Hexes on the same target, but you can only place one Hex in a round. On your turn, you may remove all or part of the Hexes you’ve placed on a target as a free action.

12. Magical Talents

By using their elements, powers, and weapons, magical girls can accomplish a huge variety of things. Magical Talents represent specific things they've learned to do with some reliability, which have specific rules attached to them. You can apply whatever flavor you want for these.

All magical girls receive the two Basic Magical Talents of Boost and Recover. Pick one Magical Talent from the Common list and one from your Specialization's list, plus one of your choice from either list. With the GM's permission you can come up with new Talents too. Be aware that many talents require you to take some Overcharge to use, and many list "x/Scene," meaning that you are limited to using them that many times per scene (where one battle is a scene) or "x/Episode," which means you can only use it that many times per game session.

Although you can simply pick whatever talents you think would be fun to use, it pays to think in terms of having a general strategy, even more so if you coordinate with other players. Each specialization has talents that allow for multiple approaches, so you can figure out how you want to play.

The usefulness of talents that target multiple enemies will depend a great deal on what sorts of youma the GM creates, but youma that bring minions and such are not at all uncommon. If players pick talents for dealing with multiple enemies, the GM should make such enemies should be reasonably common.

13. Crisis

At the start of the game, something has just happened to your magical girl that she cannot ignore. This is her crisis, and you get to decide what it is. Through your character's crisis, you're telling the GM what you want the game to be about at the start. Be bold, and give your magical girl a bad situation she'll have to claw her way out of.

Your magical girl's crisis may flow directly from her reasons for making a pact or her wish, but it should be something pressing in the short term. When you write her crisis, you are saying to the GM, "This is what I want to kick off the game with."

Magical Talents

This section has the Magical Talents that players choose from in step 12 of magical girl creation.

Basic Magical Talents

Boost

Free Action, 3/Scene, 1 Overcharge

When making a magical challenge, you can take 1 Overcharge on the magical attribute you're using for the challenge to roll an additional die and add it to your result. This die will give you another die and another point of Overcharge if it rolls a 6 as usual, and if you use it for an attack it gives +2 to the attack's damage as usual.

If you have trouble keeping track of how many uses of Boost you have in a scene, you might set 3 special dice out in front of you at the start of each scene, and remove them as you use them.

Recover

2/Episode

While out of combat, a magical girl can use this to regain 1d6+2 Resolve.

Common Magical Talents

Bonus Action

Free Action, 2 Overcharge (Support), 1/Scene

On your turn, you may take another Major or Minor Action.

Bypass

Minor Action, 1 Overcharge (Support), 2/Scene

Move 2 positions on the battlefield. This movement ignores magical barriers and difficult terrain, and can be used to move away from enemies without needing to Disengage.

Empower

1/Scene

Grant yourself either the Excited or Calm status effect.

Fight for Friends

2/Scene

Add the level of your relationship to a character that is present to the result and any damage caused by one action. You must declare you are using this talent before you roll for the challenge.

Hate the World

2/Scene

You can willingly reduce the rank of a relationship by 1 to get +2 to the Result of a challenge (and +2 to damage if it is an attack) or regain 1d6 Resolve.

Heal

Minor Action, 1 Overcharge (Support)

You or one ally within a range of 0-2 heals 1d6+1 Resolve.

Inflict

Free Action, 1 Overcharge (Attack), 1/Scene

Use this after making a successful basic attack. Apply the Bound, Bleeding, or Stunned status to the target of that attack.

Let's Move

Minor Action, 1 Overcharge (Support)

You move one position and one willing ally can immediately move 1 position.

Shield

When you or an ally are being hit with an attack, you can take 1 Support overcharge to reduce the damage by 5. You can take up to 3 Overcharge this way for one attack.

Purge

Minor Action, 1/Scene

Remove any number of status effects from yourself.

Speed Burst

Free Action, 2 Overcharge (Support)

Move one position or use a talent that moves you that would normally use a Minor Action. You may use this power outside your normal turn.

Teleport

Minor Action, 1/Scene, 1 Overcharge (Support)

You instantly move from one position to any other position on the battlefield map, regardless of whether there are enemies present in your current position. This teleport may not pass through magical barriers. This action is not considered movement for rules purposes.

Knight Magical Talents

Aura of Strength

Any time you succeed on a defense roll you emit an aura that inflicts 2 damage to all enemies in the same position as you. This aura is not considered an attack action.

Create Barrier

Minor Action, 1 Overcharge (Defense), 1/Episode

Create a magical barrier in the same position you occupy. This barrier has 20 points of Resolve.

Defensive Switch

Free Action, 2/Scene

When an ally within a range of 0-3 is under attack (but before the enemy rolls for their attack challenge), use this power to switch positions with that ally and become the target of the attack, which you can then defend against normally.

Desperation

While your current Resolve is half of your Base Resolve or less, you get +2 to attack challenges and +2 to the damage you cause with all of your attacks.

Evasion

Free Action, 1/Scene

When you have just been hit by an attack but before damage is rolled, use this talent to add +6 to your defense Result. If it is enough to exceed the attacker's Result, they miss and cannot boost their roll any further.

Get Back

Minor Action

Send one willing ally who is within a range of 0-2 to Position 1.

Get Over Here

Major Action, 1 Overcharge (Defense)

Make a basic attack. If it hits, the target also moves 1 Position closer to you after the attack is completed.

Life Bomb

Major Action, 1/Scene

When you use this talent you create a Life Bomb on yourself. If you are hit by an attack before the scene ends, you may use the Life Bomb to immediately heal half the damage caused by that attack.

Regeneration

Free Action, 1/Episode

When you activate this talent, for the rest of the scene you regain 2 points of Resolve at the start of each round, up your Base Resolve.

Second Wind

Minor Action, 1/Scene

Regain 2d6 Resolve and get +1 to Defense challenges until the start of your next turn.

Sprint

Free Action, 2/Scene

On your turn use this talent to move one position as a free action, but only once per round.

Steal Action

Minor Action, 3/Episode

Make an attack challenge against an enemy. If it is successful the enemy suffers the Stunned status effect and you may take another Minor Action.

Priestess Magical Talents

Battle Sorcery

Get a +3 bonus to challenges made for using sorcery during a battle.

Courage Aura

Allies in the same position as you in battle get +1 to all challenges.

Curse

Minor Action, 2/Scene

Give an enemy within a range of 0-2 the Bound, Bleeding, or Stunned status effect.

Dampen Overcharge

Free Action, 2/Scene, 1 Overcharge (Support)

When an ally takes Overcharge from an action, use this talent to reduce the amount of Overcharge they take from that action to half (round down).

Guided Strike

Major Action, 1 Overcharge (Support), 2/Scene

An ally of your choice makes a basic attack.

Healing Magic

Minor Action, 2/Scene

You or one ally within a range of 0-2 regains 1d6+4 Resolve.

Healing Wave

Major Action, 1 Overcharge (Support), 2/Scene

You and all allies within a range of 0-1 regain 1d6+1 Resolve.

Implode

Major Action, 2/Episode

Make a Support vs. Support challenge against an enemy. If you are successful, until the end of your next turn any time the enemy deals damage to a target, it takes half that damage (round up) itself.

Make an Opening

Major Action, 2/Scene

Make a basic attack against an enemy. If it hits, until the end of your next turn allies can move away from it with a basic Move action, and any allies who attack it get +1 to their attack challenge.

Remedy

Minor Action, 2/Scene

Remove one negative status effect from yourself or one ally within a range of 0-2. You may remove additional status effects by taking 1 Support Overcharge per effect removed.

Rouse

Minor Action, 1/Scene

One ally within a range of 0-2 gains either the Calm or Excited status effect.

Safe Place

Major Action

One willing ally moves to the same position where you are.

Witch Magical Talents

All or Nothing

Free Action, 1/Scene

You may take up to 12 points of damage to boost the damage of an attack you just made by the same amount.

Amplify Magic

Minor Action, 1/Scene

Choose one enemy or one ally as a target. An enemy takes double the normal damage from Hexes you place on it. An ally gains an additional 2 points of healing from any healing effect they receive. This effect lasts until the end of the scene or the target drops to zero Resolve.

Blast Strike

Major Action, 1 Overcharge (Attack)

Make a basic attack and choose one position within range. Each target within that position must attempt to defend themselves or take normal damage from the attack.

Dash Strike

Major Action, 2/Scene

Move 1 position and make a basic attack.

Drain Life

Free Action, 1 Overcharge (Attack)

Deal half damage with an attack to heal yourself for the same amount.

Follow Up

Major Action, 2/Scene

If you make an attack on a target immediately following an ally having successfully attacked that target, you get +1 to your attack challenge and +2 to damage.

Hamstring

Major Action, 1 Overcharge (Attack)

Make a basic attack. If it is successful, the target also takes the Bound status.

Killing Blow

Major Action, 1 Overcharge (Attack)

If a target is at less than $\frac{1}{4}$ of its Base Resolve, use this talent on it. Make a basic attack; if it hits, it does an additional 1d6+3 damage.

Magic Detonation

Major Action, 1 Overcharge (Attack)

Make a basic attack. Instead of the usual damage, the target takes damage equal to the amount of Overcharge (or Magic Overcharge if it's a magical girl) they currently have.

Marionette

Minor Action, 1 Overcharge (Attack)

This creates an illusory copy of you within a range of 0-3. Your attacks may originate from this copy's position instead of your own. If the copy is attacked you can make a defense challenge as usual, but if it takes *any* damage it is destroyed. It will fade away at the end of the scene.

Rough Going

Minor Action, 1 Overcharge (Attack)

A position within a range of 0-2 takes on the Rough Terrain battlefield obstacle.

Second Chance Attack

Minor Action, 1/Scene

If you make an attack that misses, use this talent to make a second attempt at the same attack.

Strategy Guide: Character Creation

In various parts of the book there are “Strategy Guide” sections that teach you about how to play the game aspect of *Magical Burst* well and help you better understand how I intended the various parts of it to work. Engaging the mechanics isn’t the only or even necessarily the most important aspect of the game, but understanding how they work can save you a lot of frustration when you do use them.

Don’t underestimate the usefulness of the tables in the Instant Magical Girl chapter that follows this one. They seriously do cover *every* step of creating a magical girl, and any time you’re stumped they can give you some ideas. I made them to strongly reinforce the game’s themes, but of course you’re always welcome to come up with something of your own.

Specializations take inspiration from the “roles” in certain RPGs and video games. The idea is that certain kinds of characters are better at certain things, so that a group can be greater than the sum of its parts. *Magical Burst* doesn’t enforce this as strictly as in many other games, but working with them can make you much more effective. Knights reduce how much damage the group takes, witches bring the hurt on the enemy especially hard, and priestesses heal and empower their allies. Common talents let you step outside of your specialization’s role or reinforce it, which in turn can let you compensate for the group’s weak points. If you don’t have a priestess in the group, grabbing a healing talent wouldn’t be a bad idea, for example.

Attack and Defense are easy to understand in terms of what they do, and you generally don’t want to neglect them. Support on the other hand is a little trickier. It does have some potentially important combat uses, notably for removing status effects, moving away from enemies, and a few other things. With a low Support, it’s hard to pull off the Status Recovery move, which in turn means if you get stuck with a status effect you could well wind up stuck with it for the rest of the scene. It’s also extremely useful out of combat because it’s the attribute magical girls use for sorcery, which lets them improvise magical effects on the fly. Although sorcery carries risks, it is a highly versatile tool that can make finding youma and solving other problems quite a bit easier, and a magical girl with a low Support will have a very hard time of it.

Fully understanding how Magical Talents work requires understanding how combat works in the game. When you’re first learning the game you can just pick what sounds like it’d be fun—we tried to ensure that there are no bad choices per se—but the more informed you are the more you can make a magical girl with an overall combat strategy in mind.

Instant Magical Girl

“Oh, I’m not worried. There will always be more who want to become magical girls. Always.”

This section has a set of tables you can roll on to generate everything you need to make a magical girl. You can use these to help fill in a few things when you’re stumped, or to quickly make a whole character. Sometimes this will give you a bunch of things that don’t really make sense together, and sometimes it’ll eerily fall into place. Feel free to re-roll anything that doesn’t fit or otherwise isn’t to your liking.

Human Name

If you want to give your magical girl a suitable Japanese name, you can select or make a d66 roll on the tables below. As you may have guessed, these are rather fanciful names culled from magical girl anime and the like.

| d66 | Family Name | d66 | Family Name | d66 | Family Name |
|-----|-------------|-----|-------------|-----|-------------|
| 11 | Aikawa | 31 | Hino | 51 | Misugi |
| 12 | Aino | 32 | Hozumi | 52 | Mizuno |
| 13 | Aizawa | 33 | Hyuuga | 53 | Momomiya |
| 14 | Akatsusumi | 34 | Iwakura | 54 | Nagisa |
| 15 | Amano | 35 | Kagurazaka | 55 | Nonohara |
| 16 | Aoyama | 36 | Kanzaki | 56 | Onigawara |
| 21 | Arisugawa | 41 | Kasuga | 61 | Sawanoguchi |
| 22 | Fujiwara | 42 | Kawai | 62 | Shinohara |
| 23 | Goutokuji | 43 | Kousaka | 63 | Shirayuki |
| 24 | Hanazono | 44 | Kinomoto | 64 | Takamine |
| 25 | Haneoka | 45 | Matsubara | 65 | Tsukino |
| 26 | Hiiragi | 46 | Midorikawa | 66 | Watanabe |

| d66 | Given Name | d66 | Given Name | d66 | Given Name |
|-----|------------|-----|------------|-----|------------|
| 11 | Ami | 31 | Miaka | 51 | Sasami |
| 12 | Eri | 32 | Michiru | 52 | Setsuna |
| 13 | Haruka | 33 | Minako | 53 | Sumire |
| 14 | Hikaru | 34 | Misao | 54 | Tsukasa |
| 15 | Hotaru | 35 | Mitsuki | 55 | Umi |
| 16 | Fuu | 36 | Momo | 56 | Usagi |
| 21 | Honoka | 41 | Nagisa | 61 | Yoshiko |
| 22 | Ichigo | 42 | Nanami | 62 | Yui |
| 23 | Komugi | 43 | Rei | 63 | Yuko |
| 24 | Makoto | 44 | Rina | 64 | Yuna |
| 25 | Mami | 45 | Ririka | 65 | Yuri |
| 26 | Mao | 46 | Sakura | 66 | Zakuro |

Magical Girl Name

In the *Magical Burst* setting the tsukaima don't particularly care what a magical girl calls herself. In anime there is a common formula of "Magical Girl" followed by the character's given name. If you'd like to get a little more creative with your magical girl name, you can roll or choose from the tables below to assemble one.

| d66 | Part 1 | Part 2 | Part 3 | Part 4 |
|-----|------------|------------|-------------|--|
| 11 | Arcane | Acolyte | Beautiful | For the last part, use your character's normal given name. |
| 12 | Card | Alice | Bountiful | |
| 13 | Cosmic | Angel | Cutie | |
| 14 | Creamy | Blossom | Dazzling | |
| 15 | Cutie | Captor | Diamond | |
| 16 | Dream | Child | Eldritch | |
| 21 | Enchanted | Corrector | Elegant | |
| 22 | Fancy | Crusader | Eternal | |
| 23 | Final | Cure | Exquisite | |
| 24 | Flower | Diva | Fancy | |
| 25 | Fortune | Doll | Fearless | |
| 26 | Holy | Fairy | Heartful | |
| 31 | Lovely | Fraulein | Heavenly | |
| 32 | Luminous | Girl | Honey | |
| 33 | Lunar | Guardian | Little | |
| 34 | Magic | Harmony | Lovely | |
| 35 | Magical | Healer | Lyrical | |
| 36 | Miracle | Idol | Magical | |
| 41 | Mystic | Knight | Magnificent | |
| 42 | Nurse | Maiden | Miracle | |
| 43 | Pretty | Melody | Missy | |
| 44 | Prism | Mistress | Mysterious | |
| 45 | Revolution | Moon | Pastel | |
| 46 | Sailor | Omega | Perfect | |
| 51 | Saint | Oracle | Pixie | |
| 52 | Shadow | Peach | Platinum | |
| 53 | Smile | Priestess | Precious | |
| 54 | Solar | Princess | Pretty | |
| 55 | Stardust | Rune | Radiant | |
| 56 | Sugar | Savior | Rainbow | |
| 61 | Super | Songstress | Shining | |
| 62 | Twilight | Sorceress | Silent | |
| 63 | Ultimate | Star | Stormy | |
| 64 | Unicorn | Strawberry | Sweet | |
| 65 | Universal | Valkyrie | Visionary | |
| 66 | Wedding | Witch | Wonderful | |

1. What kind of a girl are you?

| d66 | Type | d66 | Type | d66 | Type |
|-----|---------------------|-----|------------------|-----|-----------------------------|
| 11 | Airhead | 31 | Fujoshi/Fangirl | 51 | Neglected |
| 12 | Arrogant Queen | 32 | Future Housewife | 52 | Non-Hero |
| 13 | Athletic Star | 33 | Goddess | 53 | Perfect and Popular |
| 14 | Big Sister | 34 | Goody-Goody | 54 | Poor Worker |
| 15 | Blazing Heroine | 35 | Gossip | 55 | Pop Idol |
| 16 | Bookworm | 36 | Heroine | 56 | Puppy |
| 21 | Bright and Cheerful | 41 | Holy Avenger | 61 | Rich Girl |
| 22 | Broken Doll | 42 | Innocent | 62 | Sickly Victim |
| 23 | Bully | 43 | Insecure | 63 | Space Cadet |
| 24 | Damsel | 44 | Left Out | 64 | Spooky Girl |
| 25 | Driven Artist | 45 | Little Prankster | 65 | Tomboy |
| 26 | Driven Warrior | 46 | Lovestruck | 66 | Traditional Japanese Beauty |

2. What convinced you to make a pact?

| Roll | | Roll | |
|------|--|------|---|
| 11 | I want to avenge my friend who was killed by a youma. | 41 | If I make a wish I can fix everything that's gone wrong. |
| 12 | I want to be the heroine who saves everyone. | 42 | I realized I'm tired of feeling helpless. |
| 13 | I have nothing else worthwhile to do. | 43 | I want my mom to love me. |
| 14 | I'm going to fight so my friend doesn't have to. | 44 | I want to be a magical girl just like in my favorite anime. |
| 15 | I lost everything I care about, so why not? | 45 | I was bored. Whatever. |
| 16 | I can't let my friend fight alone! | 46 | Living a normal life just never made any sense to me. |
| 21 | Someone I care about was nearly killed. I can't let that happen again. | 51 | Maybe the other magical girls will be my friends. I don't have any friends right now. |
| 22 | I don't remember why I became a magical girl, but I know exactly what I'm going to wish for. | 52 | If I get a wish, I can have everything I ever wanted and live the good life. |
| 23 | I want to be just like the girl I look up to! | 53 | I'm tired of being the victim. I want to fight back! |
| 24 | I'd rather go down fighting. | 54 | I thought it'd be fun. |
| 25 | Using magic for real is a dream come true! | 55 | Maybe it'll inspire me to finally write again. |
| 26 | If I have that kind of power, no one will bother me ever again. | 56 | No one's going to take advantage of me ever again. |
| 31 | I'm the best at everything. Magic should be no exception. | 61 | Those fools need me. They could get killed otherwise. |
| 32 | I need to prove to everyone that I'm not a weakling. | 62 | I can fight for love and justice! |
| 33 | I've seen what youma can do. We have a duty to stop them. | 63 | If there's no justice in the world, I'm going to become justice. |
| 34 | She became a magical girl, and now <i>someone's</i> going to have to look out for her. | 64 | God has commanded me to fight evil. |
| 35 | With this power I can build a better world. | 65 | I want to live up to my mother's legacy. |
| 36 | I don't see any other way to prove I'm innocent. | 66 | I thought I could fix all the problems in the world. I thought I could make it so hope makes sense. |

3. What is your wish?

| Roll | | Roll | |
|------|---|------|--|
| 11 | I wish I were rich and famous. | 41 | I wish I could be just like the girl I look up to. |
| 12 | I wish the girl who keeps bullying me were dead. | 42 | I wish to become immortal. |
| 13 | I wish I were beautiful. | 43 | I wish the fighting would end. |
| 14 | I wish he would fall in love with me. | 44 | I wish time would stand still for just a little while. |
| 15 | I wish for world peace! | 45 | I wish my friend was alive again. |
| 16 | I wish to have my family back. | 46 | I wish I was strong enough to stand up to him. |
| 21 | I wish I had my memory back. | 51 | I wish the whole world were mine. |
| 22 | I wish I could forget about that day. | 52 | I wish my mom would find a husband who doesn't hit. |
| 23 | I wish my friend were well again. | 53 | I wish I could be my old self again. |
| 24 | I wish for my father to be successful. | 54 | I wish to be 100% healthy. |
| 25 | I wish I could be popular. | 55 | I wish to end world hunger. |
| 26 | I wish my friend could smile again. | 56 | I wish the pain would just go away. |
| 31 | I wish my perfect imaginary lover was real. | 61 | I wish I could go back in time and fix everything. |
| 32 | I wish the ones who killed my parents would die in pain. | 62 | I wish magic had never been real. |
| 33 | I wish that bitch would get what's coming to her. | 63 | I wish all the youma in the world would disappear forever. |
| 34 | I wish for... a big cake I can share with all my friends! | 64 | I wish for the angels to take me up to heaven. |
| 35 | I wish I could end everyone's suffering. | 65 | I wish for demons to drag her down to hell. |
| 36 | I wish everyone I killed were alive again. | 66 | I wish for the world to end. |

4. Magical Element

This table is divided up into six parts according to different themes. You can just make a d66 roll as usual, or pick one of the six themes and roll 1d6 to get an element from those.

| | d66 | Element | | d66 | Element |
|------------------------|-----|-----------|--------------|-----|-------------|
| 1 - Classical Elements | 11 | Earth | 4 - Emotions | 41 | Love |
| | 12 | Air | | 42 | Joy |
| | 13 | Fire | | 43 | Sadness |
| | 14 | Water | | 44 | Hate |
| | 15 | Metal | | 45 | Fear |
| | 16 | Wood | | 46 | Rage |
| 2 - Other Elements | 21 | Ice | 5 - Intense | 51 | Blood |
| | 22 | Lightning | | 52 | Bone |
| | 23 | Light | | 53 | Vacuum |
| | 24 | Shadow | | 54 | Plasma |
| | 25 | Gravity | | 55 | Radiation |
| | 26 | Magnetism | | 56 | Nothingness |
| 3 - Cure | 31 | Sugar | 6 - Things | 61 | Chains |
| | 32 | Rainbows | | 62 | Glass |
| | 33 | Feathers | | 63 | Leaves |
| | 34 | Stardust | | 64 | Needles |
| | 35 | Flowers | | 65 | Plastic |
| | 36 | Spirit | | 66 | Paper |

5. Magical Weapon

| | d66 | Weapon | | d66 | Weapon |
|---------------|-----|-----------------|--------------|-----|---------------|
| 1 – Magical | 11 | Magic Wand | 4 – Melee | 41 | Sword |
| | 12 | Magic Staff | | 42 | Spear |
| | 13 | Mystic Orb | | 43 | Mace |
| | 14 | Tome | | 44 | Nunchucks |
| | 15 | Bell | | 45 | Axe |
| | 16 | Holy Symbol | | 46 | Pole Arm |
| 2 – Military | 21 | Flintlock | 5 – Domestic | 51 | Frying Pan |
| | 22 | Revolver | | 52 | Tennis Racket |
| | 23 | Shotgun | | 53 | Kitchen Knife |
| | 24 | Sniper Rifle | | 54 | Baseball Bat |
| | 25 | Assault Rifle | | 55 | Mop |
| | 26 | Rocket Launcher | | 56 | Tea Ware |
| 3 – Dangerous | 31 | Grenades | 6 – Weird | 61 | Car |
| | 32 | Garrote | | 62 | Animal |
| | 33 | Dagger | | 63 | Ray Gun |
| | 34 | Gauntlets | | 64 | Cannon |
| | 35 | Bow | | 65 | Ribbon |
| | 36 | Shuriken | | 66 | Microphone |

6. Magical Power

| Roll | Power | Description |
|------|--------------------|--|
| 11 | Analysis | By magically analyzing things you can discover secrets, and locate weaknesses. |
| 12 | Animal Form | It's quite easy for you to take on the form of an animal. |
| 13 | Astral Projection | You can send your soul into a spiritual realm where you can invisibly look at the world and influence things with magic. |
| 14 | Blood Warping | You can exert power over the blood that flows through living beings, and for that matter over blood already spilled. |
| 15 | Brew Potions | You can make potions that affect people who drink them with different kinds of magical effects. |
| 16 | Color Change | It will take some creativity to make this power useful, but you can change the colors of things. |
| 21 | Copy Form | You can precisely copy the appearance of any being, human or otherwise, you're familiar with. |
| 22 | Critters | Cute, furry creatures (that aren't magical) are at your beck and call with this magic. |
| 23 | Curse | You can place curses on people and other things. Talk to the GM about what exactly your curses do. |
| 24 | Divination | The art of divination will let you glimpse portents of the future and find answers to questions. |
| 25 | Doors | For you, doors don't always lead to what's on the other side of the door frame. You can use magic to make a door take you to somewhere else, maybe any other door in the world. |
| 26 | Dream Walker | You possess the power to enter the world of dreams. There are dangers, but you can find many secrets and influence dreamers. |
| 31 | Eat Anything | Given enough time, you can eat <i>anything</i> . You can bite through, chew, and digest pretty much anything. |
| 32 | Flight | You can fly, soaring through the air with no visible means of support. |
| 33 | Force Field | You have the ability to general a nearly invisible wall of force that can serves as a barrier. |
| 34 | Healer | Your magical power lets you heal others (and yourself?), repairing wounds and other damage, and perhaps curing diseases. |
| 35 | Illusions | You can conjure up illusions to deceive and befuddle your foes' senses. |
| 36 | Invisibility | Through some trick of the light, or perhaps by altering people's perceptions, you can make yourself invisible. |
| 41 | Magic Saliva | Your saliva can serve as a conduit for magical power to control things. If you lick or spit on someone or something, you can exert influence over them. |
| 42 | Magical Pet | You can conjure up a magical pet, similar to a tsukaima. It's not sentient, but it does what you want. |
| 43 | Nightmare | You have the rare and perhaps unfortunate ability to create regions of Nightmare, much like a youma. |
| 44 | Portals | You can create small portals between two points, just large enough for a person to step through. |
| 45 | Red Thread | You can see red threads, invisible to most people, which represent bonds of love. You can also change them. |
| 46 | Resourceful Purse | You have a purse (or other container), and by reaching into it you can retrieve just about any object imaginable. Objects you create will fade away after a while though. |
| 51 | Shadow Pluck | For you, each person's shadow contains objects derived from the substance of their soul. You can draw out all manner of amazing and impossible tools from people's shadows. |
| 52 | Summon Bugs | Though you might prefer not to have it, you possess the ability to call up insects. |
| 53 | Summon Cake | You have the curious power to summon forth cakes and other sweets. Mostly they're just tasty (if a little unhealthy), but maybe you can find something useful to do with this power. |
| 54 | Talk to Anything | With your magic, you can speak to anything, including animals and inanimate objects. |
| 55 | Telekinesis | You can move objects within your line of sight through pure magical power. |
| 56 | Time Jump | You can make jumps through time itself. This is potentially a very potent power, and you should discuss with the GM what specifically it can do. |
| 61 | Transit Timing | Your magic lets you bend reality just a little bit to have buses, trains, and taxis show up at just the right time. |
| 62 | True Writing | When you write words of magical power, those words can exert influence over what they're written on. |
| 63 | Walk Through Walls | You possess the curious ability to pass through walls and other solid objects. |
| 64 | Wardrobe Change | This whimsical magical power lets you change your clothes to pretty much anything you can imagine. |
| 65 | Weather Control | This power lets you command the weather, summoning most any natural weather effect. |
| 66 | Weave of Fate | You start to see the world in terms of a great tapestry, and you can pluck at certain threads to alter what would otherwise be "coincidences" to your advantage. |

7. Magical Girl Costume

To randomly generate a costume for your magical girl, roll once or twice on each of the three tables below.

A. Costume Style

| | d66 | Style | | d66 | Style |
|-----------------|-----|------------------|------------------|-----|------------------|
| 1 - Girly | 11 | Sailor Suit | 4 - Mythical | 41 | Fairy |
| | 12 | Sun Dress | | 42 | Witch |
| | 13 | Skirt and Blazer | | 43 | Greek Heroine |
| | 14 | Frilly Dress | | 44 | Arabian Nights |
| | 15 | Jumper Dress | | 45 | Red Riding Hood |
| | 16 | Tokyo Fashion | | 46 | Sci-Fi Heroine |
| 2 - Fanciful | 21 | Harlequin | 5 - Questionable | 51 | Nurse |
| | 22 | Ballet | | 52 | Maid |
| | 23 | Circus | | 53 | School Swimsuit |
| | 24 | Swashbuckler | | 54 | Bunny Suit |
| | 25 | Gymnast | | 55 | Miko |
| | 26 | Idol Singer | | 56 | Nun |
| 3 - Extravagant | 31 | Wedding Dress | 6 - Incongruous | 61 | Jumpsuit |
| | 32 | Kimono | | 62 | Armor |
| | 33 | Gothic Lolita | | 63 | Martial Arts |
| | 34 | Ball Gown | | 64 | Military Uniform |
| | 35 | Opera Diva | | 65 | Boyish Suit |
| | 36 | Victorian Gown | | 66 | Winter Coat |

B. Costume Colors

| d66 | Color | d66 | Color |
|-------|--------|-------|------------|
| 11-12 | Red | 41-42 | Gray |
| 13-14 | Orange | 43-44 | White |
| 15-16 | Yellow | 45-46 | Black |
| 21-22 | Green | 51-52 | Pearl |
| 23-24 | Blue | 53-54 | Gold |
| 25-26 | Indigo | 55-56 | Silver |
| 31-32 | Violet | 61-62 | Bronze |
| 33-34 | Pink | 63-64 | Iridescent |
| 35-36 | Brown | 65-66 | Rainbow |

C. Costume Accessories/Motifs

| | d66 | Style | | d66 | Style |
|--------------|-----|---------------|-----------------|-----|---------------|
| 1 – Girly | 11 | Ribbons | 4 – Hero | 41 | Hero Scarf |
| | 12 | Flowers | | 42 | Eyepatch |
| | 13 | Butterflies | | 43 | Epaulets |
| | 14 | Heart | | 44 | Cape |
| | 15 | Stockings | | 45 | Mask |
| | 16 | Hair Ornament | | 46 | Crest |
| 2 – Fanciful | 21 | Cat Ears | 5 – Fashionable | 51 | Boots |
| | 22 | Bunny Ears | | 52 | Beret/Cap |
| | 23 | Angel Wings | | 53 | Corset |
| | 24 | Gems | | 54 | Chains |
| | 25 | Tiara | | 55 | Necktie |
| | 26 | Bells | | 56 | Jewelry |
| 3 – Symbols | 31 | Cross | 6 – Oddities | 61 | Bandages |
| | 32 | Runes | | 62 | Circuits |
| | 33 | Kanji | | 63 | Albino |
| | 34 | Hexagram | | 64 | Omega |
| | 35 | Pentagram | | 65 | Heterochromia |
| | 36 | Star | | 66 | Bat Wings |

8 & 9. Normal Attributes & Magical Attributes

To get your magical girl's attributes randomly, make d66s roll on the tables below and copy down the sets of values listed. You will also need to assign your three Magical Attributes to the Combat Values of Attack, Defense, and Support.

| Roll | Magical Attributes | Roll | Normal Attributes |
|------|--------------------------|------|--------------------------------|
| 11 | Heart 9, Fury 6, Magic 3 | 11 | Charm 7, Insight 2, Tenacity 5 |
| 12 | Heart 9, Fury 5, Magic 4 | 12 | Charm 4, Insight 3, Tenacity 7 |
| 13 | Heart 9, Fury 4, Magic 5 | 13 | Charm 2, Insight 5, Tenacity 7 |
| 14 | Heart 9, Fury 3, Magic 6 | 14 | Charm 3, Insight 7, Tenacity 4 |
| 15 | Heart 8, Fury 7, Magic 3 | 15 | Charm 3, Insight 4, Tenacity 7 |
| 16 | Heart 8, Fury 6, Magic 4 | 16 | Charm 7, Insight 4, Tenacity 3 |
| 21 | Heart 8, Fury 6, Magic 4 | 21 | Charm 7, Insight 3, Tenacity 4 |
| 22 | Heart 8, Fury 5, Magic 5 | 22 | Charm 5, Insight 6, Tenacity 3 |
| 23 | Heart 8, Fury 4, Magic 6 | 23 | Charm 5, Insight 5, Tenacity 4 |
| 24 | Heart 8, Fury 3, Magic 7 | 24 | Charm 4, Insight 3, Tenacity 7 |
| 25 | Heart 7, Fury 8, Magic 3 | 25 | Charm 6, Insight 2, Tenacity 6 |
| 26 | Heart 7, Fury 7, Magic 4 | 26 | Charm 3, Insight 4, Tenacity 7 |
| 31 | Heart 7, Fury 6, Magic 5 | 31 | Charm 2, Insight 7, Tenacity 5 |
| 32 | Heart 7, Fury 5, Magic 6 | 32 | Charm 6, Insight 3, Tenacity 5 |
| 33 | Heart 7, Fury 4, Magic 7 | 33 | Charm 6, Insight 6, Tenacity 2 |
| 34 | Heart 7, Fury 3, Magic 8 | 34 | Charm 4, Insight 5, Tenacity 5 |
| 35 | Heart 6, Fury 9, Magic 3 | 35 | Charm 7, Insight 5, Tenacity 2 |
| 36 | Heart 6, Fury 8, Magic 4 | 36 | Charm 2, Insight 5, Tenacity 7 |
| 41 | Heart 6, Fury 8, Magic 4 | 41 | Charm 4, Insight 7, Tenacity 3 |
| 42 | Heart 6, Fury 7, Magic 5 | 42 | Charm 5, Insight 4, Tenacity 5 |
| 43 | Heart 6, Fury 6, Magic 6 | 43 | Charm 5, Insight 5, Tenacity 4 |
| 44 | Heart 6, Fury 6, Magic 6 | 44 | Charm 3, Insight 5, Tenacity 6 |
| 45 | Heart 6, Fury 6, Magic 6 | 45 | Charm 2, Insight 5, Tenacity 7 |
| 46 | Heart 6, Fury 5, Magic 7 | 46 | Charm 5, Insight 3, Tenacity 6 |
| 51 | Heart 6, Fury 4, Magic 8 | 51 | Charm 6, Insight 3, Tenacity 5 |
| 52 | Heart 6, Fury 3, Magic 9 | 52 | Charm 7, Insight 3, Tenacity 4 |
| 53 | Heart 5, Fury 9, Magic 4 | 53 | Charm 2, Insight 6, Tenacity 6 |
| 54 | Heart 5, Fury 8, Magic 5 | 54 | Charm 5, Insight 7, Tenacity 2 |
| 55 | Heart 5, Fury 7, Magic 6 | 55 | Charm 6, Insight 6, Tenacity 2 |
| 56 | Heart 5, Fury 6, Magic 7 | 56 | Charm 5, Insight 2, Tenacity 7 |
| 61 | Heart 5, Fury 5, Magic 8 | 61 | Charm 7, Insight 2, Tenacity 5 |
| 62 | Heart 5, Fury 4, Magic 9 | 62 | Charm 6, Insight 5, Tenacity 3 |
| 63 | Heart 4, Fury 8, Magic 6 | 63 | Charm 4, Insight 7, Tenacity 3 |
| 64 | Heart 4, Fury 7, Magic 7 | 64 | Charm 3, Insight 4, Tenacity 7 |
| 65 | Heart 4, Fury 6, Magic 8 | 65 | Charm 3, Insight 6, Tenacity 5 |
| 66 | Heart 4, Fury 6, Magic 8 | 66 | Charm 5, Insight 5, Tenacity 4 |

10. Base Resolve

Write down 18.

11. Magical Specialization

It's often best to pick your specialization based on your best Combat Stat and what the group needs, but you can also roll on the table below.

| 1d6 | Specialization |
|-----|----------------|
| 1-2 | Knight |
| 3-4 | Priestess |
| 5-6 | Witch |

12. Magical Talents

Note down the two Basic talents of Boost and Recover. Your character gets three other Magical Talents: one from her specialization, one general, and a third one from either category. If you just have to let the dice decide which, roll 1d6 and get a common talent on 1-3 and a specialization talent on 4-6.

| Roll | Common Talent | Knight Talent | Priestess Talent | Witch Talent |
|-------|-------------------|------------------|-------------------|----------------------|
| 11-13 | Bonus Action | Aura of Strength | Battle Sorcery | All or Nothing |
| 14-16 | Bypass | Create Barrier | Courage Aura | Amplify Magic |
| 21-23 | Empower | Defensive Switch | Curse | Blast Strike |
| 24-26 | Fight for Friends | Desperation | Dampen Overcharge | Dash Strike |
| 31-33 | Hate the World | Evasion | Guided Strike | Drain Life |
| 34-36 | Heal | Get Back | Healing Magic | Follow Up |
| 41-43 | Inflict | Get Over Here | Healing Wave | Hamstring |
| 44-46 | Let's Move | Life Bomb | Implode | Killing Blow |
| 51-53 | Shield | Regeneration | Make an Opening | Magic Detonation |
| 54-56 | Purge | Second Wind | Remedy | Marionette |
| 61-63 | Speed Burst | Sprint | Rouse | Rough Going |
| 64-66 | Teleport | Stay Put | Safe Place | Second Chance Attack |

13. Crisis

Your magical girl's crisis is some kind of problem that she cannot ignore, something that will drive the story early on. While I've included a table of possible crises below, more than any other part of character creation this is something you should try writing yourself. Your character's crisis is a signal to the GM and the other players about what you want the game to be about, so make sure it points to something you think will make the game enjoyable for you.

| Roll | Crisis | Roll | Crisis |
|------|---|------|--|
| 11 | One of my parents just vanished, and now the family is in trouble | 41 | I'm hopelessly attracted to someone I probably shouldn't be. |
| 12 | My best friend stabbed me, and I have no idea why. | 42 | I'm stranded in the wrong time. |
| 13 | A youma ate my best friend. | 43 | The police are after me for some reason. |
| 14 | My house just exploded, and somehow I survived. | 44 | I keep seeing this massive black obelisk in the middle of the city. No one else can see it. |
| 15 | I was arrested by government agents and taken somewhere. | 45 | One day I started going about my usual routine, but everyone was convinced that I had died the day before. |
| 16 | A youma has been stalking me. And it reminds me of one of my friends. | 46 | A rival magical girl showed up and took one of my friends hostage. |
| 21 | I woke up with a murder weapon in my hand and a dead body in front of me. | 51 | A powerful youma has started killing off everyone I care about. |
| 22 | I fell through a portal, and now I'm stranded in a different part of the world. | 52 | Someone framed me for a terrible crime. |
| 23 | I learned a terrible secret about how magic works, and I think I have to keep anyone else from becoming a magical girl. | 53 | One day I ran into someone who was convinced they knew me, and it turns out there seems to be a whole other life I don't know about, and I don't know which is real anymore. |
| 24 | A rival magical girl showed up and said if I take any of her prey she'll kill me. | 54 | I woke up with no memory, and everyone around me has been really worried. |
| 25 | Someone close to me found out that I'm a magical girl. | 55 | There's something wrong with me. I feel sick, and I'm sure I'm going to die soon unless I can make a wish. |
| 26 | I found out there's a clone of me. She doesn't seem to want to do anything bad, and she's as scared as I am. | 56 | Someone killed my tsukaima and left a warning written in his blood. |
| 31 | I woke up with no memory, and no sign of anyone who knows me. | 61 | I found something that suggests my whole life is fake, and I keep on finding things like that. |
| 32 | I was caught up in a military strike against a youma. | 62 | I found evidence that I died 10 years ago. |
| 33 | I had a bad magical mutation manifest in the middle of school where everyone could see. | 63 | My best friend committed suicide, and people think I'm responsible somehow. |
| 34 | Every night I dream of an all-powerful youma that will cause the end of the world. | 64 | The person I love completely and utterly rejected me. |
| 35 | I've been transformed, so that I don't look like who I really am. | 65 | My parents died, and now I have to live with my horrible uncle. |
| 36 | My power went out of control and killed someone. | 66 | I remember the end of the world, as clear as if it had just happened to me a moment ago. I have to try to stop it. |

Playing the Game

Principles

These are some guidelines that can help make the game better, or at least more like “default” *Magical Burst*.

Work together. The characters you control might not be working together, but you as the players should be. Your magical girls may know triumphs and failures, but your real “win condition” is if you find the game satisfying. Everyone should be helping make that happen.

Keep it vivid. When magical power comes into play, go all-out. Whatever elements your magical girl has, play them up spectacularly. If you miss an attack with your spear, describe how it splinters the concrete.

React. If you wanted something ordinary you wouldn’t be playing “a game of desperate magical girls.” Both the GM and the rules of the game will be throwing some strange and shocking stuff at your character, and she definitely shouldn’t be brushing it off. So react, let your magical girl do stupid things at times, and let her be human.

Play the story *and* the game. *Magical Burst* is partly a collaborative story about magical girls, and partly a tabletop game, with the two elements deliberately put into a symbiotic relationship.

Episodes

One session of playing *Magical Burst* is called an episode, and is roughly analogous to an episode of an anime in scope. A “standard” *Magical Burst* episode is arranged around finding and eliminating a youma, and thus consists of an introduction, the investigation, the climax/battle, and the aftermath. Needless to say you can find other ways to arrange your episodes. Each of those four parts can have multiple scenes in them as well, though the climactic battle is usually one scene.

Introduction

During the Introduction, each magical girl gets a short scene to establish what’s going on with her at the start of the episode. The GM can toss something at them (probably based on the magical girls’ Crises if it’s the first episode), or the player can help come up with something.

Investigation

The main phase is where the magical girls get to do what they can to figure out what’s going on and pursue their goals. During this phase, the players take turns picking things for their magical girls to try to do.

Climax

The climax is when the magical girls confront the episode’s main threat. The archetypical climax is a confrontation with a youma.

Aftermath

This is the denouement after the big battle, where the immediate consequences of the events of the climax come into play. This is often a good place for the GM to dish out some Fallout, though you can also let it roll over to the next episode.

Framing Scenes and Role-Playing

A “scene” is a block of action that takes place in a particular time and place. In *Magical Burst* we break the action up into scenes to help focus on the core action of the game. (Though you can just start a scene and see where it goes!) A lot of the time the GM will take the lead framing scenes, but any of the players can ask to do a scene.

Framing a scene means setting up the basics of when and where it takes place, who (and what) is there, and what’s going on. If you’re accustomed to role-playing or even just telling stories, chances are you already naturally divide action into scenes, and the only difference is that this game asks you to do so more explicitly.

During a scene is when you role-play. That means speaking and choosing actions for your character (or characters in the case of the GM). How you go about getting into character is ultimately up to you, and different people approach it in different ways, from a calculated performance to slipping into another self for a while.

This game has rules for determining how any number of things go, but there will inevitably be things where those rules don’t apply, or where it isn’t clear exactly how they apply. When that happens, the GM makes a judgment on how to handle things. As a player, remember that you can have your magical girl *attempt* basically anything. Some things are going to be more likely to succeed than others of course, but you shouldn’t feel limited if you feel your character would do something not explicitly covered by the rules.

Transforming

“I... guess you can say magic words if you really want. The important thing is to call on the magic inside your heart.”

Magical girls have two forms: normal and magical girl. In their normal form they are more or less normal girls, the only unusual thing being that they have a special pendant that can never be stolen, lost, or even discarded. When a magical girl transforms she may experience an elaborate “transformation sequence” of her costume forming around her body, but to the outside world the transformation is virtually instantaneous. If, for example, a youma launches an attack at a magical girl in her normal form, she can transform in time to react to even the fastest of attacks, and can mount a defense. Transforming is necessary because a magical girl cannot access any of her magical abilities otherwise.

While not transformed a magical girl is a normal girl, and thus will take wounds instead of damage to her Resolve. If you are at 0 Resolve you lose access to your magical girl form and all your magical powers until you regain at least 1 point of Resolve, which you can do by using the Revive move or by someone else using a move that heals you, or by using the Recover move (p. 18) out of combat.

Challenges

When a character tried to do something where success is in doubt, it’s time to bust out the dice and see what happens.

Normal Challenges

For a mundane challenge, the player rolls 2d6 and adds it to an appropriate Normal Attribute. The total is your Result, which will be compared to something else to determine what happens.

Magical Challenges

For a magical challenge, you use one of the three Magical Attributes. Roll 2d6 and add the roll to your attribute to get your Result. Unlike with normal challenges, if a die comes up a 6, you roll another die (1d6) and add it to your total, and you keep rolling more dice and adding them as long as you keep rolling 6s. However, for each time you roll a 6 you also take a point of Overcharge on the attribute you’re using.

Remember that you don't get extra dice on a 6 if you're using a normal attribute, or when you roll dice for damage (though you do get a flat +2 to damage for every point of Overcharge incurred for an attack).

Any time you get 10 or more Overcharge points on an attribute, you immediately have Fallout.

Narrating Details

When you roll for a challenge, you get to narrate one detail for each die you roll. This means you get to say something related to the action and it becomes part of the game. If you're attacking a youma and rolling 3 dice you might describe how you spring off of a wall (1), make your sword split into dozens of swords (2), and have them fly around and slice into the youma (3). If you roll one or more 6s on a magical challenge, you should go ahead and narrate another detail for each additional die. Details don't all have to directly relate to your character, so you could for example narrate another character giving you a boost, but you should respect the other players' control over their characters when you do.

Details do not themselves affect the way other rules work, and they can't contradict things that are decided specifically by the rules. You can go to town all you want describing how your sword slices into the youma, but you don't get to narrate it dying, because we know that isn't going to happen unless it runs out of Resolve.

This rule is intended to make the game really crazy and cinematic in style, especially for magic battles, but some players may find it weird or even tiring. If it bothers you, you can drop this rule and it won't affect anything else.

Opposed and Unopposed Challenges

An "opposed" challenge is when the rules call for two characters to make rolls against each other. For example, you might make a Charm vs. Tenacity challenge, meaning you make a Charm challenge and the other person makes a Tenacity challenge, and whoever gets the higher Result wins. Break ties first by whoever has the higher base attribute, then by rolling an extra die.

In an unopposed challenge you're just making a challenge and seeing if you got a high enough Result. Moves that use an unopposed challenge will list off what effect you get from a given result. If the move doesn't list anything that happens for the Result you got, then nothing happens, at least not from the move itself.

Actions and Moves

During the course of the game players say what their characters are trying to do, and it's the GM's job to make a judgment as to how things will turn out. In game terms a "move" is an action for which there is a set of defined rules. Players can have their magical girls attempt basically anything, and part of the GM's job is adjudicating how to handle those actions. Sometimes this will call for using a move, sometimes it will call for making up a new move on the fly, and sometimes it's just a matter of the GM deciding on a suitable result. Don't shut the players down when they try things, but do look for ways to have characters' actions make their lives more interesting.

Although there's no need to keep moves secret from players, you may find the game works better when players don't have the moves staring them in the face. It's natural to weigh actions against whether and how the game rules will let you succeed, but it's at least as important to role-play your character's intent and attempt things that the rules don't cover. Try stuff out! Surprise the GM! And when you do try something that engages the move, don't let the move be a way to circumvent role-playing. Don't say "I roll to bond with Koyuki." Show us what you're doing to get closer to her.

Disrupt

If someone is making a challenge for something and another character wants to try to interfere, they can attempt to Disrupt. They make a Tenacity vs. Tenacity challenge (if it is a mundane action), or a Support vs. Support challenge (if it's a magical action). If the character who is disrupting wins, the target takes a -2 penalty to their challenge.

Help

If a character aids someone else on making a challenge, they give them a +1 bonus to a challenge, or a bonus equal to the helper's relationship rank if they have a relationship with them. Only one person can help on a given action.

Stay Calm

When a character tries to stay calm in the face of things that are unnatural or severely frightening, they make a Tenacity challenge. On an 11 or less the GM makes them take 2 of the effects below. On a 12-14 the GM makes them take one of the effects below. On a 15+ they're fine.

- Take 1 point of Overcharge on any Magical Attribute (can be taken twice)
- Lose 1d6 Resolve
- Get away from the threat, if you can
- Do something humiliating
- Activate a Change that you have
- If the character has a relationship with whoever caused them to have to use this move, reduce the rank of the character's relationship with them by 1.

Locate Someone or Something

When a character searches for someone or something in the city, they make an Insight challenge. On a 15+ they find a lead. On a 12-14 they find a lead, but the GM picks one of the options below.

- Whoever or whatever they're searching for suspects they're looking for them.
- The clue they find is somewhat misleading.
- Someone they care about gets concerned about what they're doing.
- Someone the care about is tied up in the lead they find.

On an 11 or less the character is unable to find anything, and the GM picks one of these:

- They attract unwanted attention.
- They run into a complication unrelated to what they're looking for.
- Someone they care about gets concerned about what they're doing.
- Someone they care about gets caught up in the thing the magical girl is investigating.

How many leads you need will depend on what you're looking for. For normal people it's one or two leads, for youma or a person who is hiding three, and for a youma or magical girl making an exceptional effort to hide themselves it can take four or more.

Dominate

When a character tries to dominate someone by force of will, intimidation, etc., they make a Tenacity challenge. On a 12-14 pick one, and on a 15+ pick two.

- Take an object from them.
- Get +1 on the next challenge against them.
- The target suffers a wound.
- The target says what they think the character wants to hear.
- They back down.

Humans, even magical girls, cannot dominate youma.

Bond

If a magical girl has a positive social interaction with someone, they make a Charm roll. On a 12-14 they can increase the rank of their relationship with that person by 1. On a 15+ it increases their relationship rank by 2. Relationships cannot go higher than level 4. If the magical girl does not have a relationship with them, she starts a new relationship at rank 1 or 2.

Escape

When a character tries to run away from someone or something, they make a Tenacity or Support challenge. On a 12-14 they leave something behind or something follows you, them, and on a 15+ they get clean away.

Sorcery

“Sorcery” is a way for magical girls to use their magic to alter reality. They can use sorcery for virtually anything, though it needs to fall within the realm of their affinities—their element, power, or weapon. Reality has a natural resistance to being altered, so sorcery takes a certain amount of effort and skill, and proportionately more so for bigger, more flagrant changes to the world. People also have a limited resistance to magic that affects them directly, some factor in the human will, and magical beings have the ability to counter sorcery with magic.

Sorcery is a little more involved than most moves, and will require more discretion on the GM’s part. Also, if an effect falls under the combat rules or a Magical Talent that the character has, simply use that instead.

A magical girl can use sorcery while in her normal human form, but if she incurs *any* Overcharge in the sorcery challenge she will immediately transform.

1. Describe Desired Effect

First, the player describes what they want their magical girl to do with magic. If it is truly excessive in power (destroying the whole world) or obviously not within your magical girl’s abilities (using a “Create Cake” Magical Power to affect the weather, just because), the GM can outright turn you down.

2. GM Sets Difficulty

Next the GM will need to set a difficulty number, which is what the magical girl will have to reach on a check to successfully achieve the effect she wants. Given that sorcery basically amounts to making a challenge in order to have magic do whatever, it depends a lot on the GM’s judgment.

Basic Difficulty

The starting point for the difficulty of a sorcery effect is its overall potency. We divide effects into four basic categories—Simple, Moderate, Powerful, and Extreme—each of which has an initial Difficulty number.

As a rule of thumb the basic difficult of sorcery can be lower for something that is very clearly part of a magical girl’s magical traits. If her Magical Element is Fire, using sorcery to start a fire is going to be significantly easier than trying to do so with a different element or a semi-related Magical Power.

- **Simple (12):** Effect could be explained by coincidence, effect could be accomplished by an ordinary person, effect involves a basic invocation of one of the magical girl’s affinities.
- **Moderate (16):** Effect is impossible without magic but does not greatly affect the outside world.
- **Powerful (20):** Effect is flagrantly impossible without magic and has a potent effect on the immediate area.
- **Extreme (26):** Effect has a substantial effect on the lives of the people throughout the city

Action Type

When in combat the player should specify what type of action(s) they wish to use to accomplish a use of sorcery. This can range from a normal Minor or Major Action, to using 2 full turns. Regardless, sorcery always takes effect at the end of the action(s) used.

- **Minor Action:** +4
- **Major Action:** +2
- **Minor & Major Action:** +0
- **2 Turns:** -2

Outside of combat, sorcery takes a few moments of concentration. A magical girl can reduce the difficulty of an effect by -4 by taking 10 minutes or so and conducting a ritual. This can be whatever she wants it to be, but it will be very strange-looking to anyone who sees her doing it.

3. Make a Support Challenge

Once you have the difficulty figured out, the next step is for the player to make a Support challenge.

If an effect is going to directly target another magical girl, the target can attempt to use sorcery to counter it. If someone is using sorcery on you, you can make a Support challenge against their initial Support challenge to use sorcery. If you beat them you can negate the spell. If you beat them by 4+ points you can return the spell's effects back at them if you wish.

If a normal person is subject to an effect that is trying to alter their mental state, they can make a Tenacity challenge to try to resist. If they match or exceed the magical girl's result, they overcome the sorcery.

4. GM Determines Results

If the player's result matches or exceeds the difficulty, the sorcery is successful and has the desired effect. However, if it is not 3+ higher than the difficulty, the GM picks one of the effects below:

- The effect is slightly off in some way.
- The effect is obviously unnatural to any normal people nearby.
- The magic has additional side-effects; take 1 Support Overcharge.
- The magic attracts the attention of a youma or rival magical girl.

If the result is less than the difficulty the sorcery fails and the GM picks two of these:

- The magic has side-effects; take 1 Support Overcharge. (Can be chosen twice.)
- The magic attracts the attention of a youma or rival magical girl.
- The malfunctioning magic causes a random Minor Distortion effect for your Support attribute (see p. XX).
- A weaker version of the effect rebounds on the magical girl.

Specific Effects

Here are some guidelines for handling specific types of effects, especially those that heavily interact with the rules. You can change these to better suit how you play, and you can devise your own guidelines for other types of effects that crop up in your game.

Changes

Sorcery can potentially inflict Changes (see p. XX) on people. A temporary Change is typically a Moderate (16) effect, while a permanent Change is a Powerful (20) effect, possibly higher.

Combat Movement

Faster movement is possible as a Simple (12) effect with an appropriate affinity. Teleportation (where the character jumps to any position of the player's choice) is a Moderate (16) effect.

Relationships

Sorcery can potentially control people's minds, but it can't actually create genuine bonds, which means it cannot create or improve relationship ranks.

Special Attack

An attack with a special effect will generally be a Moderate (16) effect, with the restriction that it cannot be a Minor Action. Treat it as a basic attack with an additional rider (such as causing a Status Effect), much like a typical attack-based Magical Talent.

Battles

When magical girls fight youma, or sometimes one another, you'll use the battle rules to resolve how it turns out. Battles are divided into rounds, during which each participant gets to act once. Youma will often be able to act multiple times per round, and certain talents and such will let magical girls take specific actions out of turn. If the participants in a battle wish to keep fighting after a round ends, start a new round and continue.

Setting Up the Battlefield Map

Magical Burst uses a "battlefield map" to make positioning a bit more interesting. It consists of five Positions arranged in a row, and characters will move forwards and backwards on the map over the course of a battle. The 5 positions are numbered 1 to 5, and they also have colorful nicknames (Flower Garden, Elysium, Purgatory, Hades, and Abyss). In a normal battle magical girls will start in Positions 1 or 2 (Flower Garden or Elysium), and youma will start in Positions 4 or 5 (Hades or Abyss). Place a pawn/miniature on the map for each character present in the battle.

Battlefield Obstacles

In certain circumstances it will make sense to have particular obstacles on the battlefield. These are modifiers to individual positions that have specific effects. They can take any number of specific forms though. "Rough Terrain" could easily be dozens of metal bars magical girls must navigate through, or a wall of water they have to swim through, or something else.

- **Barrier:** A "barrier" is some kind of wall that prevents passage through the Position. A typical barrier will become passable after it sustains a certain amount of damage (10 for a fairly weak barrier, 20 or 30 for a stronger one). A barrier has no defense roll, but characters must make an attack to damage it.
- **Rough Terrain:** Any number of factors can make a position difficult to traverse. To exit a Position that has Rough Terrain, a character must either use actions for 2 Positions worth of movement, or use the Traverse Rough Terrain move. Abilities that jump to specific Positions or teleport ignore Rough Terrain.
- **Objective:** Things (and people) the magical girls might want to reach can be placed on particular positions on the battlefield map.

Initiative and Turns

Battles take place in rounds, and each round each participant normally gets to take one turn. Each time a character finishes their turn, the person controlling them gets to decide who will act next from among those who have not yet acted during this turn. Youma can have multiple actions per round, but the GM cannot have a youma turn the initiative over to itself unless there is no one else who has not yet acted that round.

Keep in mind that everyone will get their turn unless they get incapacitated, so unless you can finish them off, avoiding letting enemies take their turns will just put you in the position of dealing with several enemy turns at once as you wait for the new round to start.

Unless the opponent has the Ambush ability, one of the players' magical girls will go first.

If you have trouble keeping track of who has acted, give each participant a token (and multiple tokens for youma that have multiple actions), and have them turn it in when they take a turn.

On Your Turn

When you take a turn you have a **Major Action** and a **Minor Action** to use. Generally speaking moving is a Minor Action, while attacking is a Major Action. You can use your Major Action to do something that would normally be a Minor Action, but not the other way around. You can also take your actions in any order, but you must complete one action before you start the next.

Some things count as a **Free Actions**; these do not count towards your allotment of Major and Minor Actions. Most Free Actions still have to take place during your turn, and actions that don't have to will say so.

Combat Moves

Basic Attack

Major Action

This is an attack on an enemy, intended to cause harm. Magical girls typically attack through their Magical Weapons, and can do so in melee or at range, since their weapons are more magical motifs than actual tools per se.

You must be within the Range of that attack as measured in positions on the Battlefield map. A standard Melee Attack has range of 0, meaning you must be in the same position as the target, while a standard Ranged attack has a range of 1-2, meaning it can hit targets 1 or 2 positions away (but not targets in the same position). Talents and Finishing Attacks can give characters other types of attacks to use.

Basic Melee Attack: Range 0, Damage 1d6+2

Basic Ranged Attack: Range 1-2, Damage 1d6

Make an Attack challenge. If you're the target of an attack, you can make a Defense challenge, or use a passive defense (use a Result of Defense+4 without rolling). If the attacker wins the challenge, the defender loses Resolve according to the damage of the attack, including a bonus of +2 for each point of Overcharge incurred during the attack roll, minus 2 per point of Overcharge incurred during the defense roll.

Cover

Free Action (Defense)

If someone in the same position as you is being attacked but hasn't yet had a chance to defend themselves, you can put yourself in harm's way to protect them. To cover someone, make a Defense challenge. On a 14-16 you take the damage instead of them. On a 17+ they take no damage and you take half the damage. If you don't miss, they can add a rank to their relationship with you if they want.

Disengage

Major Action

If you are in the same Position as an enemy, you cannot move out of that position with the normal "Movement" move. This move lets you move 1 Position on the battlefield map regardless of whether there are enemies present, but it uses a Major Action.

Movement

Minor Action

When you use Movement, you can move 1 Position on the battlefield map. If there are one or more enemies in the same Position as you, you must use the Disengage move instead, or attempt Reckless Movement.

Reckless Movement

Free Action

Use this move when you try to leave a Position that has Rough Terrain without using 2 Positions worth of movement from other moves, or are trying to leave a Position occupied by an enemy without using Disengage. This move is considered a part of whatever move you use for moving, and thus can be used on top of Disengage or Movement. Make a support challenge. On a 17+ you are able to move out of the Position successfully. On a 14-16 you can move, but only if you also take 2 damage. On a 13 or less you fail to move out of the Position.

Revive

Major Action

If you've lost all your Resolve, you can make a Support challenge to revive on your next turn. On a 13 or less you take 2 Overcharge and go to 1d6 Resolve. On a 14-16 you take 1 Overcharge and go to 1d6+3 Resolve, and on a 17+ you take 1 Overcharge and go to 1d6+6 Resolve.

Status Recovery

Minor Action

If you are suffering negative Status Effect (see below), you can use this move to try to remove them. Make a Support challenge. On a 14-16 you can remove any one Status Effect from yourself. On a 17+ you can remove as any number of Status Effects on you that you wish.

Other Moves

On your turn you can use any of the non-combat Moves, usually as a Minor Action. You can also Stay Calm as a Free Action.

Status Effects

"Status effects" are abnormal states that characters sometimes enter as various special effects apply them. A status effect will go away either at the end of the scene or when a special effect removes it. All characters have access to the Status Recovery move to remove status effects.

Although status effects have names that imply specific things, you may describe them however feels appropriate to you. A spider youma might impose the "Bleeding" status as a way to represent poison, for example.

- **Bound:** Movement uses a Major Action. -2 to all challenges.
- **Bleeding:** Take 2 damage at the start of each round.
- **Stunned:** Can only take 1 action (Major or Minor) on your turn. If you remove this status, you can use your remaining action in the same turn.
- **Excited:** +1 to the damage of all of your attacks. This status is removed if you receive the Calm status effect.
- **Calm:** +1 to all defense challenges. This status is removed if you receive the Excited status effect.

Normal People in Battles

Ordinary people who get caught up in a magical battle are in an exceedingly dangerous situation because any damaging magical can easily kill them. There is the small mercy that youma will usually focus on magical threats first.

Normal Defenses

If a normal person tries to defend against a magical attack, they make a Tenacity challenge and must beat the attacker's Attack challenge.

Normal Attacks

If they are brave enough to attack a magical foe with some kind of weapon, they can make an attack using their Tenacity attribute, and if it succeeds they inflict 1 point of damage.

Wounds

Where transformed magical girls take damage to their Resolve, normal people (including un-transformed magical girls) take Wounds instead. A normal source of damage—a knife, a gun, a severe blow to the head, etc.—will cause 1 Wound. When this happens mark off the first open box on the wound track (see below). The character subtracts the listed penalty from any challenges they make, though magical girls can ignore all wound penalties when transformed. A character who takes 4 or more wounds is dead. Magical attacks will cause as many wounds as they would cause points of damage. Magic is extremely dangerous to normal people, and even a basic magical attack can easily kill a person outright.

| | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| -2 | -3 | -4 | Dead |

Wounds will recover naturally at a rate of roughly 1 per episode if properly treated. Magical healing via Talents does not fix wounds; it is in the nature of magical bodies to be easier to repair with magic. However, sorcery can potentially heal wounds; successful sorcery can remove any number of wounds.

Destroying a Youma

A youma whose Resolve is totally depleted is destroyed and leaves behind one or more Oblivion Seeds. If there are multiple magical girls present they will have to decide who gets it.

Magical Girls at Zero Resolve

Resolve can never go below zero. A magical girl who loses all of her Resolve is forced out of her magical girl form until she regains at least one point of Resolve, but she also can ignore any remaining damage from the attack that brought her to zero Resolve. While in this state, a magical girl is effectively a normal person. She can however use the Revive move on her next turn as of the start of the round after the one where she lost the last of her Resolve.

If a youma (or another magical girl) successfully attacks her in her normal human form she take wounds instead of damage to her Resolve like a normal person. This could easily kill her, which means you will most likely have to make a new character if you wish to continue playing. Also, unless another magical girl specifically retrieves the body, a dead magical girl will completely disappear when a defeated youma's Nightmare collapses.

Strategy Guide: Combat

Each specialization has a signature ability that is meant for you to use it with minimal opportunity cost. In order for your character to fight at full effectiveness, it's important to put these to good use.

It's a fairly basic aspect of tactics, but when you have multiple enemies, it's generally best to eliminate as many of them as possible as quickly as possible. That means the group ideally should be focusing fire, bringing down each target before moving to the next. A foe that you eliminate is a source of damage and other adverse effects that you eliminate. Likewise, try to keep your allies above zero Resolve as much as possible, as each magical girl is a source of damage and other useful effects that bring the fight closer to an end.

Be aware of your Overcharge. Where Resolve is your magical girl's ability to stay standing in a fight, accumulating Overcharge chips away at her normal life after the fact, and can push you closer to Burst fallout, which can be seriously dangerous to your allies. Also don't forget the effects that Overcharge has on damage. When you incur Overcharge when making an attack (by rolling 6s or by using Boost), you get +2 to damage per point of Overcharge, and if you manage to incur Overcharge while defending and still take damage, it reduces the damage by 2 per point of Overcharge. The bonus when attacking especially can make a huge difference.

Relationships in Play

"I know things are strange, I know it's hard, but please... don't leave me. You're the only one who helps me feel human anymore."

Relationships represent a magical girl's connections to other people, which they need to stay anchored to humanity. If a magical girl has no relationships at all certain kinds of Fallout become much more severe. Below are rules on how relationships are created and damaged.

Creating and Improving Relationships

Magical girls can create or improve relationships using the Bond move (p. XX). When a magical girl bonds with someone she doesn't have a relationship, it creates a new relationship with an initial rank of 1 or 2 (depending on the result of the challenge). When a magical girl already has a relationship with someone, the Bond move will increase its rank by 1 or 2 (to a maximum of 4).

Relationship Damage

Having something like a normal life while being a magical girl is a challenge to say the least. Your relationships will often be tested by all the strange things around you.

Each time something happens that damages your connection to someone, you must reduce the relationship's rank by 1. Relationships aren't damaged by mundane carelessness, but rather by more substantial shocks. Each time a normal person you have a relationship with experiences some kind of magical effect because of you, the relationship loses a rank. Non-magical things that can damage relationships include obvious betrayal, acts of violence, and other particularly inappropriate behavior.

Relationships between magical girls lose a level whenever one of the magical girls in the relationship feels it should. Any time magical girls fight each other their relationships to one another will each lose a rank.

A relationship that loses all of its levels is broken. This means it no longer functions as a relationship until you get it back to level 1 by bonding (see p. XX). Any time a relationship is broken, you lose 3 Resolve.

Fallout

“Is this going to keep happening every time I use magic? I’m not sure I can handle this...”

Magical girls shed Overcharge through Fallout. Fallout is the unwanted side-effects of using magic and fighting youma. Such side-effects can warp reality, affect a magical girl’s behavior, induce magical mutations, and in extreme cases unleash raw destructive power. These things catch inexperienced magical girls off guard, leaving them wondering where a strange impulse to break something or hug someone came from, wondering what’s going on around them, or wondering what’s happening to their bodies. Those who last long enough will learn that this is because of their magic, that it is part of the price they pay for the power they’ve gained. They aren’t aware of Overcharge as “points,” but they do feel a growing sense of unease, and quickly learn to be careful.

There are four types of fallout, and each one removes a different amount of Overcharge. Players can suggest when they think a particular kind of fallout would be interesting and appropriate, but it’s ultimately up to the GM to decide when and how it happens. For most kinds of fallout it’s best to wait until an inconvenient but not catastrophic time for it to happen. However, if a magical girl gets 10 or more points of Overcharge on one Magical Attribute, the Fallout always happens immediately.

Random vs. Thematic Fallout

The standard rules as written make many kinds of Fallout depend on dice rolls. That can be a fun style of play, especially if you go all-out with random characters, but sometimes it can give you effects that are unsatisfying, easily ignored, or difficult to integrate into the story.

“Thematic” Fallout is what we call it when a person, usually the GM, picks Fallout options according to what feels satisfying for the story. Give a magical girl whose magic went too far a little poetic injustice. The objective isn’t to be cruel, least of all to the player, but rather to make the side-effects of magic strange and pressing.

Determining Fallout

| Overcharge | Fallout |
|------------|------------------|
| 2 | Minor Distortion |
| 4 | Major Distortion |
| 6 | Temporary Change |
| 8 | Permanent Change |
| 10+ | Burst |

The effects of fallout depend on the attribute the Overcharge points were attached to and the number of points the fallout is removing. Magical girls always suffer the highest type of fallout for the amount of Overcharge they have on a given attribute, and cannot lessen the effect of it by taking multiple instances of less powerful fallout. If you have 6 Overcharge on your Magic attribute, you will take a Temporary Change, and cannot take a Major Distortion and a Minor Distortion instead. If a magical girl has only 1 Overcharge on an attribute, the player can ask for a Minor Distortion to remove the single point if they want.

Minor Distortion (2 Overcharge)

Low-level Fallout causes a magical girl or reality around her to become somewhat distorted. The nature of a distortion depends heavily on the type of Overcharge involved; Magic warps reality, while Heart and Fury affect the magical girl's behavior. For these there is a random table the GM can roll on, or you can simply come up with something appropriate to the type of distortion and the situation.

- **Magic** distortions make some of the excess magic you've accumulated leaks out into the world, making things around you become strange and unsettling. A minor Magic distortion causes something unusual but plausible to happen. The weather changes very abruptly, all the cats in the area converge in one spot, objects keep falling in unlikely ways, birds' magnetic sense is thrown off in the area, etc.
- **Heart** distortions result in the stress of what you've experienced causing you latch onto people around you in a way that's a bit unsettling. A minor Heart distortion results in a moderate display of intimacy to someone, such as a lingering hug, blurting out personal stuff about yourself, abruptly inviting someone on a date, etc.
- **Fury** distortions result in sudden, violent outbursts that you can't really explain. A minor Fury distortion results in doing some property damage or having a minor violent outburst against someone.

| Roll | Minor Magic Distortion | Roll | Minor Magic Distortion |
|------|--|------|---|
| 11 | A large object unexpectedly tips and falls over. | 41 | It suddenly becomes extremely cold in the area. |
| 12 | A mysterious sound of footsteps. | 42 | It suddenly becomes very hot in the area. |
| 13 | A random object catches fire. | 43 | Lights flicker and go out. |
| 14 | A sudden gust of wind fills the air with slips of paper. | 44 | Lots of insects buzz in the air. |
| 15 | A transformer on a pole overhead explodes. | 45 | People in the area experience an intense feeling of dread. |
| 16 | An animal panics and kills itself. | 46 | People in the area feel nauseous. |
| 21 | An unusually large number of animals congregate nearby. | 51 | People in the area momentarily stop and stare in unison, then go back to their business as though nothing happened. |
| 22 | Animals become agitated. | 52 | Random arrangements of leaves, mildew, etc. seems to be faces. |
| 23 | Birds' magnetic sense is thrown off. | 53 | Regardless of the current weather, there is a thunderclap. |
| 24 | Bugs crawl out of cracks in the walls. | 54 | Screens display magical writing. |
| 25 | Cell phones get strange gibberish texts. | 55 | The area becomes eerily quiet as background noises fade away. |
| 26 | Clocks start changing times at random. | 56 | The cats in the area converge in one spot. |
| 31 | Devices in the area turn on by themselves. | 61 | The weather changes very abruptly. |
| 32 | Electronics play strange, indecipherable voices. | 62 | There is a minor earthquake. |
| 33 | Every phone in the area receives wrong number calls. | 63 | There is a smell of sulfur. |
| 34 | Food tastes and smells overpoweringly sweet. | 64 | There is an oddly sweet smell in the air. |
| 35 | Food turns out to be spoiled. | 65 | Trees abruptly lose their leaves. |
| 36 | Glass develops cracks. | 66 | Vehicles in the area momentarily go out of control. |

| Roll | Minor Heart Distortion | Roll | Minor Fury Distortion |
|-------|---|-------|--|
| 11-12 | You blurt out a personal secret. | 11-12 | You break a window. |
| 13-14 | You can't take your eyes off of someone. | 13-14 | You break something small and fragile. |
| 15-16 | You feel compelled to give someone a small gift. | 15-16 | You deface something. |
| 21-22 | You give someone a lingering hug. | 21-22 | You dunk someone in water or other liquid. |
| 23-24 | You give someone a peck on the cheek. | 23-24 | You give someone a backhand. |
| 25-26 | You give someone a peck on the forehead. | 25-26 | You give someone a hard shove. |
| 31-32 | You insist on a group hug. | 31-32 | You play a mean prank. |
| 33-34 | You invite someone on a date. | 33-34 | You punch someone. |
| 35-36 | You offer someone food and won't take no for an answer. | 35-36 | You scrawl insults where someone will be sure to see it. |
| 41-42 | You send someone an anonymous love letter. | 41-42 | You send someone threatening texts. |
| 43-44 | You send someone embarrassing text messages. | 43-44 | You shout in someone's face. |
| 45-46 | You steal something small and give it to someone. | 45-46 | You slap someone. |
| 51-52 | You stroke someone's hair. | 51-52 | You tell a vicious lie about someone. |
| 53-54 | You tell someone how great they are. | 53-54 | You threaten to kill someone. |
| 55-56 | You treat someone to chocolates or similar. | 55-56 | You throw food at someone. |
| 61-62 | You try to hold hands. | 61-62 | You throw something. |
| 63-64 | You try to set someone up on a date with someone else. | 63-64 | You trip someone. |
| 65-66 | You watch them from a distance, rapt. | 65-66 | You try to put someone in an arm lock or similar. |

Major Distortion (4 Overcharge)

As the name suggests, a Major Distortion is a more severe version of the Minor Distortion fallout effect.

- A **major Magic distortion** causes something impossible to happen, but something that people can dismiss as imagined. Falling objects can hover or change direction, a door doesn't quite deliver you to the right place, unnatural weather, an animal starts walking through walls, a person flickers in and out of existence for a little while, etc.
- A **major Heart distortion** results in a more extreme display of intimacy to someone, such as kissing someone out of nowhere.
- A **major Fury distortion** results in a major violent outburst that could legitimately hurt someone.

| Roll | Major Magic Distortion | Roll | Major Magic Distortion |
|------|---|------|---|
| 11 | A door doesn't take someone to the right place. | 41 | Objects float as though controlled by unseen hands. |
| 12 | A fruit tree starts sprouting and growing unnaturally fast. | 42 | Objects hover in mid-air. |
| 13 | A large object explodes into component parts and then reforms. | 43 | Objects wink out of existence. |
| 14 | A sudden, unnatural blast of music in the air. | 44 | Patterns on the floor contort and writhe. |
| 15 | A wind comes up carrying choking ash. | 45 | People are briefly battered by an invisible force. |
| 16 | All sound magically ceases. | 46 | Raindrops rise up from the ground. |
| 21 | An object is consumed by unnatural fires. | 51 | Reflective surfaces have a short time delay. |
| 22 | An object slowly lifts itself up and then shoots at a wall at high speed. | 52 | Small candies rain from the sky. |
| 23 | Animals speak nonsense words. | 53 | Small objects start hopping around as though alive. |
| 24 | Animals start walking through walls. | 54 | Someone briefly flickers out of existence. |
| 25 | Animals surround you in silent worship. | 55 | Someone gets a phone call from a dead person. |
| 26 | Birds fly backwards. | 56 | The ground shatters under your feet. |
| 31 | Drawings in the area become animated. | 61 | The walls flicker like a software glitch. |
| 32 | Droplets of water float in mid-air. | 62 | There is a small pocket of low gravity. |
| 33 | Every alarm goes off at once. | 63 | There is a small pocket of zero gravity. |
| 34 | Gravity is abruptly doubled around you. | 64 | There is a small rain of blood. |
| 35 | Magical writing temporarily appears on walls. | 65 | There is an unnatural snowfall. |
| 36 | Mirrors don't reflect people. | 66 | TVs and similar show broadcasts from several decades ago. |

| Roll | Major Heart Distortion | Roll | Major Fury Distortion |
|-------|---|-------|---|
| 11-12 | You bombard someone with affectionate texts. | 11-12 | You deliver a particularly vicious, underhanded blow. |
| 13-14 | You break down and weep and beg someone to accept your affection. | 13-14 | You do your best to totally humiliate someone. |
| 15-16 | You feel compelled to give someone a lavish gift. | 15-16 | You ferociously chase someone down. |
| 21-22 | You give someone a sudden, intense kiss. | 21-22 | You freak out and bite someone. |
| 23-24 | You give someone an embarrassing love letter. | 23-24 | You get whatever's handy and swing it at someone. |
| 25-26 | You insist on cooking someone an elaborate romantic meal. | 25-26 | You kick someone somewhere sensitive. |
| 31-32 | You make a marriage proposal. | 31-32 | You play a rather dangerous prank. |
| 33-34 | You make a very public declaration of love. | 33-34 | You punch someone as hard as you can. |
| 35-36 | You pull someone into a hug and won't let go. | 35-36 | You scream and try to break everything you can lay hands on. |
| 41-42 | You put considerable effort into making something to impress someone. | 41-42 | You set something large on fire. |
| 43-44 | You reveal one of your deepest secrets to someone. | 43-44 | You slam someone against the wall and hit them. |
| 45-46 | You shower someone with kisses. | 45-46 | You smash up a store. |
| 51-52 | You slam someone against a wall and kiss them. | 51-52 | You smash up someone's car. |
| 53-54 | You stalk someone. | 53-54 | You start screaming at someone and breaking things. |
| 55-56 | You steal something valuable and give it to someone. | 55-56 | You tackle someone to the ground. |
| 61-62 | You try to drag someone off for an impromptu date. | 61-62 | You take something of personal significance from someone and try to break it. |
| 63-64 | You try to give yourself a major makeover to impress someone. | 63-64 | You take something valuable from someone and try to break it. |
| 65-66 | You very loudly tell the world at large how great they are. | 65-66 | You try to kill an animal. |

Temporary Change (6 Overcharge)

A “Change” is a magical mutation, something that warps a magical girl in some way. Many of these take the form of surreal deformities, but they can also be mental disorders, intermittent magical effects, and so on. Unless the specific Change says otherwise, Changes will always be present regardless of whether a character is in normal or magical girl form.

When Change occurs, make a d66 roll on the Change table corresponding to the type of Overcharge it is removing. (The GM may also opt to pick something thematically appropriate to the situation.) A temporary Change lasts for roughly one scene or one to two hours of in-game time. If a Change is something that occurs intermittently, on a temporary change it will definitely occur very shortly after it is acquired.

Permanent Change (8 Overcharge)

“Sorry, but this kind of thing happens sometimes. I’m sure you’ll learn to live with it. So to speak.”

Removing 8 Overcharge gives the magical girl a permanent Change, though a wish could probably remove one. Roll on the appropriate Change table as usual, but the player will have to add it to the magical girl’s sheet permanently. If a new Change conflicts with an old one, the new one supersedes the old one.

Changes that activate intermittently should activate once shortly after a magical girl acquires them. From there on, they will activate randomly. This can be simply when the GM feels like it, or the GM can roll a die each scene and have a Change trigger if it comes up a 6.

Burst (10+ Overcharge)

A “burst” is an excessively powerful form of Fallout, and seldom seen unless something has gone very wrong. Bursts always happen immediately if a magical girl gets 10 or more Overcharge on one magical attribute, and they consume *all* of the Overcharge on that attribute.

Magic: Magical Burst

The excess magical power you’ve accumulated turns into an explosion of raw power that annihilates anything and anyone nearby, excepting beings of considerable magical power. Everyone within the area of effect loses 1 Resolve per point of Overcharge, and normal people are disintegrated without a trace. A magical burst will cover everything within the Battlefield Map and then some. The specific size of the blast depends on how many Overcharge points went into it, as follows:

| Overcharge | Area Affected |
|------------|-----------------------------------|
| 10 | Size of a large building |
| 11 | Size of a skyscraper |
| 12 | A city block |
| 13 | Several city blocks |
| 14 | A significant portion of the city |

It is possible for someone to use magic to escape unscathed by making a Support challenge and getting a result equal to at least twice the number of Overcharge points that went into the Magical Burst.

If you have a Magical Burst and you do not have any Relationships at all, you will emerge from it transformed into a youma. Your magical girl becomes a monster under the control of the Game Master.

Heart: Heartspawn

The intense magical power within you, although derived from warm human emotions, becomes dangerously twisted, and breaks off into a new being. This forms a youma with a Power Level equal to half the number of Overcharge points involved in the Fallout (rounded down) and a Spread of 3. It is formed from your feelings towards someone you have a relationship with, and will attempt to find and kill them.

If you do not have any relationships when you get this kind of Fallout, your loneliness combined with the excessive magical power will turn you into a youma made of hate and resentment at the world and those who abandoned you. Your magical girl becomes a monster under the control of the Game Master.

Fury: Berserker Rage

Burst-level fallout that comes from Fury causes the magical girl to become consumed by rage. She glows a baleful red, and lashes out indiscriminately with a deadly strength.

- The magical girl gains Rage Points equal to the number of Overcharge points that went into the Burst, and the Berserker Rage lasts until they are exhausted or she runs out of Resolve.
- She can take 2 turns per combat round, and on those turns must attack a random living target or get closer to one. To determine a random target, roll one or more dice and count among the available targets. She cannot pass the turn to herself unless everyone else has used all their turns.
- She regains 1d6 Resolve at the start of each turn she takes.
- She does not take any Overcharge while this is happening, but still gets extra dice and bonus damage from rolling sixes.

Each time she attacks, the player must do at least one of the following:

- Spend 1 Rage Point as though using the Boost talent to add another die on a roll to attack. (Roll another 1d6 for the attack challenge, and add +2 to damage.)
- Spend 2 Rage Points to add +1d6 to the damage of a successful attack.
- Spend 2 Rage Points to make an extra basic attack immediately after being attacked.
- Spend 1 Rage Point to use a Talent that would instead require taking 1 Attack Overcharge.
- Spend 1 Rage Point to move into the same position as a target you are about to attack.

Change Tables

This section has three d66 tables, one for Changes for each Magical Attribute. Each has six headings, with six Changes that fit into a general theme. If you want to just let the dice fall where they may you can ignore the headings, but the GM may opt to pick a heading and roll 1d6 to get a Change better fitting the current situation in the game.

Magic Changes

1. Cute Grotesquerie

| | | |
|----|------------------|--|
| 11 | Bows | You periodically sprout bows and ribbons on your clothes or just on your body. |
| 12 | Bunny Ears | You sometimes sprout bunny ears on your head that later go back in, though not always in pairs. |
| 13 | Candy Scent | Your body always smells of sweet candy. It's almost always detectable to anyone in the same room as you, and it can be overpowering close up. |
| 14 | Lovely Eyes | You sometimes have eyes open up on random parts of your body and then close, disappearing completely. The eyes would be pretty if they were in the right place. |
| 15 | Rubbery Limbs | Your limbs have a rubbery quality, as though your bones are made of rubber. It looks freaky if you're not careful how you move. |
| 16 | Technicolor Yawn | You periodically feel sick to your stomach and throw up a strange rainbow-colored substance. Sometimes it forms into cute little creatures that scurry off to never be seen again. |

2. Linker Core Malfunctions

| | | |
|----|----------------------|--|
| 21 | Elemental Attraction | Instances of your Magical Element are gently attracted to you. |
| 22 | Form Separation | Your normal and magical girl sides will occasionally separate for a short time. |
| 23 | Graphical Glitch | Every once in a while your body or the air around you becomes distorted, like a graphical glitch in a video game. |
| 24 | Magical Clone | You spawn a precise copy of yourself. She is not a magical girl, but she knows everything you do about magic at the time this Change takes effect. She also hates you, and will try to screw up your life however she can. |
| 25 | Magical Reflection | Your reflection in any given surface has a mind of its own. |
| 26 | Magic Voice | Your voice has magical power that cuts in and out at random. Every now and then people are magically compelled to carry out something you say in the most literal manner they can manage, but you have no control over what or when. |

3. Magical Side-Effects

| | | |
|----|-----------------|--|
| 31 | Elemental Flux | Your magical element is unstable. Every now and then you wind up having a different magical element from normal; roll on the random element table on p. XX. |
| 32 | False Seeds | You periodically expel a jewel from some part of your body that looks like an Oblivion Seed, but is actually fake. |
| 33 | Magical Diet | You can no longer handle normal food, instead gaining sustenance from magical energy. Eating food always gives you food poisoning type symptoms. |
| 34 | Strange Element | Your Magical Element is suddenly changed to something bizarre. Roll 1d6 on the table below to determine what it becomes. |
| 35 | Mutation Flux | You have the misfortune to greet each new day with a new Change. Roll on the Magic Change table every time you start a new day. Re-roll if you get this result or another Change you already have. |
| 36 | Portal | A magical portal periodically opens up in some part of your body, such as your forehead or belly. Strange things come out, technicolor spirits or sometimes tsukaima or youma. |

Strange Element Table (1d6)

| | | |
|---|-------------|---|
| 1 | Blood | Your attacks all call up red blood in some form, such that when you do battle the air is full of that coppery smell. |
| 2 | Radiation | Your element becomes radiation. Your attacks tend to be either invisible or create mushroom clouds, and instances of cancer go up around you. |
| 3 | Sickness | Your magic is now based entirely on disease, and you spread sickness whenever you use your powers. |
| 4 | Color | Your magic now revolves around color. You'll have to be clever to make it useful. |
| 5 | Sugar | Your magical element is now sugar, generating cakes, candy, or just cane sugar (or corn syrup). |
| 6 | Nothingness | Your power is to call forth nothingness. It's deeply unsettling. |

4. Magical Signs

| | | |
|----|---------------------|--|
| 41 | Discolored Skin | Your body takes on a strange color. When you're transformed this coloration is extremely obvious, but when you're not transformed it's more of a subtle tint to your skin color. |
| 42 | Forehead Gem | There is a colorful gem planted in your forehead. |
| 43 | Heterochromia | One of your eyes is red, and the other is blue (or some other combination). Both are vivid, unnatural colors. |
| 44 | Magical Blood | When you bleed, your blood glows and magical symbols waft up from it. |
| 45 | Pallor | Your skin becomes unnervingly pale, and your eyes become sunken, like you're very sick. |
| 46 | Speaking in Tongues | Every now and then you start spewing what sounds like gibberish. You don't know where it comes from yourself, but youma seem to understand you. |

5. Overloaded Magic

| | | |
|----|---------------|---|
| 51 | EM Phenomenon | Your body sometimes emits electromagnetic waves that disrupt electronics. Cell phones and other things that require radio signals stop working within a city block of you, and you can no longer use cell phones, computers, etc. yourself. |
| 52 | Evil Eye | One of your eyes comes to contain dark magic. Sometimes someone you look at will suddenly fall ill. |
| 53 | Glowing | Your skin occasionally starts to glow. |
| 54 | Magnetic | Your body becomes mildly magnetic, so that small metal objects are attracted to you. |
| 55 | Scroll Body | Your body becomes covered in magical writing. |
| 56 | Theme Music | Cute, peppy music just sort of forms in the air around you at times. |

6. Reality Distortions

| | | |
|----|--------------------|---|
| 61 | Decompiling | Every now and then your body seems to come apart into component lines and magical symbols and then reassemble itself. This happens within less than a minute, but is very unsettling to watch. |
| 62 | Floating | Your magical power periodically causes you to hover. You might find yourself literally walking on air without realizing it, or wake up floating above your bed. |
| 63 | Reverse Gravity | Every now and then gravity reverses for you, flinging you upward as though in free-fall. |
| 64 | Unstuck in Space | Some dimensional distortion has loosened your position in the space-time continuum. As a result you sometimes teleport short distances at random. The burning void you experience while between places is terrifying too. |
| 65 | Voices in the TV | People appearing on televisions and other video playing devices sometimes seem to be talking to or about you. |
| 66 | Random Distortions | Every now and then reality gets distorted around you. Roll on the Magic Minor Distortion table (p. XX). This does not remove Overcharge. |

Heart Changes

1. Connection Magic

| | | |
|----|---------------------|--|
| 11 | Clone Form | You are transformed to look like someone you have a relationship with. |
| 12 | Getting Close | Every now and then you will spontaneously teleport near someone you have a relationship with. |
| 13 | Normal Copy | Your magic spawns a copy of you. She knows nothing of magic at all, and just wants to live a normal life. |
| 14 | Out of Phase | Every now and then you go out of phase with the world, so that you become translucent and cannot touch anything. |
| 15 | Telltale Heart | There is periodically the sound of a beating heart somewhere near where you are. |
| 16 | Windows of the Soul | Your eyes occasionally open impossibly wide and intangible, translucent spirits spill out of them. |

2. Cute Overload

| | | |
|----|--------------|---|
| 21 | Catgirl | You have the pointed ears and long tail of a housecat. The ears give you a bit better hearing, but are more than anything a burden. It's possible to hide them, but doing so is difficult and uncomfortable. |
| 22 | Glittery | Your skin is faintly glittery, like some kind of makeup. |
| 23 | Mascot Suit | Instead of a magical girl costume, every time you transform you find yourself in a big furry mascot suit that looks like a tsukaima you know. |
| 24 | Moe Girl | You become unnaturally attractive in a way that appeals to otaku. Your proportions are a little too perfect, your skin looks photoshopped, your eyes become just a little too large, and your hair looks like a quality cosplay wig. |
| 25 | Rococo Style | You have a sort of magical aura of garish ornateness. Your belongings subtly alter themselves to become elaborate and lacy, your packed lunch seems to become all sweets, and so on. |
| 26 | Wings | You sprout a pair of wings, large enough to be conspicuous but not large enough to fly. They will be extremely difficult to conceal. You could cut them off, but it would be astonishingly painful, and leave bloody stumps on your back. |

3. Heart Signs

| | | |
|----|--------------------|---|
| 31 | Adhesion | Every now and then you become magically adhesive for a short time, so that things stick to you. |
| 32 | Cutie Dance | You periodically feel an irresistible compulsion to do a cute, silly dance. |
| 33 | Pink | Objects that you carry or touch gradually turn pink over time. |
| 34 | Silly Voice | Your voice sounds silly and high-pitched. |
| 35 | Symbols in the Air | Odd little symbols sometimes float in the air around you. |
| 36 | Vivid Eyes | Your eyes take on an unnaturally vibrant hue. |

4. Pretty Magic

| | | |
|----|---------------------------|---|
| 41 | Flowering | You occasionally sprout flowers from your head. |
| 42 | Icon Voice | Sometimes when you talk cute little icons briefly float around your head illustrating what you say. |
| 43 | Lovely Halo | You periodically manifest a halo, like that of an angel, but bright pink. |
| 44 | Sparkles | |
| 45 | Through the Looking Glass | Every now and then your reflection will reach through a mirror and pull you in, depositing you next to a mirror in a random part of the city. |
| 46 | Trail of Candy | Wherever you go there seem to be small candies on the ground. |

5. Pretty Mutation

| | | |
|----|-----------------|--|
| 51 | Crystal Rash | Translucent crystals start growing out of your skin. They can easily break off. |
| 52 | Hallucinogen | Your skin secretes traces of a potent hallucinogen, so contact with your skin can cause people to experience hallucinations. |
| 53 | Miniaturization | You periodically shrink down to the size of a small doll and revert back at random. While shrunk you become hard to catch, but dealing with the world in general is a challenge. Your magic is unaffected. |
| 54 | Prismatic Hair | Your hair is made of transparent strands that display countless different colors when they catch the light. |
| 55 | Rainbows | Wherever you go, light tends to somehow form a prismatic effect, such that you always seem to be surrounded by rainbows. |
| 56 | Tsukaima Form | When not transformed, you look like a tsukaima, a fanciful little creature capable of human speech. Your magical girl form is still human, but you can only maintain it for a short time. |

6. Twisted

| | | |
|----|---------------|---|
| 61 | Compartment | There is a compartment with a simple door on your back or stomach. It seems to have random objects in it when opened. |
| 62 | High Density | Your body becomes exceptionally dense, so that although you're the same size, you weigh several times more. |
| 63 | Magical Boy | You become a boy. Nothing else about you particularly changes, and you can still transform and use magic (you're still male when transformed though). |
| 64 | Second Mouth | You have a second mouth on the side of your head or somewhere else on your body. |
| 65 | Stretchy Neck | Your neck is exceptionally stretchy. Although you can look normal if you're careful, your neck can stretch out to six feet or so. |
| 66 | Third Eye | A third eye opens up in your forehead. It's not too hard to hide if you're careful, but... it's <i>a third eye in your forehead.</i> |

Fury Changes

1. Aggression

| | | |
|----|------------------|---|
| 11 | Aggressive Aura | Something about your presence makes people and animals around you more inclined towards aggressive behavior. |
| 12 | Canine Animosity | Dogs just seem to find you unsettling. Dogs near you freak out and bark, whine, and howl. Even a dog you've known all your life would bark its head off around you. |
| 13 | Force Pulse | Every now and then you emit a sudden shockwave, powerful enough to knock people over and leave their ears ringing. |
| 14 | Night Terrors | Most nights you are troubled by terrible nightmares that have you waking up crying or screaming. |
| 15 | Pyromania | Every now and then you have an irresistible need to set fire to something just to watch it burn. |
| 16 | Random Outbursts | You periodically have violent outbursts. Roll on the Fury Minor Distortion table (p. XX). This does not remove Overcharge. |

2. Bestial

| | | |
|----|-------------------|--|
| 21 | Cat Eyes | Your eyes have slit-like irises, not unlike a cat's eyes. |
| 22 | Fast-Growing Hair | Your hair grows unnaturally fast, such that you would need a haircut every few days just to have it be remotely manageable. |
| 23 | Hulk Out | You occasionally become a hugely muscular version of yourself. |
| 24 | Hunger | You are always hungry. You never gain extra weight from this, but you are never sated. |
| 25 | Maw | Somewhere on your body is a large mouth with many sharp teeth. You can conceal it with normal clothing, but sometimes it gets hungry and restless. |
| 26 | Prehensile Hair | Your hair becomes prehensile, and will move on its own when you are emotional. |

3. Blood

| | | |
|----|--------------------|--|
| 31 | Bloody Eyes | Your eyes take on a creepy blood-red color. |
| 32 | Blood Smell | Your body smells of fresh blood. It is a coppery, unnerving smell. |
| 33 | Burning Blood | You periodically break out in an unnaturally intense fever. It makes your head fuzzy like an ordinary fever, but otherwise doesn't harm you. On the other hand to other people you're hot enough to be painful to touch. |
| 34 | Cold-Blooded | You become cold-blooded. Your skin feels unnaturally cold at times, and you become very sluggish when it's cold. |
| 35 | Flesh Runes | Sometimes strange symbols start appearing on your body as though being carved into your skin with a knife by invisible hands. |
| 36 | Unnatural Bleeding | Every once in a while you start bleeding from your eyes, mouth, etc. |

4. Broken Body

| | | |
|----|--------------|--|
| 41 | Bionic Limbs | Your arms and legs are apparently artificial on the inside, because when you exert yourself they make a motor whining noise. |
| 42 | Camera Eyes | It's subtle, but your eyes are in fact cameras. They make a very faint motor sound when changing focus to look at things at different distances; other people won't notice unless they're very close to you, but you can always hear very clearly. Also, to you the world takes on a surreal quality, as though you're watching a TV show rather than living through events. |
| 43 | Dead Eye | One of your eyes becomes milky white and sightless. |
| 44 | Lame | Something is wrong with your leg so that you walk slowly and with a noticeable limp. |
| 45 | Scarred | You acquire a rather nasty-looking scar somewhere on your body. It's not unnatural per se, but people will wonder what a girl like you could've done to get such a thing. |
| 46 | Sleepless | You lose the ability to sleep. You are never so tired as to need it, but also not as awake as you'd be if you could sleep. |

5. Devil-Touched

| | | |
|----|---------------------|---|
| 51 | Angry Faces | Every now and then it looks and feels like angry faces are pressing against your skin from the inside. |
| 52 | Darkening | Wherever you are, the lights seem to dim a little bit. |
| 53 | Smell of Sulfur | There is always a smell of sulfur around you. |
| 54 | Stigmata | You have one or more wounds that never quite seem to heal. |
| 55 | Whispers | Sometimes the air around you fills with strange whispering voices. |
| 56 | Writing on the Wall | Sometimes strange writing will appear on the wall near you, as though being written by invisible hands. |

6. Furious Magic

| | | |
|----|---------------------|--|
| 61 | Aura of Death | You acquire an invisible aura of death. Smaller creatures around you and larger creatures that are particularly sickly (including people) will tend to die off unexpectedly. The more a given weak organism is around you, the more likely it is to die. |
| 62 | Elemental Hair | Your hair takes on an aspect of whatever your element is. Fire hair becomes reddish-orange and sometimes flicks around on its own, that kind of thing. |
| 63 | Elemental Resonance | Instances of your magical element have a way of behaving abnormally when you're around. If your element is water, the water in the school's pool might take on a life of its own for example. |
| 64 | Kinetic Storm | Every now and then an unseen force starts picking up and hurling small objects around you. |
| 65 | Weather Phenomenon | The weather sometimes changes unexpectedly to reflect your mood, up to and including very dangerous forms of weather when you're particularly upset. |
| 66 | Zap | You sometimes emit an electric shock, strong enough to be painful to a person or to damage electronics. |

Oblivion Seeds

An Oblivion Seed appears as a gem in a diamond shape (as in the card suit symbol) with strange magical writing on it. A magical girl can embed a Seed in her amulet, where no one else can take it by force except by killing her.

A magical girl who accumulates 13 Oblivion Seeds can supposedly make a wish. If you want to know how exactly this works, you should ask the nearest tsukaima and hope he's telling the truth.

Advancement

Magical girls who survive enough battles will become better at what they do. That isn't to say that the rest of their lives will become easier, but they can at least become more proficient at fighting youma. At the end of each session, each character gets one Advance. A new character has to pick one from the Tier 1 list, a character that's gotten at least 3 Advances already can also pick from the Tier 2 list, and a character that's gotten at least 6 Advances can also pick from the Tier 3 list. You can only take a given Advance once. Check the box for each advance you take, and only take new ones that are unchecked.

Certain Advances let you rearrange your combat stats. This means you can reassign which Magical Attributes correspond to which Combat Stats.

Tier 1

- ☐ +1 to Heart
- ☐ +1 to Heart, and you can rearrange your combat stats.
- ☐ +1 to Magic
- ☐ +1 to Magic, and you can rearrange your combat stats.
- ☐ +1 to Fury
- ☐ +1 to Fury, and you can rearrange your combat stats.
- ☐ +1 to Charm
- ☐ +1 to Charm
- ☐ +1 to Determination
- ☐ +1 to Determination
- ☐ +1 to Insight
- ☐ +1 to Insight
- ☐ +3 to Base Resolve

Tier 2

- ☐ Gain a new Common Magical Talent
- ☐ Gain a new Common Magical Talent
- ☐ Gain a new Magical Talent from your Specialization, and you can rearrange your combat stats
- ☐ Gain a new Magical Talent from your Specialization
- ☐ Use the "Recover" move an additional time per episode
- ☐ Remove one permanent Change.
- ☐ Remove one permanent Change.

Tier 3

- ☐ Take the advanced form of your Specialization (see below), or take on a second regular Specialization
- ☐ Gain a Finishing Attack (see below)
- ☐ Gain a new General Magical Talent
- ☐ Gain a new Magical Talent from your Specialization, and you can rearrange your combat stats.
- ☐ Gain a new Magical Talent from your Specialization
- ☐ Gain a new Magical Talent from any Specialization
- ☐ Use the “Recover” move an additional time per episode

Retraining

Especially for those who are new to the game and just starting out, the GM may allow players to change some of their selections of talents and such once they have a better feel for how the game works and what the different talents do.

Slower Advancement

If one Advance per session makes the pace of advancement too fast, the GM can opt to instead grant once Advance per 2-3 game sessions (or possibly even more), especially if you expect your campaign to be long enough that your magical girls would otherwise run out of interesting Advances to take.

Advanced Specializations

Magical girls who reach Tier 3 Advancement have the option to take on an advanced version of their Specialization. A Witch can become a Reaper, a Knight can become a Paladin, and a Priestess can become an Oracle.

Reaper

Prerequisites: Have taken 6+ Advances, Witch Specialization

Cruel Reaper: +1 to the damage of all your attacks.

Reaping Strike

Minor Action, 2/Scene

After making a successful attack, use this talent to inflict an additional 1d6+1 damage.

Paladin

Prerequisites: Have taken 6+ Advances, Knight Specialization

Divine Punishment

Minor Action, 1 Overcharge (Defense)

Select a target within a range of 0-3. Until the start of your next turn, if the target makes an attack that doesn't include you, you can inflict 1d6 damage on them as a free action.

Oracle

Prerequisites: Have taken 6+ Advances, Priestess Specialization

Adept Healer: Any talents you use that restore Resolve now restore an additional 2 points when used.

Phoenix Call

1/Scene, 1 Overcharge (Support)

An ally within a range of 0-4 regains 1d6+6 Resolve.

Finishing Attacks

Magical girls who reach Second Tier Advancement have the option to gain a Finishing Attack. These are especially potent attacks that they can only use occasionally.

A magical girl can only use her finishing attack once per episode, and doing so gives them 1 Attack Overcharge. Each time she delivers a successful attack, she gets a Momentum Point. We recommend representing these with tokens. Once a magical girl has 3 Momentum Points, she can spend them to use her finisher. Unused Momentum Points are lost at the end of the scene.

A finishing attack functions like a basic attack (and thus counts as a Major Action), but it does an additional 1d6 damage, its maximum range increases by 1, and has the changes in the particular Finishing Attack added. When you take a finishing attack, pick one of the effects below.

- **Barrage:** Attack may either target all enemies in 2 adjacent positions (roll once for attack and damage, hit all targets whose defense rolls you beat), or attack one enemy with +2 to attack and damage.
- **Binding:** Target takes the Bound and Dazed status effects.
- **Debilitating:** Target takes the Bleeding and Dazed status effects.
- **Inescapable:** +4 to your attack challenge, +2 to damage, +1 to maximum range
- **Powerful:** Target takes an additional 1d6 damage.

Finishing Attack Name Table

Not all magical girls bother to name their finishing attacks, but if you want to name yours and determine it randomly, make a d66 roll on each of the parts in the table below.

| Roll | Part 1 | Part 2 | Part 3 |
|------|------------|------------|-------------|
| 11 | Blitz | Aegis | Activation |
| 12 | Blossom | Beam | Attack |
| 13 | Coconut | Big | Bomber |
| 14 | Coquettish | Blazer | Boomerang |
| 15 | Cosmic | Candy | Breaker |
| 16 | Crescent | Card | Buster |
| 21 | Divine | Chain | Cannon |
| 22 | Floral | Complete | Crusher |
| 23 | Golden | Dive | Crystal |
| 24 | Infinity | Double | Cyclone |
| 25 | Love | Fall | Dragon |
| 26 | Magical | Fire | Driver |
| 31 | Moon | Force | Evolution |
| 32 | Mutation | Forte | Explosion |
| 33 | Mystic | Gentle | Finale |
| 34 | Peach | Healing | Flash |
| 35 | Phantom | Heart | Fortissimo |
| 36 | Photon | Heartful | Healing |
| 41 | Pink | Lancer | Honeymoon |
| 42 | Pixie | Love | Ignite |
| 43 | Plasma | Miracle | Illusion |
| 44 | Pretty | Moonlight | Impact |
| 45 | Quiet | Power | Kiss |
| 46 | Ragnarok | Prismatic | Magic |
| 51 | Rainbow | Rage | Matrix |
| 52 | Riot | Scepter | Prism |
| 53 | Rune | Silhouette | Punch |
| 54 | Shining | Smasher | Recall |
| 55 | Silver | Spiral | Reflection |
| 56 | Star | Star | Shoot |
| 61 | Stardust | Sugar | Shooter |
| 62 | Starlight | Thunder | Shower |
| 63 | Super | Tiara | Slash |
| 64 | Sweet | Twilight | Storm |
| 65 | Thunder | Wink | Thunderbolt |
| 66 | Venus | Wish | Wave |

The Game Master's Job

"I used to think that there was someone up there looking out for me, but ever since I became a magical girl, it feels like either no one cares, or whoever's up there wants us to be miserable."

This chapter is about how to be a Game Master for *Magical Burst*. You can go about it any way you want of course, but what I've written down here is the approach I developed to help give the game the feel I was looking for.

In *Magical Burst* the GM's job is basically to keep the magical girls' lives difficult and shocking. This is not a setting where magic is a known quantity, and it is not the kind of magical girl story where magic is always conveniently unnoticed by normal people. The unpredictable side-effects of magic have a way of leaking out into a world that is unprepared for and uncomprehending of them. This is important. Magic violates the natural order of the world, creates a *wrongness* that naturally repulses people.

Basic Principles

Find out what happens. This isn't a game where you as the GM should come to the table with lots of plans. It's meant to let you put in some stuff to shake the magical girls up, and then play out how they deal with it and whatever fallout and other problems come from it. Come in with a sincere desire to find out how things are going to unfold.

Keep it vivid. Magical girls come from a world of bright, clashing colors. Their enemies—and sometimes their allies—are surreal creatures of nightmare. Describe the scenery, characters, and action in a vivid, visual wording.

Keep it weird. This game subverts the wholesome magical girl genre and makes magic get downright surreal at times. Keep things strange.

Keep it shocking and oppressive. Becoming a magical girl is at best an unpleasant compromise in a world that is much darker than it seems on the surface.

Ask questions. Put the players on the spot about their magical girls, and ferret out details, thoughts, and decisions. Use their answers.

The Series

Before you get too far you need to figure out some basic things about what you're going to do with the game.

Setting

Apart from the basic details of magical girls, tsukaima, and youma, I've been pretty vague about the setting. Although the source material for *Magical Burst* is Japanese, and the game purposely uses some Japanese terminology, it doesn't necessarily take place in Japan. The "default" setting is more or less contemporary, though a little bit surreal and detached. You might have somewhere more specific and grounded in mind, whether your hometown, a famous city, or a particular point in human history.

Important Characters

Magical Burst works best with a small, familiar cast of characters who loom large over the story. With the players' magical girls, the characters they introduce in the relationship chart, the tsukaima, and the youma they will face, you'll have most if not all of the characters that the game will need. There are a lot of possible elements that can go into the game—bullies, strained friendships, abusive parents, etc.—and you'll have to choose which ones to pursue.

Episodes

Think in terms of an anime episode for how much ground one session should cover. Two or three broad plot elements should be enough usually. Look at your Secrets, the magical girls' answers to questions, and their relationships for ideas. Look for things to tug at or better yet to set against each other. Then look for how to set a youma at the end of that roller coaster.

Getting Started

Chances are the first episode will come on the heels of creating magical girls, and the players will still be feeling out the game and their characters. My suggestion is to bring a shock in relatively early on to set the tone, maybe just after giving the players a little time to role-play a bit of their magical girls' everyday lives. The magical girls' crises are an excellent tool here, and there's a good chance they'll give you some good building blocks for putting together the basis of a backstory.

If you're only playing a single session, crises can form the basis of the whole session, but in a full campaign you don't have to utilize all of their crises right away. In fact they normally shouldn't be fully resolved or even fully revealed in the first episode. Still, everyone should understand that they are part of the starting situation.

You might go as far as to have the characters start off as ordinary girls and make pacts with a tsukaima in the first episode. This can make the acquisition of their powers itself a shock, especially if the process of becoming a magical girl is not what they expected.

Shocks

In *Magical Burst* "shocks" are the engine that drives the story. For our purposes a shock is something out of the ordinary that forces the magical girls to react. Youma, Fallout, revelations of Secrets, and the actions of NPCs can all potentially be shocks. As the Game Master you'll need to find the right rhythm of Shocks for you and your group, but broadly speaking whenever the magical girls start to get comfortable you should look for a plausible way to inject a Shock of some kind.

Your main mechanical tool for making Shocks have bite is the Stay Calm move. As a person sitting at a table playing a game it's easy to play down how scary stuff can be, and fear is something that we're decidedly not fully in control of. The Stay Calm move says that, just as your own mind is not *entirely* under your control, neither is your magical girl.

Secrets

The table below has several some possible secrets; feel free to use them or make up your own.

| Roll | Secret |
|------|---|
| 11 | A magical girl remade the world for the better at great cost, but there are those who would turn it back. |
| 12 | A pendant from a dead magical girl is worth 12 Oblivion Seeds. |
| 13 | All youma are actually fallen magical girls who have become consumed by magic and darkness. |
| 14 | Although magical girls are immune, magic is actually radioactive, and causes cancer and in severe cases radiation poisoning. |
| 15 | Becoming a magical girl radically changes the structure of your body. Magical girls seem to become creatures made of pure information, or perhaps pure magic. |
| 16 | Certain ordinary people contain Oblivion Seeds, and a magical girl can learn how to detect them. Taking the seed from such a person requires killing them though. |
| 21 | Each Oblivion Seed used dims the light of the stars. |
| 22 | Every wish granted to a magical girl leeches away the life of the planet. After 13 wishes are granted, it's all over. |
| 23 | Human beings are creatures of flesh and blood and nothing more. When they die, their biological processes simply stop, and they come to a very permanent end. Even magic cannot change this fundamental fact. |
| 24 | Magical girls do not age. Either their bodies are changed into something else that does not age, or magic uses up some essential energy that prevents them from growing up. |
| 25 | Magical girls who let too much hate into their hearts become Dark Magical Girls, and the desire to destroy consumes them. |
| 26 | Magical girls' magical pendants actually house their souls, and their bodies are replaced with artificial ones that can be more easily repaired through magic. |
| 31 | Mankind is beyond redemption and will destroy itself. |
| 32 | Men who make contracts with tsukaima become girls, even when not transformed, and the change makes them lose most of their memories. Only the wish they had in mind is sure to remain. |
| 33 | Some magical girls are actually youma that have become fully sentient. Some of them don't even know what they really are. |
| 34 | The astral plane is where youma originate from, but there's also something else in its depths, a shining palace... |
| 35 | The city and everyone who lives there, everyone you love, are fakes except for the magical girls. No one knows what lies beyond the confines of the city. |
| 36 | The city is a tiny bubble of reality in a dying universe. |
| 41 | The first time a magical girl transforms it is pure agony. |
| 42 | The government is well aware of the magical girl phenomenon, and has special agents trained to eliminate any magical girls who cause too much trouble. |
| 43 | The tsukaima are minor angels. Angels are beings of sacred geometry beyond human comprehension. |
| 44 | The tsukaima are servants of a being that might be called God, but that being utterly despises mankind. If humanity is to have a future at all, magical girls will have to band together and fight God himself. |
| 45 | The tsukaima come from the Dream City, which will supplant the city you live in once they collect enough Oblivion Seeds. |
| 46 | The tsukaima come from the Magical Kingdom, and their true goal is to invade the mundane world. |
| 51 | The tsukaima serve a particular goddess, and if the other gods find out what she's done they'll destroy all of the magical girls, and maybe even the whole world. |
| 52 | The wishes the tsukaima promise are a sham. Or at least, no magical girl has ever survived long enough to claim one. |
| 53 | The youma actually only target people with real evil in their hearts, and magical girls are the unknowing dupes of forces that wish to maintain a certain level of evil and suffering in the world. |
| 54 | There have been magical girls throughout human history, fighting and dying. Without the tsukaima's influence humanity would still be living in caves. |
| 55 | There is a group of magical girls who have been murdering other magical girls in order to prevent some kind of major disaster. |
| 56 | This world is actually a colossal Nightmare. |
| 61 | Tsukaima are actually in it for themselves, and a tsukaima who is able to gather enough Oblivion Seeds will become a god. |
| 62 | When all of the youma are gone, the magical girls will be forced to fight and kill each other. |
| 63 | When the dreamer awakens, much of this world will turn out to have been imaginary. |
| 64 | Youma are actually the souls of the restless dead, and by defeating them you are consigning them to oblivion. |
| 65 | Youma are not beyond redemption. |
| 66 | Your tsukaima has revealed some shocking, horrible things, but the fact of the matter is that he's still got your best interests in mind. Things really are that bad. |

Tsukaima

“It’s only natural that there are others like me. However, this is my territory, so you’re unlikely to see any of them unless something has gone wrong.”

The tsukaima is probably the most important of the character you get to portray as the GM. They know more than anyone else about magical girls and youma, and they have the power to turn a girl into a magical girl on short notice.

This section has some tables and guidelines for creating a tsukaima. Tsukaima are in the game more for plot purposes, so their game stats are rather vague. If you’re not going to be playing long, or you just don’t have any ideas, go ahead and use one of the sample tsukaima below.

Tsukaima Creation Tables

Here are some random tables you can roll on to help brainstorm a tsukaima. Make a d66 roll once on each column, and roll a second time on one or more columns if you think your tsukaima isn’t weird enough.

| Roll | Base Appearance | Odd Physical Trait | Personality |
|-------|-----------------|---------------------------|---------------|
| 11-12 | Cat | Gem in Forehead | Calculating |
| 13-14 | Rabbit | Unblinking Round Eyes | Affectionate |
| 15-16 | Dog | Metal Antennas | Vengeful |
| 21-22 | Fox | Fluffy Wings | Cheerful |
| 23-24 | Turtle | Halo | Prideful |
| 25-26 | Piglet | Very Long Ears | Fastidious |
| 31-32 | Bird | Extra Limbs | Lazy |
| 33-34 | Lion Cub | Chameleon | Always Calm |
| 35-36 | Ball of Fluff | Translucent | Gluttonous |
| 41-42 | Ferret | Boneless | Sinister |
| 43-44 | Wolf | Chains/Manacles | Jealous |
| 45-46 | Lizard | Gaps in Body | Gregarious |
| 51-52 | Robot | Extra Eye(s) | Hedonistic |
| 53-54 | Dragon | No Mouth | Depressed |
| 55-56 | Doll | Covered in Shifting Runes | Argumentative |
| 61-62 | Frog | Exudes Iridescent Mist | Friendly |
| 63-64 | Polyhedron | Metallic Skin | Secretive |
| 65-66 | Girl | Clockwork | Poetic |

Tsukaima Attributes

A typical tsukaima has values of around 6 for all of the Normal Attributes. See “Attacking a Tsukaima” for ideas on how to handle a tsukaima in combat.

Tsukaima Special Abilities

“I suppose I could try to erase her memory. But it would be easier to just kill her.”

There are all kinds of special abilities that tsukaima could have. The only one they all *definitely* have is the ability to make a pact with a girl and turn her into a magical girl, but here are some other possible powers.

1. **Detect Magic:** All beings that use magic can sense its presence to some degree, even if it’s an unconscious shift in moods. Some tsukaima are particularly adept at detecting magic though, making them especially good at ferreting out both potential magical girls and youma.

2. **Erase Memories:** A tsukaima could have the ability to erase people's memories, to better hide magic from the world. Although this ability is very effective, since tsukaima don't quite understand how humans think they're likely to cause some collateral damage to the subject's mind.
3. **Induce Change:** Some tsukaima have worked out how to cause magical girls (or other people?) to undergo Changes, either specific ones or at random.
4. **Inflict Pain:** Some tsukaima have the ability to inflict terrible, debilitating pain on magical girls.
5. **Invisibility:** Tsukaima are often good at concealing themselves, including turning outright invisible, or at least invisible to people without magical power.
6. **Teleport:** Some tsukaima don't even relate to physical space the way people do, and can teleport from one location to another instantly.

Tsukaima Motivations

"Where I am from what you would call 'love' is considered an aberration. And yet, I am an aberrant, both here and back home."

There's a good chance that what actually motivates a tsukaima will play into the nature of the setting and consequently the game's Secrets, but regardless you should think about what motivates the individual tsukaima.

1. **The Mission:** Many tsukaima are simply focused on their mission above all else. Their ultimate objective might not be something the magical girls are comfortable with.
2. **Entropic Urge:** Every human has a little bit of an urge to break things, to deprive things of their order and structure. It's a part of the nature of the universe drawing people towards itself. Tsukaima understand this fundamental urge far better than humans, and some give in to it.
3. **Personal Power:** The concept of a "self" is something of an aberration for a tsukaima, but the form of that dysfunction most accepted is a desire for personal power. This can manifest as a drive to accumulate Oblivion Seeds, or to recruit as many magical girls as possible, or to wield influence over the human world.
4. **Pulling Wings:** Tsukaima do not understand concepts like pain in the same way humans do (and are unlikely to react much to threats of violence against themselves), but some of them take a sort of intellectual interest in how other life forms react to different kinds of pain. This can sometimes grow into cruelty and sadism, but the usually lack the empathy for even that, and simply find the patterns of behavior that result to be interesting.
5. **Beauty:** As alien as they are, tsukaima are capable of appreciating beauty, even if their standards differ from those of humans. This can lead them to do some very strange things in the pursuit of beauty, but then it all depends on what they consider beautiful.
6. **Compassion:** What we call "compassion" tsukaima usually think of as a kind of mental illness, but there are some deviants who care about others in much the same way humans do. This puts a tsukaima in a bad place, since it means they have to carry out a mission that will result in magical girls suffering.
7. **Love:** Tsukaima motivated by love are the rarest of all. A tsukaima who forms that kind of attachment knows full well that there is something deeply wrong with him, and he may react violently against himself or the object of his affection in order to rid himself of this emotion. Tsukaima who come to love their magical girls tend to try to hide it unless they've totally given up on being at all normal, but even if they do choose to express those feelings, they're missing all the rest of the normal human emotions and values.

Example Tsukaima

Blue

This tsukaima appears to be artificial, a small, yellow-green spherical robot lined with runes that gradually change. He's short-tempered, and often berates his magical girls at length for their failures, however slight. Blue is adept at inflicting pain on magical girls, and does so with a frequency and enjoyment that other tsukaima find distasteful.

Buubuu

This tsukaima looks like a cute little piglet with cherub wings. He has a definite fondness for human food, especially sweets, and often demands treats before he'll actually do his job.

George

George is a small dragon, about 3 feet long, with a flat face and two round, unblinking eyes. He likes to collect shiny objects, especially valuable ones, and has no qualms about stealing.

Ma-chan

This very unusual tsukaima looks like a teenage girl, albeit with a halo and a third eye in her forehead. She wears a one-piece white dress, and always seems to want physical contact. She's constantly trying to hold hands with, hug, or put her head in the lap of the magical girls she associates with.

Nekota

Nekota looks like a white cat with fur so unnaturally white that it's sometimes hard to distinguish his features, and oval-shaped eyes like black gems. He's very picky about who he recruits to become magical girls, and frequently tries to take over the mentorship of other magical girls he thinks are particularly capable. He also seems to be sort of unstuck in space, able to appear and disappear at will, and even to appear in more than one place at the same time.

Pyonkichi

"Humans are such weak creatures. But you are mine. I made you what you are."

Pyonkichi is a rabbit-like tsukaima with odd little antennas on his head that glow when he uses his magic. He takes fostering new magical girls very seriously, and takes pride in their accomplishments. He is especially adept at sensing potential magical girls.

Selene

A slender, feminine, fox-like creature with a third eye in her forehead. She likes to seek out unusual candidates, but otherwise prefers to take it easy.

Attacking a Tsukaima

"Are you sure you want to do that?"

Especially if there are some nasty Secrets revealed, magical girls may wish to do violence to a tsukaima. Here are a few ways you might handle this.

1. When threatened, a tsukaima can transform into a monster. It might be something ugly and horrifying, or it might be terrifying and unnatural in its beauty, but it is terrible and dangerous. Treat it as a youma of whatever power level you think is appropriate.
2. It is essentially impossible to kill a tsukaima, at least permanently. Maybe they regenerate in short order, or maybe they can become insubstantial, teleport, turn invisible, or otherwise use magical trickery to evade attackers. Or they might just turn out to have been mentally projecting into the magical girls' minds, and were never physically present in the first place.
3. Killing a tsukaima is incredibly easy. The problem is that the consequences of doing so are far worse than anyone could have imagined.

Normal People

Ordinary people are largely insignificant to the rules of the game, but they're vital to what goes on in it. They help anchor the magical girls to normal reality, but they're also who the magical girls have to conceal the magical side of their lives from.

- **Friends and Family:** As magical girls start out as normal girls, they typically have some normal friends and family. These are likely the people a magical girl will most want to protect from youma and shield from the problems in the magical side of her life. Of course, friends and family can be problematic too.
- **Teachers and Classmates:** Magical girls are of school age, so unless they've abandoned school life, teachers, classmates, and so on are going to be a part of their lives.
- **Bullies:** Bullying is a serious problem in the city, yet authority figures seldom intervene. Bullies vary in the kinds of cruelty they wield, whether social, electronic, emotional, or physical. Magical girls are not immune to bullying, much less any normal friends they might have, but they have the looming temptation to crush the bullies using magic.
- **Criminals:** Magical girls sometimes end up going to less savory parts of the city, and that can mean running into the criminal element, anywhere from random muggers to big crime bosses. Some are just people in desperate situations, but in the world of professional criminals it's those with no scruples that survive.
- **The Authorities:** The police and other human authorities are still a factor in the world, even if they're woefully ill-prepared to deal with magic. If people find out that a person has died or some other disturbance has happened, there's a good chance that the police will show up. If magic has been a problem for long enough, governments will begin trying to find ways to deal with it, and in doing so they're likely to escalate to government agents or even the military.

In game terms, normal people have no Magical Attributes or other magical traits, though they still have Normal Attributes. A young or physically frail person will have a total of 12-14 points in their Normal Attributes, an average person has about 16 or so points, and an exceptional person can have 18-20 (and have individual attributes as high as 9). See p. XX for the rules on how normal people function in magical battles.

Creating Youma

"This is your enemy. If you do not wish it to kill more people, you must kill it first. It's that simple."

Youma are the monsters that magical girls fight, but the game is a little vague on what they're like beyond that. It will be up to you to decide their true origins and reveal them to the players. Outwardly they are creatures of incoherent pain and violence, and if they were ever human, they are lacking something. They cannot help but lash out, cannot help being a force of destruction and fear.

This section has the rules for creating youma, as well as a set of sample youma.

One key thing with youma in general is to vary the number of targets the magical girls have to deal with. This makes battles more interesting and challenging, and makes Talents that affect multiple enemies actually useful. You can accomplish this by simply having multiple youma show up at once (though generally they should each be a little weaker) and/or by giving youma Boss Abilities (see below) that let them add more targets to the battlefield.

1. Appearance and Behavior

You should have some idea what your youma will look like and how it acts. Some youma are mindless monsters that lash out at random, but they can be terrifyingly cunning, and some of them have human intelligence and then some.

Youma Appearance

| d66 | Base Appearance | d66 | Base Appearance | d66 | Base Appearance |
|-----|-----------------|-----|-----------------|-----|-----------------|
| 11 | Child | 31 | Worm | 51 | Witch |
| 12 | Snake | 32 | Car | 52 | Artist |
| 13 | Bat | 33 | Spider | 53 | Clothes |
| 14 | Flower | 34 | Camera | 54 | Robot |
| 15 | Musician | 35 | Butterfly | 55 | Dancer |
| 16 | Dancer | 36 | Motorcycle | 56 | Warrior |
| 21 | Girl | 41 | Lion | 61 | Amorphous |
| 22 | Cat | 42 | Sphere | 62 | Insect |
| 23 | Dog | 43 | Rabbit | 63 | Tree |
| 24 | Man | 44 | Mouse | 64 | Painting |
| 25 | Woman | 45 | Die | 65 | Sound |
| 26 | Camera | 46 | Robed Figure | 66 | Magical Girl |

| d66 | Odd Trait | d66 | Odd Trait | d66 | Odd Trait |
|-----|---------------|-----|--------------|-----|-----------|
| 11 | Giant | 31 | Flaming | 51 | Checkered |
| 12 | Polka-Dotted | 32 | Ice | 52 | Slime |
| 13 | Winged | 33 | Lightning | 53 | Suit |
| 14 | Goblin | 34 | Lycanthrope | 54 | Shackled |
| 15 | Naga | 35 | Centauroid | 55 | Lacy |
| 16 | Venus Flytrap | 36 | Spines | 56 | Shadow |
| 21 | Gelatinous | 41 | Cotton Candy | 61 | Luminous |
| 22 | Demonic | 42 | Clockwork | 62 | Plush |
| 23 | Doll | 43 | Faceless | 63 | Burning |
| 24 | Tentacles | 44 | Eye | 64 | Elongated |
| 25 | Tiny | 45 | Wall | 65 | Spines |
| 26 | Harlequin | 46 | Gemstone | 66 | Runes |

Youma Motivations

| Roll | | Roll | |
|------|--|------|---|
| 11 | It believes it is a superior life form, and intends to crush all lesser creatures. | 41 | It wants to be completely, utterly alone. |
| 12 | It constantly lashes out because of the pain it feels. | 42 | It wants to be with a particular person, and will fight anyone who tries to get close to them. |
| 13 | It feels lonely, and will try to engulf anyone it thinks could alleviate its loneliness. | 43 | It wants to be with another particular youma. |
| 14 | It hates a certain type of person, and attacks anyone it recognizes as that type. | 44 | It wants to destroy the world. |
| 15 | It hates humanity, and wants to wipe out mankind. | 45 | It wants to die. |
| 16 | It hates magical girls. | 46 | It wants to end all pain for everyone, by any means necessary. |
| 21 | It hates tsukaima and wants to destroy them. | 51 | It wants to entice victims to come to it so it can devour them. |
| 22 | It is a creature of sincere love for all, but as a youma its expressions of love are inherently destructive. | 52 | It wants to kill one particular person at all costs. |
| 23 | It is a servant of entropy, and wants to destroy everything that has form. | 53 | It wants to spread mischief. |
| 24 | It is constantly reliving a painful memory. | 54 | It's a berserker animal and just attacks things. |
| 25 | It is obsessively trying to complete some small task, and deals with interruptions with murderous rage. | 55 | It's a scared animal and wants to go to a place of safety. |
| 26 | It is trying to give a performance of some kind. | 56 | It's making... something. |
| 31 | It is trying to hoard some meaningless object. | 61 | It's protecting a particular person, and lashes out with lethal force at any perceived threats. |
| 32 | It is trying to repeat a half-remembered mundane activity. | 62 | It's searching for a particular memento. |
| 33 | It seeks to punish what it considers to be sinners. | 63 | It's trying to hoard Oblivion Seeds, and thus lashes out at anything that looks like it might have them. |
| 34 | It simply wants to be alone, and lashes out at any who come near. | 64 | Someone has found something it wants to feed on, and it remains more or less tame as long as it has that. |
| 35 | It thinks of itself as a force of justice. | 65 | There are other, lesser youma it wants to protect and feed. |
| 36 | It wants revenge on a particular magical girl. | 66 | There is a particular object it despises, and it will attack that object or anyone who gets close. |

You can also flesh out a youma a little more by rolling on some of the tables for magical girls. In particular, giving the youma a magical weapon and magical element can do a lot to give it some extra flavor.

2. Power Level and Spread

We use two numbers as a starting point for a youma: Power Level (PL), and Spread. **Power Level** is the youma's general danger level, which normally ranges from 1 to 5, where 3 is average and 5 is a major threat. **Spread** is the number of magical girls it's meant to be able to fight simultaneously. The PL and Spread will determine several other factors about the youma, as you'll see.

To create a reasonable challenge you'll want a PL of 2-4, and one or more youma with a total Spread about equal to the number of magical girls. However, you can involve much stronger or weaker youma if you think it's appropriate. The aim is to give you an accurate guideline, not a straitjacket. If you really want to have a PL 10/Spread 10 super-youma that the PCs are supposed to stay the hell away from you certainly can.

3. Traits

Next, determine your youma's base numerical traits from the Power Level and Spread you've selected.

- **Combat Stats:** These are the same three Combat Stats that magical girls have (Attack, Defense, and Support). The table gives three numbers; assign these among the three stats however you wish.
- **Damage Bonus:** Youma receive a special bonus to the damage of all of their attacks based on their Power Level.
- **Resolve:** This is the youma's base Resolve. When its resolve gets reduced to 0, it is destroyed and (usually) leaves behind one or more Oblivion Seeds.
- **Overcharge:** As creatures of dark magic, for youma Overcharge is a source of power that they expend. A youma thus has a certain number of Overcharge points, which they can spend to get the kinds of effects magical girls get from taking Overcharge points (including using the Boost talent to get extra dice for challenges). They do not suffer Fall-out however, and simply have a single pool of Overcharge.
- **Oblivion Seeds:** This is the suggested number of Oblivion Seeds a youma will yield upon its defeat.

| Power Level | Combat Stats | Base Damage | Resolve | Overcharge | Oblivion Seeds |
|-------------|--------------|-------------|--------------|------------|----------------|
| 1 | 2, 3, 4 | +0 | Spread x 8 | 3 | 1? |
| 2 | 3, 4, 5 | +1 | Spread x 10 | 6 | 1 |
| 3 | 5, 6, 7 | +2 | Spread x 12 | 9 | 1 |
| 4 | 6, 8, 10 | +3 | Spread x 14 | 12 | 2 |
| 5 | 8, 10, 13 | +4 | Spread x 16 | 15 | 3 |
| (+1) | +1, +1, +1 | (+1) | + Spread x 2 | +3 | 3+ |

Nightmare Size

Each youma can generate a Nightmare, an area of shadowy, distorted reality in which their magic has powerfully detrimental effects on humans. You can determine the rough size of a youma's Nightmare as follows:

| Power Level | Nightmare Size |
|-------------|------------------|
| 1 | 1d6 x 10 meters |
| 2 | 2d6 x 10 meters |
| 3 | 3d6 x 10 meters |
| 4 | 4d6 x 10 meters |
| 5 | 1d6 x 100 meters |

4. Boss Abilities

These are special abilities that youma get specifically to make them able to handle themselves against multiple opponents. Since a typical final battle is going to be against most or all of the players' magical girls, the main youma foe will certainly need them. A youma can have a number of boss abilities equal to its Spread, and can take some of these abilities multiple times to make them more potent.

Action Burst

The youma can spend 1 Overcharge to take an additional Major Action on its turn. A youma with a Spread of 3 or higher can take this ability a second time to be able to buy a second extra Major Action in one turn.

Backlash

The youma is made in such a way that it naturally creates a backlash when attacked. A magical girl that attacks it always takes 1d6 damage.

Blood Rain

Major Action, 1 Overcharge

The youma makes a Support vs. Support challenge against all targets in one position within a range of 0-2. Targets that fail take the Bleeding status.

Burst Attack

The youma is adept at attacking multiple targets at once. It can make a basic attack against all targets in one position by spending 1 Overcharge. If it takes this ability a second time, it can also make the attack on two adjacent positions for 2 Overcharge.

Echoes

The youma has the ability to create “echoes,” lesser copies of itself. This uses a Major Action, and causes the original youma to lose 5 Resolve. This resolve cannot be healed until the Youma re-absorbs the child Echo. Youmas may only reabsorb Echoes out of combat. If an Echo is destroyed but the parent Youma survives the battle. It may regenerate the lost Resolve at a rate of 5 per scene.

An echo becomes an independent creature on the battlefield. It has all of the original youma’s Special Abilities, but no Boss Abilities. It takes its own turn, but can only take one Minor or Major Action on its turn. If it suffers the Stunned status effect, it cannot take any actions other than the Status Recovery action on its turn, and it has a –2 penalty to the challenge for that. An echo deals a base of 2 damage on its attack instead of 1d6, but gets the usual bonuses from exploding dice and the youma’s Power Level. The echo has ¼ (round down) of the original youma’s Base Resolve.

Extra Action

The youma can take an additional turn per round. *This counts as two boss ability selections.* A youma can take this ability multiple times. When a youma has this ability, it is helpful to set out a number of tokens equal to the number of actions it has, and take them away each time the youma takes a turn.

Fear Gaze

Major Action, 1 Overcharge

The youma makes a Support vs. Support challenge against all targets in one position within a range of 0-2. Targets that fail take the Stunned status.

Minions

The youma has a number of small youma creatures that help it by hampering foes. The number of minions is equal to the youma’s Power Level. Each minion has its own turn, with a Minor and Major Action. Rather than rolling dice for attacking or defending, a minion has a static defense equal to the main youma’s PL plus 7. If it lands a successful attack it inflicts damage equal to the main youma’s damage bonus. Any successful attack against a minion will destroy it. During combat all minions take their turns simultaneously.

Minion Creation

Minor Action, 1+ Overcharge

The youma can generate minions while still doing battle. It creates 1 minion per Overcharge spent, to a maximum of its Spread in one turn.

Minion Explosion

Major Action, 1 Overcharge

The youma makes an attack that originates from any position it has a minion in. That minion is destroyed, but if the attack is successful the target takes an additional 1d6 damage.



Resilient

The youma can remove one status effect at the beginning of each round.

Resistance

Each time the youma takes damage, reduce the damage by 2 points, to a minimum of 1.

5. Special Abilities

Youma can have a number of special abilities that make them that much more dangerous. Select a number of special abilities equal to half the youma's PL (rounded up).

Ambush Tactics

Some of the craftier youma can set ambushes in one way or another. A youma with this ability gets an extra turn before the first round of combat begins, and if it attacks on that turn the attack gets +3 to the result and +1d6 to damage. When the first normal round begins, the youma can go first if it chooses.

Binding Attack

The youma can deliver an attack that holds targets in place by spending 1 Overcharge. If it hits, the target takes the Bound status.

Block

The youma can bring some kind of barrier or other defense to bear to protect itself from attacks. It can reduce the damage from a single attack by 5 per Overcharge it spends.

Curse Shift

Major Action, 1 Overcharge

The youma can move one status effects or other continuing effects (including Hexes and Links) to another target within a range of 0-1. It can move additional effects by spending 1 additional Overcharge per effect moved.

Debilitating Attack

The youma can spend 1 Overcharge to make an attack that makes the target weaker for a time. If it hits, the target takes the Stunned status.

Disruptive Strikes

Each time the youma attacks a magical girl, she takes a point of Overcharge on a random magical attribute, regardless of whether the attack hits. Roll 1d6: 1-2 Heart, 3-4 Fury, 5-6 Magic.

Fear Aura

Any enemies within the same position as the youma take a -2 penalty to all challenges.

Gravity Wave

Major Action, 2 Overcharge

All targets within a range of 1-3 are pulled 1 position closer to the youma. It then makes a basic attack that affects all targets that are within the same position.

Lashing Ground

The youma has tentacles or similar that make it so that the position it occupies is always considered Rough Terrain, though the youma itself ignores its effect.

Overcharge Radiation

This youma radiates unstable magic. At the end of a scene spent near this youma, each magical girl takes 1d6 Overcharge points on the youma's highest attribute.

Memory Blaze

Once the youma is reduced to half its based Resolve, its attacks do an additional +2 damage for the rest of the scene.

Memory Pulse

When the youma is reduced to half of its base Resolve, it causes damage equal to its PL to each target within 2 positions of it.

Mind Leech

The youma can attack a victim's mind instead of their body. It makes a Support vs. Support challenge, and if it wins the victim loses a total of two ranks from relationships of the player's choice.

Mines

Minor Action, 1 Overcharge

The youma places an object in the position it occupies; it is not initially obvious what it is. If someone other than the youma enters the position the object will detonate. It attacks everyone in that position with the equivalent of a basic melee attack from the youma. These mines remain after the youma dies, but become inert when the scene ends.

Overdrive

Free Action, 1 Overcharge, 3/Scene

The youma can spend 1 Overcharge to roll an additional die for a challenge. The extra die will grant another die on a 6 like usual, and if it is for an attack it adds +2 to the damage.

Possession

The youma can take on an insubstantial form and reside in a human's mind. That makes it harder to find (it takes one extra lead for *locate someone or something* to find it). While the youma is possessing someone, all of its attributes and the damage it inflicts are reduced by 3. It takes an extra 1d6 damage from any attack it suffers, but the victim will be killed if it takes any magical damage before it leaves.

Pounce

Major Action

The youma moves 1 position and makes a basic attack.

Ranged/Melee Defense

The youma rolls an extra die when rolling to defend against ranged or melee (pick one) attacks.

Shockwave

Major Action, 1 Overcharge

The youma makes a basic attack. If it hits, the target is also forced 1 position away from the youma.

Seal

Free Action, 1 Overcharge

After successfully attacking an enemy, the youma can use this ability to prevent the target from using any Magical Talents until the end of the next round.

Slither Away

Free Action, 1 Overcharge

After being attacked (regardless of whether or not it successfully defends), the youma moves 1 position. This ignores rough terrain and works when it would normally need to Disengage.

Stealthy

The youma is particularly good at hiding. Anyone using the *locate someone or something* move to try to find it will have to get at least 4 leads to find it.

Swift

Minor Action

The youma can move up to 2 positions, move 1 position over difficult terrain, or Disengage as a Minor Action.

Teleport

Minor Action, 1 Overcharge

The youma moves to any position on the battlefield instantly.

Veil

Minor Action, 1 Overcharge

Until the end of its next turn, the youma is invisible to targets not within a range of 0-1 from it. Those who cannot see it take a -2 penalty to challenges for attempts to attack or otherwise affect it.

6. Nightmare Features

A youma wraps itself in a region of distorted space called a Nightmare, which presents a dangerous and phantasmagorical setting for most battles against them. “Nightmare Features” are specific factors in a youma’s Nightmare that change how it works. Select one or two of the features listed below.

Alternating Damage

There are a series of devices or other obstacles of some kind in the Nightmare that cause damage. At the end of the first round anyone in an even-numbered position takes 2 damage, at the end of the second round anyone in an odd-numbered position takes 2 damage, and then it goes back to even-numbered, and so on.

Conveyor

When you select this feature, decide whether it pulls toward position 1 or position 5. At the end of each round, all characters in the battle are pulled one position closer to the selected position. Characters already at the designated position do not move.

Escher Doors

The Nightmare has numerous doors or portals of some kind. A character may enter a door as a Minor Action. When they do so, roll 1d6. On a 1-5 they wind up in that number position. On a 6 they go into a position of the player’s choice (or the GM’s choice if it is an NPC).

Gravity Well

When you select this feature, pick an anchor point, which can be either a specific position or the position the youma is currently in. At the end of each round, each character in the battle is pulled one position closer to the anchor point. Characters already in the same position as the anchor point do not move.

Pendulum

There is a large, dangerous object that swings back and forth across the Nightmare. It starts in position 5, and at the end of each round moves up one position, until it reaches position 5, and then it will start back towards position 1, and so on. When it enters a position, that position becomes rough terrain, and it attacks one random target in that position using the youma's Attack attribute and causing 1d6 damage if it hits.

Perilous Terrain

Select one to three specific positions. Characters cannot move out of those positions without using a Minor Action and the Reckless Movement move.

Scattering

At the start of a scene taking place in the Nightmare, roll 1d6 for each character present. On a 1-5 they wind up in that number position, and on a 6 they can choose which position they go in (and they may wait until other characters finish rolling to decide).

Wrap-Around

Within this Nightmare, positions 1 and 5 are connected. Any character can move from position 1 to position 5 or vice versa as though they were adjacent.

7. Memory Burst

When a youma is first reduced to half or less of its Base Resolve during a battle, it releases a burst of memories that flood the minds of those in the area. Note down what these memories are. They might explain the youma's motivations from its own perspective, or they might simply be a jumble of images culled from its victims' minds.

Other Magical Girls

"You have no idea what's coming. Show me you're strong enough, or die."

It's up to you to decide how much you want other magical girls to come into the game. They can play most any role you wish; the only constant is that they are in the same basic situation as the players' magical girls. Tsukaima are not so discriminating that they will hesitate to make a pact with a girl who is a bully or worse, and they won't deny a pact to your friends just because you want them to be safe.

As villains, rival magical girls have the major advantage that they are far more human than youma. They can be much more emotional, cunning, or duplicitous. They are far better equipped to make a magical girl's life difficult, better able to take away the things they care about.

In game terms you can either treat other magical girls as a youma (though their Boss Abilities should not include any of those for creating minions or other youma), or create a more detailed profile as per a player's magical girl. However, if you find yourself putting too much time and effort into a non-player magical girl, it might be time to let someone else be the GM and just play that character.

Other Stuff

Granting Wishes

“Have you ever wondered what getting your wish would actually be like? I can’t even picture it. Wishes never work out in stories. Not really. Things aren’t supposed to be that simple.”

I don’t have any rules for granting wishes. Assuming that it turns out that the offer of a wish was not a sham, it’s up to you to decide what happens when a magical girl finally makes her wish. The outcome should be something fitting with what’s already gone on in the game, and by the time a magical girl manages to get the 13 Oblivion Seeds you should have a very good idea of what she’s like inside. You might opt for an “evil genie” kind of approach, but that’s hardly necessary. The sincere wish of an adolescent girl, granted just as she envisions it, can easily bring misery or outright tragedy, no matter how well-intentioned.

Some wishes have the potential to be *extremely* disruptive to the campaign. That’s not in itself a bad thing, as long as the player is acting in good faith. If you’ve been going on long enough for a magical girl to get 13 Oblivion Seeds, a wish and its aftermath could be a good way to wrap up a campaign. On the other hand, a wish that seems to be a campaign killer doesn’t have to be if you’re creative about it. If a magical girl wishes for all the youma to go away forever, that’s a situation so pregnant with possibilities it’s hard to know where to begin. Does the potential that creates them take another form? Does it become a battle royal of magical girls? Does some other force intervene to restore order?

Hope in the Darkness

“We’ve been through so much, but along the way, mixed in with the terror and grief, have been moments of love and beauty, more than I ever thought was even possible. So I’m going to choose to believe that we can get through this and come out the other side.”

Magical Burst is a dark game, but it doesn’t have to be hopeless. Whatever horrors and trials they face, perhaps the magical girls can still find a way to make things right, to build a better future. It won’t be easy or without cost, but it *can* happen.

Appendix

Design Notes

I've wanted to make a dark magical girl RPG forever, as the genre practically begs to be satirized and subverted. *Magical Burst* is thus partly a descendent of the *Magical World* campaign setting I created way back when, but more focused on a personal level. It was the anime series *Puella Magi Madoka Magica* that got me to start on this version, though it's also informed by my own ideas, a touch of Superflat sensibilities, and entirely too much exposure to standard magical girl anime, which at times can be darker than people realize.

To the extent that it's valid to think of Western RPGs in terms of a divide between "traditional" and "indie," I feel that in an important sense Japanese TRPGs represent a third school. When I sit down to design a game I mainly try to figure out what is best for the thing I want to make a game about, without any particular regard for the proportion of each "school" it represents. Even so, *Magical Burst* is a hybrid of all three schools, and that's one of the things I like about it. It draws on the tactical combat of *D&D*, the random generation of *Maid RPG*, the slick style of *Shinobigami*, the intense questions of *Don't Rest Your Head*, the tight "moves" of *Apocalypse World*, relationship mechanics of half a dozen games, and more besides.

Fourth Draft Notes

I'm hoping that this will be the last major revision to *Magical Burst*, that I've finally figured out the core of what I want the game to be and the remaining changes will be incremental improvements rather than big changes, leading up to proper publication. This draft was a long time in coming, but I feel like getting some distance from the game gave me the clarity I needed to figure out what I really wanted to do. There were a lot of things that previously I just hadn't looked at very critically, for which the necessary changes were readily apparent when I looked at them again. Some of the changes may disappoint people who liked certain elements of older versions, but *Magical Burst* as it exists in my head has become very different from what I typed up in 2011. The most changed aspect of the game is probably the combat system, which has a much more pronounced tactical element. It draws directly from games like *Nechronica* and *Meikyuu Kingdom*, essentially because it hits the type of game I want to play with laser precision. I also did a pretty substantial revision of the *Fallout* rules, adding more tables and generally trying to make it smoother, clearer, and more interesting.

This revision also owes a debt to Taros' "Magical Burst ReWrite," (<http://tinyurl.com/MBReWrite>), a fairly extensive hack of the rules with many improvements. I did get a lot of ideas from it, but I made a point to try to draw on broad principles and avoid copying directly, for creative as well as moral reasons. Feedback from fans also played an important role, especially in terms of crafting advice on how to play the game. I also made the "instant magical girl" section more complete and more prominent, in large part because people were even more enthusiastic about it than I'd anticipated.

For NaNoWriMo of 2012 I wrote a first draft of *Magical Girl Radiant Yuna*, the *Magical Burst* novel I've wanted to write for some time. It stars the same Yuna and Makoto that appear as examples in this book, though in the course of writing the novel they went in directions I hadn't anticipated, so that the novel will directly contradict some of the details of the planned intro comic. I have a massive amount of revisions ahead of me before it's ready for primetime, but as first drafts go I'm happy with the results. I want to eventually turn it into a companion volume for the game, complete with an appendix of game stats for the major characters. If I can get it ready in time it may become an extra in the eventual *Magical Burst* Kickstarter, but we'll see.

Between now and the eventual full-on publication of the game my main goal is to do some pretty intensive playtesting, to both refine the rules and learn the game to write better advice on how to go about using it.

Inspirations

Magical Girl Anime/Manga: Black Rock Shooter, Card Captor Sakura, Day Break Illusion, Magical Girl Lyrical Nanoha, Magical Girl Pretty Sammy, My-HiME, Planet Guardian, Princess Tutu, Puella Magi Madoka Magica (and the various spinoff manga), Pretty Cure, Sailor Moon, Tokyo Mew Mew

Other Anime/Manga: Alien Nine, Bakemonogatari, Elfen Lied, Higurashi no Naku Koro ni, Key the Metal Idol, Pure Trance, Revolutionary Girl Utena, Shadow Star, Tweeny Witches

RPGs: Blowback, Don't Rest Your Head, Dungeons & Dragons, Elysion, Maid RPG, Marvel Heroic Roleplaying, Meikyuu Kingdom, Nechronica, Shinobigami, Smallville, Sorcerer

Other Stuff: Dark City, Little Boy (by Takashi Murakami), Magical Girl Hunters, Sailor Nothing

Other Resources

Here are a few other tools that could help with your *Magical Burst* game.

Entanglements^{*} is a “story mapping tool” I put together for use with most any RPG to help develop an interconnected web of story elements and character relationships. *Magical Burst* already has a simple relationship map by default, but using *Entanglements* lets you develop other setting elements along with character relationships. Since relationships have mechanical importance in *Magical Burst*, the only real change you need to make is to have players assign the usual number of relationship ranks over the course of going through the *Entanglements* phases. Although tsukaima are incapable of bonding with humans in such a way as for form relationships, players can treat a tsukaima as an Asset for the purposes of the story map.

The Metamorphica, by Johnstone Metzger. This book, available on Lulu as a free PDF or a modestly priced paperback, is one giant table of mutations, and in fact it includes *Magical Burst* among the entries in its copious Bibliography. Given how much this game calls for random strangeness, a book of random mutations is a pretty natural thing to use with it. You'll need a full set of RPG dice to use the book, and keep in mind that the book will stray a bit from the intended style of *Magical Burst* in some places. In particular, you should avoid any overtly sexual mutations, and there are several that are more suited to a grittier sensibility. Appendix 2 of *The Metamorphica* (p. 124) has tables of mutations divided into beneficial and detrimental, which make them a good fit for Magical Powers and Changes, respectively. Youma on the other hand can be just about anything, so basically any table in the whole book is fair game, and quite a few can work for tsukaima.

Seventh Sanctum (www.seventhsanctum.com) is a website by Steven Savage that features numerous random generators for all manner of things. The Magical Girl Generator should be of particular interest for this game, and the site has any number of other generators you could find uses for.

^{*} <http://yarukizero.wordpress.com/2011/07/17/entanglements/>

Epilogue Comic

Makoto's sword has impaled Pyonkichi, whose lifeless body is spilling some kind of black fluff. Makoto is standing over Pyonkichi, but looking back at a fearful Yuna with an expression that is exhilarated and hopeful.

Makoto: Yuna, I know who I am.

Makoto: And I think I know how we can fix all of this.