

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

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.

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

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.

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

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.

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 (see p. XX).

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.

Actions and Moves

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 Id6 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 minor injury (-1 to their next non-magical challenge)
- 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 difficulty 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.

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.

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.