

Magical ★ Burst

Name:

Magical Girl Name:

What kind of girl are you?

What convinced you to make a pact?

What is your wish?

Magical Element:

Magical Weapon:

Magical Power:

Magical Girl Costume

Normal Attributes

Charm	
Insight	
Tenacity	

Magical Attributes

Attribute	Combat Stat	Rank	Overcharge
Heart			○○ ○○ ○○ ○○ ○○
Fury			○○ ○○ ○○ ○○ ○○
Magic			○○ ○○ ○○ ○○ ○○

Resolve

	18
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Wounds

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

Magical Specialization:

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.

Recover

2/Episode

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

Crisis

Relationships

Name	Rank	Notes

Status Effects

- 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) per 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.