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Glitter Hearts



Most people feel that the world is drab—a place of mundane rules where things work according to the physical laws of known nature. They believe that we are alone in the universe and that stories of magic, fairies, and worlds beyond our own are just fables told to keep people in line or teach some outdated lesson.

They are wrong.

Because you now know better. You have been chosen to become a protector of this world. A strange creature revealed that the threats you've had nightmares about are real. There's a witch down the street that is stealing children, there are goblins in the sewers, and there are pirates with a base on the moon.

Imbued with magical powers, you are able to transform into something powerful, a super hero of epic proportions that can stem the tide of evil. You will stand side by side with your friends and bring justice to this world.

Provided you can pass your math test on Monday...

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Glitter Hearts explores the world of super heroics through the lens of ordinary people who gain extraordinary power by transforming from their everyday selves into super beings with access to fantastic powers. Think Sailor Moon, the Power Rangers, Cute High Earth Defense Club, and Glitter Force as examples. While magic can be the power behind the transformations, don't think you are limited to that answer. Super science, divine intervention, and other such examples are valid origins of heroic super abilities. Use what works best in the game you wish to run. If it sounds fun to you and your group, go with it! Having fun with the game and with each other is the whole point of playing.

Glitter Hearts is a cooperative storytelling game that relies on the narrative of the game first, with the moves that are used decided upon based on that narration. The game is a conversation where you are telling the story of the characters and creating the fiction of the game. While dice rolls are still an important part of the game, they are used to shape the story and resolve actions that have a chance of failing. Dice rolls are reserved for more dramatic situations and are rarely used in mundane interactions. For example, having a conversation about where to go for lunch usually won't require a roll. But if you are trying to convince someone to go to a restaurant that they hate, then you may need to roll to see how well you talk them into it.

When playing Glitter Hearts, your agenda is to:

- ♥ Make the world dangerous, but also bright and fun.
- ♥ Fill the characters' lives with action, friendships, and complications.
- ♥ Endanger the world and the characters with threats from beyond.
- ♥ Play to find out what happens.

In Glitter Hearts, your characters should work together as a team as often as possible to achieve great things. The heroes should be heroes, and rarely escalate the situation

or make it worse if they can help it. Trust that the villains will escalate their plans soon enough and deal with the situation as it stands. Keep in mind that violence isn't the only answer, and most people can be reasoned with, including the villains. Never underestimate the power of touching someone's heart and making them feel seen and understood. It won't work for everyone, but it certainly works a great deal of the time.

While magical girls are the most common archetype in the animated series that inspire Glitter Hearts, no one is tied to that convention. Magical heroes are a diverse array of people: women, men, girls, boys, non-binary people, and everyone in between or beyond those categories. Anyone can be a hero, and anyone can be chosen to wield magical powers to keep evil at bay. The only limit is your imagination.

The GM's role isn't to kill the characters—you aren't competing to win against the players. Instead, you should make the character's lives interesting and challenging, testing their wits, mettle, and friendships. There are some common principles to follow when running a game of Glitter Hearts. They are:

- ♥ Begin and end with the fiction of the world.
- ♥ Address the characters, not the people playing them.
- ♥ Make the explosions big and loud, but the damage minimal. It's all about the flash.
- ♥ Test the characters' friendships.
- ♥ Make the main villains morally gray, but their underlings black and white.
- ♥ Make everything personal to the characters and complicate their lives.
- ♥ Name everyone.
- ♥ Be a fan of the characters.

Playing the Game

A Glitter Hearts game needs the following to be played:

- ♥ ***A Game Master:*** This person should preferably have read and understood all the rules and be comfortable arbitrating the game. They should also have a sense of how the plot of the game will run, either for a one shot or a longer campaign.
- ♥ ***Players:*** 3–5 players are recommended.
- ♥ ***Dice:*** You will need at least one pair of six-sided dice, but it's probably best if all the players have their own set of dice to use.
- ♥ ***Blank sheets and/or character sheets:*** While character sheets are not required — you can easily write everything down about your character in a notebook — character sheets are beneficial for organization and keeping the game moving.

Player Roles

The players control a single character. We will get into character creation soon, but for now they should think about what type of character they wish to play and carry that idea into character creation.

Moves and playing the game

A character's moves help inform—but don't always limit—what the player can decide to do in any given scene. Many actions may not require a move or a roll, such as simple role-playing. During play, when a character's stated course of action might trigger a move, the GM will call upon them to make a roll. The success or failure of that action and its consequences hinge on the result of making that move. Every player has access to all the basic moves as listed later in this book, and each character has their own unique moves

that they choose while making their character.

When performing an action that uses a move, the player rolls two six-sided dice and adds the appropriate stat to that number. Moves list what stats they use, and some may have multiple stat options that should be discussed with the GM to determine which is best aligned with the stated action.

To make a move, roll 2d6+ the stat:

- ♥ If the roll is 10 or more (“on a 10+”), the move succeeds. The player does what they set out to do or gains some sort of benefit. These benefits are often referred to as *holds*. Holds are like coins that can be spent on asking questions or getting specific results and are usually only kept for the duration of that scene or while at that location. The GM will decide if a hold can carry beyond the current scene. A benefit can also be an ongoing +1 to dice rolls while in that scene, referred to as a +1 forward.
- ♥ If the roll is a 7, 8, or 9 (“on a 7–9”), the move is a mixed or partial success. This means that the move was successful, but often has an unintended consequence or is less effective than expected. It is often up to the GM to decide what the consequences for a mixed success will be. A player can also choose to abandon that course of action to avoid the consequence, if that makes sense in the narrative.

If the roll is 6 or less (“on a 6–”), the move fails. This doesn’t always mean that the player doesn’t get what they want or do what they are trying to do. It means that such an action has a terrible result or is a complete failure. A failure always means that the GM can make a hard or soft move against the players. Whenever a player fails at a move, they gain one point of experience (XP).

The Basic Moves

These are the basic moves that everyone can use. This is a summary only, each move will be described in detail later:

- ♥ *We can do this together!* — Teamwork is key and lending your support to another hero can change everything. This is used to aid another in hopes they succeed. This is also your main access to power points.
- ♥ *Touch their heart* — Everyone can be saved, and you have to at least try. Different than convincing someone, this is an attempt to change your adversary's outlook toward you and their actions.
- ♥ *CLASH!* — When diplomacy has failed, and you get into a fight.
- ♥ *Glimpse the truth!* — At any time, you can attempt to investigate deeper and try to see what's really going on. This is the catch-all action for any sort of investigation.
- ♥ *Be Vigilant* — When you are faced with a potentially dangerous or threatening situation, you can attempt to be vigilant. Use this to spot an ambush or know the best way to sneak past the guards.
- ♥ *Keep your wits about you!* — You may be faced with actions or situations that cause you to question yourself and hesitate. This is how well you resist and recover.
- ♥ *Thwart peril!* — Sometimes you find yourself trying to sneak past a mob of enemies, dodge an enemy's depression beam, or endure swimming in a swamp. This move sees how well you can do that.
- ♥ *Convince someone* — Through charm, coercion, or threat, this move determines how well you are at getting your target to do what you want.
- ♥ *Protect someone* — When you stand in

defense of a person, item, or location under attack, this move is how well you protect them.

- ♥ *Rest and relaxation* —Heal damage and remove any conditions that may have been placed on you during the game.
- ♥ *Behind the 8 ball* —When things have gone really poorly and your character has no hit points, this move helps mitigate how wrong things go.

Player Guidelines

When playing Glitter Hearts, or any other RPG, the players are instrumental in making the game enjoyable for the GM and the other players. Here are some ideas about how to get the most out of the experience.

Be active. When your character wants to do something, state what they wish to do. Try not to ask, “Can I do this?” Although this can be difficult to do at first, instead think about the actions your character would take and what would logically work in the situation. Since it’s magic, logic doesn’t always have to be your starting point. Don’t worry about trying to make your actions fit a move: the moves are there to support what your character wants to do. If something doesn’t fit exactly, work with the GM to find a good solution.

Do what your character would do. When thinking about what to do next or how to respond to a situation, try to think in terms of your character and what they want and need. Not everyone always uses their best stat to get things done, and it’s fine to do things that are weak points for your character. That creates drama and fun when playing the game.

Create an awesome story. Role-playing games, at their heart, are a collaboration. You’re a group of people trying to tell an interesting story, so when you are thinking about what to do next keep in mind what might be interesting or fun. Consider the tone of the game and the group that you are with and try to keep things in that tone. It’s okay

to have silly moments in a serious game, and serious moments in a silly game. That's how life works, too. But these moments should feel like they fit in the game that you are playing.

Respect the other players and the GM. Some people are quick thinkers and others like to plan and ponder. Both are good things at a gaming table but be sure to give everyone a moment in the spotlight so that they can feel like a part of the game. Be respectful of the choices that other players make for their character just as they should respect your choices. Never decide what another character will do and never force actions on another character or player without their consent. You can ask if their character would be okay with what you propose, but it is their right to say no. Same with the GM, who is there to have fun as well. The GM can take more narrative freedom with the world, including stating the repercussions of your action. But the GM shouldn't play your character for you.

Consider also using an *X-card* in your game sessions. An X-card is a safety mechanic that helps build trust at your table. It can be as simple as an index card with an X on it, that players can tap when they are feeling uncomfortable with what is happening in the game for any reason. If the X-card is tapped, take a break. Depending on the situation, you may want to talk about it or simply jump ahead in the story. The X-card is a good way to make sure everyone feels safe at the game table and can have a good time.

The First Session

When you get together to play Glitter Hearts for the first time, you'll make decisions about the characters you want to play and the type of theme you are looking at, and then talk about the tone of the game with the GM. Are you set in modern times? Medieval times? The far future? The setting and what everyone wants to get out of the game help greatly when deciding on your own personal character.

Once you know the setting and the tone, each person creates their own character. Talk as a group about the

type of character that you want to portray in the game and come up with ideas for who they are and how they fit into the group. It's OK to double up on the same types of heroes (after all most people look at the Sailor Scouts and see that they are all the warrior archetype), but it is often more fun for everyone to play someone different that has something unique to offer to the group. It's easier for each person to find something unique and fun to do if everyone plays a different role on the team.



Characters

Characters in Glitter Hearts are a combination of their normal, everyday self and the hero they become when they transform. While in their everyday self, they only have access to their stats, relationships, and the moves granted by their everyday persona. Once they transform, they gain access to the moves granted by their Magical Archetype and their Mystical Connection.

Glitter Hearts uses five main stats for the basis of the rolls that your players will make when performing moves. These stats are:

- ♥ **Physical:** All things strength, dexterity, and constitution. If you need your body to do the action, this is that stat.
- ♥ **Hit Points (HP):** Your HP is equal to 10 + Physical. Hit points are a generic representation of how much damage a person can take before they are exhausted or unconscious. In anime terms, a person can have a ton of scratches and bruises, but still be in the fight fully. There are no negative impacts to having less than full HP until your character is at zero HP. At zero, they are unable to continue without healing or rest.
- ♥ **Mental:** All things involved with thinking, problem solving, and noticing things. This is for finding clues, figuring things out, and using your smarts in high pressure situations. This isn't a direct measure of a character's intelligence, per se, but is more a gauge of how well they can recall things or their level of general knowledge and ability to apply that knowledge.
- ♥ **Emotional:** Making connections with people. This is the key to charm, deception, and coercion; understanding others' emotions and how to use them and support them.

♥ *Persona:* Your sense of self and self-worth. How confident you are, how strong you are in your own abilities, and how resistant you are to manipulation.

♥ *Mystical:* The other, the outside world of the strange. This is your connection to the weird, wild, unknown, and powerful. How much of the true world do you understand?

Stat modifiers: The plus or minus to a stat tells you how good or how bad you are at applying that stat in a stressful situation, or in situations where you might fail. The modifiers are as follows:

♥ -2 is terrible. You are the worst a person can be with this stat.

♥ -1 is bad. You will fail more often when using this stat.

♥ 0 is average. The outcome has a 50/50 chance of success or failure.

♥ +1 is good. You will succeed more than you will fail.

♥ +2 is impressive. You are in the top 10% of people in this stat. You succeed more than you fail when using this stat.

♥ +3 is the best, the peak. You can't go higher than a +3 in any stat.

To build a character, your players look at each section—Everyday Identity, Magical Archetype, and Mystical Connection—and choose which one from each section appeals to them and fits their view of their character. Once they have chosen the persona, archetype, and connection, they gain one move from each of those sections.

Your Everyday Identity determines your stat spread to some extent. Based on which persona you choose, two of your five stats will be determined for you, and then you add +1 to one of the other three stats to round out your character.

Unless you are transformed, you can't access any of the moves from your Magical Archetype or Mystical Connection, unless otherwise stated.

Character creation generally flows like this:

1. Choose your Everyday Identity.
2. Record your stats based on your Everyday Identity.
3. Choose of the remaining three stats to place a +1 in.
4. Choose one move from your Everyday Identity.
5. Choose your Magical Archetype.
6. Choose one move from your Magical Archetype.
7. Choose your Mystical Connection.
8. Choose one move from your Mystical Connection.
9. Figure out your total Health (10+ your Physical rating).
10. Establish your relationships with the other players' characters.

Character Creation Example 1:

Matthew looks at all the options and decides to make an Aloof character named Niki. The Aloof identity is a Persona-focused identity and gives a +2 to the Persona stat and a -1 to the Physical stat. Matthew decides to give Niki's last +1 to their Mental stat. Since HP is based off the Physical rating, Niki's HP is 9 (10-1).

Next, Matthew thinks about Niki's backstory to make the other choices and decides that Niki had a terrible experience with a fortune teller when they were young. The strange fortune teller told Niki of a dark future, where a young life would be cut short due to Niki's choices. This dark portent drove Niki to shun the company of people, yet they couldn't help but feel the need to help others. Because of this, Matthew gives Niki the "I do care" move from the Aloof identity.

One night, while volunteering at a local hospital, Niki found the children's ward was under attack from otherworldly minions and felt the call to become a hero. Matthew decides that Niki chose to defend the children and decides on the Defender archetype with the **"Otherwordly Defender"** move from that archetype.

Matthew also decides that Niki has a special tie to the Sadness mystical connection. While defending the children, Niki manifested the "Heart Piercer" move from the Sadness connection which created a spear to drive the evil away.





Everyday Identities

Your everyday identity is who you are when you aren't transformed. Think about what your character excels at, what is important to that character, and how they mold their life around that identity. What attribute do they have pride in, what are they naturally gifted in, or what have they striven to achieve. Do they work on their body or their mind? Do they easily make a lot of friends or do they want to be alone? Your everyday identity move is a move that you can always access, transformed or not. It's what you've gained from hard work or natural talent and isn't reliant on magic to work.

Every Identity gives you a +2 to a stat, reflecting what your character is great at, but also gives a -1 to another stat your character doesn't consider as important or worth working on. Use these merits and flaws to shape who your character is and how they interact with the world.

Choose your everyday identity and then choose one move from that identity to start with.

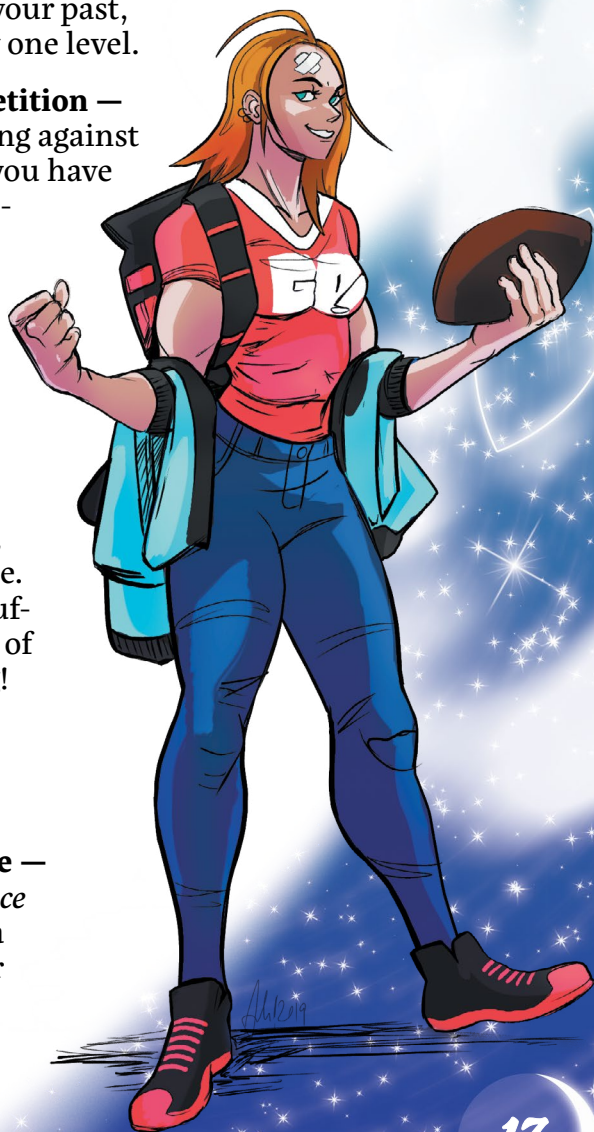
Physical Identities

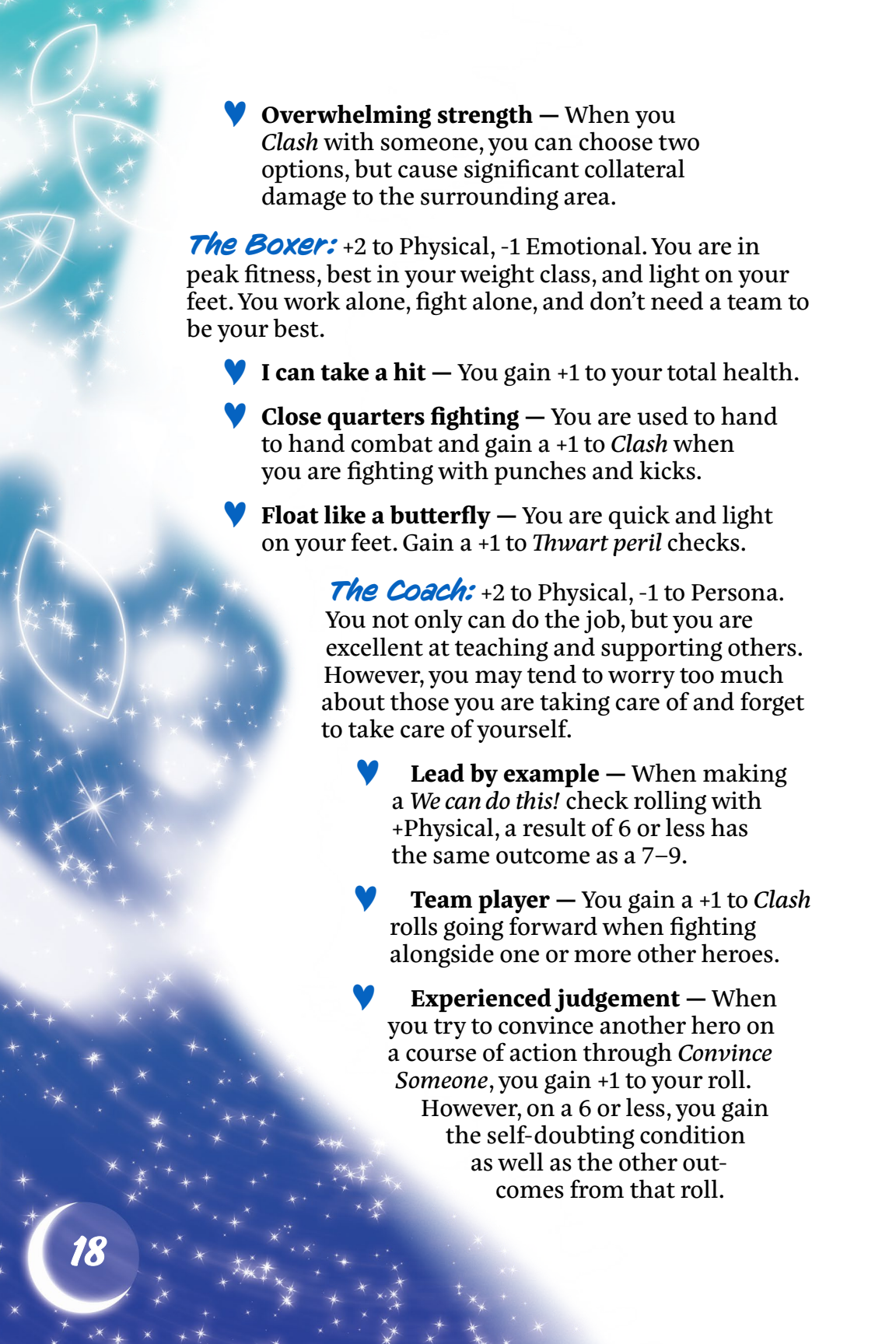
The Athlete: +2 to Physical, -1 to Mystical. You excel at making your body do what you want and need it to do. When you call on your body, it answers easily and excels. You don't need anything else to succeed, much less some mystical nonsense.

- ♥ **This is like that time when I...** — Once per session, if you can relate your action to a sports anecdote from your past, upgrade your result by one level.
- ♥ **Everything is a competition** — Whenever you are acting against someone with whom you have a Competitive relationship, gain +1.
- ♥ **The Quarterback** — When you act first in an encounter, take a +1 on your first action.

The Bodybuilder: +2 to Physical, -1 to Mental. You've always been stronger, thicker, and beefier than everyone else. So what if your grades have suffered because of your pursuit of your body? You look amazing!

- ♥ **Sturdy** — Your hardy nature means you can't be enfeebled.
- ♥ **Intimidating physique** — When trying to *Convince Someone*, if you make a physical threat to their safety, you can roll +1 Physical instead.



- 
- ♥ **Overwhelming strength** — When you *Clash* with someone, you can choose two options, but cause significant collateral damage to the surrounding area.

The Boxer: +2 to Physical, -1 Emotional. You are in peak fitness, best in your weight class, and light on your feet. You work alone, fight alone, and don't need a team to be your best.

- ♥ **I can take a hit** — You gain +1 to your total health.
- ♥ **Close quarters fighting** — You are used to hand to hand combat and gain a +1 to *Clash* when you are fighting with punches and kicks.
- ♥ **Float like a butterfly** — You are quick and light on your feet. Gain a +1 to *Thwart peril* checks.

The Coach: +2 to Physical, -1 to Persona. You not only can do the job, but you are excellent at teaching and supporting others. However, you may tend to worry too much about those you are taking care of and forget to take care of yourself.

- ♥ **Lead by example** — When making a *We can do this!* check rolling with +Physical, a result of 6 or less has the same outcome as a 7–9.
- ♥ **Team player** — You gain a +1 to *Clash* rolls going forward when fighting alongside one or more other heroes.
- ♥ **Experienced judgement** — When you try to convince another hero on a course of action through *Convince Someone*, you gain +1 to your roll. However, on a 6 or less, you gain the self-doubting condition as well as the other outcomes from that roll.

Mental Identities

The Intellectual: +2 to Mental, -1 to Physical. Your life has been spent with books and in classes. You have honed your mind in the chess club, in debate, in logic class. You don't need to be in tip top shape, because you can always think your way out of it.

♥ **Logic dictates that...** — Use +Mental when you attempt to *Keep your wits about you*.

♥ **I've got a plan** — At the start of a session, roll +Mental. On a 10+ hold 2, on a 7–9 hold 1. Spend 1 hold to be where you need to be, prepared and ready, or spend 2 to have an ally be where they are most needed. On a miss, the GM holds 1 they can spend to put you at the wrong place at the wrong time.



- ♥ **I've read about this** — When encountering something new, you can attempt to remember existing knowledge about it. Roll +Mental. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you how you know this. Tell them the truth.

The Unrivaled: +2 to Mental, -1 to Emotional. You're brilliant and you know it. Everyone else does, too, and you are sure to remind them when they forget. If you don't show your brilliance, then how will anyone else know what to strive for?

- ♥ **Analytical** — When you try to *Touch their heart*, you can attempt to logically pick apart their actions and point out the flaws. Roll +Mental instead.

- ♥ **Pinpoint their weakness** — When you *Clash* with someone, you can roll +Mental to find their weakness. On a 10+, you can cause +2 damage to that target. On a 7–9, you can cause +1 damage. On a 6 or less, you were very wrong and expose yourself to the target for extra damage.

- ♥ **I've accounted for that** — You've thought of every outcome and every plan. You can spend 1 power point to upgrade your result when you try to *Keep your wits about you* or *Thwart peril*.

The Skeptic: +2 to Mental, -1 to Mystical. OK, so maybe sometimes the reason is magic, but more often than not there is a solid, scientific explanation for everything.

- ♥ **It's elementary** — Your investigative mind easily puts clues together. You gain a +1 when investigating a scene to *Glimpse the truth*.

- ♥ **I know what you did** — You keep tabs on everyone, foes and friends alike. You can roll +Mental to see if you have notes on any individuals you commonly interact with. On a 10+, the GM will tell you something interesting and

useful about the person, such as their most likely location, likes, dislikes, or weaknesses. On a 7–9, the GM will only tell you something interesting—it's on you to make it useful. On a 6 or less, your notes are incomplete, and you are obsessed with finding out more about them.

- ♥ **That's not how reality works** — You are very convinced you know how the world works. You gain a +1 to your Mental stat, but a -1 to your Mystical stat.

The Savant: +2 to Mental, -1 to Persona. Your mind is capable of amazing things, but your intelligence has made you feel like an outsider and oddity, especially when you make a leap of logic that others can't seem to grasp.

- ♥ **Stroke of genius** — When you make a *Glimpse the Truth* check, you gain a power point on a 10+.
- ♥ **I know this about me** — You gain a +1 to any rolls to *Keep your wits about you* if the personal crisis would call your intelligence into doubt.
- ♥ **It's all connected!** — You hold 3 on any *Glimpse the truth* check on a 7 or higher.

Emotional Identities

The Popular One: +2 to Emotional, -1 to Mental. Your gifts are obvious, and people want to be like you, with you, and around you at all times. You don't have to rely on yourself much, because people are always willing to help you out.

- ♥ **I've got connections** — You have an uncanny ability to get into places. When you are attempting to access a location that is normally blocked to you, roll +Emotional. On a 10+, you know someone that can get you in at no cost to you. On a 7–9, your connection can get you in, but needs you to do something for them first. On a 6 or less, you and your contact are exposed and possibly banned from the locale.

♥ **Back me up!** — When you would suffer a social consequence, or one of your actions would reflect poorly on you, you can name someone you know to take the blame or take your side. Roll +Emotional. On a 10+, they corroborate your story or take the blame for you. On a 7–9, you are still implicated, but as an accomplice.

♥ **Admiration** — You are powered by the approval of others. When you are acting in front of your friends (excluding the other magical girls) or a crowd, you gain +1 to your actions. If you fail a roll while in front of this crowd, your fears get the better of you and you take the self-doubting condition until you can be comforted about your failure.

The Clown: +2 to Emotional, -1 to Persona. You can make anyone laugh, and people love you for it. Yeah, sometimes people don't get the joke, but you're quickly forgiven. Hey, so what if you have to be the butt of the joke sometimes. As long as people are happy, right?

♥ **A foolish heart** — Life's a lark and you breeze through most situations, including dangerous ones. When you charge into danger without a plan, you can hold 2. You can spend them at any time on:

♥ Taking 1 less damage.

♥ Add +2 to *Keep your wits about you*.

♥ Add +1 to *Touch their heart*.

♥ **Loveable goof** — You may gain the benefits of a Cooperative relationship when you take the *We can do this together* action, regardless of the true nature of your relationship.



- ♥ **The fool's luck** — Sometimes, your proclivity for goofing around uncovers something useful. Let the GM know if you want to find something randomly useful and important. It may not be related to the immediate threat or situation.

The Counselor: +2 to Emotional, -1 to Physical. People think you are weak, and it may be true that you don't work on your body as much. But you are centered, stable, and understand how people work.

- ♥ **Let's talk about it** — You are good at helping people work out their problems. When *Resting and relaxing*, you can roll +Emotional. On a 10+, you can remove another person's condition and one of your own. On a 7–9, you can remove another person's condition. On a 6 or less, you say all the wrong things and hurt that other person, gaining the isolated condition.

- ♥ **A peaceful soul** — You see the good in yourself and everyone else. You gain a +2 when you try to *Touch their heart* but have a -1 to *Clash* actions.

- ♥ **I know just what to say** — Gain a +1 to *We can do it* rolls when you are rolling with Emotional.

The Team Player: +2 to Emotional, -1 to Mystical. You trust in your fellow teammate, and all of humanity in general. Why look beyond that for answers?

- ♥ **We're all in this together** — You gain a +1 to *Thwart peril!* rolls when you are working with one or more other heroes or allies.
- ♥ **Better together** — You gain the most benefit from cooperative types of relationships. You gain a +1 to all *We can do this together* rolls, but you can't have a competitive relationship with anyone and your relationships break on a 7–9 result.
- ♥ **Take one for the team** — When you *Protect someone* who is one of your teammates, you can redirect the attack to yourself without spending a hold.

Persona Identities

Most Likely to Succeed: +2 to Persona, -1 to Mystical. Hard work, determination, and your own sweat—these are your greatest tools in life. You're grounded in reality, you know who you are, and how the world works.

♥ **Natural Leader** — Something about you makes people trust you. When you try to *Convince someone* using charm, you gain a +1 to that roll.

♥ **Driven** — Your failures only make you stronger. When you fail a Persona or Emotional roll, you add 1 to your power pool.

♥ **The sky's the limit!** — You gain the option to spend 2 points from your power pool to upgrade the result to the next level, instead of gaining advantage on the roll. This must be chosen before the dice are rolled.



The Aloof: +2 to Persona, -1 to Physical. You know who you are, you know what you like. Why bother with too much hard work, when you know you aren't going to enjoy it anyway.

♥ **Self-Confidence** — You know yourself well, and others can be swayed by your strong self-assuredness. When you try to *Touch their heart*, you can spend a point from your power pool to upgrade the result.

♥ **That doesn't sound like me** — Anyone trying to use

Convince someone on you suffers a -1 penalty. You also have a +1 to *Keep your wits* rolls.

- ♥ **I do care** — Your actions speak louder than words. You gain a +1 when you use *Protect someone* to save another person.

The Loner: +2 to Persona, -1 Emotional. You prefer to be by yourself. Other people are fine, in small amounts, but tend to be exhausting if you have to be around them too long.

- ♥ **I work better alone** — When you leave the group to do things on your own, you gain +1 forward until you are back with the group.
- ♥ **I'm fine on my own** — You are immune to the Isolated condition.
- ♥ **Not a team player** — You are used to working on your own, but still have a lot to offer. You take a -1 to any *We can do it* checks. However, you always give a +1 forward to whomever you are helping, even on a 6 or lower.

The Overconfident: +2 to Persona, -1 Mental. Real truth is what you believe, and you always believe in yourself. You love nothing more than a good argument where facts are optional.

- ♥ **I know what's really going on** — When you *Glimpse the truth*, you gain a power point when you roll a 6 or less, and the outcome will reinforce your belief about the world no matter how wrong that belief is.
- ♥ **I know who I am** — You are immune to the self-doubt condition.
- ♥ **We are alike, you and I** — You can see yourself in everyone and are able to make strong connections with everyone. When you make a *Touch their hearts* roll, roll with +Persona instead.

Mystical Identities

The Goth: +2 to Mystical, -1 to Emotional. You know things—things that other people ignore. You can even sometimes make things happen that don't fit into everyone's sense of how the world works. They shun you for it, but who needs them when you have the truth.

♥ **What's really going on?** — You are used to looking for the things that other don't notice. When you *Glimpse the truth*, you can roll +Mystical instead. You may not like what you see though.

♥ **I live in darkness, too** — When you attempt to *Touch their heart*, you can gain +2 to the roll if you relate their life to something that happened in yours.

♥ **I've got a bad feeling about this** — You're more attuned to the dark parts of the world. When something bad is happening, you can roll +Mystical. On a 10+, you knew this was coming, and arrived just in time to stop it. On a 7–9, you get there just after the event started, unable to prevent it, but with enough time to help. On a miss, you are very late but at least you're out of danger.



The Dreamer: +2 to Mystical, -1 to Persona. You know there is more to this world; that the things found in fairy tales are probably true. Who are you when compared to them?

- ♥ **It all fits together** — In your dreams, you've seen the sands of time and the threads of fate. You can state that you are experiencing déjà-vu and roll +Mystical. On a 10+ hold 2, or on a 7–9 hold 1. On a fail, the GM holds 2 over you. Choose from the following list to spend these holds:
 - ♥ You can interfere with an enemy, giving one target a +1 to their next roll.
 - ♥ You can cause an accident, inflicting 1 damage on a target.
 - ♥ The target finds something that you had left for them, knowingly or not.
 - ♥ The target loses something important and you know where it is.
 - ♥ You lose something important and the villain knows where it is and why it's important.
 - ♥ Your actions interfere with a friend, causing them to suffer -1 to their next roll.
- ♥ **Dreams of prophecy** — At the start of an arc, roll +Mystical. On a 10+, you get a clear vision of something terrible that is going to happen in the near future. Take +1 forward when acting to stop this future. On a 7–9, you have a tough time piecing together the fragments of your dream. You can hold 1 and use that hold to add a +1 to your roll, as you dreamt about it before. On a 6 or less, you dream of yourself in grave danger. The GM holds 3 and can spend them to hamper you during the arc.
- ♥ **A life of dreams** — Your experience with the worlds beyond helps you to fill in the blanks of this world better. You gain an extra hold whenever you attempt to *Glimpse the truth*.

The True Believer: +2 to Mystical, -1 to Mental. You are highly tuned into the weird side of the world and the places beyond. It's hard for you to keep track of reality sometimes, as you can see more than just the mundane world.

- ♥ **Threads of fate** — You can see all the mystical connections in the world. Gain a +1 to *We can do it* rolls when using Mystical.
- ♥ **How did that get there** — Sometimes you lose things, only to have them reappear when you need them. At the start of the session, roll +Mystical. On a 10+, hold 2. On a 7–9, hold 1. You can spend these holds to suddenly find an everyday or common item that you suddenly need. Describe how you lost it, and how it may have gotten here. On a 6 or less, you have lost something vital and have no idea where it is.
- ♥ **I can do magic** — You can access your magical hero moves without transforming.

The Gifted: +2 to Mystical, -1 to Physical. Things have always just fallen into place for you. All you've ever had to do is imagine something into existing, without even the slightest hint of actual effort.

- ♥ **I wish** — You have an odd sense of control over the real world and can alter reality in small ways. You can make an *Alter reality* check with Mystical. On a 10+, hold 2, on a 7–9, hold 1. On a 6 or less, reality refuses to budge, and you take 2 harm. You can spend those holds on:
 - ♥ You summon a small common item that can fit into your hand from somewhere, and you're not sure where it came from.
 - ♥ Open or shut a door or window that is unlocked.
 - ♥ Unlock a simple, mechanical lock.
 - ♥ Lift or move an object weighing 5 pounds or less.

- ♥ Cause the general light in an area to brighten or dim for a minute.
- ♥ Increase or decrease the sound of your voice.
- ♥ **Magical assistance** — Whenever you must *Thwart peril*, you can try to use your natural magical ability instead. Roll +Mystical instead of Physical. On a 6 or lower, the villains may gain insight to your current location.
- ♥ **Magic has a price** — Whenever you roll a 6 or less on a check using Mystical, you can choose to take 3 harm and re-roll that check. You must take the result of the second check.

Magical Archetypes

The Magical Archetype is how you access, manifest, and use your magical gifts. When you gained your powers, what did you become? How did this newly found power manifest within you? Think about how much choice you had in the matter, and why you became the archetype that you did. Each archetype brings a different strength to a team, so while it might be good for every character to be a different archetype, it is not necessary. Everyone can be the same archetype and still feel unique given the other choices they make.

Choose which of the following archetypes is the basis of your alter ego, and then choose one move from that archetype:

The Idol: The world is a stage and you're the center of it all. All eyes should be on you! Getting up close and personal would ruin your perfection, so you feel it's best that you support the others to get the job done while looking good.

- ♥ **Gentle winds of healing** — Your gentle spirit allows you to send out waves of pure healing. Roll +Persona. On a 12+, heal 1d6+Persona to targets equal to your Mystical rating (minimum

of 1). On 10+, 1d6+Persona to one target. On 7–9, heal +Persona to one target. On 6 or lower, you transfer +Emotional damage to yourself.

♥ **All eyes on me** — You demand attention from your target with your grand presence through charm, fear, or any number of other ways. Make a *Convince someone* roll with +Persona. Enthralled targets have no restrictions on what they will do.

♥ **Shimmering wings** — You can fly. Roll +Physical to carry someone with you. On a 10+, you can carry them with no problem. On a 7–9, you can carry them, but you leave yourself and your passenger open to danger.

♥ **Soothing voice** — You can calm a person down just by speaking to them. This gives you a +1 to your *Convince someone* rolls.

♥ **Purifying touch** — You can cure negative conditions with your touch. Roll +Persona. On a 10+, you remove the condition easily. On a 7–9, you remove the condition, but at a cost to yourself (gain the mundane condition). On a 6 or less, it takes everything you have, and still fails. You are left greatly weakened by the attempt, gaining the mundane and enfeebled conditions.



The Witch: The safest place is far from the center of the action. Cleverness and a few well-placed ranged spells not only get the job done, but also keep harm to your person to a minimum.

♥ **Hex!** — Roll +Mystical. On a 12+ hold 3, on a 10+ hold 2, on a 7–9, hold 1. On a 6 or lower, the hex backfires and the GM can use hold 1 against you. The holds can be spent on:

- ♥ Your hex causes 1 damage to the target.
- ♥ The target can't flee the battle or area.
- ♥ The target is slowed somehow, so *Clash* actions gain +1 against the target.
- ♥ The target must answer one question asked truthfully.
- ♥ The target is forced to drop an item that it's holding.
- ♥ Inflict a negative condition on a target.



♥ **Magic beam** — You can make a *Clash* attack with a magical beam at close range. Roll +Mystical for the attack. Damage is equal to your Mystical rating.

♥ **Divination** — You can *Glimpse the truth* on a remote location, instead of being there. Roll +Mystical. On a 10+ hold 2, on 7–9, hold 1.

♥ **Discombobulating shriek** — You unleash a powerful and disorienting sound (yell, song, or command). Roll +Mystical. On a 10+, the target immediately attacks an ally. On a 7–9, the target attacks the ally, and they are aware that you caused this course of action.

♥ **Personal minion** — You can summon forth a personal minion. You choose what the minion looks like. Your minion offers two new actions:

♥ **Knowledge from beyond** — When you consult with your minion, roll +Mystical. On a 10+, you gain a piece of beneficial knowledge about the situation (tell the GM what it is). On a 7–9, the GM will tell you a piece of knowledge about the situation that may or may not be beneficial.

♥ **Assistant** — When you send your minion to perform a simple task, roll +Mystical. On a 10+, your minion completes the task successfully, and you can watch through its eyes and hear through its ears. On a 7–9, your familiar can complete the task, but the GM will offer you a hard choice, an extra cost, or the familiar attracts attention and danger.

The Warrior: Nothing beats a good fight—the thrill of putting evil in its place while you can see their eyes and smell their breath. The perfect dance of two foes in battle makes your heart sing.

♥ **I'm your opponent** — You force the target to fight you and only you. Roll +Persona. On a

12+ the target will only fight you, you gain +1 against the target, and you take 1 less damage from that target. On a 10+, pick two from above. On a 7–9, take 1 from the above. On a 6 or less, the target is eager to fight you, and you take 1 more damage from their attacks.

♥ **An accessory that is also a weapon** — Choose an item that is part of your costume and describe how it becomes a weapon. Choose three of the following tags (damage amounts can't stack):

- ♥ Hand — effective in arm's reach.
- ♥ Sharp — +1 damage to physical melee *Clash* moves.
- ♥ Close — within 60 feet.
- ♥ Far — 300 feet away.
- ♥ Wounding — causes 2 damage.
- ♥ Forceful — can push things around or backward.
- ♥ Restraining — a successful attack will grab the target.
- ♥ Stun — a successful attack stuns the target.
- ♥ Returning — weapon can be thrown and will return to your hand.

♥ **Forceful punch and kick** — Your *Clash* action adds the forceful tag, allowing you to push the target away from you.



♥ **I've got the upper hand** — When you *Clash* against the same target, you gain +1 damage after the initial attack.

♥ **Catch your breath** — You are adept at fighting and know your limits. As an action, you can roll +Physical to gather your energy and attempt to ignore your wounds. On a 10+ you can heal yourself of damage equal to your Physical rating. On a 7–9, you don't have as much time to gather yourself and only heal 1 point of damage. On a 6 or lower, you realize you are much worse off than expected. You don't heal and gain the enfeebled condition.

The Defender: People are fragile and need protection from the evils of the world. You're built to withstand just about anything and aren't afraid to face danger, look it in the eye, and say "Not today."

♥ **Endure** — When you take the *Protect someone* action, you can roll +Physical instead. You also gain a new option to reduce all damage to 1.

♥ **Iron skin** — You are naturally tough and take -1 damage from all types of attacks.

♥ **Otherworldly defender** — When you take the *Protect someone* action, you always get a +1 hold, even on a 6 or less.

♥ **I'll save you!** — You can spend 1 point from your power pool to immediately appear to defend someone you can see that you aren't next to.

♥ **Noble defender** — When you take the *Protect someone* action, on a 12+ both you and your target are completely unharmed. If you are protecting a person, that person gains a cooperative relationship with you.



The Tactician: You're an expert at seeing everything around you, processing the information quickly, and acting upon it.

- ♥ **Telepathy** — You can link up your team's minds, allowing you to quickly communicate. You can keep track of your team anywhere on Earth, but not beyond. Anyone in another dimension or out in space is too far away.
- ♥ **Perfect awareness** — You can share your allies' points of view and synthesize them into a plan. Roll +Mental. On a 12+, you give 2 power points to an ally, allowing them to take advantage of the situation. On a 10+, you can move up to 2 power points from one or two heroes and give them to a third hero or yourself. On a 7–9, you can move 1 power point from a hero and give it to another hero or yourself. On a 6 or less, the shared experience causes chaos on the team and everyone loses 1 power point from their pool.
- ♥ **Well executed machine** — When you use the *We can do this together* action, you upgrade that hero's result to the next level instead of giving the +1.
- ♥ **One step ahead** — You have thought about every outcome and always have a contingency. Roll +Mental. On a 12+, every ally gets an ongoing +1 in the current scene. On a 10+, one ally and you gain an ongoing +1 in the current scene. On a 7–9, one ally gains an ongoing +1 in the current situation. On a 6 or less, your "careful planning" puts your friends in danger. You gain the self-doubting and isolated conditions.
- ♥ **Coordination** — Your advice and tactical skills benefit everyone. When you call for a team attack, you can choose to roll +Mental instead.



Mystical Connection

Mystical connections are the aspects that inform the flavor of how powers manifest. As a magical hero, you're able to tap into the foundational forces of the world and gain power from them. The mystical connection can be based on your character's personality and what they would be drawn to. An environmentally minded hero might choose to align with life and healing. A very excitable hero might be drawn to the energy of fire or lightning. Unlike the moves from the everyday identities and magical archetypes, you can only align with one element. You may not align with another element unless the GM allows it, nor can you take moves from other connections without GM permission to do so.

Choose a connection from which you draw power.

Elemental Connections



Fire

- ♥ **Burn** — Add the burn tag to your *Clash* attacks or weapons. Your attacks set things on fire and will add ongoing +1 damage if you roll a 12+ on your *Clash*.
- ♥ **Intense** — Your fiery spirit manifests around you. You take 1 less damage from *Clash* results, but your intense personality gives you a -1 to *Convince someone*.
- ♥ **Flaming sword** — You can manifest a fire sword (hand, sharp).
- ♥ **Hot headed** — You lose your temper very easily and use that anger to drive you. You have a -1 to *Persona* rolls when you try to *Keep your wits about you*, but you have +2 to rolls involving people you have a competitive relationship with.



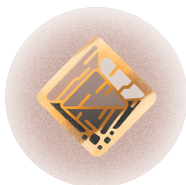
Water

- ♥ **Frost** — You also have access to ice-based affects and can cause people to move slowly. Add the retraining tag to your attacks.
- ♥ **Flow** — You are easy to get along with and come across as agreeable. You have a +1 when trying to *Convince someone*, but your gentle nature also tends to make you a target.
- ♥ **Water whip** — You can manifest a water whip (Close, wounding).
- ♥ **Full support** — You live to support others and their endeavors. Targets in a cooperative relationship with you get a +2 to their rolls instead of the +1 they normally get during *We can do it together*.



Air

- ♥ **Buffeting** — Your mastery of the air allows you to add *forceful* to any attack action.
- ♥ **Gliding** — Your control of the winds allows you to safely jump up and fall from heights.
- ♥ **Air arrows** — You can manifest a bow and arrow of air (Far, wounding).
- ♥ **One with air** — You can briefly turn yourself invisible, roughly for 30 seconds. If you use this to *Thwart peril*, you get a +1 to your roll.



Earth

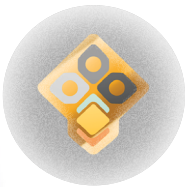
- ♥ **Solid** — Your affinity to rock makes you tougher and you take -1 damage.

- ♥ **Grounded** — People view you as level headed and very trustworthy. If you can protect someone by telling them what to do through *Convince someone*, you can roll +Persona instead.
- ♥ **Rock maul** — You can manifest a maul of solid rock (hand, sharp).
- ♥ **Tough as rock** — You are hearty and can endure anything. You gain a plus +1 to *Thwart peril* checks that involve enduring pain or difficult environmental conditions.



Lightning

- ♥ **Fast** — The power of lightning has enhanced your reflexes and speed. You are able get to any location you can see without having to make a *Thwart peril* check.
- ♥ **Static barrier** — You have an electrified aura around you. You always cause +1 damage when making a melee *Clash* check and cause 1 damage back to anything that hits you.
- ♥ **Ball lightning** — You shoot a bolt of lightning from your body. (far, wounding).
- ♥ **Quick thinking** — Gain an extra 1 hold on *Be vigilant* checks, even on a 6 or less.

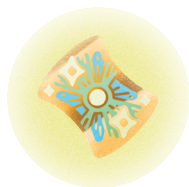


Metal

- ♥ **Sword** — Manifest a sword. (Hand, sharp)
- ♥ **Shield** — Create shields of any size and shape. You gain a +1 to all *Protect someone* rolls.
- ♥ **Unbending** — You are strong and rigid in your beliefs. You can choose to roll +Persona to *Convince*

someone and if you succeed, you gain +1 to that roll.

- ♥ **Tempered by fire** — You are harder than most. You gain 2 health to your total health pool.



Light

- ♥ **Bright** — You can naturally create light, removing any setbacks imposed by darkness.
- ♥ **Beacon** — Your inner light inspires people to do better. You gain +1 on all *Touch their heart* checks.
- ♥ **Laser shot** — You can fire a beam of light as a laser (far, wounding).
- ♥ **Radiant soul** — Your inner peace is palpable to others around you. You can spend 1 point from your power pool to upgrade your result on *Touch their heart* checks.



Dark

- ♥ **See in the dark** — You can see naturally in the dark and at night with no restrictions.
- ♥ **Manifest shadows** — You can create shadows at will. You gain +1 to a roll if you somehow use shadows as part of your solution.
- ♥ **Dark dagger** — You can manifest a dagger of pure darkness (hand, sharp).
- ♥ **Darkness within** — It is very hard for you to trust people. You sometimes feel unworthy of friendships, but value strongly those friendships you have. You get a +1 to all *We can do this together* actions; but if your relationship breaks, you gain the isolated condition.



Life

- ♥ **Healing touch** — Your mastery of life allows you to heal simple damage. You can heal 2 damage without rolling.
- ♥ **Spontaneous growth** — Your connection to the living world allows you to cause plants to suddenly grow. You gain +1 to rolls when using plants in this way.
- ♥ **Restraining vines** — You can manifest vines to manipulate targets (forceful, restraining).
- ♥ **One world** — Your affinity to life helps you understand the connections between all living things. You only break your relationships if you roll a 4 or lower during the *We can do this together* action.



Death

- ♥ **Vampiric touch** — You can add life drain to your attacks. You heal back as many points as you inflict. Then roll +Persona. On a 10+, nothing happens. On a 7–9, you enjoy the taste of their life force and must continue attacking that target next turn. On a 6 or lower, you give into blood lust and will attack all people around you to sate your hunger.
- ♥ **Doom** — Your grim nature is terrifying to others. You gain a +1 to *Convince someone* through intimidation but have a -1 to *Convince someone* if you attempt to charm them.
- ♥ **Undead minion** — You can summon forth an undead minion to fight with you. They have +1 Physical, 3 health.

- ♥ **Life lines** — Your connection to death allows you to see someone's life thread. You can *Glimpse the truth* while touching someone, allowing you to witness events in their past.

Emotional Connections



Joy

- ♥ **Palpable happiness** — Your connection to joy makes people love being around you. You can spend a Power Point to upgrade any *Convince someone* check that relies on charming them and not threatening them.
- ♥ **Unending positivity** — People can't help but feel good about themselves when near you. Any other heroes that are near you get a +1 to all *Keep your wits* checks.
- ♥ **Happiness hammer** — You can manifest a large maul of joy (hand, forceful).
- ♥ **Happy place** — You can manifest a bubble around yourself, another person, or item that gives them armor equal to your Persona rating.



Sadness

- ♥ **Deep understanding** — Your connection with the harder moments in life makes you more in touch with other people's motivations. You always have a +1 when you try to *Touch their hearts*.
- ♥ **Heart piercer** — You can manifest a spear (close, wounding).
- ♥ **Tears** — You have limited control over water.

You can mold it and shape nearby sources of liquid that are no more than 5 gallons of fluid. You gain a +1 to checks when you creatively use water in the solution.

- ♥ **Pensiveness** — You're able to think clearly and deeply about any subject, even in stressful times. Gain a +1 to *Glimpse the truth* checks.



Love

- ♥ **Unconditional love** — You can roll +Emotional to remove a condition on yourself or another person. On a 10+, you clear that condition. On a 7–9, you transfer that condition from them to yourself. On a 6 or lower, you gain that condition without healing theirs.
- ♥ **Healing hug** — You can always heal 2 damage without having to roll by simply touching the target.
- ♥ **Cupid's arrows** — You can manifest a bow and arrow (far, wounding).
- ♥ **Feel the love** — You always gain a Power Point for yourself when you use *We can do it*, as long as you are both in a cooperative relationship with each other.



Fear

- ♥ **Terrifying visage** — Your natural state is terrifying to others. You gain a +1 to *Convince someone* through intimidation but have a -1 to *Convince someone* if you attempt to charm them.
- ♥ **Worst case scenario** — You understand everything that can go wrong. You can spend a Power Point to upgrade your result on all *Be vigilant* checks.

♥ **Cold grip of fear** — You can encase your hands in ice allowing you to freeze people in place when you touch them (hand, restraining).

♥ **Fight or flight** — When you pick this option, choose one of the following:

♥ Fight — You get a +1 to all *Clash* checks.

♥ Flight — You get a +1 to all *Thwart peril* checks.



Anger

♥ **Rage fueled attacks** — You can spend a Power Point to upgrade any *Clash* check.

♥ **Burning spirit** — You can activate your anger to push past any pain. When making a *Keep your wits* check or *Behind the 8 ball* check, you can use +Physical instead.

♥ **Flaming sword** — You can manifest a fire sword (hand, sharp).

♥ **Bellowing roar** — You let out a terrifying scream. Normal people will automatically flee the area without having to make a check. Roll +Persona to affect underlings. On a 10+, all underlings will stop fighting and flee. On a 7–9, they are scared, and you gain +1 armor against these minions. On a 6 or less, everyone is afraid of you. All heroes have a -1 to all checks while you are in the area.



Hope

♥ **Light at the end of the tunnel** — You can spend a Power Point to upgrade any *Rest and relaxation* checks and get a +1 when using Emotional in a *We can do it* check.

- ♥ **Radiant soul** — Your inner peace is palpable to others around you. You can spend 1 point from your power pool to upgrade your result on *Touch their heart* checks.
- ♥ **Beacon of hope** — You can manifest a bright beacon to fight alongside you. You can use it to blind your enemies in a *Clash* check (close, stunning).
- ♥ **Everything will be fine** — You can always see the bright side of things which allows you a unique view into bad situations. You can use +Mystical for any *Be vigilant* checks.



Desire

- ♥ **Irresistible** — You can evoke feelings of attraction in others. When you get a 10+ on a *Convince someone* check, always treat it as if you got a 12+.
- ♥ **Wish fulfillment** — You have a deep connection to how people work and understand their wants. You can always ask “What do they desire?” when making a *Glimpse the truth* check, even on a 6 or less.
- ♥ **Entangling whip** — You can manifest a whip for *Clash* attacks (close, restraining).
- ♥ **Deep attachments** — Your connections to others is deep and meaningful. When you *Protect* another hero or NPC, you can use +Emotional for that check.



Disgust

- ♥ **That's so gross** — You find almost everything disgusting and are experienced in avoiding it all. You can spend a Power

Point to upgrade all *Thwart peril* checks.

- ♥ **Slime armor** — You can manifest a layer of slime around yourself, giving you +1 armor.
- ♥ **Acid spit** — You can shoot blobs of acid from your mouth as a weapon for Clash checks (far, wounding).
- ♥ **Swarm of flies** — You can call forth a swarm of bugs to do your bidding. In combat, the swarm does 1 damage and has 3 health, and can move freely. It doesn't need to be near you to be controlled. You can send your swarm to perform a simple task and roll +Mystical. On a 10+, your swarm completes the task successfully, and you can watch through its eyes and hear through its ears. On a 7–9, your familiar can complete the task, but the GM will offer you a hard choice, an extra cost, or the familiar attracts attention and danger.



Trust

- ♥ **Do you trust me?** — People immediately like and trust your hero. You have the benefit of rolling a 7–9 on a *Convince someone* check if you rolled a 6 or less.
- ♥ **I've got your back** — Your faith in others and others' faith in you is unshakable. You can use +Persona on any *We can do it together* checks as your natural bond of support. However, if your relationship breaks, you gain the self-doubting condition as well.
- ♥ **Firm foundation** — Your relationships are rock solid. You can spend a Power Point to upgrade your result on any *Protect someone* checks.
- ♥ **Trust fall** — You are able to glide and fall from any distance without taking damage.

Character Creation Example 2:

Ryan looks at all the choices and wants to make something similar to a favorite magical hero. Ryan decides to make Michelle, a smart, quiet, and gentle high school student who plays the cello. For Michelle's Everyday Identity, Ryan chooses the Dreamer which sets Michelle's Mystical stat to +2 and her Persona stat as a -1. The final +1 is given to Michelle's Mental stat.

At this point, Michelle's stats are:

Physical: 0, Emotional: 0, Mental: +1, Mystical: +2, Persona: -1

Ryan then chooses the **It all fits together** move from the Dreamer identity as Michelle's first move.

Next, Ryan decides upon the Witch archetype for Michelle. Ryan wants Michelle to be able to look at remote places and chooses the **Divination** move.

Lastly, Ryan wants Michelle to be connected with water and chooses water as her Mystical Connection. Not wishing Michelle to be defenseless, he chooses **Water Whip** as the move from the water connection.

Fleshing out Michelle's background, Ryan makes two NPCs for Michelle to help the GM. Amara is Michelle's girlfriend, and Serena is Michelle's friendly rival at school. Ryan names Michelle's transformed hero Neptunia and starts thinking about what Michelle's transformation would look like.

However, decisions about the transformation and other group decisions are made with all the players, so that will have to wait.

Transformation

Every group of Magical Beings switch between their normal and magical selves. While your stats stay the same,

every transformation has a drawback. As a group, pick one of the following:

- ♥ You must have your mystic item to transform.
- ♥ The transformation process is very noticeable and will attract attention if you're not careful.
- ♥ The transformation process takes a few minutes—there are a lot of details to get right.
- ♥ Your final form looks exactly like you, and there's no keeping that a secret.

Unless your group decides that your final forms look exactly like you, you don't have to look anything like your Everyday Identity. You don't have to have the same gender, face, body, or any other physical detail unless you want to. Think about what your costume looks like:

- ♥ Are you color coded?
- ♥ Do you gain masks?
- ♥ Does your costume reflect your mystical connection?
- ♥ Is your costume aesthetically impractical, but somehow doesn't interfere with your ability to do heroics in any way?

Example:

Ryan, Matthew, Jay, Chad, and T. J. have all made their characters and are trying to decide what the drawback for their transformation should be. Ryan has an idea that Michelle must have her cello bow to transform and says, "Orchestral



Powers, Harmonize!” to start the transformation sequence, and therefore wants to choose having an item to transform as the drawback. Matthew and Chad both think that having the final hero form look exactly like their everyday identity is more interesting.

Jay’s character, however, changes drastically from his everyday identity when transformed. Jay says that Jorge is a good student and that he is part of the math team at school. However, when Jorge transforms, he becomes a hero based on his favorite character, Captain Yarinaga, “Space Force One” protagonist, and the first female captain on TV. It is important to Jay that the transformation not be one where the final form looks like their everyday identity, and Jay wants Jorge’s item to be a prop from the show. T. J.’s character Alice also has a pair of bracers that allow Alice to transform into Hyperia and would like to keep that idea.

The group agrees to choose the drawback that every character must have an item to transform, and they set about deciding what those items are for each character.

Mystical Creature

Magical heroes often don’t know that they are meant to be heroes until they meet the mystical creature that informs them of their true power. This creature is often their friend, sidekick, and mentor all in one, or any combination of those ideals. It is often from another world or manifested from the long-hidden magic of this world. The mystical creature often has knowledge about the powers of the heroes and is *usually* on the side of the heroes. However, while they often want to help, their help may not actually *be* helpful. Mystical creatures come in all shapes and sizes, and your group should decide what your companion looks like. Are they a talking cat, a teddy bear with wings, a complicated AI on their smart phones, a spirit long forgotten, or a giant head on a computer

screen? The mystical creature should match the theme and tone of the game, so work with the GM when deciding. Think about the creature's looks and its name. The GM controls the creature as an NPC, so their personality might not be what you envisioned, but that's part of the fun! The mystical creature isn't just there to talk to, but can also help with the troubling situations the heroes find themselves in.

Once per session, the team can consult their mystical creature about the current situation. This is a pure chance roll, and stats aren't added to this check. Roll 2d6. On a 12+, they know exactly what is happening and everyone gains 1 point in the power pool. On a 10+, their advice is solid, and everyone gains Hold 1. This can be spent at any time to add +1 to the roll. On a 7–9, they aren't sure what is happening, but have your backs. You gain +1 on your next roll based on their encouragement. On a 6 or lower, they fear that everyone is in danger. The GM gains Hold 4 that can be used to make your lives more difficult throughout the session.



Example:

The group of players, having decided upon their transformation sequences, next talk about what the mystical creature should be. The players talk a bit about their backstories and feel that their companion being some sort of alien marooned on Earth while fleeing the main villain makes the most sense.

They decide to play into the Space Force One aspect a bit more and base the alien off of one of the creatures from the show, a cute oval ball of fur with two big round black eyes and two tiny antennae on its head. The GM agrees and names the companion Sola.

Player Connections

Your relationships with the other players' characters are an important part of Glitter Hearts. At the start of character creation, each player should determine the nature of their friendship with the other player characters. There are two basic choices: **Cooperative** or **Competitive**.

- ♥ **Cooperative:** You work together and do your best to support each other. Your relationship is one of understanding and you are always there for each other.
- ♥ **Competitive:** You strive to best one another. If they can do it, you can do it better. Each of you drives the other to be better by trying to be the best yourself.
- ♥ **A broken relationship:** If your relationship with someone breaks, you take -1 to Persona rolls when that person is around, and you take -2 to Emotional rolls with that character until the relationship can be repaired.

The relationship between two characters can be asymmetrical. For example, Primrose may view all her relationships as cooperative, but her friend Cara views Primrose as competition. There are benefits to both types of relationships, so choose the one that makes sense to your characters.

Example:

With all of the decisions made so far, each player describes their final character and their character's background with the group so that they can decide

what type of relationships their characters have.

Jorge sees Michelle as a bit of a threat to his becoming valedictorian and Jay decides that Jorge has a competitive relationship with Michelle. Ryan thinks that Michelle wants to help Jorge, so he decides that Michelle has a cooperative relationship with Jorge.

Next, Jay sees Chad's character Chanteau as Jorge's protector at school (Chanteau is the body-builder identity) and decides that Jorge has a cooperative relationship with Chanteau. Chad agrees and decides that Chanteau has cooperative relationship back.

Jorge views Niki as a person who needs motivation to be a part of the team, needing to be pushed into action, and so Jay decides that Jorge has a competitive relationship with Niki. Matthew says that Niki feels like Jorge gives off a hyper go-getter attitude and Niki is happy to sit back and let Jorge do his thing, meaning Niki has a cooperative relationship with Jorge.

And lastly, Jay and TJ talk about how their characters hadn't met before being on the same team and see no reason to not have a cooperative relationship.

Advancement

Experience (XP) is how every hero grows and expands in power. Your experiences are tied to how your character changes and what you learn when you fail. Whenever you fail a roll (6 or less), you gain an XP and gain experience at the end of a session by answering the questions in the *End of Session* section. Hero achievements are the record and story of your character and when you have 6 XP you can gain one hero achievement. When you gain a hero achievement, write a sentence about your experiences or insights on the back of the sheet. This will create the ongoing story of your character for reference in addition to a brief summary of their story so far. Once you record your

heroic achievement, reset your XP to 0, or subtract 6 from your total XP if you have more than 6. You get your next heroic achievement when you gain another 6 XP. Each line acts as one achievement that can be used to upgrade your character. When you decide to use a hero achievement to expand your character, place a mark next to that line indicating that it's been used.

Achievements can be spent in the following ways.

STAT INCREASES

Modifier	Hero Achievement Cost
-2 to -1	3
-1 to 0	2
0 to 1	1
1 to 2	2
2 to 3	3

Gaining new moves:

One achievement can be spent to get a new move from any of your chosen aspects (Everyday Identity, Magical Archetype, or Mystical Connection). You can also spend 1 achievement to gain a new tag to a weapon.

Two achievements can be spent to grab a move from an Everyday Identity or Magical Archetype other than the ones you originally chose.

Example:

Neptunia just tried to pry a door open and rolled a 4, giving 1 XP for failing. This gives Neptunia 6 total XP, so Ryan marks down 1 heroic achievement and resets the XP total back to 0. On the back of the sheet, Ryan writes down a sentence about their adventures so far noting that, "Team locked in the mu-

seum, fellow museum visitors in unnatural sleep”.

Ryan decides to wait until they have 2 heroic achievements so Neptunia can have a move from the Idol archetype.

The Basics of Using Moves

During play, each player states what their character does based on the situation at hand. If the player's action would trigger or require a move, the GM calls upon the player to roll and declare the move they will base their roll on. It's OK for the player to suggest moves to the GM, but the GM has final say over which move best fits what the player is trying to do. The success or failure of that move determines what happens next, including the possibility of new choices and costs for the players.

Moves don't have a set duration and are fluid to allow for a more narrative flow in game play. A single roll might cover the next few hours, minutes, or seconds. Moves might also trigger other moves, depending on how well the action succeeded. A series of failures can lead to a long chain of unforeseen consequences that can take the game in a whole new direction.

Play Sequence

The game is a conversation between the GM and the players. Usually, the GM sets the situation and prompts the players to action, often asking, “What do you do?” Players then decide how their characters react and roll for moves when needed. The results of those rolls prompt the GM to reset the scene while incorporating the consequences of those results.

One of the main roles of the GM is to describe and update the current situation. It's important to create situations and people for the players to interact with and respond to. The GM should try to always address the players by their characters' names to help maintain the narrative.



Players should respond to the “What do you do?” question with actions that are appropriate for their character. This is when the players can affect the world, make choices, and gain something from it. This is also when characters can express their emotions, thoughts, and opinions on the situation to help inform and support the actions of the other characters. There are no turns, per se, but everyone should have the chance to be included in a scene if their character is there. These are often great moments for the characters to support and aid each other. Even kind words can go a long way in helping another character overcome an obstacle.

If any of the players’ actions would trigger a move, roll to resolve those actions. The GM updates the scene with the results, and play continues. Have fun!

Basic Moves

We can do this together!

Teamwork is key, and lending your support to another hero can change everything. When you decide to support another character, that character gains 1 to their power pool. When you help another character, determine how you are helping them.

- ♥ **I’ve got your back** — Roll +Physical when fighting alongside your friend or whenever you are helping them through physical means.
- ♥ **You can do this** — Roll +Emotional to give a stirring speech or lift your friend’s spirits.
- ♥ **Two heads are better than one** — Roll +Mental to help notice things, put puzzle pieces together, or guide your friend with your knowledge.
- ♥ **Supernatural intervention** — Roll +Mystical to cast a spell on them to give them unnatural guidance.

WE CAN DO THIS TOGETHER!

Roll	Competitive	Cooperative
On a 12+	You and your target gain +1 to your next roll, and you add 1 to your power pool.	Your target gains +1 to their next roll, and you and your target add 1 to your power pools.
On a 10-12	You and your target gain +1 to your next roll.	Your target gains +1 to their next roll, and you add 1 to your power pool.
On a 7-9	Your actions make your target strive to do better, and they get a +1 to their next roll. But you get a -1 to your next Persona roll for being shown up.	You give your target +1 to their next roll, but you put yourself in danger.
On a 6 or lower	Your actions demoralize your target, and they lose 1 from their power pool and your relationship is broken.	Your actions put you both in danger. You lose 1 from your power pool and your relationship is broken.

The results are based on the nature of your relationship, and on your roll.

Glitter Hearts is all about working together, and this is a foundational move to the game. The way a character assists another character should fit the narrative truth of the scene and play to the strengths of the character assisting. Uplifting and inspiring words are always available using the *You can do this* option, but what the character says is up to the player based on what is happening in

the scene. It's OK to wait to help until after the initial roll is made as long as the player can explain how they are helping. Their assistance needs to be a concrete action or they should role-play what they are saying to the player they are assisting. It's important that the action they are taking actually provides assistance in the scene. Depending on the relationship the player has with whomever they are helping, the nature of that relationship should flavor what they are doing or what they are saying. Failure on this roll means that not only are they not helping, but they have fundamentally miscalculated what the other character needed or pushed things too far and have broken the relationship with the other character. A broken relationship can be repaired, but until they do the characters suffer the negative consequences of having a broken relationship.

Example:

Neptunia and Xinthe (Chanteau's hero form) are trapped in the locked basement of an underground warehouse that is filling with sewage. Xinthe decides to break down the door with brute strength. With all this water around, Neptunia should be able to help somehow and decides to cast a spell that would make the water flow into the door frame and help push the doors out as Xinthe pulls.

The GM and Ryan discuss whether this is more physical (water whip) or mystical as it is using the water to do something unusual. The GM agrees that it sounds more like Supernatural Intervention and allows the roll to be based on Neptunia's Mystical stat. Ryan rolls 2d6 and adds 2 for Neptunia's Mystical stat and gets an eight—a mixed success.

Xinthe adds a power point to her power pool just because Neptunia helped, and since they are in a competitive relationship, Xinthe gets a +1 to the Thwart Peril check to open the door. However, Neptunia gets a -1 to her next Persona roll for being shown up. Xinthe makes her check of 2d6+2 for her Physical rating and adds +1 for Neptunia's help. Xinthe rolls

a 10 total! Complete success.

The GM describes Xinthe's efforts and clear show of strength as visually impressive and hides any hint of the water being used to help loosen the door. Neptunia's statement of "I helped" only makes Neptunia feel worse about the whole situation.

Touch their heart

Everyone can be saved, and you have to at least try. Roll +Emotional to reason with a foe.

- ♥ On a 12+, they see the error of their ways and remove themselves from the situation (surrender, flee, or switch sides). You form a relationship with them of your choice.
- ♥ On a 10+, they doubt their chosen course of action. All team members gain +2 to actions against them. This +2 goes away if the target takes damage. You form a competitive relationship with them.
- ♥ On a 7–9, they stumble or hesitate and are plagued with questions. The next action against this target gains a +1.
- ♥ On a 6 or lower, they become more resolute in their actions. All non-*Clash!* actions against this target suffer a -1.

This is different from convincing somebody to perform an action. When you touch an NPC's heart, you are trying to get them to see the world in a different way or in a new light. You are attempting to alter their core beliefs about their actions or who they are. Much of this move should happen through role-play, and the move helps the GM decide how convincing you are to the NPC. This carries the risk of reinforcing the NPC's view of the world and themselves, causing them to double down on their chosen course of action and possibly regard the heroes as true enemies that must be destroyed. This move should also have a profound effect on the game, as you have the potential to make a villain into a friend. As a GM, consid-

er how the player's actions and words would affect the NPC they are dealing with.

Example:

*Yarinaga has made her way through the school and found herself face-to-face with Mr. Armstrong, the guard corrupted by the evil lunch lady's food. Yarinaga doesn't want to hurt Mr. Armstrong even though he does want to hurt her and everybody else. Yarinaga decides that if she can just reason with him, she can get out of this without a fight and attempts to **touch his heart**.*

Jay rolls 2d6 plus the 2 from Emotional, getting a 12 total! A huge success. Not only does Mr. Armstrong break free from the evil lunch lady's influence, he agrees to help the heroes locate ELL's secret food stores in the basement of the school. Yarinaga decides to form a cooperative relationship with Mr. Armstrong which the GM can use later.

CLASH!

When diplomacy has failed and you get into a fight, roll +Physical.

On a 7+, you and whatever you're fighting inflict damage on each other. That usually means you inflict the damage rating of your weapon or Physical rating in hand to hand combat, while your enemy inflicts their attack's damage rating on you.

On a 10+, choose one extra effect:

- ♥ You gain the advantage: take +1 forward or give +1 forward to another magical hero.
- ♥ You inflict extra damage (+1 harm).
- ♥ You suffer less damage (-1 harm).
- ♥ You force them where you want them.
- ♥ You force them to drop something they are holding.

On a 12+ pick an enhanced effect instead:

- ♥ All magical girls involved in the fight get +1 forward.
- ♥ You suffer no damage at all.
- ♥ Your attack inflicts double the normal damage.
- ♥ Your attack forces the enemy to flee.

Clash is the basic catch-all move for fighting with an enemy. *Clash* covers the back and forth hits, blasts, and kicks that can happen in a fight. Whenever a hero clashes with an enemy, both the hero and the enemy will inflict damage upon each other. *Clash* is only used when the hero is attacking something that can effectively fight back. If the target can't or won't fight back, then the hero inflicts damage as the narrative suggests. Not every action dealing with an enemy is an attack and instead might fall under the *Protect someone* action or perhaps they are *Thwarting peril*. The story should guide which move is appropriate for the action the hero is taking. Always ask the hero what they are doing, and if they are successful, ask them what happens.

If they gain the advantage, ask the hero how they did that or what that looks like in the fiction. Are they grappling the target, pushing them through a wall into another room, making a sudden move to get into a better position, or did they somehow get their target off balance? If they inflict more harm, how did that happen?

Example of combat:

The team is being surrounded by a swarm of gingerbread monsters with sharp, nasty teeth.

GM: You are all trapped in the large backroom of the bakery with menacing, dog sized gingerbread monsters soundlessly gnashing their sharp ginger teeth as they surround you all. What do you do?

Matthew: Niki manifests heart piercer and lunges forward to stab the closest gingery beast.

*GM: Ok, make a **Clash** roll.*

Matthew: Not Niki's strong point, I get 2d6-1 and roll a 5. Oh no.

GM: Mark an experience for rolling a 6 or less. Niki rushes forward with their spear and stabs hard, but completely misses and the spear strikes into the ground, leaving Niki open. A beast takes advantage and bites Niki on the leg for 3 damage. Who's next?

Chad: Xinthe is tired of these stupid cookies and moves to Niki to kick the creature that just bit them. I roll 2d6+2 for my Physical stat and get a 7. Not good.

GM: Not bad either. The beast shatters as Xinthe kicks it, but one of the other ginger beasts sneaks up behind Xinthe and slashes her back for 2 points of damage. Who's next?

TJ: I'll go. Hyperia is going to punch any ginger horror near her. I get 2d6+2. Whoa. a 14!

GM: Wow. OK, you get to pick from one of the advanced affects.

TJ: Hmm, OK. Most of us are hurt and I think that will get worse, so I pick that I take no damage at all.

GM: Cool. So you jump forward and catch the ginger monster completely off guard. Hyperia's fist bursts through its thick, crumbly side and it falls to pieces before it even has a chance to fight back. Who's next?

Glimpse the truth!

At any time, you can attempt to investigate to see what's *really* going on. Roll +Mental if looking for everyday clues and observable facts. On a 10+, hold 3, and on a 7-9, hold 1. On 12+, you can ask the GM any question about the situation that's not in the list. Each hold can be spent to ask the GM one of the following questions:

- ♥ What happened here recently?
- ♥ What's about to happen?
- ♥ What's the most dangerous thing here?
- ♥ What's the most useful thing here?
- ♥ What needs to be protected?
- ♥ What here is not what it appears to be or what are they trying to hide?
- ♥ Who is in control here?
- ♥ What new and useful information can I gather?
- ♥ What sort of creature is it?

On a 6 or lower, you uncover a truth or glimpse a darkness about yourself, the situation, or another character that changes how you feel about them, calls your relationships into doubt, or makes you question your own motives in this situation.

Glimpse the truth is a basic investigation action which includes passively noticing things. Glimpsing the truth can be done in many ways: talking to friends or people in the area, studying a person or place more closely, tracking a person or object as it moves, or researching on the internet or a smartphone. How the heroes want to investigate would fall under this move. This move is usually reflective of a slower pace with more careful study.

As the GM, always ask yourself what the hero could conceivably find in the location or situation and guide the player if necessary. Sometimes things are not going to be found where the hero is, but always have that conversation with the player. Ask them how they think the question they ask could be answered and what in the location or situation would be useful. If you agree, go forward and answer that question. If you don't, allow them to ask a different question or give them an answer that is more in line with what they could conceivably find from the action or location they are in.

Always try to give the heroes solid and correct information that they can act upon. Glimpsing the truth should give them a plot hook and reasons to act, and you should avoid having dead ends that result in the story coming to a stop. *Glimpse the truth* shouldn't be used for things that are obvious and readily seen. Seeing cars on the street is easy, knowing which car was involved in an accident might need more investigation.

Example:

Niki and Alice have gone into town to try to find the cause of strange food thefts around town. They end up at bakery that looks closed, but the door is unlocked. Sneaking inside, the pair begin to look for any clues regarding the thefts that happened across the street from the bakery.

*Niki and Alice begin to search the front and back of the bakery, and Alice offers support to Niki through the **We can do this move** so that Niki gains a power point and a +1 to their roll. Matthew (Niki's player) rolls 2d6+1 for Niki's Mental stat and +1 for the help.*

Matthew: Ok, I rolled an 11.

GM: Excellent, you hold 3 which means you can ask 3 questions from the list at any time while you are still in the bakery.

Matthew: Ok, I think the first thing I want to ask is what happened here recently?

GM: Alice and Niki wander past the empty display cases to the room where the ovens and work tables are. Unlike the front of the bakery, it's clear that someone has been using this room. There is flour on the floor and a few specks on the table. Hanging on the far wall are a series of cookie cutters that grow in size from a regular gingerbread person to a cookie cutter large enough to make a cookie as big as a dog. The whole room smells of ginger and the ovens are still warm. It's clear that someone was baking here recently.

Matthew: Next, what is the most useful thing here?

GM: As you both keep looking about, Alice comes across a book hidden under a table near a door in the back of the room. The title and pages are written in a language that neither of you can understand, but by the way the pages are laid out, it's clear that it's a cookbook.

Matthew: Interesting. OK, last question. What's about to happen here?

GM: Hmm, OK. As you are looking through the back room, you are startled by the opening of the far door, next to where Alice found the book. The door is opening slowly, as if whatever is inside is having trouble working the door latch or lacks the strength to easily push the door open. The strong smell of gingerbread cookies hits both of you immediately and you are certain that at least one of those gingerbread creatures is about to come into the room where you are. What do you want to do? You have some time before this creature gets out.

Be vigilant

When you are faced with a potentially dangerous or threatening situation, you can attempt to be vigilant and roll +Mental. On a 10+, hold 3. On a 7–9, hold 1. On 12+, you can ask the GM any question about the situation that's not in the list.

- ♥ What's my best way in?
- ♥ What's my best way out?
- ♥ Are there any dangers that I haven't noticed?
- ♥ What's most vulnerable to me?
- ♥ What seems to be the monster's weakness?
- ♥ What's my best way to protect the area and victims here?

If you act on these answers in a meaningful way, you gain +1 ongoing to all your rolls.

Being vigilant is different from investigating and is used for those moments when the heroes are trying to deal with a situation that is likely to be dangerous or hostile. Being vigilant is more of a quick scan and assessment of a place and situation to get important information about what is happening to gain an advantage. Failures on *Be vigilant* should always put the heroes into some sort of immediate danger. Their failure to notice something important should have a consequence, so don't be afraid to ask them questions along those lines. What they did miss that led them into this ambush?

Example:

Niki and Alice decide to hide in the bakery to see what the gingerbread creatures do.

TJ: Alice crouches down low, but wants to keep an eagle eye on that door.

*GM: Sounds like Alice is trying to **Be vigilant**. Roll plus Mental.*

TJ: Ok, 2d6 plus nothing. 7!

GM: Ok, you can hold 1, which means ask one question from the list.

TJ: Perfect, hmm... are there dangers I haven't noticed?

GM: The door to the back room finally opens and as you both guessed, one tall gingerbread person steps out of the pantry on two wobbly legs. Alice can see that at least four more gingerbread beasts are lifting themselves off the cooling racks and trying to find their footing. It won't be long before this room is filled by a small army of deadly gingerbread.

Keep your wits about you!

In tumultuous personal situations, when you act despite an imminent disappointment, betrayal, mental stress, or a great setback, say how you deal with it and roll +Persona.

On a 10+, you do what you set out to do. On a 7–9, you hesitate, flinch, or question yourself. The GM will offer you a worse outcome, a hard choice, or an extra price you must pay.

Just like you can touch an NPC's heart, villains can also force a hero to question themselves and their friends. When a friend suddenly betrays a hero, fails a test, or loses an item that is very important to them, they need to keep their wits about them to keep going. This move measures how personally resilient they are in the face of emotional stress. If a villain has a sadness beam, this would also be used to resist the effects of that attack.

Example:

Captain Yarinaga is face to face with the Evil Lunch Lady. The Evil Lunch Lady stares directly at Yarinaga and points to Niki and Alice, who are tied up and on a conveyer belt that leads to a giant vat of gingerbread dough. "You have a choice... attack me or save your friends. You can't do both!" and she cackles triumphantly.

Jay: Yarinaga pauses for a moment, unsure of what to do. She trusts that Niki and Alice can escape, so she decides to attack the evil lunch lady.

*GM: It sounds like Yarinaga isn't sure of her actions so make a **Keep your wits about you** roll. That's using Persona.*

Jay: So 2d6 with nothing added. Oh no, 4!

GM: So, you don't do what you set out to do. Take a point of XP. You hesitate for a moment and the ELL pushes the button. Your doubts get the better of you and you dash over to help Niki and Alice just as they break free of their bonds. When you all turn around, the ELL has vanished in a puff of flour.

Thwart peril!

Sometimes you find yourself trying to sneak past a mob of enemies, dodge an enemy's depression beam, or endure swimming in a swamp. In these situations, say how you deal with these physical impasses and roll +Physical.

On a 10+, you do what you set out to do. On a 7–9, you slip, drop something, or call attention to yourself. The GM will offer you a worse outcome, a hard choice, or an extra price you must pay.

This move is a catch-all for times when a hero does something dangerous or tries to avoid a dangerous situation that has a chance to fail. The peril can be just about anything, from trying to sneak past a guard dog to running out of a collapsing building. A mixed success here means that they have to make a hard choice, they get a worse outcome than they wanted, or they have to pay an extra price somehow.

Example:

Niki and Alice are trying to escape out the front of the bakery and try not to be noticed by the newly created gingerbread beasts that are coming into the back room.

GM: So what are you both trying to do to escape?

TJ: Alice is pressing herself into the shadows and trying to move as silently as possible.

Matthew: Niki is going to wait for the right moment, and once Alice looks to be safely out, Niki will dash for the door.

*GM: Ok, I need you both to attempt to **Thwart peril**. Plus Physical please.*

TJ: Awesome, I rolled a 10!

Matthew: Oh no, I rolled a 7.

GM: So Alice, sneaking and take every moment you can to stay in the shadows, you easily get yourself

into the front room and quietly out the door. Niki isn't as lucky. They see their opening and decide to make the break for it, but as they start to run they see that the door that separates the front of the bakery from where you are has closed a bit. If Niki runs through, they will have to push the door open more which will cause the bell on it to ring. That will definitely get the attention of the beasts in the room. So you have a choice to make. You can stay hidden or run for it and escape, but the beasts will hear you and see you and may follow. What do you do?

Convince someone

Through charm, coercion, or threat, when you want to get someone to take your course of action, roll +Emotional.

For a normal person:

- ♥ On a 10+, they'll act and react based on how you convinced them. If the ask is too great, they'll tell you what it would take for them to do it (or if there's no way they'd do it because it puts them into direct danger, for example).
- ♥ On a 7–9, they'll do it, but only if you can reassure them through action that you mean it, or that you are going to protect them. If what you want is too great, they'll tell you what, if anything, it would take for them to do it.
- ♥ Advanced: On a 12+, not only do they do what you want right now, but they gain a cooperative bond with you for the duration of the session, and possibly beyond depending on the GM.

For another Magical Hero:

- ♥ On a 10+, if they do what you ask they mark experience and get +1 forward.
- ♥ On a 7–9, they mark experience if they do what you ask.
- ♥ On a miss, depending on the nature of your

relationship, the magical hero can choose how to react. For competitive relationships, they gain +1 forward if they take an action that is the opposite or counter to what you asked. For cooperative relationships, they mark XP if they decide to not do what you asked.

For monsters and adversaries:

- ♥ On a 10+, they'll act and react based on how you convinced them. They will not do anything that harms them or betrays their boss or nature.
- ♥ On a 7–9, they'll do it, but only if you give or promise them something equal in return. They will not do anything to harm themselves or betray their boss or nature.
- ♥ Advanced: On a 12+, not only do they do what you want right now, but they gain a competitive bond with you for the duration of the session, and possibly beyond depending on the GM. They see you as a rival.

Convince someone is not the same as *Touch their heart*. When the hero is trying to convince someone of something, they must make a case that seems reasonable or acceptable to the person they are trying to convince. The target's motivations don't change, the hero's case usually plays into their existing motivation, and often the hero will need to show some concrete proof that the hero has the target's interests in mind. If the hero promises to do something and then never does that, the GM needs to keep that in mind and bring it back up later. Maybe the hero now has a reputation as a promise breaker and is seen as untrustworthy.

A roll to convince another hero should be rare and is often used in situations where everyone is at an impasse or is unwilling to go along with a plan that is stopping the game. It can be used in fiction as well, in cases where the characters are new friends and you want a mechanical reason to support the newness of that friendship. Many players don't like dice rolls from a different player

determining how their character acts, so make sure that everyone is clear on why the roll is being made and the benefits available when making the roll. If a roll seems excessive or stops the fun, don't call for the roll.

Example:

Michelle knows that Cynthia can tell her where Bradley hid Belmont High's pet pig mascot, but Cynthia has been unwilling to be helpful. Michelle sighs and says, "Cynthia, this is going to get anyone involved with this prank expelled! When the coaches come looking for the pig and find it's not there, they are going to report it to the principal, and if I found out you know where the pig is, they will find out. But if you tell me how to find Bradley and the pig, I can get it back before anyone knows anything."

GM: Sounds like you are trying to convince Cynthia. Roll with your Emotional stat.

Matthew: I rolled an 8.

GM: Ok, Cynthia looks at Michelle dead in the eyes, "You've always been a snitch, Michelle. How do I know that you won't tell on me the minute you have that pig." She clearly needs some sort of extra incentive.

Matthew: "Cynthia, I promise that I won't tell anyone that you were involved. But I also found out that Mr. Everhart is giving a pop quiz tomorrow on Chapter 3. You can get a head start."

GM: Cynthia nods, "Fine. The pig is down in the boiler room with Bradley. The janitor leaves the key in the fire extinguisher case."

Protect someone

When you stand in defense of a person, item, or location under attack, roll +Persona. On a 10+, hold 2. On a 7–9, hold 1. As long as you stand in defense, when you or the thing you defend is attacked you may spend a hold, 1 for

1, to choose an option:

- ♥ Redirect the attack to yourself.
- ♥ You halve the damage of the attack.
- ♥ Put the attacker in a bad position, giving an ally +1 forward against the attack.
- ♥ Deal damage back to the attacker equal to your Physical rating.

This is used whenever someone is about to suffer harm, something is about to get damaged, or something or someone is in immediate danger. As always, ask the hero how they are protecting the person or place in this situation, allowing the fiction to drive what that action looks like. Protecting an area or person is like not flinching in the face of danger. The hero knows they are in harm's way and are willing to accept the consequences. Any level of success means that the hero effectively protects the target, but often means the hero is harmed as a result. Failures here are bad and result in things getting much worse—the person is injured or kidnapped, or the object is stolen or broken. Failure should drive the story forward as well by making things worse for the heroes.

Example:

Xinthe can see that the cannons on the hovering pirate ship are aimed right at the museum. Xinthe runs towards the front of the museum and puts herself between the cannons and the museum.

*GM: Ok, the cannons fire, but Xinthe is there to protect the building as best she can. Roll **Protect** using your Persona stat.*

Chad: Ok, I rolled a 9 total.

GM: The cannons fire, you can choose one effect from the list.

Chad: Hmm, I don't want the museum hit at all, so I redirect all the damage to myself.

GM: The impact of the shots knock Xinthe back, causing 4 damage to her.

Chad: Ok, I have Iron Skin, so I only take 3. And the museum is unharmed?

GM: The museum is completely untouched by the cannon fire. Xinthe took it all.

Rest and relaxation

If you spend the day resting or relaxing with your good friends, you can heal all your HP. At the end of the day, you can roll +Emotional if you are with your friends or +Persona if you are going it alone, to attempt to remove any negative conditions you might have. On a 10+ you can remove any condition of your choice. On a 7–9, you must choose to heal all your HP, or remove a negative condition. On a 6 or less, you are unable to relax and enjoy your day. If you are with another character, break the relationship with that character. If you are alone, gain the isolated condition. On any successful result, the player can reestablish a relationship with another player who is present in the scene. They do not have to establish the same type of relationship that they had before.

Resting is a vital part of the whole process of healing HP and conditions. This is a great opportunity for scenes of the team growing closer together and interacting with each other, but these moments can lead to the team growing apart if things go badly. Players should feel free to ask questions of the other players' characters to get scenes going, and the heroes don't need to be sitting around for this move to work. These events can happen if the team goes to the beach, goes shopping, or takes a trip to the moon base.

If a player goes off on their own, the GM should ask them questions about what they are thinking about, where they went, and why they went off on their own. If a player is alone, they are not able to reestablish any broken relationships.

Example:

Michelle and Alice have decided to go to the mall to blow off some steam after this whole lunch lady nightmare. Alice is suffering from the mundane condition because of the vile stew that she was tricked into eating.

Since they are together, TJ will roll with Emotional to see if the mundane stat gets cleared. However, TJ rolls a 4 which means not only does Alice not lose the mundane condition, but the relationship between Michelle and Alice breaks.

GM: Ok, so TJ... describe what goes wrong at the mall that breaks the relationship between Alice and Michelle.

TJ: Alice keeps wanting to find a new outfit for the weekend and Michelle was supposed to be helping. Michelle buys the shirt that Alice really wanted that was the last in her size, instead. Does that work?

Matthew: Yeah, I think works fine. Michelle isn't aware that Alice really wants it and makes the impulse buy. Even though she tries to give it to Alice, that clearly isn't the real problem and they end up arguing all the way back home. Our relationship breaks.

Behind the 8 ball

Things have gone badly, and your hero is at 0 health or less. When this happens, roll +Persona. On a 12+, you hang on with 1 hp and gain a power point. On a 10+, choose 3 things that don't happen. On a 7–9, choose 2 things that don't happen. On a 6 or less, the GM will choose which options happen.

- ♥ You fall unconscious.
- ♥ You transform back to your normal everyday identity.
- ♥ You get captured.
- ♥ You gain the enfeebled condition.

Behind the 8 ball is used when things have gone very badly. Generally, the heroes won't die, the villains won't outright kill them (for whatever reason), and death should be treated as a major event that needs the player's consent. Death means the end of that character's story, but only happens when the GM and player have had a chance to talk about it all. However, there are natural consequences for Clashing with enemies and getting hurt. This move covers those instances where a hero is out of the fight and using their own personal will and determination to stay up. Only the very strong willed can return to the fight with a final push of effort. Otherwise, the dice roll allows the player to pick which bad things don't happen when they reach 0 hit points or less.

Example:

Neptunia attempts to fight the giant gingerbread beast, thinking that it will be just as fragile as all the other beasts, but Neptunia has already taken a lot of damage. After rolling a 6 on her clash roll, the Gingerzilla smashed Neptunia into the ground bringing her health to 0.

*GM: Ok, Neptunia needs to make a **Behind the 8 ball** check. That uses Persona.*

Ryan: Ok, I got a 8.

GM: Ok, so pick two things you don't want to happen when Neptunia falls to the ground.

Ryan: Hmm, I definitely don't want Neptunia to transform back in front of all these students, so she stays as Neptunia, making that my first choice. Also, I don't want Neptunia to be captured.

GM: Ok, so Neptunia falls unconscious and gains the enfeebled condition, but she remains on the ground and keeps looking like Neptunia.

Power Pool

Every Magical Hero has a power pool. At the start of each session, this is reset to 0. As you play the game, you will gain points in your power pool. Whenever you get below half health, you gain 1 point in your power pool. These points can be spent in these ways:

- ♥ You can spend 1 point from your power pool to gain an additional +1 on your roll.
- ♥ You can spend 2 points in your power pool to gain advantage on your next roll. Roll 3d6 instead of 2d6 and drop the lowest result.
- ♥ If the Magical Heroes have as many points among them as there are heroes +1 or more (for example, four players with 5 or more points among them), any hero can call for a team attack. They must name the attack and state what desperate situation triggered them to call everyone together. The group must spend points from their pools in any combination as long as they spend points equal to the number of heroes +1, and then roll +Emotional. If they spend points equal to the number of heroes +2, they can have advantage on that roll.
 - ♥ On a 12+, the villain is completely defeated in one blow, as well as any grunts the villain has with them.
 - ♥ On a 10+, only the villain is defeated.
 - ♥ On a 7–9, it wasn't enough, but you bring the villain to below half their health.
 - ♥ On a 6 or less, the villain was waiting for that! Every hero takes 2 points of damage and gains 1 power point.

The Power Pool and Power Points are a mechanical way to quantify good will and teamwork among the heroes. It is stored good will, in a way, but also represents advantages that have been given by past actions. The heroes

must work as a team to overcome all sorts of troubles and the more they work together, the better they become at working as a team and making good use of advantages created by their teammates. Power Points allow a hero to carry their team with them if they must stand alone, but also can be used by all the heroes to work together quickly and efficiently to overcome a major foe. Don't worry too much about the fiction of the power point, as it should feel like a natural outcome of the heroes working together through *We can do it*.

Example:

The team has been fighting Gingerzilla for a while now and nothing is working.

Jay: Our powers are useless here! We have to do a team attack. I'm calling a team attack.

GM: Ok, how many power points does everyone have?

TJ: 2

Chad: 1

Jay: 1

Ryan: 1

Matthew: 2

GM: So, 7 total. You need 6 to call the attack, but spending all 7 gives you advantage on that roll.

Jay: Let's spend 7. I roll 3d6+2. And I only keep the highest two numbers, right?

GM: That's right.

Jay: Ok, I rolled a 1, 5, and a 6. So definitely the 5 and 6. So 11 plus my 2 is 13!

GM: So what does that team attack look like?

Jay: So I think I call for the full elemental assault! Captain Yarinaga snaps open the controls on her

weapon and starts to quickly reconfigure it. Then Niki slams their spear into the ground while Xinthe and Neptunia use water and mud around the spear to create a larger and more wicked looking spear head. Yarinaga uses the reprogrammed weapon to pull the spear out of the ground like a tractor beam and then launches the spear into Gingerzilla. As it strikes, Hyperia calls down a lightning bolt to strike the metal spear and sends the shock through the whole beast!

GM: Awesome, so since you got above a 12, I think this happens. The spear lands right in the center of Gingerzilla and breaks through the creature. All of the small gingercrows swoop down to try to push the spear out just as the lightning hits the spear and sends shocks through all the creatures touching the spear. With a loud pop, all the gingerbread beasts crumble into delicious hail that falls upon our heroes! Good job!

Conditions

Not every monster does pure damage to the heroes and in some situation it may make little fictional sense for damage to be done. Conditions help fill that gap. Monsters, villains, and certain situations can inflict negative conditions upon any hero, often when they fail. Negative conditions reduce the relevant stat by 1 until they are healed. If they have a 0 in that stat, they would go to -1. If they have a -1 in that stat, it would become a -2.

- ♥ **Enfeebled** — Your body has been weakened greatly, affecting the Physical stat.
- ♥ **Muddled** — Your mind is scattered, and you are unable to think clearly, affecting the Mental stat.
- ♥ **Isolated** — You feel that no one likes you, affecting the Emotional stat.

- ♥ **Self-doubting** — You've lost faith in yourself, affecting the Persona stat.
- ♥ **Mundane** — You've somehow lost a connection to the other world, and things seem less bright, affecting the Mystical stat.

Temporary conditions

These conditions tend to last a very short time and should match the narrative. Temporary conditions can often be overcome with a *Thwart peril* or *Keep your wits about you* move, depending on the fiction that created the temporary condition. Other heroes may have to help the person suffering from these temporary conditions or may have to protect them from harm until the hero can recover themselves.

- ♥ **Stunned** — You are unable to move and act for a short period of time.
- ♥ **Restrained** — You are held in place and cannot move away by your own power.

Weaponry

Many heroes have a signature weapon and these weapons come in all shapes and sizes. They aren't limited to our modern understanding of weapons, so allow your imagination to come up with something that makes the most sense for your character. Every weapon is made up of a series of descriptors called *tags* that define what the weapon can do. These are:

- ♥ **Hand** — These weapons are only effective in arm's reach. This covers the wide variety of hand-held weapons like swords, daggers, and the like. The base damage for all hand weapons is your Physical rating.
- ♥ **Sharp** — +1 damage to physical melee *Clash* moves. This is best used to enhance melee type

weapons that have range of close or hand.

- ♥ *Close* — These weapons are effective within 60 feet. Weapons designed for throwing, small ranged weapons, or things with limited reach, like a whip.
- ♥ *Far* — This is for weapons that are most effective from a distance, up to 300 feet away.
- ♥ *Wounding* — For ranged weapons, you will probably use this tag. It gives the weapon a base of 2 damage.
- ♥ *Increased damage* — You can enhance the damage of your weapon. You can buy this multiple times, each instance giving you a +1 to the current damage rating.
- ♥ *Forceful* — The impact of this weapon can push things around or backward.
- ♥ *Restraining* — A successful attack will grab the target.
- ♥ *Stun* — A successful attack stuns the target.
- ♥ *Returning* — The weapon can be thrown and will return to your hand.
- ♥ *Piercing* — The weapon ignores 1 point of armor (can be taken multiple times).

In most cases, the damage of the weapon will either be determined by *Sharp* or by *Wounding* tags. Work with your GM if you have an idea that might use both to determine how that might look and work. Things like a gunblade could use both damage tags.

End of Session

At the end of the session, see if any relationships are broken and discuss if the two characters repaired that relationship during the session. If they didn't repair it during the session or felt that the events in the session weren't enough to repair that relationship, they can decide to repair their relationship now if it makes story sense to do so. If they decide that they will repair that relationship, play out that scene and decide on their new relationship type.

After any extra scenes have been played, the GM asks the following questions:

- ♥ Did we learn something new and important about the larger threat to the world?
- ♥ Did we save someone from the machinations of the evil forces at play?
- ♥ Did we learn something new and important about one of the magical heroes?
- ♥ Did we learn something new and important about the source of the heroes' powers?
- ♥ Did we develop new friendships or deepen existing ones?

If the group answers yes to two questions, everyone gets 1 XP. If you answer yes to three or more questions, everyone gets 2 XP.

Playing the Game Summary

First session only

- ♥ Players and GM talk about the setting, tone, and theme of the game or campaign.
- ♥ Players create their characters.

- ♥ Players introduce their characters to the other players.
- ♥ Players decided on the relationship type they have between each character.
- ♥ Players decide on their team transformation flaw.
- ♥ Players discuss and create who their magical companion is.
- ♥ Start the game session.

Every game session

- ♥ Do any start of the session moves that their characters have, if any.
- ♥ The GM sets the stage for the start of the game, giving the players clues or leads to act upon.
- ♥ Players act upon those clues and try to *Glimpse the truth*, or *Protect someone*, or any moves that make sense based on how things were set up.
- ♥ Whenever you roll a 6 or less, mark an experience point.
- ♥ Whenever you get 6 experience points, write a heroic achievement sentence on the back of your sheet.
- ♥ Spend heroic achievements to advance your character or save them to buy bigger advancements later.
- ♥ Protect the people and places of your city or town!
- ♥ Touch the hearts of your enemies and try to get them to see the error of their ways and punch some minions if you must.
- ♥ When you are done playing, ask the end of session questions and repair any relationships that make sense to repair.

Game Mastering

What does the Game Master (GM) do?

Your job as the GM has many parts, the main one being to figure out what type of game you are playing and come up with the basic plot points and characters the players will interact with.

When you are working on your game, decide if this is going to be a one-shot game for just that evening or a larger campaign with the players playing the same characters each session. Depending on what type of game you are playing, your planning as a GM will vary.

Think about what type of game you want to play. Think about TV shows, anime, or books that inspire you and how you would use that in the game. There's nothing wrong with running your group through the first season of your favorite anime, but make sure that you put your spin on it to keep your players guessing. Be flexible enough to adapt to what your players want to do! You are using your favorite show as inspiration, not as a hard blueprint.

As the GM, you are responsible for creating the world for the players, many of the people in that world, and the threats looming over the world. The threats are an important part of the story, and it's necessary to think about how these threats interact with the world.

Power scale

While the stats between a player's everyday form and their hero form stay the same, narratively the power scale does not. Monsters cannot be defeated by everyday humans, as mundane individuals don't have the enhanced strength to take them on. This include the heroes when not in their magical hero forms.

This is also true when considering the damage heroes can do to buildings, objects, and mundane individuals. One



punch while transformed is often enough to punch a hole in the side of a building and do much worse to a mundane individual. Heroes need to be careful how they act around everyday people.

One way to think about it, mechanically, is that heroes are roughly ten times as strong as a mundane individual. A +2 to Physical essentially becomes a +20 when dealing with mundane people and objects. Same with health. A monster's health might be 5 to a hero but would be 50 to a mundane human trying to punch it, not taking into account any armor the monster might have. Things like guns that can do 10 damage to a mundane human would only do 1 damage to a monster.

While you wouldn't do this math in the game, it's important to keep it in mind when dealing with monsters threatening the populace. Even a monster that is weak to the heroes can still cause great havoc to the city and the people living there.

When thinking about monsters and adversaries, try to think about them in terms of where they fit in the story. Adversaries can be broken down into the following types.

Underlings/Grunts

Forces the villains have a seemingly endless supply of but are also very easily dispatched. A single underling is usually no threat to the heroes, but quickly becomes dangerous the more of them there are. A single underling might be able to do 1 harm to a hero (generally no more than 3 points of damage in a hit), but, could easily incapacitate a hero if that hero is foolish enough to fight alone against a group. A single underling has between 1–5 health, depending on how you as the GM envision them. Underlings are always very loyal to their masters (who probably made them in some experiment) and deal in terms of black and white.

When making underlings, you'll need to have the following set:

- ♥ A description of the underling (creature, animal, human, other).
- ♥ The name of the underling or underlings.
- ♥ The underling's commander or boss.
- ♥ The underling's current orders or object it's after.
- ♥ The types of attacks it has.
- ♥ How much damage do the attacks do?
- ♥ Do they add any conditions?
- ♥ What is the range on the attacks?
- ♥ Feel free to use the weapons tags as inspiration when making these choices.
- ♥ Does it work alone or in groups?
- ♥ How much health does it have, and what happens when it runs out of health?
- ♥ What happens if one is captured?

Remember to make your underlings tougher as your heroes advance.

Named Beasts and Monsters

Overseers can often empower a single minion, object, creation, or animal and turn them into a major monster. Major monsters are a threat to the whole team, and often can only be defeated by a team attack. They should have between 10–50 health, are probably armored, and have some sort of devastating attack. Monsters tend to do a lot of collateral damage, cause big explosions, and cause lots of fear.

When creating a large threat, consider what it can do and how it might be themed. If it's just a big beast that they shouldn't get hit by, have it do 5–6 points of damage in a hit so that it can bring a hero to half health. They may have a lot of armor that negates the heroes' attacks, or the monster does less damage but each hit adds a condition

like paralyzing spit or enfeebling touch. Big monsters should be a huge threat to the group and should force them to work together.

When making big monster, you'll need to have the following set:

- ♥ A description of the monster.
 - ♥ Keep in mind the theme of the adventure and the tone.
 - ♥ Don't be afraid to pull classic monsters from myth, television, comics, movies, or anime.
- ♥ The monster's name.
- ♥ The big monster's commander or boss.
- ♥ The big monster's current orders or object it's after.
- ♥ The types of attacks it has:
 - ♥ How much damage do the attacks do?
 - ♥ Do they add any conditions?
 - ♥ What is the range of the attacks?
 - ♥ Feel free to use the weapons tags as inspiration when making these choices.
- ♥ How much armor does it have, or why can't it be defeated with normal attacks?
 - ♥ Think about the reason why the heroes would need a team attack.
- ♥ How much health does it have, and what happens when it runs out of health or is defeated by a team attack?
- ♥ What happens if the monster is captured?

Overseers/Mid Boss

Overseers are often the first major threat heroes face, and the first clue to what's going on behind the scenes. Overseers only get involved when their minions and monster have been defeated. Overseers often have their own motives for doing things and can often be turned back toward good if approached the right way. A villain often has multiple overseers at their disposal, most of whom are afraid of the cost of failure.

When making a Mid Boss, you'll want to start by fleshing out more of the one-shot or campaign first. These things will help figure out who your Mid Boss is. But when specifically designing a Mid Boss, decide on:

- ♥ A description of the Mid Boss.
- ♥ Their name.
- ♥ Where they actually fit in the hierarchy of the villain:
 - ♥ Do they report to another Mid Boss?
 - ♥ Do they report directly to the villain?
 - ♥ How trusted are they?
- ♥ The Mid Boss's current orders or object it's after.
- ♥ The types of attacks it has, if any:
 - ♥ Some Mid Bosses rely on their underlings and monsters to do all the fighting, other's don't. Both are valid, but you should pick one.
 - ♥ How much damage do the attacks do?
 - ♥ Do they add any conditions?
 - ♥ What is the range of the attacks?
 - ♥ Feel free to use the weapons tags as inspiration when making these choices.

- ♥ How much health does it have, and what happens when it runs out of health?
- ♥ What happens if one is captured?
- ♥ How loyal are they to the villain's cause?
 - ♥ This helps to figure out what happens if the heroes *Touch their heart*.
 - ♥ Do they have a different agenda than the villain?
 - ♥ Are they willing to turn against the villain for their own agenda?

Mid Bosses should be more complex, as they're the drivers of most session plot lines. If you are running a longer campaign, a Mid Boss shouldn't be defeated right away. A defeat of a Mid Boss should feel like a major plot turn in the story that you are telling, and it's good to have them be a thorn in the heroes' sides over many game sessions.

Villains

Every story arc has a powerful villain that is calling the shots. These people are complex and have reasons for what they are doing, valid or not. Confrontation with a villain can happen at any time and should be a somewhat terrifying experience for the heroes. Defeating the villain means the end of that story line, so consider how you want that to look and how you want the story arc to finish. Villains should be memorable, powerful, and usually charismatic.

Villains are often the first place to start when making a larger campaign. When making a villain, remember these basics.

- ♥ A description of the villain.
- ♥ Their name.
- ♥ Their motivation, and what they are after.
- ♥ The types of attacks it has:

- ♥ How much damage do the attacks do?
- ♥ Do they add any conditions?
- ♥ What is the range of the attacks?
 - ♥ Feel free to use the weapons tags as inspiration when making these choices.
- ♥ How much do they trust their troops?
- ♥ Are they overconfident, fearful, on top of everything, well connected, or just plain mean?
- ♥ How much health do they have?
- ♥ What happens when they are defeated?
 - ♥ Is that the end of the campaign?
 - ♥ Was this villain keeping something worse at bay?

Villains are the drivers of the entire campaign, and any time the heroes meet or see the villain should feel epic and scary. They are the forces of evil, but that doesn't mean that the heroes can't *Touch their heart*. Often, the heroes might understand why the villain is doing what they are doing and may feel compelled to help them. Or the villain is just evil. That's also fine. Just make sure that you know who your villain is because their actions are the source of conflict in the game.

One you know who your threats are, think about everyone else in the world who will be in danger from those threats. These are the non-player characters (NPCs) that your players interact with, get information from, and eventually have to save. You don't have to come up with every person in the world; just those that are relevant to your game. You can also lean into your players to come up with NPCs. Ask your players who their friends are, who is in their family, who do they meet every day, and who are their favorite teachers or coworkers. Giving the players control of the world keeps them invested in the game and makes things easier for you as the GM.

When creating NPCs, have the following:

- ♥ Their name.
- ♥ Their description.
- ♥ How they know the heroes.
- ♥ What information they might know.
- ♥ How they are in trouble from the villain or villainous plot.

The same goes for creating locations for all the action. Have the following:

- ♥ The name of the location.
- ♥ What it looks like there.
- ♥ Where it fits on the map.
- ♥ Why the heroes might know it or not know it if they've never been there before.
- ♥ What information can be found that this location.
- ♥ Is this location a target for the villains?

Avoid planning too far ahead. If you plan every aspect of the story, your players are going to feel like they have no affect on the world and are just being told a story. Instead, think of situations and events that are open-ended so they can investigate, interact, and respond as they see fit. Once you are playing the game, the players are mostly in control of where they are going and what they are going to do next. They can choose who they talk to and what is meaningful to their characters. You are there to help fill in the blanks, make the world seem big and full, and respond to their actions in ways that enhance your story.

The GM Agenda

When running Glitter Hearts, remember what you should be doing as a GM. The main principles are:

Make the world dangerous but also bright and fun. The characters in Glitter Hearts are heroes and have the power to confront the evils from this world and other worlds. Their world is one of danger, but it is also a world of friendship and fun. The heroes have been given great powers and that can and should be exciting and fun. It is very possible to play a darker version of Glitter Hearts, but let your players know what kind of feel you intend.

Fill the characters' lives with action, friendships, and complications. Be a fan of the characters, both in their everyday lives and in their heroic lives. Think about what exciting things might be happening at school, in their college, or in their town. Is there a carnival, a big sale at the mall, or a band everyone is excited to see? Then think about how that might be threatened by the villain. Make sure the villain sends enough obstacles to challenge the heroes and make them work together to foil their plot.

Endanger the world and the characters with threats from beyond. Are the villains from another planet? Dimension? The abyss? Underwater? And what do they want with the heroes' town or city? Or earth in general? Think about why the villain is sending threats to Earth, and what their endgame is. Those motivations will help shape the world that you are playing in.

Play to find out what happens. Share the fun of discovering the world with your players. Be a fan of their characters and work together to have a great adventure.

Remember that the GM's role isn't to kill the characters; you aren't competing to win against the players. Instead, you should make the characters' lives interesting and challenging, testing their wits, mettle, and friendships.

Begin and end with the fiction of the world. This is a fantastical world, but there should be a common logic to it. What does the earth have, or what do the heroes have, that the villain wants?

Address the characters, not the people playing them. Try to maintain the fiction of the world by asking what the character would do and use the character's name.

Make the explosions big and loud, but the damage minimal. It's all about the flash. The explosions should be big and bright, rattling the earth, but most of the city should be left intact. When the hero punches the villain, there may be a shockwave that erupts from their clash that everyone can feel, but somehow doesn't damage much of anything else.

Test the characters' friendships. At its heart, the game is about the bonds between the heroes and how they work together to save the world. Don't be afraid to stress those relationships and test how strong their friendships actually are.

Make the main villains morally gray and their underlings black and white. The villain has reasons for what they do. The underlings were created to carry out their bidding. It's also OK to have villains be unredeemable if that's the game you wish to play. Do what's right for your game and the story.

Make everything personal to the characters and complicate their lives. Know who these characters are and what they want. Then make what they want harder to get.

Name everyone. Underlings can be called something generic, but monsters, overseers, and villains should all have names.

Be a fan of the characters. Root for the heroes to win and the players to achieve their goals. Just don't make it easy for them.

GM Moves

The game should be a conversation in which the players tell you what they are doing and you, as the GM, respond. When it's your turn to say what is happening, think about the following moves:

Separate the team — They work best together and rely on each other in most situations. Try to make that more difficult from time to time. Just make sure it makes narrative sense.

Foreshadow bad things — Hint at future dangers or problems that they will have to deal with, so that they have a chance to react and plan. It can be obvious or subtle, but should be something that captures the interest of the heroes, mundane or supernatural. This can include setting up immediate threats, like a monster swinging a lamp post at the heroes.

Unveil off-panel villainy — This is like foreshadowing bad things, but is used to show events or people that are remote and inaccessible. Build the tension and danger for the world at large. It could be a vision someone has, screams in the distance, or even watching events through someone else's eyes.

Inflict harm — In fights, the monsters will fight back, heroes won't get out of a falling building in time, or any number of other dangerous situations could surprise and endanger the heroes. When you inflict harm on a hero, make sure it matches the monster they are fighting or the fiction that you've created for them.

Research and investigation — Allow the heroes time to research what might be happening, investigate a scene, talk to people they know or bystanders, or consult with the mystic beyond. Use this to keep the game moving when the heroes seem stuck and not sure what to do, or when they just want more information. They can *Glimpse the truth* and get clues to follow.

Get the MacGuffin — Maybe the heroes know what the villain is looking for and need to get it first. Ask them how they want to go about it and how they pay for it, steal it, or locate it when the villain cannot.

Tell them the possible outcomes — When a hero wants to do something that has a chance to fail, might put them in danger, or doesn't have a move associated with it, tell them the possible outcome of their action and ask if they wish to continue. Let them decide if it's worth the risk. Maybe they have to leave something or someone behind, or maybe it will cause harm. There are any number of outcomes that could fit the narrative situation.

Backfiring — When a hero fails at a task, think about how it might backfire. A missed attack leaves the hero open to full damage, a failed investigation sends them down the wrong path or makes them accuse their friend in error, or their attack misses and hurts someone or something nearby.

Endanger someone or something — The heroes are in the business of saving the world, and that means there need to be places and people to save. Villains are sometimes very bad people and make their targets personal to the heroes. Make it feel dynamic and urgent.

Ask what they do next — After every action, ask the heroes what they plan to do next and what their next action is. Keep the story moving.

What moves should you use?

It should be clear to you as you tell the story what moves to use when, and you probably won't even refer to the list after a while. But there are a few guidelines when thinking about a *soft move* or a *hard move*.

A soft move is used to set up the danger, threaten the heroes, establish the stakes or situation, and push the heroes toward action. There's usually a way to stop the danger or deal with the threat. Soft moves are used to set up hard moves and give the heroes something to deal

with and react to. If they deal with it, perfect. If not, then you get to make that hard move.

A hard move doesn't let the heroes react or is a direct result of their failure. Hard moves often happen as the result of the heroes being unable to deal with your soft move, but hard moves can happen any time a hero fails. Whenever a hero rolls a 6 or less, it's always time to make a hard move against them.

Combat

Sometimes the heroes are going to have to get into combat, and combat, like the rest of the game, is a conversation you have with the players. Keep in mind that not every encounter that involves combat will require the *Clash* move. Also remember that monsters deal damage back when attacked, and since the monsters will often harm the hero, players may wish to come up with ways to avoid getting into a fight. Clever planning might use *Thwart peril* instead of just using *Clash*; or it could be trying to *Touch their heart* or *Convince someone* depending on what they are trying to accomplish.

If the heroes are trying to protect a place or person, that's the *Protect someone* move instead of *Clash*. Always use the fiction of the game to decide what actions make the most sense to use, even in combat.

When using the *Clash* action, it's important to remember that the damage inflicted by the hero and monster happen at the same time. Even if the punch would bring the monster to 0, they still get a hit in. Damage is only negated by armor or by taking options from the 10+ options in *Clash*.

Heroes need to track their health as they fight and let you know when they are at 0 hit points. When a hero reaches that point, they need to use the *Behind the 8 ball* move to see what happens and how bad it is. Getting back to full health is covered by the *Rest and relaxation* move and shouldn't be a difficult thing to do. Heroes bounce back quickly.

Creating your first game

Knowing where to start is always hard, but if you break it down it won't seem as difficult.

For a one-shot, you have much less to prepare and you can figure things out in any order. Generally, for any game you are going to need:

- ♥ An adversary.
- ♥ A place or places.
- ♥ What the adversary is trying to accomplish.
- ♥ A hook to capture the players interest.
- ♥ A rough plot line or outline of events that happen during the game.
- ♥ NPCs for the players to interact with.

It's often easiest to figure out the main adversary of the game session first. Look at the various types of adversaries. Are they the only villain at play, or do they report to someone? If you are creating an evil lunch lady, is there an evil principal that is calling the shots? Or is Delores (ELL), the wicked witch of the lunchroom, working alone? In a one-shot, it's fine if the players never discover that the principal is calling the shots, but it may be helpful for you to know that she is taking orders. It can fill in some of the blanks when fleshing out the ELL, just as it can be insightful to know that she is working on her own.

When thinking about your villain, think about what they are trying to do and why. The ELL may be trying to put a mind control potion into the school lunch so that she can gain an army of students to take over the local mall. With that, you can fill in some of the other blanks:

- ♥ An adversary — Delores, the wicked witch of the lunchroom
- ♥ A place or places — The school cafeteria, the local mall.

- ♥ What the adversary is trying to accomplish — Mind controlling soup.

Your adventure is beginning to take shape!

Now think about the tools that your adversary needs to accomplish their mission. Do they need special ingredients that are rare and found in a weird grocery store in the city? Or are they past that and need to figure out a good way to get people to eat their mind controlling food? Answering those types of questions will help you figure out a rough outline of events that the players can stumble upon and attempt to stop.

Adversaries rarely work alone. Ask yourself what their minions and big unbeatable monster look like. Have they made a bunch of gingerbread minions to fight and steal for them? Is their big monster a giant sludge monster made of stew? Once you have your minions and monsters, decide how threatening they are. A single gingerbread minion might not be able to do any damage to a hero at all, but they are great at group attacks. If a hero gets attacked by three or more, they take 2 points of damage from all the gingerbread weapons the minions have.

Then there is the stew monster. Is this the big bad monster? If so, think about how the monster attacks. Perhaps it has a ranged vegetable spray that does 4 damage to any hero it hits or an up-close smothering attack that does 3 damage and restrains a hero that punches it within its goopy body. It's semi-solid form also gives it 4 armor, so the heroes have to be clever when dealing with this beast!

With all of that, your adventure might start looking like this:

- ♥ An adversary — Delores the wicked witch of the lunchroom, gingerbread soldiers, massive stew monster with poison breath.
- ♥ A place or places — The school cafeteria, the local mall, World Market secret back room, local bakery.
- ♥ What the adversary is trying to accomplish — Mind controlling soup.



♥ A rough plot line or outline of events that happen during the game — World Market is robbed at night with no signs of entry. The owner reports all the cookies are gone. The heroes talk to the owner, discover the secret backroom, and then find the book in the back room about ingredients. The bakery across the street has a lunch lady working part time.

Now we look at NPCs. We already decided that the World Market has a shady owner—that's one. There may be people who work at the bakery across the street who are up early that may have seen things, so think about the employees there and the people at the school who may have more information about the lunch lady and her part time job. Each location has people in it, and those people are NPCs with names that you need to create. You don't need many of them, but there should be someone to speak with at each location that can help or hinder.

Finally, you need a good hook for the players to want to investigate. Did one of their friends have a weird run in with the lunch lady? Did someone get mind controlled as an early experiment? Base your hooks off your group and what you know interests them. Use their characters' identities and backgrounds to make it more personal. When a player feels personally connected to the story, they are more likely to buy in and be active.

And with that, you have a decent one-shot prepared for an evening.

Building a long-term campaign is a similar process. You first need to think about your theme and what the overall plot is going to be. It's probably best to start with the main villain. Answer these questions:

- ♥ Who is the main villain?
- ♥ What do they want?
- ♥ Why do they want it?
- ♥ Where is it located?
- ♥ How does it affect the world that the heroes are in?

♥ Who works for them?

Let's look at an example of this process. I'm creating a new campaign for my friends, so I need to think of my plot. Looking at the first question:

♥ Who is the main villain?

- ♥ I come up with the name Baroness Vile. Baroness Vile is an otherworldly queen who desires great power. Her world is running low on resources and without a new source of power, she will lose her control over her world.

♥ What does Baroness Vile want?

- ♥ This is tricky because it should be easily found on earth, but difficult to obtain or extract. I like the idea that it has to be harvested and I think the Baroness has the technology to turn fear and sorrow into fuel. She has thoroughly depressed her own population and needs new sources... and the Earth is ripe for the picking.

♥ Why do they want it?

- ♥ She needs fuel for her war machines and civilian tech. She's pushed her people to their limits and needs more.

♥ Where is it located?

- ♥ All over the earth. Anyone that the heroes might know can be affected, so I have the freedom to make up a wide variety of places for the Baroness' forces to attack and attempt to begin their harvest.

♥ How does it affect the heroes' world?

- ♥ In order to get the fuel, people have to be afraid and sad. This means that the Baroness is actively causing people to be afraid on a regular basis to gather the fuel that

she needs. The world is becoming a worse place because of the Baroness's fearmongering. Dastardly!

♥ Who works for them?

♥ Now I can start filling in the Mid Bosses and their minions. I think that the Baroness has four main people working for her. I decide that they are named the Earl of Mayhem, Viscountess Overkill, Duke Rampage, and Lady Nocturne. Each of these names gives me ideas for the types of minions and monsters they control as well.

Now I can start to form an overarching plot line and I have many pieces to put together for each session. I can follow the same process for a one-shot, just picking one of the mid-bosses and forming a session around them. I don't want to plan too far ahead. I want to make sure that the players have a lot of input into the world and how the plot line goes, but with these basic pieces in hand I can pull things out as I need them.

Examples of Monsters

Underlings

INNER DEMONS

Shadowy clones of the actual heroes.

Health 1

Armor None

Attack ✱ No damage, but when destroyed inflict one of the conditions on the hero (enfeebled, muddled, isolated, self-doubting, mundane).

Traits ✱ Works alone.

✱ If it hits or is hit, its condition attack happens.

UNSETTLING PUPPETS

Small wooden or porcelain dolls that move on their own.

Health 2

Armor 1

Attack ✱ None if fighting alone.
✱ 1 damage if in a group of 3 or more. Tries to restrain heroes.

Traits ✱ Works in teams.
✱ Shatter upon defeat, or having their strings cut.

ROBOTS

Metal humanoids, animal shaped, or vehicle shaped.

Health 4

Armor 2

Attack ✱ 2 damage with a ranged laser attack.
✱ 3 damage from punch.

Traits ✱ Works alone and is unrelenting.
✱ Powers down and may have information stored in its data bank.

ZOMBIES MADE FROM GLASS

Regular people who were transformed into glass automatons.

Health 5

Armor 1

Attack ✱ 2 damage, and their touch starts turning others to glass adding the enfeebled condition.

Traits ✱ Work in mobs and are unrelenting.
✱ Shatters into pieces when defeated.

CLAY SOLDIERS

Simple or faceless humanoids made out of clay.

Health 3

Armor None

Attack ✱ 2 damage, in hand range only.

Traits ✱ Works in teams to surround individual heroes.
✱ Dissolve away upon defeat.

MINI SLIMES

Fist sized droplets of goo that move on their own.

Health 1

Armor None

Attack ✱ Stun and restrain heroes but cause no damage.

Traits ✱ Works in teams to overwhelm the heroes.
✱ Melt when defeated.

Big Monsters

LION TAMER

A very large human with 2 huge lion robot pets.

Health *Tamer 35, Lions 20*

Armor *Tamer 4, Lions 2*

Attack ✱ 4 damage from Lion's claws.
✱ 5 damage from Lion's bite.
✱ 6 damage from the Tamer's electro-whip, close range.

Traits ✱ The tamer can make a hard move by reconstructing a lion if a lion is brought to 0 health.
✱ If defeated, the tamer may switch sides and the lions may have information in their memory banks.

T-REX

A Tyrannosaurus Rex from the past.

Health 40

Armor 2 for thick hide.

Attack 7 damage from bite.
4 damage from leaping back claw attack.

Traits ✨ The T-Rex has a terrifying roar that can stun if they fail to *Keep their wits* about them.
✨ If defeated, the T-Rex returns back to its own time.

DEMONIC RAMBEAST

A large robot with the head of a ram with two large horns for ramming.

Health 50

Armor 2

Attack ✨ 4 damage from claw attack.
✨ 5 damage from red laser eye beams.
✨ 8 damage from a full ram.

Traits ✨ Turns into a normal ram when defeated.

DARK GLADIATOR

A muscled man in a loincloth and carrying a big axe.

Health 35

Armor 3 for oddly effective small bits of armor.

Attack ✨ 6 damage from the axe.
✨ 2 damage from a punch.

Traits ✨ Dark Gladiator will stop when it's clear he's been defeated.

PLANTINA

A feminine looking plant monster with many vines for an outfit.

Health 20/50

Armor Completely immune to physical attacks but takes double damage from cold or fire.

Attacks ✱ 2 damage from punching/6 damage after growth.
✱ 1 damage from vine whips with close range/5 damage after growth.

Traits ✱ Plantina's vines can give the restrained condition instead of doing damage.
✱ Plantina can grow at will to a much larger size, gaining more health, armor, and damage.
✱ Plantina is highly intelligent and will not fight if it's clear she will lose.

Mid Boss

LONELY HEART

They are human looking and prefer to dress in gray or white. They envy anyone who is happy and want to ruin other people's happiness despite their own loneliness.

Health 10

Armor 0

Attack ✱ Their terrible words can cause the isolated condition and/or the self-doubting condition.

Traits ✱ Lonely Heart can teleport to anywhere they sense people are having a good time.
✱ Lonely Heart has never had a friend and considers the main villain their only friend in the universe.

SLEEPING DRAGON

They are human looking, but always wear gold and silver rings and clothing. They are greedy, but unwilling to do much of the work themselves.

Health 12

Armor 1

Attack ✧ 3 damage from breathing fire, but will only do so in a pinch.

Traits ✧ Sleeping Dragon can unfurl their wings and fly when needed.

✧ Sleeping Dragon loves money and gold and is often only supporting a villain to get paid. Their loyalty is open to the highest bidder.

AULUS PIPPIN

Aulus is a mid-level manager in the other world's largest corporation. He believes that no one is working efficiently or ethically and must therefore be punished. He has a large group of employees waiting on his every whim.

Health 9

Armor 2

Attack ✧ **Time is money** – Aulus' relentless badgering about keeping on schedule will force any hero to have to *Keep their wits* about them.

Traits ✧ Aulus has limited control over time and can speed up time around himself or his employees.

✧ Aulus is a company man through and through.

Villains

QUEEN MAGDALEN

Queen Magdalen is the ruler and high priest of another world. She finds impurity everywhere she looks. It must be cleansed.

Health 15

Armor 2 – Divine righteous belief makes her think she can't be hurt and that is manifested in reality.

Attack ✱ Her righteous glare has long range and does 5 damage.
✱ She can summon a holy sword that does 6 damage.

Traits ✱ Magdalen feels everyone and everything is tainted with evil and must be cleansed. Only her followers are fit and pure enough to survive.
✱ **Condemnation** – Magdalen's tone of judgement will stun and inflict self-doubt on anyone who hears her talk unless they are successful at *Keeping their wits*.

CAPTAIN CLEOPATRA, TIME PIRATE

Captain Cleopatra is dressed in a wild assortment of clothing from all time periods, but she makes it work. Captain Cleopatra travels through time, stealing treasure and items to make herself rich. She has a pirate crew that often scouts different time periods for riches.

Health 15

Armor 2 from a future made force shield.

Attack ✱ **Saber** – She has a wicked looking electro-saber that does 3 damage and pierces 1 armor.

Traits ✱ Captain Cleopatra is in it to get rich, but she is very protective of her crew.
✱ **Time Traveling Ship** – Her pirate ship can travel through time, and she has access to view screens that allow her to see any time.



VINNIEDRAWIS

JEREMIAH ADAMS, CEO

Jeremiah is a man with graying hair, and always in a black business suit with a red power tie. His opinions on the world are unassailable and he views everyone else in the world as mere cogs and grease for the giant wheels of his corporation.

Health 10

Armor 1 as his suits are all reinforced.

Attack ✱ None, he has people to do that for him.

Traits ✱ Jeremiah is all about profit and will ruin any environment, break any law, and hurt anyone to increase his power and fortunes.
✱ **Endless money and contacts** – Jeremiah is well connected and rich, and even people who hate him will do his bidding as long as they are getting paid. Even if it is against their own best interests.

TITANIA

Titania is the monarch of the fae. They always wear shimmering outfits that accentuate their beautiful butterfly wings. Titania has control of the entire fae realm and can summon any of their subjects to fight when needed.

Health 20

Armor 0

Attack ✱ Titania has access to the *Hex* move from the Witch archetype.
✱ Titania can summon a fairy bow that has long range and does 4 damage.

Traits ✱ Titania is never happy with what they have and always wants more of everything.
✱ **Magnificent presence** – Anyone who sees Titania must attempt to *Keep their wits* about them or fall under their power and be enthralled.

Sample Adventure

Azeban 5 needs workers

Empress Borealis rules over a vast empire in a galaxy far from Earth. Her world is polluted and desolate, all citizens and resources feeding her vast army and desire to control the universe.

EMPRESS BOREALIS

Empress borealis is the ruler of her race of humanoids. She is 7 feet tall, has deep purple skin, four arms, and two legs. She is dressed in a manner befitting a warrior monarch. She is highly intelligent, haughty, dismissive of her lessers (everybody), and incredibly strong. She will rule the universe. Earth has caught her attention and she has sent her first general, Joris, to capture strong workers for transport back to the mines of Azeban 5.

Health 30

Armor 2

- Attack**
- ✧ **Punches** – Her punches do 4 damage due to her strength.
 - ✧ **Laser Rifle** – She's an excellent shot, with perfect aim even at far distances. The rifle does 4 damage.
 - ✧ **Saber** – She has a wicked looking sword that does 6 damage.

- Traits**
- ✧ **Army** — She has an army of millions.
 - ✧ **Space Faring** – Her empire can travel easily and quickly through space.

Earth has caught her attention and she has sent her first general, Joris, to capture strong workers for transport back to the mines of Azeban 5.

Setting

Central City High School

CCHS is the school that the heroes attend in their everyday lives. Ask them who their friends are, what classes they take, and what their favorite subject is so they can get into their characters' minds.

CCHS is full of important NPCs that can be used in the story.

Principal James Howard — The overworked administrator of the school is always busy. He is no-nonsense and gets right to the point.

Barbara Stone — Principal Howard's administrative assistant knows just about everything that is going on. She loves all the kids in the school, but is very strict about the rules.

Berta Kellogg — The school nurse. She knows most of the kids and their problems, and has high ethical standards about confidentiality. She will let kids nap in her office during the day because she knows kids don't get enough sleep.

Arthur Schermer — The head of the custodial staff at the school. He is a gruff old grandpa type.

Horatia Nicholas — Horatia runs the cafeteria. She's thin and highly energetic and wants to change the school lunch program to be healthier. She is often at odds with Principal Howard.

Christina Bell — A new English teacher in her late twenties. She's very inexperienced and easily overwhelmed, but highly intuitive and observant.

Overview of plotline

General Joris has come to Earth and has been hired on as CCHS' new counselor. He can use wormhole technology to transfer people to Azeban 5 and replace them with

robot duplicates. However, part of the wormhole process leaves a likeness of the person transported behind that is the size of a barbie doll. Joris understands that these dolls are anchors that tie the robot replacement to the actual person so the robot can access that person's memories. Anyone touching the doll has access to the person's mind and needs to make a *Keep wits* check or have their consciousness uncontrollably sucked into that person's mind. Once in that person's mind, they can see through their eyes and have mental conversations with them. Joris is very protective of these dolls and has them locked up in a large cabinet in his office.

INNER DEMONS

Shadowy clones of the actual heroes.

Health 1

Armor None

Attack ✱ No damage, but when destroyed inflict one of the conditions on the hero (enfeebled, muddled, isolated, self-doubting, mundane).

Traits ✱ Works alone.
✱ If it hits or is hit, its condition attack happens.

Joris's office desk has many hidden papers written in the native language of Azeban 5 that would be completely unreadable to the heroes. His desk drawers contain the hidden machinery that can transform his desktop into the wormhole generator to transport people to the mines.

Joris hates his life on Azeban 5 and is only loyal to Empress Borealis because there are no other options. He does want his planet to survive.

Joris can transform into his general form and uniform at will. As the general:

GENERAL JORIS, THE MIND MASTER

General Joris wears a mask that is half white and half black. One half is smiling, and the other is frowning. Joris hates his life on Azeban 5 and is only loyal to Empress Borealis because there are no other options. He does want his planet to survive.

Health 15

Armor 2 from a future made force shield.

Attack ✱ **Your Worst Fear Beam** – Joris can trap anyone who fails a *Keep your wits* check inside their own worst nightmare. He can observe this nightmare.

Traits ✱ Joris can transform between normal human clothes and his general uniform at will.
✱ Joris has access to his underlings, the Inner Demons.
✱ Joris can summon his major monster, Super-ego.

Super-ego

A large shadow creature that's humanoid, but otherwise has no features.

Health 30

Armor 3 — it's mostly shadow so attacks pass right through it

Attack ✱ 4 damage from a punch or claw attack.
✱ 3 damage from shadow eye beams.

Traits ✱ When defeated, it will dissolve and return to Joris's shadow.

Victims

Justin Abernathy is the school clown and prankster. After the pep rally, Justin causes a foam explosion in science class and is sent to Joris Chapman for counseling. After

that visit, Justin is a robot and acts like a completely rehabilitated, content person who has no strong emotions. It should be clear to the heroes that Justin is not himself.

Christopher Samson has been missing from school for the last two days after smashing his car into the sport equipment shed on the school grounds. He was Joris's first victim, and he is at home with his parents recovering. Christopher is also a robot now.

Events

These events can happen at any time, but should happen in this order:

- ♥ All-school pep rally where Principal Howard introduces Joris Chapman as the new school counselor.
- ♥ Friends of Christopher talk about how he has been absent the last two days and they aren't allowed to visit him.
- ♥ Justin causes the prank in science class and is sent to Joris.
- ♥ Joris, dressed as General Joris, attacks an after-school sporting event to terrify more people into coming in for counseling at school.
- ♥ Joris will replace and transport as many people as he can until he is stopped by the heroes.
- ♥ At least one or two of the heroes' friends should be turned into robots by Joris to keep the stakes high.

How the heroes deal with Joris is up to them. If they can get Joris on their side, he will be an invaluable ally against the Empress and her forces as they try to invade earth.

Alternate Rules Sets

The transforming hero genre takes many forms. Here are some alternate rules for different themes.

Vehicular Heroes

This hero genre focuses on the hero having a vehicle or robot of some sort that is called into play when things escalate. Instead of everything being accessed at once when the hero transforms, these heroes call in new powers and abilities as the situation escalates.

Heroes in this type of game transform more than once. Each level of transformation should be because of an escalating situation. As a rule, players should not escalate the situation, only respond to the enemies' increase by going to the next level.



- ♥ Transformation Level 1 — From normal human to costumed fighter. This is the first level, and usually is good enough to deal with minions. Here the heroes have sudden and excellent fighting skills, agility, and probably can create a weapon. It is also possible for the heroes to combine their weapons into a larger more effective attack, much like calling a team attack.
- ♥ Transformation Level 2 — When a bigger threat appears, the heroes will summon forth their vehicles. These machines can be anything, from dinobots to spaceships, depending on the style of your game. These vehicles can easily mow down large swaths of minions and should be called upon when a monster of significance appears. It's up to the campaign theme and style if these vehicles are planet bound or can travel into space.
- ♥ Transformation Level 3 — Combined robot. This is the final form, and unlike a team attack, the combined robot will stay on the field and be the active hero. Players should take turns deciding the combined robot's actions.

Character creation is much the same, but there are some changes.

1. The player still picks an everyday identity, same as before.
2. The player will pick a Mystical Connection, but this connection manifests both in their hero transformation powers and in how their vehicle looks and works. When looking at the mystical connections, think of what would apply to the hero only, and what types of abilities would apply to the vehicle.
3. Each player creates their vehicle using the new vehicle archetypes. When making the vehicle, take one move from the list to build out what it can do. The players should decide together what theme they will be using (cars, dinosaurs, animals).

4. The team decides what the combined robot looks like and its abilities. This robot can have access to enhanced versions of the attacks and weapons from the individual vehicles, but can also have attacks and weapons that are only accessed through this combined form. The Giant Robot is created separately with its own set of moves. The Giant Robot is limited at first, but can be expanded as the players do more heroic things.

Vehicle Archetypes

The Sturdy: This robot is built to take hits and keep on going.

- ♥ **Armored** — This vehicle has armor plating making it resistant to damage, starting with 2 armor. Each point of armor decreases the final amount of damage taken by a hit.
- ♥ **Shield** — Unlike armor, which is built in, this vehicle can manifest and project a shield. You can produce the shield to protect anyone that you can see, and roll +Physical. You also have the added option to reduce the damage to 1 on the *Protect someone* action, and you can negate all damage by destroying the shield. If you do this, you can't get the shield back until it is repaired during a resting session.
- ♥ **All terrain** — Your vehicle can get through any style and type of terrain. When you take the *Thwart peril* action regarding obstacles in the environment, you have a +1 to that roll.
- ♥ **Weaponry** — Design a weapon from the weapons tags. Think of how your mystical connection will change this, and you can apply tags from your mystical connection to this weapon.
- ♥ **Mini bots** — You can send out miniature versions of yourself. These are an extension of yourself and can do simple tasks. They can attack if needed,

but any damage done to them is sent back to you. When you want to have these minions perform an action, roll +Persona. On a 10+, your mini bots complete the task successfully, and you can watch through their sensors. On a 7–9, your bots can complete the task, but the GM will offer you a hard choice, an extra cost, or the bot attracts attention and danger. If you attack, make a *Clash* roll +Persona. Mini bots start with the wounding tag.



The Quick: This robot is built for speed.

- ♥ **High gear** — The speed of your vehicle is unmatched. Roll +Physical. On a 10+, you immediately appear at a location you can see, or at a location that you've already visited or are familiar with. On a 7–9, you get there, but the GM will offer you damage, a hard choice, or an extra cost. On a 6 or lower, you burn out the engine and take 2 harm.
- ♥ **Bob and weave** — You are good at dodging attacks and obstacles. When you can use your speed to *Thwart peril*, you have a +1 to the roll.
- ♥ **Draw their attention** — Your speed and style make it easy for you to taunt the enemy and attract their attention. Roll +Persona. On a 12+ the target will only fight you, you gain +1 against the target, and you take 1 less damage from that target. On a 10+, pick two from above. On a 7–9, take 1 from the above. On a 6 or less, the target is eager to fight you, and you take 1 more damage from their attacks.



- ♥ **Weaponry** — Design a weapon from the weapons tags. Think of how your mystical connection will change this, and you can apply tags from your mystical connection to this weapon.
- ♥ **Mini bots** — You can send out miniature versions of yourself. These are an extension of yourself and can do simple tasks. They can attack, if needed, but any damage done to them is sent back to you. When you want to have these minions perform an action, roll +Persona. On a 10+, your mini bots complete the task successfully, and you can watch through their sensors. On a 7–9, your bots can complete the task, but the GM will offer you a hard choice, an extra cost, or the bot attracts attention and danger. If you attack, make a clash roll +Persona. Mini bots start with the wounding tag.

The Flyer: You are built to take to the skies!

- ♥ **Wings** — You can fly. Roll +Physical to carry someone or something with you. On a 10+, you can carry them with no problem. On a 7–9, you can carry them, but you leave yourself and your passenger open to danger. On a 6 or less, you are over capacity and are grounded until you drop the extra cargo.
- ♥ **Attack from above** — You are adept at using the skies to your advantage. You gain a +1 to *Clash* rolls when you can use the sky to your advantage.
- ♥ **Majestic presence** — Your appearance brings awe to anyone who sees you and inspires your allies. Whenever you roll +Emotion on *Let's do this together*, or when you attempt to *Touch someone's heart*, you have a +1 to that roll.
- ♥ **Weaponry** — Design a weapon from the weapons tags. Think of how your mystical connection will change this, and you can apply tags from your mystical connection to this weapon.
- ♥ **Mini bots** — You can send out miniature versions

of yourself. These are an extension of yourself and can do simple tasks. They can attack, if needed, but any damage done to them is sent back to you. When you want to have these minions perform an action, roll +Persona. On a 10+, your mini bots complete the task successfully, and you can watch through their sensors. On a 7–9, your bots can complete the task, but the GM will offer you a hard choice, an extra cost, or the bot attracts attention and danger. If you attack, make a *Clash* roll +Persona. Mini bots start with the wounding tag.

The Stealthy: You are built to be cool, but also for covert operations.

- ♥ **Ghosting** — You have a way of turning invisible to the naked eye. Roll +Persona. On a 10+, you are hidden from view and can't be seen by unaided eyes. On a 7–9, you are hidden, but you leave a tell behind that gives away that you have been in the area. On a 6 or less, you are hidden, but in doing so have ended up in a worst position or are able to learn an uncomfortable truth.
- ♥ **Confusion** — You can emit a beam or a sound that causes chaos and confusion among your enemies. Roll +Mystical. On a 10+, the target immediately attacks an ally. On a 7–9, the target attacks the ally, and they are aware that you caused this course of action.
- ♥ **Strike from the shadows** — You have the advantage on your first *Clash* action when striking from being hidden.
- ♥ **Weaponry** — Design a weapon from the weapons tags. Think of how your mystical connection will change this, and you can apply tags from your mystical connection to this weapon.
- ♥ **Mini bots** — You can send out miniature versions of yourself. These are an extension of yourself and can do simple tasks. They can attack, if needed, but any damage done to them is sent back to you.

When you want to have these minions perform an action, roll +Persona. On a 10+, your mini bots complete the task successfully, and you can watch through their sensors. On a 7–9, your bots can complete the task, but the GM will offer you a hard choice, an extra cost, or the bot attracts attention and danger. If you attack, make a clash roll +Persona. Mini bots start with the wounding tag.



The Compact: You are smaller than the others, and that gives you certain advantages.

- ♥ **Small and vulnerable** — When another hero uses *Protect someone* on you, they gain a power point.
- ♥ **Scout ahead** — If you go off on your own into a dangerous situation, you gain a power point. If you get attacked because of this, you gain experience (you can only get this once per battle).
- ♥ **I can fit into there!** — Your size allows you to access areas that the other vehicles can't. When you glimpse the truth, you can also ask:
 - ♥ What's the best or quickest path that I can take?
 - ♥ Where can I best hide that the others can't?
 - ♥ Where can I go to gain the most advantage?
- ♥ **Weaponry** — Design a weapon from the weapons tags. Think of how your mystical connection will change this, and you can apply tags from your mystical connection to this weapon.
- ♥ **Mini bots** — You can send out miniature versions of yourself. These are an extension of yourself and can do simple tasks. They can attack, if needed, but any damage done to them is sent back to you. When you want to have these minions perform an action, roll +Persona. On a 10+, your mini bots complete the task successfully, and you can watch through their sensors. On a 7–9, your bots can complete the task, but the GM will offer you a hard choice, an extra cost, or the bot attracts attention and danger. If you attack, make a *Clash* roll +Persona. Mini bots start with the wounding tag.



The Combined Form

When creating the combined form, think about what the final form looks like. The final robot will have its own set of stats based on what your team decides. For the final form, you have the following array to place for the robot: [+2, +2, 0, 0, -1] or [+3, +2, 0, -1, -1]. The robot still uses Physical, Mental, Emotional, Persona, and Mystical. The robot gains access to new moves as well. When you first create the Giant Robot form, choose one of these moves to start. You can add more moves as your characters advance.

Stats and the Giant Robot:

While the stats for the robot are the same in many ways, they manifest slightly differently in the giant form.

- ♥ Physical still runs fighting, running, and enduring. The Giant Robot allows this to happen on a larger scale than the smaller vehicles would.
- ♥ Mental is the Giant Robot's computing power and ability to synthesize extra information.
- ♥ Emotional is how well the Giant Robot is viewed in the world, if its presence can inspire or intimidate others.
- ♥ Persona is how the team works together inside the Robot and how well the Robot can stay together in times of crisis. If team members have differing ideas of how to handle a situation, their arguments could have a negative effect on the Robot.
- ♥ Mystical is the catch-all for the energy that powers the Robot and how the Robot fires laser beams and the like. It may not be magic in origin, but complex science. Even so, Mystical still runs those abilities.

Giant Robot Form Moves

- ♥ **Rocket powered flight** — You can fly in atmospheres. Roll +Physical to carry someone or something with you. You only have to roll when

attempting to carry things that match your large size, or if you are taking on a large amount of cargo (per GM discretion). On a 10+, you can carry them with no problem. On a 7–9, you can carry them, but you leave yourself and your passenger open to danger.

♥ **Repair and mending protocols** — You've been built to heal not only yourself, but other objects and people as well. Roll +Persona. On a 12+, heal 1d6+Persona to targets equal to your Mystical rating (minimum of 1). On 10+, 1d6+Persona to one target. On 7–9, heal +Persona to one target. On 6 or lower, you transfer +Emotional damage to yourself.

♥ **Chaotic energy beam** — You can make a *Clash* attack with a magical beam at close range. Roll +Mystical for the attack. Damage is equal to your Mystical rating.

♥ **Long range sensors** — You can *Glimpse the truth* on a remote location, instead of being there. Roll +Mental. On a 10+ hold 2, on 7–9, hold 1.

♥ **Disorientation waves** — You unleash a powerful and disorienting wave of chaotic energy. Roll +Mystical. On a 10+, the target immediately attacks an ally. On a 7–9, the target attacks the ally, and they are aware that you caused this course of action.

♥ **I'm your opponent** — You force the target to fight you and only you. Roll +Persona. On a 12+ the target will only fight you, you gain +1 against the target, and you take 1 less damage from that target. On a 10+, pick two from above. On a 7–9, take 1 from the above. On a 6 or less, the target is eager to fight you, and you take 1 more damage from their attacks.

♥ **An accessory that is also a weapon** — Choose an item that is part of your body and describe how it becomes a weapon. Choose 3 of the fol-

lowing tags (damage amounts can't stack):

- ♥ Hand — Effective in arm's reach.
- ♥ Sharp — +1 damage to physical melee *Clash* moves.
- ♥ Close — Within 60 feet.
- ♥ Far — 300 feet away.
- ♥ Wounding — Causes 2 damage.
- ♥ Forceful — Can push things around or backward.
- ♥ Restraining — A successful attack will grab the target.
- ♥ Stun — A successful attack stuns the target.
- ♥ Returning — Weapon can be thrown and will return to your hand.
- ♥ **Forceful punch and kick** — Your *Clash* action adds the forceful tag, allowing you to push the target away from you.
- ♥ **Endure** — When you take the *Protect someone* action, you can roll +Physical instead. You also gain a new option to reduce all damage to 1.
- ♥ **Heavily Armored** — You are naturally tough and take -1 damage from all types of attacks.
- ♥ **Tactical protocols** — Your computers can run battle simulations very quickly and determine the best plan of action. Roll +Mental. On a 12+, you gain 2 power points allowing you to take advantage of the situation. On a 10+, you can move up to 2 power points from one or two heroes and give them to a third hero or yourself. On a 7–9, you can move 1 power point from a hero and give them to another hero or yourself. On a 6 or less, the shared experience causes chaos on the team and everyone loses 1 power point from their pool.

Once in the combined form, anything that happens to the giant robot also happens to everyone who makes up that giant robot. While the giant robot has its own health pool (10 + Physical), any damage done to the robot is also passed onto everyone inside, as they are uniquely tied to the robot.

For example, the giant robot Grand Colossus takes a hit from a planetary defense weapon. The weapon deals 4 damage to the robot, but also deals 4 damage to everyone inside the robot as they experience the feedback from the attack.

The Robot itself can make basic moves, but individuals within the Robot can still use their own stats for things like *Glimpsing the truth*. Most Giant Robots have view screens that help those inside see and interact with the world. When making a basic move, its important for the players to be clear who is making the check as their stats might be different.

The giant robot also has a new basic move:

Keep it together — In tumultuous personal situations, when taking a large amount of damage in one shot or suffering a great setback, roll +Persona to remain in the combined robot form.

On a 10+, you easily compensate and remain intact. On a 7–9, you keep together, but some system goes offline, or you'll have to pay an extra cost, or make a hard choice to stay in the combined form. On a 6 or less, the giant robot reverts into its individual vehicles.

Improving the giant robot

It is possible to improve the moves and the stats of the giant combined form robot using heroic achievements. The costs are listed in the table on page 127.

It also costs 2 heroic achievements to gain a new move from the giant robot list. The heroic achievements can be used from any player or combination of players.

For example, Chad and Jennifer think that Grand Colossus should be able to fly. They each spend 1 heroic achievement from their characters, spending 2 in total, to add the Rocket powered flight move to their robot form.

STAT INCREASES

Modifier	Hero Achievement Cost
-1 to 0	2
0 to 1	1
1 to 2	2
2 to 3	3



By Our Powers Combined

This variant ruleset takes the world a step back. The heroes don't transform themselves but combine their unique powers to summon forth a powerful being that fights for them. Making a character in this rule set is very much the same. The players will choose an Everyday Identity and a Mystical Connection. As a part of that Mystical Connection, they will have a ring, a weapon, a cell phone, or some other item that allows them to access the power from their Mystical Connection. They don't choose a Mystical Archetype, as they don't transform, and they don't choose a transformation sequence.

Instead, the group designs the hero that they summon forth using the Mystical Archetype. When making this hero, they can choose one move from the main archetype and one from any of the other archetypes. Alternatively, they can each design a hero that is summoned when they call that hero forth. The Combined Hero has access to any of the mystical connection moves that the heroes have themselves. As a group, decide what works best. To summon this hero, they must still have the power points available like a combined attack, but instead of making that attack, they summon forth their combined hero.

For the Combined Hero, you have the following array to place among for the hero's stats: [+2, +2, 0, 0, -1] or [+3, +2, 0, -1, -1]. The combined hero still uses Physical, Mental, Emotional, Persona, and Mystical.

Once in the combined form, anything that happens to the combined hero only happens to that combined hero, but anything that happens to the players' heroes will affect the Combined Hero. Damage done to the Combined Hero comes from its own health pool, but damage done to the regular heroes will do one damage to the Combined Hero as well.

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Character Name | Pronouns

Hero Name | Pronouns

Player Name | Pronouns



Physical

Emotional

Mental

Mystical

Persona

Everyday Identity

Moves

Pg.

Magical Archetype

Moves

Pg.

Mystical Connection

Moves

Pg.

Conditions

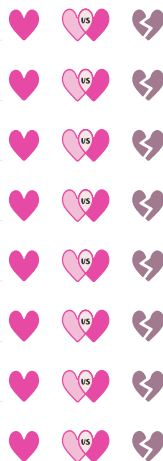
Relationships

Status

Power Pool

Experience

Heroic Achievements



Character Name | Pronouns

Hero Name | Pronouns

Player Name | Pronouns



Heroic Achievements



Your English homework is half done, your best friend needs help finding a dress for homecoming, and your parents think you aren't doing enough extra work to get into the best Universities. Compared to that, saving the world is a piece of cake!

Glitter Hearts is an action-packed RPG in a fun filled world of everyday people who transform into powerful super heroes that fight off the forces of evil. Your character will try to find the balance between their everyday life needs and heeding the call to save the world. You and your friends will create your own hero, your own team, and even your own special mascot. With over 150 different moves to choose from, you can build your ideal magical hero that is uniquely you!

Glitter Hearts rules are easy to learn and building your own character is a simple process of making choices that fit your vision. When building a character, you will choose:

- ♥ Your everyday identity – who you are when you aren't your heroic alter ego.
- ♥ Your magical archetype – what type of hero are you? A warrior, witch, idol, defender, or tactician.
- ♥ Your mystical connection – which element or emotion do you draw your power from?

And then choose your actions from there until you've built your hero.

While based off many popular magical girls shows, **Glitter Hearts** can be set in any time, place, or world that you can imagine. All you need to play is 3-6 players, a pair of six-sided dice, and a few hours to play.

So hop in, transform yourself into the hero of your dreams, and explore the world of Glitter Hearts!



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