

MAGICAL FURY

A Magical Girl RPG by Ewen Cluney



Credits

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Table of Contents

INTRODUCTION.....	4	SHIFTS	14
PREPARATIONS	4	HOPE SHIFT	14
MOVES	4	MAGIC SHIFT.....	14
POINTS AND SHIFTS	4	TRAUMA SHIFT	14
STARTING THE GAME	5	EXTREME SHIFT.....	14
1. NORMAL GIRLS	5	GREAT HOPE	15
2. THE NORMAL WORLD	6	NEW MAGICAL GIRLS	15
3. INTO THE MAGICAL WORLD	7	BUILDING A WORLD.....	16
4. BECOMING MAGICAL GIRLS.....	8	TSUKAIMA	16
5. BATTLE	9	YOUMA	16
THE STORY CONTINUES	11	DARK MAGICAL GIRLS.....	16
ADVANCE A THREAT (GM).....	11	OTHER FOES.....	16
BATTLES (SPECIAL)	11	THE MAGICAL ORGANIZATION	17
BOLD ACTION (PLAYER).....	12	THE NATURE OF MAGIC	17
COMPLICATE LIFE (GM)	12	COSMIC IMPLICATIONS	17
INVESTIGATE (PLAYER)	12	APPENDIX: TABLES.....	18
KINDNESS (PLAYER)	13	GIRLS.....	19
SPECIAL MOVES	13	THE MUNDANE WORLD	22
		THE MAGICAL WORLD	25
		MAGICAL GIRLS	28
		SHIFTS.....	31
		AFTERWORD.....	34

Introduction

You thought the world was normal, a place without magic. You'd wished there was magic, ways to make your dreams come true, but deep down you knew those things were just fancies. Then there comes a moment when everything changes, and magic is all too real. For whatever reason only girls can use magic, only girls who fate has chosen, who have endured it through countless lives.

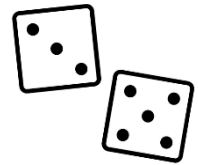
1. Magic is powerful and beautiful, and that is why the world hates it.
2. Magic is so powerful that little from the mundane world can stand up to it.
3. Magical girls are reborn again and again across multiple lifetimes.



This is a role-playing game where you pretend to be magical girls, kind of like something out of an anime and kind of not. You can play the game off the cuff, as a one shot or as the start of a longer campaign. It calls for a free, improvisational, collaborative style from everyone concerned. Tell/experience an interesting collaborative story together, and don't worry too much about the rest.

Preparations

One person is going to be the Game Master (GM for short), and everyone else will be the "players." Each player should have a **character sheet**, and the GM will need some blank paper to write on. You'll also need **pencils** and a couple of **six-sided dice**.



Moves

Most of the rules of the game take the form of "moves." A move is a small set of rules you use when a character does something in the story. There are several moves in the game already, but you may find you need to invent new ones to do everything you want to do with the game.

A normal move will say something like, "When you X, roll 2d6" (meaning to roll a pair of six-sided dice and add them together), and then give you the outcomes for a failure, partial success, and full success.

- **2-5:** Failure. The magical girl does not accomplished what she was attempting. Failure should always be interesting, and move the story in some direction.
- **6-8:** Partial success. The magical girl more or less accomplishes what she was attempting, but there is some kind of drawback or complication.
- **9+:** Full success. The magical girl achieves as unmitigated of a success as the scope of the move allows.

A few moves also have a "critical success" on a 12+, which goes beyond a full success.

Points and Shifts

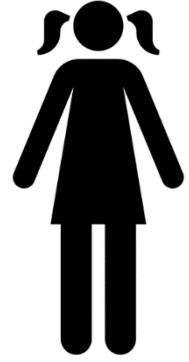
Magical girls can accumulate three kinds of points: Hope, Trauma, and Magic. This happens when a move says so, and when it does happen you mark a circle for that type of point on your sheet. When you get up to 3 points of one type, your character has a Shift (see p. 14) and you erase the marks for that type of points.

Starting the Game

1. Normal Girls

Megan was 32 years old, walked with a pretty severe limp, and had a kind of shitty job at a video game company.

Each player creates their character now. At the start you are a normal girl, at least in terms of not having access to fantastical magic powers. Write an answer to each of the following questions. The things listed after each are just examples. For these and other such questions, see the appendix (p. 18) for optional random tables to roll on.



What is your name?

- Akiko
- Alice
- Megan
- Nancy
- Sae
- Yuna

What does being a girl mean to you?

- A subtler kind of strength.
- Always being judged.
- Being vulnerable.
- Having amazing potential.
- Having to look beautiful.
- Having to work harder.

What are you afraid of?

- Death
- Ghosts
- Loneliness
- Public Speaking
- Spiders
- The Dark

What is your wish?

- For my friend to be alive again.
- For my mom to be there for me.
- To be beautiful.
- To be loved by everyone.
- To fix the injustices of the world.
- To live forever.

Feel free to jot down/sketch some other details. When everyone is done, they introduce their characters to one another. You don't have to tell them everything. We'll assume that they're all friends, though what kinds of friendships they have is up to you.

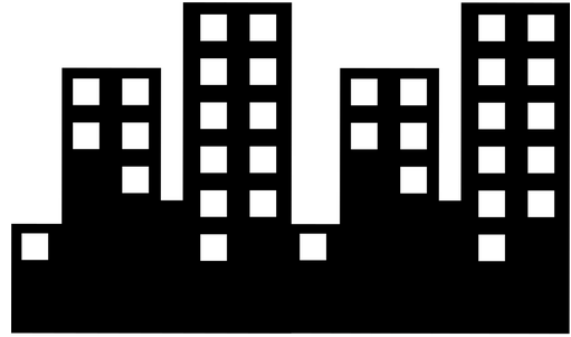
Your characters don't necessarily have to be girls at the start of the game; your character can be older, male, or something else if you like. They will become a girl when their magical potential activities, and it will probably make their lives quite a bit more complicated.

Leave the magical portion of your sheet alone for now.

2. The Normal World

The day was dragging on as usual, the only point of light being the usual Friday donuts, when there was a sudden crash that made the whole building shudder.

The GM develops the ordinary world around the girls. Write down one thing for each of these:



One Beautiful Thing

- The blazing sunsets.
- The cherry blossoms in bloom.
- The architecture of downtown.
- The view of the bay.
- The variety of delicious food.
- The dazzling lights of the city.

One Ugly Thing

- The way people treat each other in the street.
- An eyesore of an office tower downtown.
- A blanket of smog that hangs over the city.
- The constant gridlock in the streets.
- The many decrepit or unfinished buildings.
- The desperate malaise of the people.

One Odd Thing

- A classmate suddenly went missing.
- There are no birds in this city anymore.
- There's a popular new app that seems to be able to predict the future.
- There are persistent rumors of a ghost haunting a shopping mall.
- Graffiti of what look like some kind of magical runes has been showing up all over the city.
- The number 6 seems to be turning up all the time lately.

Start by asking the players what their characters are doing on a typical day. Let them play out a bit of it, and portray NPCs—teachers, classmates, shop employees, etc.—yourself as needed. Ask the players questions to provoke them into developing their characters and the people and places around them.

3. Into the Magical World

“Someone here is actually the reincarnation of Star Princess Astraia. She doesn’t know it yet, but she’s going to have to figure it out soon.”

Next comes a scene where the girls are plunged into the truth of magic. The GM writes down one thing for each of these:

Something Wrong

- Several people have gathered to commit mass suicide.
- Gravity is behaving strangely.
- The moon is too large, and a strange color.
- Doors are not connecting as they should.
- Normal people and objects are frozen in place.
- There’s a booming sound in the distance, and the ground shakes.

Something Dangerous

- There are creatures stirring in the shadows.
- There is an explosion of energy out of nowhere.
- A black sun hangs in the sky, ready to fall.
- The girls get pulled into a realm full of massive, clanking clockwork.
- A magical girl comes and threatens to kill people.
- Flaming wreckage suddenly falls from the sky.

Something Deeper

- Magic always manifests with a particular kind of runes.
- Everyone who is touched by magic was born on January 1st.
- A fleeting glimpse of a man wearing a porcelain mask.
- A tattered copy of Goethe’s *Faust*, full of strange marginalia.
- A memory of the end of the world.
- Magical phenomena coincide with places where tragedies occurred.

A Threat

Next comes the first threat, which should be a magical enemy of some kind, either a youma (monster) or a hostile magical girl. Write the following:

- Give it a name.
- Describe something about its appearance, based on a girl’s fear.
- Describe something else about its appearance, based on a girl’s wish.
- Decide what it really wants.
- Decide why it is hostile.

The threat should in some way help the players get some insights into what is going on, whether by exposition or through them having flashbacks from previous lives.



4. Becoming Magical Girls

When Megan looked at her reflection in the mirror, she saw a skinny white girl with blond hair in pigtails.

Exposure to magic causes the girls' magical potential to manifest, whether they want it to or not. When your magical nature asserts itself, it changes your body to fit who you were in a previous life. Often the changes are negligible, but sometimes they are massive and traumatic, especially if you began this life in a male body. Sometimes the experience is just difficult to endure. Roll 2d6:

- **2-5:** The change is traumatic, and leaves you deeply shaken. Check 1 box for gaining a point of Trauma, and subtract 1 from your first roll made as a magical girl.
- **6-8:** The change is strange, but you persevere through it. Take 1 point Magic.
- **9+:** The change is invigorating, leaving you feeling you are where you need to be. Gain 1 point of Hope, and add 1 to your first roll made as a magical girl.

Your awakening changes you. Many magical girls are born to a form very close to the form they inherited through their reincarnation, but they're never exactly the same. Some find it alters their bodies substantially, compounding the shock they experience. Describe how the scene plays out in as much detail as you're comfortable with. You then have your first magical girl transformation. It is only when transformed that magical girls have their special powers, allowing them to fight magical enemies. Note down the following on your character sheet:

- **Changes:** Describe one or more things that change about your character's normal form when her past life asserts itself.
- **Color:** Pick a main color for your magical girl costume.
- **Theme:** Select a theme for your magic. It could be an element, a type of object, a planet, etc.
- **Magical Name:** Give your girl's magical self a fanciful, girly name. Use words like Princess, Lyrical, Lovely, etc., and maybe something from her Theme.

Example Changes

- Different eye color
- Became substantially thinner
- Different hair color/style
- Tattoos appeared (or disappeared)
- Different skin tone
- Transformed into a girl

Example Themes

- | | | | |
|-------------|-----------|---------|---------------|
| • Fire | • Ice | • Stars | • Swords |
| • Blood | • Gold | • Love | • Butterflies |
| • Lightning | • Hate | • Water | • Ribbons |
| • Moon | • Healing | • Light | • Shadow |

Example Magical Names

Lovely	Cure	Astraia
Lyrical	Girl	Diana
Magical	Knight	Lala
Pretty	Maiden	Miyuki
Shadow	Princess	Nanoha
Star	Valkyrie	Umbra

A transformed magical girl can:

- Attack enemies with her magical weapon (or wand or other implement) or with bursts of energy.
- Leap superhuman distances.
- Withstand incredibly powerful attacks, magical or otherwise.
- Manifest secondary effects based on the theme of her magic.
- Muster a more powerful “finishing attack” with great effort.

At this point in the game these things should mostly just guide how you narrate things, and won't affect the rules.

5. Battle

“No, it's just, in anime magical girls fight monsters. And then you said you were going to kill innocent people.”

The magical threat (most likely) attacks. It is something potent enough to be a challenge for however many magical girls there are, but not so powerful as to be beyond them. Fighting comes naturally to the magical girls, as though they're remembering something they've done countless times. Normal people (and animals and such) caught up in a magical battle are in extreme danger though, no matter how well-armed or well-trained they might be by mundane standards.

Each player picks a course of action for their magical girl. Players can resolve these in whatever order they like. Here the GM's job is to figure out what it consists of in game terms. It can usually be one of the three moves listed below, but you may have to make something up on the fly. If the GM feels a player's approach to doing things is particularly good or bad, they can apply a modifier of +1 or -1 to the roll. A magical girl can attempt to do two of these things at once (attacking while protecting someone else for example), but she takes a -1 penalty to each roll. Between each player's actions, the GM should narrate what the threat is doing.

Go on the Offense

When you attack the threat, describe what you do to attack it, and roll 2d6:

- **2-5:** You are unable to penetrate the enemy's defenses, but if you put yourself in harm's way you can make an opening for an ally. If you wish you can take 1 Trauma or 1 Magic to give an ally +1 to their next roll in this battle.
- **6-8:** You manage to score a Hit, but you are worse for wear.
- **9-11:** You score a Hit, and leave the enemy off-balance, so that the next ally to attack them gets a +1 bonus to the roll.
- **12+:** Your stunningly powerful blow not only looks cool but decimates the enemy, and you score 2 Hits.

Protect Someone Else

When you try to protect someone else, roll 2d6:

- **2-5:** You fail to protect them. If they suffer serious harm you take 1 Trauma.
- **6-8:** You bear the brunt of whatever was aimed at them. Take 1 Trauma or 1 Magic.
- **9+:** You fully shield them from harm for the rest of the battle, and they can escape if they wish.

If you protect another player's magical girl, on a 6+ you can also prevent them from taking 1 Trauma or 1 Magic as a result of the battle.

Run Away

When you flee from a threat, roll 2d6:

- **2-5:** The way is blocked, your escape route endangers others, or you simply cannot outrun the threat.
- **6-8:** You are able to get away, but you leave someone or something you care about open to attack.
- **9+:** You are able to get clean away.

The End of the Battle

This first battle will last through only one round of actions. The outcome depends on the number of Hits they score. For this battle, X is the number of magical girls played by the players.

- **Zero Hits:** The magical girls are soundly defeated, and suffer a serious loss of some kind. If it seems appropriate you can say your character died. Each survivor takes 1 Trauma or 1 Magic, and there is collateral damage.
- **X-2 Hits or Less (But 1+) Hits:** The magical girls suffer a defeat. They are able to get away for now, but each survivor takes 1 Trauma or 1 Magic and there is collateral damage.
- **X-1 Hits:** The magical girls win at a significant cost. Each one takes 1 Trauma or 1 Magic, and there is collateral damage.
- **X or X+1 Hits:** The magical girls trounce their foe.
- **X+2 or More Hits:** The magical girls kill or seriously harm their enemy, whether they meant to or not.

The GM determines whether or not the enemy actually dies, and if they survive, whether they're able to escape. The winning side describes how they achieve their victory. Take some time to play out the immediate consequences of the battle, then begin playing out other scenes.

Collateral Damage

If the outcome of the battle calls for collateral damage, choose one of the following or create something of your own:

- One or more normal people in the area (who no one successfully protected) get killed or seriously injured.
- One of the magical girls suffers an injury that will heal in time, but will be hard to explain.
- Excess magical energy bleeds off to cause something unnatural to happen.
- There is major damage to buildings and such in the immediate area that will definitely be noticed.



The Story Continues

"I'm offering you a chance for a truce. I don't think either one of us wants to find out if I'm capable of killing you."

From here, the participants in the game take turns having scenes, including the GM. You can go in any order, so long as each player has a chance to take a turn before any other player goes again. You may want to use some kind of physical cue (such as putting a die in a particular spot on your sheet) to keep track of who's had a turn. The GM should be developing new threats (and potentially doing new things with old ones), as well as developing the setting and the secrets it holds.

Players can name a specific type of scene they wish to do from those listed below with (Player), or they can simply set up a scene in terms of what's going on and see where it goes, or they can ask the group to come up with something. Some types of scenes will list a few possible moves to use for them; it should be fairly obvious which to use. A player will typically get to use one, maybe two during a scene, but the GM may call for other moves if it seems appropriate.

Try to keep scenes fairly short, but don't be *too* beholden to the scene structure if the story is calling for something else.

Advance a Threat (GM)

Further threats do not come out immediately, but rather make themselves known over time. When the GM advances a threat, it does something in the world that warns the magical girls that something is going on. They might witness something in person, or have a victim show up, or get news of something indirectly. A typical threat will reveal itself after advancing 3 times.

Battles (Special)

Full-on battles happen when characters clash, and do not generally count as anyone's turn. However, when magical girls already know where to find a target, the player can choose to initiate a battle on their turn.

Battles where magical girls join together to fight a threat use the same rules as the first battle. To make a threat more or less powerful, adjust the value of X up or down by 1 or 2. To make a threat overwhelmingly powerful, apply a -1 penalty to all rolls against it. For a more involved battle, go through two rounds, and then divide the number of Hits scored in half (round up) before evaluating the outcome.

When the players' magical girls fight each other, each combatant side picks a course of action and rolls as usual, and you total up the hits of each side. The side that gets more hits gets a result as per X being equal to the number of opposing magical girls. In the event of a tie, the side with the highest single roll gets a result as though they'd scored X-1 hits.

If a magical girl wants to target a normal person, use the Change the World move.



Bold Action (Player)

The magical girl tries to do something bold and maybe a little rash.

Change the World

When you try to do something that affects the real world, roll 2d6.

- **2-5:** Things start spiraling out of control. Take 1 Trauma or 1 Magic.
- **6-8:** You are able to do something on a very small scale, but it will have consequences later on.
- **9+:** You are able to accomplish what you set out to do without repercussions. Gain 1 Hope.

This move is about trying to shoehorn fantastically powerful magic into affecting the real world, such as by trying to fight crime (or police brutality), play Robin Hood, stop bullying, etc.

Sorcery

When you try to use magic to accomplish something, take 1 Magic, describe a magical effect based on your magic's theme, and roll 2d6.

- **2-5:** Your magic does something unexpected and harmful.
- **6-8:** Your magic accomplishes more or less what you intended, but it's off in some way or has some kind of side effect.
- **9+:** Your magic accomplishes what you intended, though the overall situation may not go the way you wanted.

Complicate Life (GM)

The GM introduces something that makes life more difficult for one or more of the magical girls. It can be something mundane (the family falls on hard times, a bully is causing trouble at school), or something stemming from magical events (having to find a place to live after the house is destroyed, drawing the attention of the police, etc.).

Investigate (Player)

The magical girl sets out to find out more about something.

Past Lives

When you look to your past lives, roll 2d6.

- **2-5:** You see something that scares you, and your past self takes over a little more. You gain an insight, if an unpleasant one, but also gain 1 Trauma.
- **6-8:** You get a clue about something magical that's going on, though it's a little vague or inaccurate.
- **9+:** You gain a deep insight into a magical matter before you. You may add 1 to a future roll to do something magical.

Search

When you search someone or something out, roll 2d6:

- **2-5:** You find something else, something strange or misleading.
- **6-8:** You get closer to your quarry, but they may see you coming.
- **9+:** You much closer, without your quarry being aware of you.

Seek the Truth

When you seek out the truth, roll 2d6:

- **2-5:** You find trouble instead, or you learn something unrelated and distracting.
- **6-8:** You learn something that gets you closer to what you wanted to know.
- **9+:** You learn something substantial.

Kindness (Player)

The magical girl shows kindness toward someone else.

Comfort

When you make a significant investment of time in making someone feel better, they can remove 1 Trauma or 1 Magic. They can also award you a point of Hope if they wish.

Help Someone

When you try to help someone, roll 2d6:

- **2-5:** Your help is unwanted, or just makes the situation worse.
- **6-8:** You are able to help them, but at a cost to yourself.
- **9+:** You are able to help them in a substantial way, and you gain 1 Hope.



Special Moves

"I'm not letting you die. I'm not. What the hell is the point of magic if it can't do something about this?"

What follows are two special moves that mainly come into play when the GM feels they should.

Desperation

When you have a moment of true desperation, roll 2d6 and add your current Trauma.

- **2-5:** You are left to suffer.
- **6-8:** Your magic lets you almost fix things. Almost. Whatever you manage to do will be a temporary fix at best.
- **9-11:** Redefine a part of your magical girl form to whatever the situation calls for.
- **12+:** Create a small miracle, and add a new aspect to your magical girl form. Gain 1 Hope.

Stay Calm

When you are faced with a shocking experience or revelation, roll 2d6:

- **2-5:** You are shaken by what you've seen. Take 1 Trauma, and take -1 to your next roll.
- **6-8:** You are a little shaken, but you manage to hold fast.
- **9+:** Outwardly at least, you are undaunted.

Shifts

"I can't... I just can't deal with this. It's too much."

A "shift" is what happens when a magical girl accumulates 3 points of Hope, Trauma, or Magic. It means that force within her becomes strong enough to manifest itself, for good or for ill. Each time you have a shift, pick a type from the appropriate list that you don't currently have checked, and check the box next to it. If all four boxes for that type of shift are marked, something bigger happens. For Trauma or Magic, you have to pick one of the options under Extreme Shift, and for Hope you have to pick one of the options under Great Hope.

Hope Shift

When you accumulate 3 Hope, something good happens. Magically or otherwise, your optimism affects the world around you. Erase the 3 Hope and choose one:

- ☐ You have a moment of sincere hope. Erase any points of Magic and Trauma you currently have.
- ☐ A lucky break gets you closer to your goal.
- ☐ You are able to heal someone else, removing points of Magic and Trauma, healing a serious injury, or removing a single effect caused by a Shift.
- ☐ You find a new friend.

Magic Shift

When you accumulate 3 Magic you have a distortion. You have accumulated so much raw magical energy that the hateful mundane world punishes you for it. Erase the 3 Magic and choose one:

- ☐ The environment around you is temporarily altered in an unnatural way.
- ☐ There is a burst of magic based on your magic's theme at an inopportune time.
- ☐ Your magical girl form permanently takes on an unnatural aspect; write it down.
- ☐ Your normal form temporarily takes on an unnatural aspect.

Trauma Shift

When you accumulate 3 Trauma you have a breakdown. The intensity and darkness of your experience becomes too much and it affects how you act. Erase the 3 Trauma and choose one:

- ☐ One of your past life selves takes control for a time and does something strange.
- ☐ You have an outburst that alienates you from others.
- ☐ You hurt yourself.
- ☐ You acquire another fear or a twisted wish; note it down.

Extreme Shift

- You have a burst of raw power, destroying non-magical things in the immediate area. Erase all Trauma and Magic Shift boxes.
- Your normal form permanently takes on an unnatural aspect; write it down. Erase all Trauma and Magic Shift boxes.
- One of your past lives asserts itself enough to significantly alter your personality; note down the change. Erase all Trauma and Magic Shift boxes.
- Your magical girl permanently becomes a youma/monster; give your sheet to the GM to use as a future threat. (Only choose this if you no longer wish to play her.)

Great Hope

- You cause a small miracle to happen. Erase all Hope Shift boxes.
- Undo any alterations to your character caused by other Shifts. Erase all Hope Shift boxes.
- Something about your magic causes the entire world become just a little bit of a happier place. Erase all Hope Shift boxes.
- Your magical girl stops being a magical girl, whether by ascending to become something else or simply retiring to be a normal girl. (Only choose this if you no longer wish to play her.)

New Magical Girls

"I'm giving you a chance to fight with me, against her. In case you didn't notice she was about to kill you. So make your choice, right now."

Sometimes new players join the game, and sometimes magical girls die or leave, so sometimes you'll want to introduce new magical girls to the story.

If a player starts with a normal girl with the potential to become a magical girl, the girl will transform as at the beginning of a game the first time she's exposed to a significant display of magic, and the player can fill in the magical aspects of their character as usual.

If you want to introduce a character who is already a magical girl, fill out the sheet completely. Give the character 1 Trauma or 1 Magic to start with, and then choose one from this list or create something similar:

- A magical girl you were friends with died.
- Your magic caused a major incident, hence you're now in a new town.
- You suffered a betrayal.
- You learned a terrible secret.

Building a World

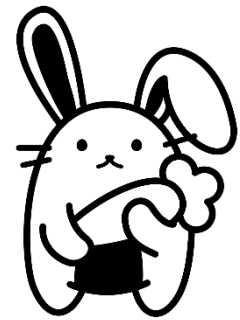


"I'm an incarnation of you, from the future... Sort of. It's complicated. The point is, I think I finally know what's really going on."

This game encourages you to jump into things quickly and make stuff up as you go, but at a certain point it pays to stop and think about the world and what's actually behind the secrets it hints at. You can do this beforehand you like, or just jump into the first session to see what you come up with and flesh things out later. This section offers numerous suggestions, drawing on different aspects of various magical girl stories. Some of these conflict with one another, and it will be up to you to figure out which ones will be true for your game.

Tsukaima

- "Tsukaima" are the cute creatures that some magical girls have as mentors.
- They are aliens that have mysterious motives, and they do not entirely understand human values.
- They are artificial beings from the civilization that created the first magical girls.
- Tsukaima are simple-minded magical animals.
- Tsukaima have great knowledge of magic, but don't tell the whole truth.
- Tsukaima are virtually unkillable.
- When threatened, a tsukaima can transform into a horrific monster.



Youma

- Youma are magical monsters that magical girls sometimes have to fight.
- Normal people cannot perceive youma.
- Youma feed on people, draining their vitality or devouring them outright.
- Most youma create a Nightmare around themselves, a region of distorted space that serves both to conceal the youma and to trap victims.
- Youma exist in the gaps between moments of time.
- Youma are always in pain, and long to be freed.

Dark Magical Girls

- Some magical girls succumb to their baser natures and become "dark magical girls."
- Dark magical girls are significantly more powerful.
- When in her normal form, a dark magical girl has no memory of her magical side.
- Though they may not be conscious of it, dark magical girls serve the cause of oblivion.
- Dark magical girls can command youma.

Other Foes

- There is another type of human that can use magic, the witches. They are acting in secret for now, but they will seek to eradicate magical girls, because they believe it is the right thing to do.
- The generals Dark Kingdom, a twisted remnant of the civilization that first birthed the magical girls, cower in their shadowy realm and create youma to send to earth.
- An arm of the Inquisition has been hunting magical girls since time immemorial, identifying them and assassinating them while they are in their normal forms.

The Magical Organization

- The government has a small, neglected paranormal investigation agency that employs a few magical girls.
- The Cult of the World Tree has agents scattered throughout the world, and seeks to cultivate magical girls to fight the looming threat.
- There is a secret academy that trains magical girls.
- Someone is trying to raise an army of magical girls, with the aim of sacrificing them to defeat a major threat.

The Nature of Magic

- Magic isn't incantations and spells. It's more like having a brush to paint on the canvas of reality.
- Magic is feminine, beautiful, and powerful, and mankind's hatred of such things makes the world hostile to it.
- The source of a magical girl's power is the Linker Core inside of her. It is possible to extract this and use it to wield her powers, but she cannot live long without it.
- All magical girls have the potential to become youma.
- Magical girls are actually malfunctioning youma.
- The human body cannot handle magic very well, and it will gradually cause disabilities to magical girls.
- The power of magic comes from the differential between the hope a magical girl holds and the despair she experiences. That is why they are doomed to fail.

Cosmic Implications

- This universe was created as one of a series of batteries to power a weapon to destroy a threat to all of existence.
- The universe is slowly dying. Magic has the potential to prevent that, but not without a great cost to those who wield it.
- The last magical girl will have the responsibility of creating a new universe so the cycle can continue.



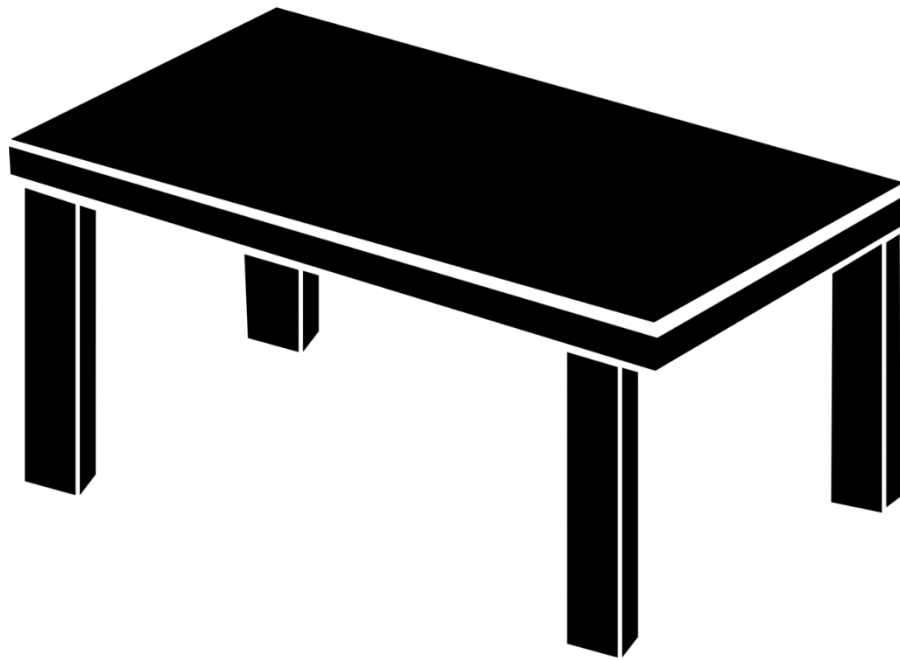
Appendix: Tables

"I'm pretty sure if there is a god he does play dice with the universe. Like a lot."

This section provides a series of tables that let you roll dice to determine a variety of things in the game. You can use its results as they come, or just use the tables as a source of inspiration. They cover character creation, as well as various kinds of Shifts.

To use these tables you will need to master the "d66" roll, also known as a tens-and-ones roll. Get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible items numbered 11 through 66. For example, if you make the tens die red and the ones die blue, a roll of 3 on the red die and 5 on the blue die will give you a result of 35, like this:

$$\text{Red die (3)} + \text{Blue die (5)} = 35$$



Girls

Normal Names

d66	Given Name	d66	Family Name
11	Akiko	11	Aizawa
12	Alexis	12	Akatsusumi
13	Alice	13	Amano
14	Ashley	14	Aoyama
15	Catherine	15	Brennan
16	Chloe	16	Brooker
21	Emily	21	Cameron
22	Evangeline	22	Chambers
23	Heather	23	Conway
24	Hikaru	24	Frost
25	Ichigo	25	Fujiwara
26	Janice	26	Gibson
31	Leah	31	Gray
32	Lillian	32	Hanazono
33	Makoto	33	Haneoka
34	Mami	34	Hawkins
35	Megan	35	Hiiragi
36	Momo	36	Kagurazaka
41	Nagisa	41	Kanzaki
42	Nancy	42	Kasuga
43	Rina	43	Kawai
44	Ririka	44	Kinomoto
45	Rose	45	Lawrence
46	Sae	46	Martin
51	Sakura	51	Matsubara
52	Samantha	52	McMillan
53	Setsuna	53	Midorikawa
54	Sumire	54	Momomiya
55	Teresa	55	Price
56	Vicki	56	Quinn
61	Violet	61	Rodriguez
62	Wendy	62	Sawanoguchi
63	Yui	63	Shirayuki
64	Yuna	64	Smith
65	Zakuro	65	Stephenson
66	Zoe	66	Watanabe

What does being a girl mean to you?

d66	Result	d66	Result
11	A heavy burden.	41	Dealing with lots of expectations.
12	A subtler kind of strength.	42	Doing all the real work.
13	Always being judged.	43	Getting married and having kids.
14	Bearing the troubles of others.	44	Getting to wear cute clothes.
15	Being adaptable to any situation.	45	Having a unique voice.
16	Being adorable.	46	Having amazing potential.
21	Being at the mercy of others.	51	Having lots of responsibilities.
22	Being awesome.	52	Having power over others.
23	Being beautiful.	53	Having to look beautiful.
24	Being ignored.	54	Having to work harder.
25	Being talked over.	55	It doesn't define me.
26	Being the face of the future.	56	Living up to my mother's legacy.
31	Being underestimated.	61	No one cares about me.
32	Being valued less.	62	No one understands me.
33	Being vulnerable.	63	People don't listen to me.
34	Being weaker than others.	64	Sacrificing for others.
35	Carrying on the family line.	65	Taking care of others.
36	Coming apart at the seams.	66	The worst possible fate.

What are you afraid of?

d66	Result	d66	Result
11	Accidents	41	Growing Old
12	Being Abandoned	42	Heights
13	Being Attacked	43	Loneliness
14	Being Forgotten	44	Loss
15	Being Tied Down	45	Motherhood
16	Betrayal	46	My Father
21	Blood	51	Needles
22	Bugs	52	Police
23	Bullying	53	Public Speaking
24	Clowns	54	Snakes
25	Death	55	Social Rejection
26	Dogs	56	Spiders
31	Enclosed Spaces	61	Terrorism
32	Failure	62	The Dark
33	Fire	63	The Future
34	Germs	64	Thunder
35	Getting Lost	65	Violence
36	Ghosts	66	War

What is your wish?

d66	Result	d66	Result
11	For freedom to do what I want.	41	To be stronger.
12	For my father to be successful.	42	To be the greatest singer in the world!
13	For my friend to be alive again.	43	To become super-smart.
14	For my friend to smile again.	44	To end everyone's suffering.
15	For my imaginary lover to be real.	45	To find my friend who went missing.
16	For my mom to be there for me.	46	To find my sister.
21	For my mom to be well again.	51	To fix my mistakes.
22	For the pain to go away.	52	To fix the injustices of the world.
23	For the world to end.	53	To fix what's wrong with me.
24	For world peace.	54	To forget the past.
25	To be beautiful.	55	To get into a good college.
26	To be healthy again.	56	To go back in time and fix things.
31	To be loved by everyone.	61	To have my family back.
32	To be my old self again.	62	To leave this terrible world behind.
33	To be popular.	63	To live forever.
34	To be remembered for all time.	64	To live in luxury.
35	To be rich and famous.	65	To not be judged by my family's actions.
36	To be safe.	66	To undo my mistakes.



The Mundane World

One Beautiful Thing

d66	Result
11	A fun theme park.
12	A historic temple of great beauty.
13	An exquisite statue in the city's main square.
14	That one cozy little café.
15	The ancient palace.
16	The architecture of downtown.
21	The beautiful Christmas tree downtown.
22	The beautiful old theater that shows classic movies.
23	The blazing sunsets.
24	The botanical gardens.
25	The cherry blossoms in bloom.
26	The dazzling lights of the city.
31	The duck pond near school.
32	The excellent train system.
33	The exceptional fashions of the people.
34	The friendly cat you see every morning.
35	The gorgeous beaches along the coast.
36	The great karaoke place where you hang out.
41	The historical bridge that crosses the bay.
42	The impressive tower in the middle of downtown.
43	The majestic old library.
44	The majestic skyscrapers.
45	The many beautiful trees throughout the city.
46	The many wonderful clothing boutiques.
51	The mild, pleasant weather.
52	The multicolored pastel houses in the hills.
53	The old cathedral.
54	The river that passes through the middle of the city.
55	The rolling green hills.
56	The snow-capped mountains visible in the distance.
61	The soothing music of street musicians.
62	The variety of delicious food.
63	The view of the bay.
64	The way people treat each other.
65	Thunderstorms lighting up the sky.
66	Your exceptionally kind older sister.

One Ugly Thing

d66	Result
11	A blanket of smog that hangs over the city.
12	A bunch of squat, gray buildings.
13	A desperate and despised homeless population.
14	A huge factory that spews smoke and has miserable workers.
15	A major scandal that has rocked the city's most beloved sports team.
16	A military base where something strange is going on.
21	A neglected park known as a place where bad things happen.
22	A string of grisly murders, with no end in sight.
23	An eyesore of a piece of public art.
24	An eyesore of an office tower downtown.
25	Blatant corruption in the government.
26	Lots of scammers ready to prey on unwary tourists.
31	Poorly-maintained roads.
32	Rampant drug abuse among the population.
33	Rising discontent with the brutality of the police.
34	Sports fans with a habit of rioting.
35	The abandoned mental hospital, where unspeakable things happened.
36	The bad part of town that's plagued by crime.
41	The bitter winter cold.
42	The bland uniformity of the houses.
43	The burned-out husk of a building on the edge of town.
44	The constant gridlock in the streets.
45	The desperate malaise of the people.
46	The garish advertising plastered everywhere.
51	The grating sound of sirens.
52	The many decrepit or unfinished buildings.
53	The oppressive summer heat.
54	The recent assassination of a major political leader.
55	The scars from an act of terrorism 10 years ago.
56	The spooky abandoned shopping mall.
61	The statue of a war hero, who we now know committed countless atrocities.
62	The unfinished sports arena that's never been used.
63	The way people treat each other in the street.
64	The way people treat strangers.
65	There's been an outbreak of a dangerous disease.
66	Your love is a lie.

One Odd Thing

d66	Result
11	A classmate suddenly went missing.
12	A girl who seems to be eating old vases.
13	A large sinkhole opened up near the center of the city.
14	A lot of people have been getting sick lately.
15	A lot of small objects seem to be going missing lately.
16	A major corporation built a new headquarters in town shaped like a household object.
21	A nonsensical fashion trend has been sweeping the city.
22	A website is accurately announcing who will die in the next 24 hours.
23	All of the computers at school are messed up because of some kind of virus.
24	An email that seems to come from the future.
25	An empty red train comes every night at exactly 1:11 a.m.
26	Animals have been agitated lately.
31	Electronic screens keep showing messages that seem to address you.
32	Graffiti of what looks like some kind of magical runes has been showing up all over the city.
33	It seems like every time you get near a street light it goes out.
34	Men are building a strange structure that you remember from a dream.
35	More and more businesses are showing up with a penguin logo.
36	People have spotted strange lights in the night sky.
41	Recurring dreams of a crystalline castle.
42	Something you thought you'd lost long ago turns up in an unlikely place.
43	The cherry blossoms are blooming out of season.
44	The clock's hands start snapping back and forth erratically.
45	The movie you're watching is going totally differently from how it should.
46	The news is talking about the discovery of an ancient statue. It looks uncannily like you.
51	The number 6 seems to be turning up all the time lately.
52	The plots in the popular magical girl anime have been getting really weird.
53	The water is oddly still.
54	The weather has been odd for this time of year.
55	There are no birds in this city anymore.
56	There are persistent rumors of a ghost haunting a shopping mall.
61	There have been a lot of insects around lately.
62	There have been a lot of minor earthquakes lately.
63	There have been an unusually high number of traffic accidents lately.
64	There seem to be cats watching you all the time.
65	There's a popular new app that seems to be able to predict the future.
66	Your diary has several pages in the future written in an unknown language.

The Magical World

Something Wrong

d66	Result
11	A fruit tree starts growing unnaturally fast.
12	A large object explodes into component parts and then reforms.
13	Abstract symbols drift through the air.
14	All colors are strangely muted.
15	All sound completely ceases.
16	Animals speak nonsense words.
21	Animals surround you in silent worship.
22	Doors are not connecting as they should.
23	Gravity is behaving strangely.
24	It's snowing inside.
25	Just now it seems like everyone else in the city is fake, some kind of doll.
26	Little creatures grab you and pull, making your bodies stretch and contort.
31	Normal people and objects are frozen in place.
32	One of your friends is being mind-controlled.
33	Several people have gathered to commit mass suicide.
34	Someone gets a phone call from a dead person.
35	Something of incredible size and sharpness slices through a skyscraper.
36	Strange faces stare at you out of every screen.
41	The air is full of a blaring, endless bass sound.
42	The library seems to go on forever, the books all nearly the same.
43	The moon is too large, and a strange color.
44	The sun is a deep, blood-red color.
45	The train has been moving for a very long time without stopping.
46	There are fish swimming through the air.
51	There are no stars in the sky.
52	There is a great black obelisk in the middle of the city that normal people can't see.
53	There is a terribly foul smell in the air.
54	There is an unnatural snowfall.
55	There seems to be no way out of this city.
56	There's a booming sound in the distance, and the ground shakes.
61	This place is a maze that is drawing you to its center.
62	TVs and similar show broadcasts from several decades ago.
63	You have an overwhelming feeling of dread.
64	You suddenly find yourselves in a completely different part of the world.
65	You've passed the same tree several times now.
66	Your friend suddenly stabbed you, and they don't know why.

Something Dangerous

d66	Result
11	A black sun hangs in the sky, ready to fall.
12	A car is flying toward you, having been hurled with incredible force.
13	A creature has devoured several people, and is hungry for more.
14	A magical girl charges in and slams you against a wall.
15	A magical girl comes and threatens to kill people.
16	A shockwave makes every window shatter.
21	An armed maniac suddenly charges in.
22	An unknown force is pulling you up into the air.
23	An unrelenting tone, loud enough to make your ears bleed.
24	Before you is a sea of flame.
25	Countless swords hang overhead, poised to fall.
26	Flaming wreckage suddenly falls from the sky.
31	Gravity is steadily growing stronger.
32	It is incredibly cold here.
33	Lightning bolts flash all around.
34	People with shark teeth, who stare at you hungrily.
35	Something is stirring inside your body, as though it wants to come out.
36	Strange monsters loom on the horizon.
41	The air is full of a choking miasma.
42	The air is full of stinging insects.
43	The air is full of stinging jellyfish.
44	The doctor has come to cut you open.
45	The girls get pulled into a realm full of massive, clanking clockwork.
46	The ground is covered in jagged, sharp crystals.
51	The heat is sweltering, and makes it hard to keep breathing.
52	The room is filling up with water, or something like it.
53	The room is tilting, threatening to dump you into certain death.
54	The stars are falling from the sky.
55	The steam pressure is building, and the machines here will soon burst.
56	The walls are closing in.
61	The winds are so strong you worry you'll be blown away.
62	There are creatures stirring in the shadows.
63	There is a dangerous magical bomb here.
64	There is an explosion of energy out of nowhere.
65	You are on a ledge, and there's an awfully long drop.
66	You are surrounded by vines that try to entangle and choke you.

Something Deeper

d66	Result
11	A fleeting glimpse of a figure wearing a porcelain mask.
12	A magical girl who looks a lot like you, but who wants to kill you.
13	A memory of a beautiful, crystalline kingdom, now long gone.
14	A memory of the end of the world.
15	A message: "Congratulations on your awakening. We expect great things from you."
16	A note that appears to be from you in the future.
21	A song comes to your lips, sad and beautiful.
22	A tattered copy of Goethe's <i>Faust</i> , full of strange marginalia.
23	A woman in an elaborate kimono, claiming to be from an organization that trains magical girls.
24	After the battle, there seems to be a star missing from the sky.
25	An exquisite gemstone that for some reason you are sure must not fall into the wrong hands.
26	Damage during magical battles is matched with accidents or disasters in the real world.
31	Each magical girl had an ancestor who was also a magical girl.
32	Everyone who is touched by magic was born on January 1st.
33	Killing a monster yields a magical gem called an "Oblivion Seed."
34	Magic always manifests with a particular kind of runes.
35	Magical phenomena coincide with places where tragedies occurred.
36	One of the girls can hear the monster's voice.
41	Some of your flashbacks of a previous life seem like they must be from the future.
42	Something about the monster reminds the girls of someone they once knew.
43	Something touches your mind, something alien except for its hostility.
44	The enemy is trying to kill magical girls for what they believe is a good cause.
45	The enemy magical girl announces that all of the magical girls will have to fight to the death.
46	The enemy magical girl seems to be centuries old.
51	The enemy magical girl wields stolen gems that seem to give her other powers.
52	The enemy proclaims, "I am the first of twelve. Your world will die, ours will live."
53	The enemy wants to take something from inside the magical girls called a "Linker Core."
54	The girls have a very powerful feeling of déjà vu about all of this.
55	The monster seemed to be in great pain.
56	There is an odd scent on the breeze that calls back strange memories.
61	These events are eerily similar to a historical tragedy.
62	These monsters are called "Angels."
63	This train comes only at certain times, and goes to places that are not on any map.
64	Time works differently in the magical world.
65	While in the magical world, your phones can access a special magical network.
66	You have a vision of the World Tree, and the creatures that would destroy it.

Magical Girls

Changes

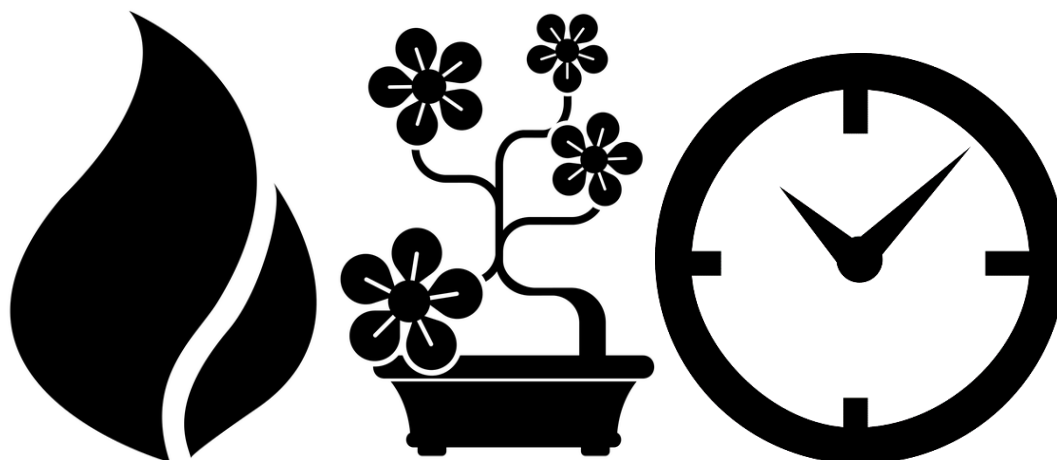
d66	Result	d66	Result
11	Became athletic	41	Gained weight
12	Became delicate	42	Heterochromia
13	Became more muscular	43	Less prominent nose
14	Became older	44	Lighter skin
15	Became shorter	45	Longer fingernails
16	Became sickly	46	Longer hair
21	Became taller	51	More angular facial structure
22	Became thinner	52	More prominent nose
23	Became younger	53	Outlandish hairstyle
24	Bigger eyes	54	Scar appeared/disappeared
25	Birthmark appeared/disappeared	55	Shorter hair
26	Clearer skin	56	Softer facial structure
31	Darker skin	61	Started walking with a limp
32	Different eye color	62	Tattoos appeared/disappeared
33	Different hair color	63	Transformed into a girl
34	Different hairstyle	64	Vision got worse
35	Dyed hair	65	Vision improved
36	Freckles appeared/disappeared	66	You now look like a different person

Color

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

Theme

d66	Result	d66	Result
11	Animals	41	Light
12	Blood	42	Lightning
13	Butterflies	43	Love
14	Chains	44	Magnetism
15	Dreams	45	Metal
16	Earth	46	Moon
21	Fate	51	Nothingness
22	Fear	52	Rainbows
23	Feathers	53	Ribbons
24	Fire	54	Sadness
25	Flowers	55	Shadow
26	Force	56	Stars
31	Gold	61	Sun
32	Gravity	62	Swords
33	Hate	63	Time
34	Healing	64	Water
35	Ice	65	Wind
36	Leaves	66	Wood



Magical Name

d66	Part 1	d66	Part 2	d66	Part 3
11	Aeon	11	Acolyte	11	Andromeda
12	Blaze	12	Angel	12	Arjuna
13	Chaos	13	Captor	13	Artemis
14	Cosmic	14	Champion	14	Astraia
15	Divine	15	Corrector	15	Atalanta
16	Dream	16	Crusader	16	Athena
21	Earth	21	Cure	21	Aura
22	Eden	22	Diva	22	Aurora
23	Exalted	23	Doll	23	Ceres
24	Fancy	24	Dragoon	24	Circe
25	Flame	25	Empress	25	Concordia
26	Flower	26	Fairy	26	Diana
31	Fortune	31	Flame	31	Erica
32	Lovely	32	Girl	32	Eris
33	Luminous	33	Goddess	33	Fortuna
34	Lunar	34	Guardian	34	Galatea
35	Lyrical	35	Harmony	35	Galaxia
36	Magical	36	Healer	36	Harmonia
41	Miracle	41	Huntress	41	Io
42	Phantom	42	Idol	42	Ishtar
43	Pretty	43	Knight	43	Isis
44	Revolution	44	Lady	44	Kali
45	Shadow	45	Legend	45	Lala
46	Shining	46	Maiden	46	Leona
51	Smile	51	Muse	51	Lilith
52	Solar	52	Nurse	52	Luna
53	Star	53	Oracle	53	Miyuki
54	Stardust	54	Paladin	54	Morrigan
55	Sugar	55	Priestess	55	Nanoha
56	Time	56	Princess	56	Nemesis
61	Trinity	61	Prophet	61	Ophelia
62	Twilight	62	Queen	62	Selene
63	Ultimate	63	Savior	63	Umbra
64	Universal	64	Sorceress	64	Venus
65	Void	65	Valkyrie	65	Vesta
66	Wind	66	Witch	66	Zephyrna

Shifts

Unnatural Features

d66	Feature	Description
11	Bionic Limbs	Your arms and legs are apparently artificial on the inside, because when you exert yourself they make a motor whining noise.
12	Blood Smell	Your body smells of fresh blood. It is a coppery, unnerving smell.
13	Bloody Eyes	Your eyes take on a creepy blood-red color.
14	Camera Eyes	It's subtle, but your eyes are in fact cameras.
15	Candy Scent	Your body smells strongly of sweet candy.
16	Cat Eyes	Your eyes have slit-like irises, not unlike a cat's eyes.
21	Catgirl	You have the pointed ears and long tail of a housecat.
22	Cold-Blooded	You become cold-blooded. Your skin feels unnaturally cold at times, and you become very sluggish when it's cold.
23	Compartment	There is a compartment with a simple door on your back or stomach. It seems to have random objects in it when opened.
24	Crystal Rash	Translucent crystals start growing out of your skin. They can easily break off.
25	Dead Eye	One of your eyes becomes milky white and sightless.
26	Discolored Skin	Your body takes on a strange color.
31	Fast-Growing Hair	Your hair grows unnaturally fast, such that you would need a haircut every few days just to have it be remotely manageable.
32	Forehead Gem	There is a colorful gem planted in your forehead.
33	Glittery	Your skin is faintly glittery, like some kind of makeup.
34	Heterochromia	One of your eyes is red, and the other is blue (or some other combination). Both are vivid, unnatural colors.
35	High Density	Your body becomes exceptionally dense, so that although you're the same size, you weigh several times more.
36	Magical Reflection	Your reflection in any given surface has a mind of its own.
41	Magnetic	Your body becomes mildly magnetic, so that small metal objects are attracted to you.
42	Maw	Somewhere on your body is a large mouth with many sharp teeth. You can conceal it with normal clothing, but sometimes it gets hungry and restless.
43	Moe Girl	Your proportions are a little too perfect, your skin looks photoshopped, your eyes become just a little too large, and your hair looks like a cosplay wig.
44	Pallor	Your skin becomes unnervingly pale, and your eyes become sunken.
45	Prehensile Hair	Your hair becomes prehensile, and will move on its own when you are emotional.
46	Prismatic Hair	Your hair is made of transparent strands that display countless different colors when they catch the light.
51	Rubbery Limbs	Your limbs have a rubbery quality, as though your bones are made of rubber. It looks freaky if you're not careful how you move.
52	Scarred	You acquire a rather nasty-looking scar somewhere on your body.
53	Scroll Body	Your body becomes covered in magical writing.
54	Second Mouth	You have a second mouth on the side of your head or somewhere else on your body.
55	Silly Voice	Your voice sounds silly and high-pitched.
56	Smell of Sulfur	There is always a smell of sulfur around you.
61	Stigmata	You have one or more wounds that never quite seem to heal.
62	Stretchy Neck	Your neck is exceptionally stretchy. Although you can look normal if you're careful, your neck can stretch out to six feet or so.
63	Third Eye	A third eye opens up in your forehead.
64	Vivid Eyes	Your eyes take on an unnaturally vibrant hue.
65	White Eyes	Your eyes are all white, with no irises or pupils.
66	Wings	You sprout a pair of wings, large enough to be conspicuous but not large enough to fly.

Environment Changes

d66	Result
11	A door doesn't take someone to the right place.
12	A fruit tree starts sprouting and growing unnaturally fast.
13	A sudden gust of wind fills the air with slips of paper.
14	A wind comes up carrying choking ash.
15	All sound magically ceases.
16	Animals speak nonsense words.
21	Birds fly backwards.
22	Bugs crawl out of cracks in the walls.
23	Clocks start changing times at random.
24	Drawings in the area become animated.
25	Droplets of water float in mid-air.
26	Electronics play strange, indecipherable voices.
31	Every alarm goes off at once.
32	Every phone in the area receives wrong number calls.
33	Gravity is abruptly doubled around you.
34	It suddenly becomes extremely cold in the area.
35	It suddenly becomes very hot in the area.
36	Magical writing temporarily appears on walls.
41	Mirrors don't reflect people.
42	Objects float as though controlled by unseen hands.
43	Objects wink out of existence.
44	Patterns on the floor contort and writhe.
45	Raindrops rise up from the ground.
46	Random arrangements of leaves, mildew, etc. seems to be faces.
51	Reflective surfaces have a short time delay.
52	Small candies rain from the sky.
53	Small objects start hopping around as though alive.
54	The area becomes eerily quiet as background noises fade away.
55	The walls flicker like a software glitch.
56	The weather changes very abruptly.
61	There is a rain of blood.
62	There is a small pocket of low gravity.
63	There is a small pocket of zero gravity.
64	There is a smell of sulfur.
65	There is an oddly sweet smell in the air.
66	There is an unnatural snowfall.

Past Life Actions

d66	Result
11	Something incongruous makes you laugh out loud.
12	Something seemingly insignificant makes you weep uncontrollably.
13	The moon in the sky horrifies you for some reason.
14	The sight of someone makes you rush up and tearfully hug them.
15	You beg forgiveness for a sin from a past life.
16	You break something small and fragile.
21	You change your clothes, donning a rather outrageous and nonsensical outfit.
22	You claim something as a crown and don it.
23	You climb up somewhere particularly high.
24	You conduct a strange ritual.
25	You decide to go hunting for food.
26	You deface something.
31	You find modern technology baffling and laughable.
32	You give someone a lingering hug.
33	You have a severe panic attack and can barely move.
34	You insistently sing a song in an unknown language.
35	You interrogate your friends about the details of everyday things.
36	You lie down somewhere and refuse to move.
41	You make a marriage proposal.
42	You offer someone food and won't take no for an answer.
43	You react with abject horror to the presence of things like cars.
44	You seek out a particular food or drug to indulge in.
45	You slap someone.
46	You spew what seems to be an equation that will be a major breakthrough in physics.
51	You start an elaborate dance and try to get someone to join in.
52	You start frantically painting something.
53	You start frantically writing in magical runes.
54	You start playing traditional game, and show an uncharacteristic talent for it.
55	You steal something small and give it to someone.
56	You take on an arrogant attitude, and get mad when people don't obey you without question.
61	You threaten to kill someone.
62	You throw a temper tantrum over something seemingly trivial.
63	You try to find somewhere to hide.
64	You try to steal something valuable.
65	You wander off in a daze.
66	You worship an object.

Afterword

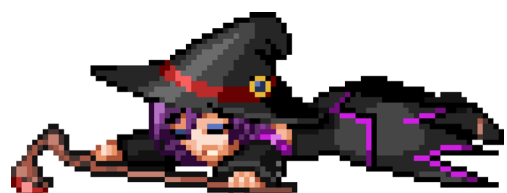
"You have no idea what's really coming, do you? Look back through your past lives, at the point where each one ends. That is what we will have to face."

In 2011 I started working on a game called *Magical Burst*, a dark magical girl game inspired by *Puella Magi Madoka Magica*. It's a project I've been pretty intensely frustrated with of late though. This game started as an attempt to break through the creative blocks I was having with *Magical Burst*, but it kind of turned into its own thing. Whenever I get back to working on *Magical Burst*, it's definitely going to draw a bunch of ideas from this game.

Magical Fury's main thematic inspiration is *Star Princess Astraia*, which you haven't heard of because it's a magical girl story I haven't written yet. Aside from *Madoka*, its major influences are *Sailor Moon* (the reincarnation aspect) and *Magical Girl Lyrical Nanoha* (magical girls having epic battles against each other), with a big helping of my own weird sensibilities. I also listened to a whole lot of the soundtracks of *Pacific Rim* and *Kill la Kill* while working on this, plus the Kendrick Lamar version of "Radioactive" by Imagine Dragons and some assorted Yuki Kajiura music.

Aside from *Magical Burst* itself, *The Sundered Land*, *Wilding Tales*, and *Shinobigami* were my main inspirations in terms of game design. The dice mechanics come straight from *The Sundered Land*, and may make more sense if you're familiar with *Apocalypse World* and the many games it's spawned. The super-quick battles are probably my favorite thing about *Magical Fury*, and something I've both been thinking about for a while and want to experiment with more in the future.

Like *Schoolgirl RPG*, *Magical Fury* wound up being part of a particular chapter of my life, one that I'm kind of hoping will be over soon. It was born from certain frustrations, and that shows through in the game being quick and simple, without the over-writing that has been my habit in the past. Maybe it reflects some of the uncertainty I'm feeling now too. In any case, I hope you enjoy it.



MAGICAL FURY

Mundane Side

What is your name?

What does being a girl mean to you?

What are you afraid of?

What is your wish?

Magical Side

Changes

Magical Girl Color

Magical Theme

Magical Name

Hope ○○○

Magic ○○○

Trauma ○○○

Hope Shift

- ☐ You have a moment of sincere hope. Erase any points of Magic and Trauma you currently have.
- ☐ A lucky break gets you closer to your goal.
- ☐ You are able to heal someone else, removing points of Magic and Trauma, healing a serious injury, or removing a single effect caused by a Shift.
- ☐ You find a new friend.

Magic Shift

- ☐ The environment around you is temporarily altered in an unnatural way.
- ☐ There is a burst of magic based on your magic's theme at an inopportune time.
- ☐ Your magical girl form permanently takes on an unnatural aspect; write it down.
- ☐ Your normal form temporarily takes on an unnatural aspect.

Trauma Shift

- ☐ One of your past life selves takes control for a time and does something strange.
- ☐ You have an outburst that alienates you from others.
- ☐ You hurt yourself.
- ☐ You permanently acquire another fear or a twisted wish; note it down.