

# Magical ★ Burst

*a game of desperate magical girls*

Third Draft ©2011 by Ewen Cluney

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Intro Comic .....	2
Introduction.....	4
A Magical World .....	6
Creating Your Magical Girl .....	8
Playing the Game .....	12
The Game Master's Job.....	30
Appendix 1: Random Tables.....	40
Appendix 2: Addendum .....	47
Epilogue Comic .....	50
Back Cover.....	50

# Intro Comic

## Page 1

### Panel 1

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

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

### Panel 2

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

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

### Panel 3

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

Caption: I could protect the people I love.

### Panel 4

Yuna holds an Oblivion Seed in her hand.

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

## Page 2

### Panel 1

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

Caption: But one day my dad just disappeared.

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

### Panel 2

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

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

### Panel 3

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

Caption: She fights bravely and protects me.

### Panel 4

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

Caption: ...Even when it costs her.

### Panel 5

Yuna is launching a magical blast.

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

## Page 3

*Panel 1*

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

*Panel 2*

Yuna is reaching for the Oblivion Seed, a diamond-shaped gem (kind of like the Jewel Seeds from *Lyrical Nanoha*) with magical writing on it.

Makoto: Good work, Yuna.

*Panel 3*

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

Voice: Yuna? Is that you?

**Page 4**

*Panel 1*

A horrified Yuna clutches her head.

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

*Panel 2*

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

Yuna: (whimpering) Natsumi...?

*Panel 3*

Makoto has whirled around on Pyonkichi.

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

*Panel 4*

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

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

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

*Panel 5*

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

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

**Pages 5-6**

*Panel 1*

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

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

*Panel 2 (two-page spread)*

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

**Magical ★ Burst**

# Introduction

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

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

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

This is a dark, screwed-up game that can involve some violent and disturbing imagery, starring little girls no less. Please play responsibly. If the game is making you feel uncomfortable, speak up and figure out a way to fix it, even if you have to stop playing. When I watch *Madoka Magica*, I have to break it up with some *Hidamari Sketch* now and then to not go nuts. However, while the game is designed to be pretty bleak, the story *can* have a happy ending.

## Rough Draft

This is a work in progress. Lots of people have already been playing it even though I haven’t been nearly ready to myself, and that’s kind of awesome. I can’t promise the game will all work right, or that the text will be clear. All I can be sure of is that I’ve enjoyed working on this project and I intend to bring it to fruition if I can. If you have any comments, experiences, or ideas to share, please do!

## Things You'll Need

Like most RPGs, you will need a few things besides this book. In particular, you'll need:

- Some six-sided dice (at least two, though a dozen or so is best)
- Pencils
- Paper (preferably but not necessarily the character sheets, which you can photocopy from the back of the book or download from our website).
- One person to be the Game Master and some others (preferably a small number like 2 or 3, though you can have more if you really want) to be players.

There are a couple of optional things that can be really handy too:

- Combat Cards are handy but not absolutely necessary to have. Basically each player gets a set of three cards labeled Heart, Fury, and Magic. The official character sheet has cards you can cut out, and the website has a PDF of just cards.
- Tokens for Overcharge. You could use poker chips or glass beads (though it'd be easiest if you had three different colors), or print out the PDF from the website.

## Dice Notation

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

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

**#d6:** When there is a number followed by d6, it means that you roll that many six-sided dice and add them together. For example, if it says 2d6, you roll two dice, and if you were to get a 3 and a 5 the result would be 8. You will also see this notation followed by modifiers, such as 2d6+7; simply get the die roll result like usual, and apply the modifier listed. For 2d6+7 roll two dice, then add up the two dice and the +7.

**d66:** This is a special type of die roll used to get results from a table. Take two six-sided dice, designate one as the tens digit and the other as the ones digit, and roll them. Putting the two digits together will give you one of 36 results numbered 11 to 66. For example, if the tens digit die comes up as a 4 and the ones digit die comes up as a 2, your result is 42. In normal gameplay this is only used for the mutation table, but there are several optional tables in the appendix.

# A Magical World

## The City

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

*Magical Burst* takes place in a large, clean, modern city. There are skyscrapers, trains, shops, schools, homes, and so on. On the surface it is a safe place, though it is not necessarily a happy one.

## Tsukaima

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

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

As creatures of magic, tsukaima don’t quite think the way people do. Some are better than others at covering it up, but their values and understanding of the world are always a little off from how humans see things.

## The Power of Magic

*“Of course she freaked out. Humans are weak that way.”*

Magic is a power that falls outside the realm of normal reality. It can be beautiful and glorious at times, but there is something unnatural about it that people find disturbing. Religious people claim to believe in magic and miracles, but the fact of the matter is that people react very poorly to disruptions in the natural flow of the world they’ve become accustomed to since birth.

## Magical Girls

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

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

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

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

# Nightmares and Youma

*"We have to kill it. Otherwise it'll just keep eating people. That's how this works."*

Normal people cannot perceive the youma or their influence, but they can certainly feel it. An active youma generates a distortion in the tapestry of the world called a Nightmare. For ordinary people this manifests as simply a vague feeling of dread. For magical girls and any others attuned to magic, a Nightmare appears as an increasingly surreal region of distorted reality. On the edges of the Nightmare things will seem a little off here and there, but at its heart, where the youma resides, it is a maddening jumble of objects and images.

It's not totally clear what youma even are, but they are unquestionably dangerous. They can take on countless different forms, from warped humanoids to masses of abstract shapes. Some believe that they derive their forms from the dreams and thoughts of the people around them.

Youma sap energy from unsuspecting humans, stealing memories, emotions, and life force itself. Victims who are only lightly touched by youma become tired and listless for a time, while those who suffer a more extensive attack can be turned into suicidal zombies or ripped them from reality entirely. When a youma recognizes an actual threat, it will lash out and try to destroy that threat immediately.

Normal people can't even properly perceive youma, much less hope to beat one. Only magic can harm them. Some magical girls have found that they can fight youma using normal weapons, but this is actually because their own magic imbues those weapons with the necessary power.

When a magical girl kills a youma, its Nightmare collapses, leaving behind only an Oblivion Seed, or possibly two or even three for a particularly powerful youma. These appear as diamond-shaped gems with some kind of magical writing on them. Magical girls can store them inside of their weapons. It is said that a magical girl who accumulates 13 Oblivion Seeds is granted one wish.

# Creating Your Magical Girl

Each player takes on the role of a magical girl who has recently made a contract with a tsukaima to gain the power necessary to fight the youma.

Creating a magical girl requires a certain amount of creativity, but if you're stumped or you just want to quickly make a character for a one-shot you can find tables for rolling dice to determine most of the elements required here in Appendix 1 (p. 40).

## What kind of girl are you?

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

## What convinced you to make a contract?

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

## What is your wish?

Should you manage to collect 13 Oblivion Seeds, you will be granted one wish. What is your wish? If you could have anything, absolutely anything at all, simply come true by magic, what would it be?

## Magical Element

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

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

## Magical Power

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



## Magical Effects

Your element and your magical power each provide you with one special effect you can use to your advantage in battle. You can select from the list below, or with the GM's permission you can come up with something new.

1. **Double Action:** Once per scene you can take two points of Overcharge (to any one attribute) to act twice on your turn.
2. **Healing Touch:** Take one point of Overcharge (to any attribute) to restore 1d6+2 points of Resolve to yourself or another magical girl. Can only be used twice per battle or other scene.
3. **Magic Boost:** Get one free Overcharge die per battle in one particular attribute.
4. **Magic Shield:** At any time you can take a point of Overcharge (to any attribute) to add +3 to your defensive attribute or that of another magical girl against one attack. You cannot use this multiple times against a single attack.
5. **Magic Strike:** When rolling damage, you can take an additional point of Overcharged on the attribute you used for the attack to inflict an additional 1d6 damage. You can only do this once per attack, and not on attacks against multiple targets.
6. **Regeneration:** At the start of each turn you take you regain one point of Resolve, to a maximum of 13.
7. **Swift Action:** Your attack attribute is effectively 2 points higher for determining turn order at the start of a round of combat.

## Magical Weapon

When you utilize your magical power, it manifests in the form of some kind of weapon you can use to do battle. Some magical girls simply wield a magic wand or staff and launch magical spells at foes, but many use a more direct form of attack such as a sword or gun.

## Costume

Magical girls must “transform” to use their full powers, though they can transform in the blink of an eye. What color is it? What kind of style is it? What motifs does it feature? Most magical girl costumes are fanciful dresses of some kind, but you're limited only by your imagination.

## Normal Attributes

Normal attributes represent your magical girl's abilities when it comes to dealing with non-magical matters. There are four of these: Aggro, Cool, Social, and Sharp. **Aggro** is your ability to summon up aggression and violence, **Cool** is your ability to stay calm, **Social** is your ability to socialize and deal with people, and **Sharp** is your ability to figure things out.

Arrange values of 3, 5, 6, and 7 among the four normal attributes.

## Magical Attributes

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

Divide the total of 18 points among three attributes. The values must be between 3 and 9, and no two can have the same value. Keep in mind that many enemies are strong against one attribute and weak against another.

## Base Resolve

This is your capacity for damage in magical battles. Your Base Resolve starts at 18.

## Finishing Attack

Each magical girl also gets a special magical attack that is particularly powerful. To create your finishing attack, first select which attribute it uses (normally your highest), then select one of the attack types below, and finally give it a name.

1. **Barrage Attack:** Your attack generates a barrage of small shots of some kind. This lets you attack every enemy in the immediate area with a normal attack, or attack one target twice.
2. **Binding Attack:** Your attack somehow holds a target in place. If it hits, the target must remain in one place, use its lowest attribute for defense, and cannot attack until it can spend a turn to make a Support challenge (succeed on a 15+) to get free.
3. **Debilitating Attack:** Your attack makes the target weaker for a time. If it hits, the target rolls one fewer dice for all challenges until the end of your next turn.
4. **Piercing Attack:** Your attack can pierce through enemies, ignoring any special defenses they might have. This attack does an additional +1d6 damage, and ignores any special protection.
5. **Powerful Attack:** Your attack is especially potent, and inflicts an additional 1d6+6 damage.
6. **Precise Attack:** Your attack is very accurate, allowing it to hit enemies that might normally be able to evade your attacks. +3 to your attack roll, and +1d6 to damage.

You can only use your finishing attack once per episode, and you take an extra point of Overcharge on its corresponding attribute when you do.

## Relationships

Relationships are your emotional and social bonds to people around you. For magical girl maintaining relationships with normal people can be very difficult, but it's necessary in order to maintain some semblance of humanity and sanity.

You can try to keep track of relationships simply by writing words down, but the easiest thing is to have the group make a relationship map. If you're playing face to face you can draw the map on a piece of paper, and if you're playing online you can use the Drawing format in Google Documents or similar tools to have everyone draw on a shared space.

First draw a circle for each magical girl and write her name in it. From there, everyone playing (including the GM) takes turns adding to the map. On your turn you can create a new human character and draw a line from that character to your magical girl, or draw a line from your magical girl to another magical girl. The GM can add new human characters also, and can draw lines between them or from them to magical girls. Go around the table 3 times adding new relationships.

Players should note down a new relationship each time a line reaches his or her magical girl. For each relationship, select one of the three attributes (Magic, Heart, or Fury) to represent the nature of your connection. Heart relationships come from proper human feelings, Magic relationships come from common involvement in the world of the magical, and Fury relationships represent rivalries or camaraderie that arise from battle. You should also write a brief note about the nature of your relationship, whether you are lovers, rivals, friends, relatives, classmates, etc.

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

- When two magical girls have a relationship, their attribute selections are likely to match, but they don't have to.
- If you want to involve a fairly homogenous and cohesive group of people (say, the tennis club or a gang of kids from the neighborhood), you can represent them as a single "character" for the purposes of relationships.
- All relationships (as things you write down on your character sheet) are ultimately positive on some level, something your magical girl would miss if it was gone. Fury relationships are a little tricky, but if you have a relationship with someone it means you get something positive out of it. If you want your magical girl to be an outright enemy with someone, don't have a relationship with them.

## **Crisis**

At the start of the game, something has just happened to your magical girl that she cannot ignore. This is her crisis, and you get to decide what it is. The Game Master will take it and run with it, so try to make it good.

## **Experienced Magical Girls (Optional)**

If you want to make a more experienced magical girl, give your character two Advances (see p. XX) and 1d6–1 Oblivion Seeds. However, take a random Change related to your highest attribute.

# Playing the Game

## Principles

**Work together.** The characters you control might not be working together, but you as the players should be.

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

**Keep it weird.** If you wanted something ordinary you wouldn't be playing "a game of desperate magical girls."

## Episodes

One session of playing *Magical Burst* is called an episode, and is roughly analogous to an episode of an anime in scope. An episode is made up of a number of scenes. Everyone who participates in the game will have the opportunity to set up some scenes, though the Game Master will handle some of the most important ones.

A "standard" *Magical Burst* episode is arranged around finding and eliminating a youma, and thus consists of an introduction, the investigation, the climax/battle, and the aftermath. Needless to say you can find other ways to arrange your episodes. Each of those four parts can have multiple scenes in them (though the climactic battle is usually one scene)

### Introduction

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

### Main Phase

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

### Climax

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

### Aftermath

This is the denouement after the big battle, where the immediate consequences of the events of the climax come into play.

## Framing Scenes and Role-Playing

Everyone participating in the game gets to frame scenes. When it's your turn to frame a scene, decide where and when it takes place, who's there, and what the general situation is. You don't have to come up with all of this yourself, and the other people participating can and should throw out ideas.

# Transforming

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

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

If you are at 0 Resolve you lose access to your magical girl form and all your magical powers until you use the Revive move and get at least 1 point of Resolve.

## Challenges

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

### Normal Challenges

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

### Magical Challenges

For a magical challenge, you use one of the three Magical Attributes.

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

For magical challenges, you have the option of voluntarily taking Overcharge to get extra dice. Each point of Overcharge you take gets you one extra die, though you can only take up to three this way on a single Challenge. You can do this before or after you roll, though if you’re facing a magical opponent they can do the same (take turns).

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

Any time you get 6 or more Overcharge points on an attribute, you have to do Fallout (see p. XX) to get rid of it as soon as possible.

### Opposed and Unopposed Challenges

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

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

# Moves

A “move” is a thing where you engage the rules and usually roll dice to figure out what happens.

Some moves are meant for normal attributes, some are for magical attributes, and a few are for both. Your magical attributes are Magic, Heart, and Fury, but you have to assign these three to Attack, Defense, and Support at certain times, and moves are based on which of those you use. Youma are immune to moves that use Normal Attributes though.

## Disrupt or Help

If you disrupt, make a Aggro or Sharp vs. Cool challenge, or a Support vs. Support challenge. If you win, you force the target to use a different attribute of your choice for an action. If it’s a battle, you force them to use a particular attribute of your choice for Attack, Defense, or Support until the end of your next turn.

If you help, give someone a +1 bonus, or +2 if you have a relationship with them. Only one person can help on an action.

## Stay Calm

Make a Cool challenge. On an 11 or less the GM makes you take 2 of the effects below. On a 12-14 the GM makes you take one of the effects below. On a 15+ you’re fine.

- Take 1 point of Overcharge (can be taken twice)
- Lose 1d6 Resolve
- Get away from the threat, if you can
- Do something humiliating
- If you have a relationship with whoever caused you to have to use this move, make them put a point of Strain on that relationship (can be taken twice)

## Locate Someone or Something

When you search for someone or something in the city, make a Sharp challenge. On a 15+ you find a lead. On a 12-14 you find a lead, but the GM picks one of the options below.

- Whoever or whatever you’re searching for suspects you’re looking for them.
- The clue you find is misleading.
- Someone you care about gets concerned about what you’re going.

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

## Read a Person

To read a person, make a Sharp challenge. On a 12-14 ask 1, and on a 15+ ask 3.

- Are you telling the truth?
- What are you feeling?
- What do you want to do right now?
- How could I get you to X?
- How do you feel about magic?

## Read an Enemy

To read a magical foe, make a Support challenge. On a 14-16 choose one, and on a 17+ choose two. You can read other magical girls this way, but only while they're transformed.

- Learn their Resistance and Vulnerability
- Get a +1 to attacks and challenges against the target for one scene
- Get +1 to defenses and -1 to damage taken from the target's attacks for one scene
- Learn one of their special abilities
- Learn their main motivation

## Dominate

Make an Aggro challenge. On a 12-14 pick one, and on a 15-17 pick two.

- Take an object from them.
- Get +1 on your next challenge against them.
- You injure them (-1 to their next non-magical challenge)
- They tell you what they think you want to hear.
- They back down.

On an 18+ pick one of the options below, or three of the options above.

- They won't do anything against you for the rest of the scene.
- If it's a normal person, you can kill them.

## Bond

If you have a positive social interaction with someone, make a Social roll. On a 12-14 add one charge. On a 15+ add 2 charges. If you don't miss, you can change the relationship's attribute if you wish.

## Run Away

Make a Sharp challenge. On a 12-14 you leave something behind or something follows you, and on a 15+ you get clean away.

## Sorcery

You try to use your magical element or magical power to do something unnatural. Describe what you're trying to achieve with it, and make a Support challenge. On a 14-16 pick one, and on a 17+ you get both.

- You get the effect you want.
- The effect is subtle.

## Using Magic for Non-Magical Things

Depending on your magical element and magical power, you can potentially use magic to help you with what would otherwise be non-magical things. You can do these kinds of things without being transformed, but if you incur any Overcharge in the roll you'll be forced to transform on the spot. You need to be able to explain how your magical abilities let you actually accomplish something. Scaring or hurting someone with magic is easy, but you'd need your element or magical power to fit well for it to help with other things. Magical attributes are going to be a bit higher, and magical Results can get a lot higher through Overcharge.

# Battles

When magical girls fight youma, or sometimes one another, you'll use the battle rules to resolve how it turns out. Battles are divided into rounds, during which each participant gets to act once. If the participants in a battle wish to keep fighting after a round ends, start a new round and continue.

## Initiative

At the start of each round, each participating character selects one attribute to use for attacking, another to use for defending. (You cannot use the same attribute for both.) Whatever attribute is left over is your “support” attribute.

Characters act in order of their attacking attribute ranks, from highest to lowest. Break ties by comparing their defensive attributes, and break any further ties by comparing unused attributes or rolling dice.

**Reckless Action:** If you feel you need to act before someone else, you can increase your effective rank by taking a penalty to your defensive attribute of the same amount.

**Combat Cards:** If you are using combat cards, players can arrange their cards at the start of each round. Place the Attack cards of all participating characters in a line to clearly show the order in which characters are acting.

## Combat Moves

### Attack

This is an attack on an enemy, intended to cause harm. Make an Attack challenge. If you're the target of an attack, you can make a Defense challenge, or use a passive defense (use a Result of Defense+4 without rolling). If the attacker wins the challenge, the defender loses 1d6 Resolve, plus half the attacker's Attack attribute (round down), plus 2 for each point of Overcharge incurred during the attack roll.

- **Attacking Multiple Targets:** Sometimes you'll want to attack more than one target at once. To do this, make an attack like usual. However, for each target after the first your Result and damage are reduced by -2 (to a minimum of 1), and you take a penalty of -1 to your defense attribute until the start of your next turn.
- **Finishing Attacks:** Each magical girl has a Finishing Attack that she can use once an episode. Using it always puts one extra point of Overcharge on the associated attribute, but otherwise it works like a normal attack.
- **Team Attack:** Two or more magical girls can act together to deliver a more effective attack. One must Hold (see below) so that they act at the same time, they must have a relationship, and they both have to be attacking with the same attribute. A team attack gets a bonus of +2 to the result and damage on both attacks.

### Clash

If you have not yet acted during the current round and someone attacks you, you can do a Clash. Make an Attack vs. Attack challenge. Whoever wins causes damage to the loser like an Attack. The loser's attack doesn't work at all. This effectively uses your turn before you've taken it.

You can also clash when someone else is being attacked. If you succeed in doing so, you can remove a point of Strain from your relationship with the original target. If you fail, you can choose whether you or the original target takes damage from the attack.

### Cover

If someone has been attacked but hasn't yet had a chance to defend themselves, you can put yourself in harm's way to save them. To protect someone else, make a Support challenge. On a 14-16 you take the damage instead of them. On a 17+ you take half the damage. If you don't miss, they can remove a point of Strain from your relationship with them if they want.



## Revive

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

## Hold

Sometimes you'll want to act later than your turn would normally take place. When your turn comes up, simply declare hold. You can decide to take your turn at any point after that after someone else has completed their turn. If you're holding, you can't interrupt someone's turn once they've started deciding what they want to do. If you hold your turn all the way to the end of the round, you have to use your turn or lose it.

## Other Moves

A maneuver is a use of magic intended to help you or one of your allies gain an advantage, or otherwise affect the course of the battle. On your turn you can use any of the regular Moves. You can also Stay Calm without using up your action for the turn.

## Normal People in Battles

Ordinary people who get caught up in a magical battle are kind of screwed. They always go last (roll dice or play rock-paper-scissors to break ties if there are more than one), and since they effectively don't have any Resolve, any attack will kill them. The good news is that youma will normally deal with magical threats first.

## Effects of Damage

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

A magical girl who loses all of her Resolve is forced out of her magical girl form until she uses the Revive move or otherwise regains at least one point of Resolve. If a youma (or another magical girl) successfully attacks her in this state she will die. Time to make a new character. Also, unless another magical girl specifically retrieves the body, a dead magical girl will completely disappear when a defeated youma's Nightmare collapses.

## Relationships in Play

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

Relationships are an important part of gameplay, albeit in a subtle and pernicious kind of way.

## Relationship Damage

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

Each time something happens that damages your connection to someone, you must mark off a point of Strain on the relationship. Relationships aren't strained by casual carelessness, but rather by more substantial shocks. Each time a normal person you have a relationship with experiences some kind of magical effect because of you, the relationship takes a point of Strain. Non-magical things that can cause Strain include obvious betrayal, acts of violence, and other particularly inappropriate behavior.

Relationships between magical girls take Strain whenever one of the magical girls in the relationship feels it should. The relationship also takes a point of Strain automatically anytime the magical girls fight each other.

A relationship that takes three points of Strain is broken. This means it no longer functions as a relationship until you remove that third point of Strain (see Relationship Scenes below). When a relationship is broken (other than by you sacrificing it), you lose 1d6-3 (to a minimum of 0) points of Resolve.

## Sacrificing Relationships

Sometimes succeeding is more important than maintaining a relationship. Magical girls can choose to put Strain on a relationship, or even outright break one, in order to get ahead. This is a little different from normal relationship Strain; it represents a magical girl burning away her ability to relate to someone.

- If you've made a roll for a Challenge and you need a better result, you can put a point of Strain on a relationship that has the same attribute to add +1 to your Result (and add +1 to the damage if it's an attack).
- If you need more Resolve, you can put a point of Strain on a relationship to regain 1d6 Resolve. However, you have to already have at least 1 point of Resolve to do this. If you've lost all your Resolve, you'll have to use the Revive move instead.

## Relationship Charges

If you successfully use the Bond move, you'll get a charge or two on a relationship with that person. You can do the following things with charges:

- **Remove Strain:** You can use one charge to remove one point of Strain.
- **Form a New Relationship:** If you're dealing with someone new to you, you can form a new relationship with them. Your relationship with a person you don't already have a relationship with effectively has 3 points of Strain on it, and you'll have to spend charges to remove them.
- **Extra Charges:** A relationship can hold one extra charge. You can sacrifice these as per taking Strain without actually harming your relationship.

## Fallout

*"Is this going to keep happening every time I use magic? I'm not sure I can handle this..."*

In order to get rid of Overcharge, magical girls will have to suffer fallout. Fallout is the unwanted consequences of using magic and fighting youma. You can voluntarily take fallout during free scenes, but if you take 6 or more points of Overcharge in any one attribute you must resolve your fallout either right away, or right after the current battle ends.

Overcharge	Fallout
1	None; you can remove 1 Overcharge at the end of a scene.
2+	Distortion
4+	Flare
6+	Change
8+	Burst

The effects of fallout depend on the attribute the Overcharge points were attached to and the number of points you're removing. You always have to take a type of fallout worth at least the same number of points as you have to get rid of; you can't take multiple instances of a less troublesome type of fallout.

### Distortion (Up to 3 Overcharge)

Low-level Fallout causes a magical girl or reality around her to become distorted

#### Magic: Reality Distortions

The excess magic you've accumulated leaks out into the world, making things around you become strange and unsettling.

A distortion that removes up to 2 point of Overcharge causes something unusual but plausible to happen. The weather changes very abruptly, all the cats in the area converge in one spot, objects keep falling in unlikely ways, birds' magnetic sense is thrown off in the area, etc.

A distortion that removes 3 points of Overcharge causes something impossible to happen, but something that people can dismiss as imagined. Falling objects can hover or change direction, a door doesn't quite deliver you to the right place, unnatural weather, an animal starts walking through walls, a person flickers in and out of existence for a little while, etc.

## Heart: Tainted Affection

The stress of what you've experienced makes you latch onto people around you in a way that's a bit unsettling. Choose someone you have a Relationship with and do one of the following. If you do not have any remaining relationships, roll for a Flare (see below) Fallout instead.

You can remove up to 2 Overcharge points with a moderate display of intimacy to someone, such as a lingering hug, blurting out personal stuff about yourself, abruptly inviting someone on a date, etc.

You can remove up to 3 Overcharge points with a more extreme display of intimacy to someone, such as kissing someone out of nowhere.

## Fury: Outburst

You have a sudden, violent outburst that you can't really explain. The more points you're removing, the more harm it does to people around you.

You can remove up to 2 Overcharge points by doing some property damage or having a minor violent outburst against someone.

You can remove up to 3 Overcharge points by having a major violent outburst that substantially hurts someone you have a relationship with. If you do not have any remaining relationships, roll for a Flare (see below) Fallout instead.

## Flare (Up to 5 Overcharge)

A "Flare" is a more powerful instance of Fallout. Each time a magical girl gets a Flare result, roll a die on the table below.

Roll	Magic	Heart	Fury
1	Severe Distortion	Breakdown	Angry Aura
2-3	Elemental Flare	Infatuation	Rampage
4-5	Temporary Change (Self)		
6	Temporary Change (Other)		

### Severe Distortion (Magic 1)

Your magical power creates a severe distortion in the fabric of reality. Something unmistakably magical is happening, and people nearby cannot dismiss it as being their imagination at all.

### Elemental Flare (Magic 2-3)

The power of your magical element goes out of control in a dramatic way. What happens will heavily depend on what exactly your element is, but for a physical element this will typically make large manifestations of that element, or cause nearby instances of that substance or force to go totally out of control. If your element is stone it could conjure a giant, hideous obelisk, or make the sidewalks ripple and dance. If your element is fire it might turn small fires into conflagrations or make fire magically rain down from the sky.

### Breakdown (Heart 1)

When the emotional strain of everything you've been through becomes too much, you could have a breakdown and stop being able to properly function.

You can remove up to 4 points with a moderate breakdown. For the next scene or two you can barely contain yourself and keep bursting into tears or having panic attacks. While this is in effect you take a -2 penalty to any challenges.

You can remove up to 5 points with a major breakdown. For the next scene you're all but catatonic unless your own safety is very directly threatened, and for one or two scenes after that you'll be weepy or have panic attacks. While this is in effect you take a -3 penalty to any challenges.

### Infatuation (Heart 2-3)

Your use of magic based on forming bonds with others causes you form an unnatural attachment to someone. You fall in love with another character you have a relationship with, and you fall hard, forming a troubling obsession. You must do whatever you can to be near them at all times, and try to both protect them and become intimate with them. This lasts until the end of the episode or until you have another Infatuation fallout come up.

If you don't have any relationships, you lose 1d6 Resolve and have a Breakdown Fallout (see above) instead.

### Angry Aura (Fury 1)

The accumulated rage-tainted magical energy in you exerts its influence on people and other beings in the area. A slight spark—or nothing at all—makes people and perhaps animals become consumed by anger and aggression. A brawl can break out, and a brawl can lead to a riot. People are going to get hurt.

### Rampage (Fury 2-3)

The power of the rage you've channeled goes completely out of control, temporarily turning you into a crazed berserker. For a full scene, you attack anyone and anything that gets in your way. You cannot use your Heart attribute, but you get a +2 bonus to your Results for Challenges made in battle. You can damage property, hurt people, fight youma, etc, but you must do violence as much as you possibly can for an entire scene.

### Temporary Change (Any 4-6)

A Flare can produce a temporary Change; see below for more details on how Changes work. A temporary Change lasts for one scene, or an hour or two of in-game time, though they don't necessarily have to take effect right away. If you get a change to yourself, you'll have to live with the change for a little while.

A change that affects someone else will afflict someone you have a relationship with. This should be someone with whom you have a relationship of the same attribute as the Overcharge that caused the Fallout, but it can be of any attribute if you don't have a relationship that matches. If you don't have *any* relationships, you take a permanent Change to yourself instead.

If a Change that specifies something based off of a magical girl trait gets put on a normal person, that part of it is based on the magical girl that the Fallout originated from.

### Change (Up to 7 Overcharge)

*"Sorry, but this kind of thing happens sometimes. I'm sure you'll learn to live with it. So to speak."*

A "Change" is a permanent detrimental effect of magic warping someone's body or mind. When Fallout calls for a Change, make a d66 roll on the Change table that matches the attribute of the Overcharge. If a new Change conflicts with an old one, the new one supersedes the old one. Some Changes are always in effect, or have a very specific trigger. Those that activate periodically or randomly will kick in either now and then whenever the GM feels like it, or the GM can roll a die for every scene and a Change then trigger on a 6. Unless stated otherwise, your current form has no bearing on whether a Change will be in effect. Changes are permanent, though a wish could remove them.

## Burst (8+ Overcharge)

A “burst” is an excessively powerful form of Fallout, and seldom seen unless something has gone very wrong.

### Magic: Magical Burst

The excess magical power you’ve accumulated turns into an explosion of raw power that annihilates anything and anyone nearby, excepting beings of considerable magical power. Everyone within the area of effect loses 2 Resolve per point of Overcharge, and normal people are disintegrated without a trace. The size of the area affected depends on how many Overcharge points went into the Magical Burst, as follows:

Overcharge	Area Affected
8	Size of a house
9	Size of a larger building
10	Size of a skyscraper
11	A city block
12	Several city blocks

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

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

### Heart: Heartspawn

The intense magical power within you, although derived from warm human emotions, becomes intensely twisted, and breaks off into a new being. This forms a youma with a Power Level equal to half the number of Overcharge points involved in the Fallout (rounded down). It is formed from your feelings towards someone you have a relationship with (it must be a Heart type relationship if you have one), and will stalk and try to kill them.

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

### Fury: Rage Storm

Your intense, rage-tainted magical energy explodes into a psychic maelstrom of hate and fury that fills the air with a baleful red glow. Everyone in the area (use the same table as Magical Burst to get the size of the area) will be overcome with violent urges. Magical girls can make a Heart or Magic challenge against a difficulty equal to two times the number of Overcharge points that went into this Fallout in order to resist its affects, but otherwise everyone (except tsukaima) must attack someone at random every turn for 1d3+1 turns.

## Change Tables

### Magic Changes

#### 11. Discolored Skin

Your body takes on a strange color. When you’re transformed this coloration is extremely obvious, but when you’re not transformed it’s more of a subtle tint to your skin color.

#### 12. Molting

Every now and then you have to shed your skin. It looks like you’re pulling off a rubbery body suit, and each time you molt you look just a little different. If you put off molting you start feeling progressively more uncomfortable, until it becomes totally unbearable.

#### 13. Third Eye

A third eye opens up in your forehead. It’s not too hard to hide if you’re careful, but... it’s *a third eye in your forehead*.

#### **14. Baldness**

The hair on your head simply falls out and won't grow back. Consider buying a good wig.

#### **15. Candy Scent**

Your body always smells of sweet candy. It's almost always detectable to anyone in the same room as you, and it can be overpowering close up.

#### **16. Rococo Style**

You have a sort of magical aura of garish ornateness. Your belongings subtly alter themselves to become elaborate and lacy, your packed lunch seems to become all sweets, and so on.

#### **21. Moé Girl**

You become unnaturally attractive in a way that appeals to otaku. Your proportions are a little too perfect, your skin looks photoshopped, your eyes become just a little too large, and your hair looks like a quality cosplay wig.

#### **22. Catgirl**

You have the pointed ears and long tail of a housecat. The ears give you a bit better hearing, but are more than anything a burden. It's possible to hide them, but doing so is difficult and uncomfortable.

#### **23. Theme Music**

Cute, peppy music just sort of forms in the air around you at times.

#### **24. Wings**

You sprout a pair of wings, large enough to be conspicuous but not large enough to fly. They will be extremely difficult to conceal. You could cut them off, but it would be astonishingly painful, and leave bloody stumps on your back.

#### **25. Doll Joints**

Your body has joints like a well-made doll. Although you are still made of flesh and blood, you must wear clothes that cover most of your body if you want to hide the doll joints. Also, your limbs are removable, and could even be swapped with those of someone else who has this mutation.

#### **26. Magical Boy**

You become a boy. Nothing else about you particularly changes, and you can still transform and use magic (you're still male when transformed though). If a male who is not a magical girl is affected by this mutation, they are turned into a girl instead.

#### **31. Pallor**

Your skin becomes unnervingly pale, and your eyes become sunken, like you're very sick.

#### **32. Glowing**

Your skin occasionally starts to glow.

#### **33. Magic Voice**

Your voice has magical power that cuts in and out at random. Every now and then people are magically compelled to carry out something you say in the most literal manner they can manage, but you have no control over what or when.

#### **34. EM Phenomenon**

Your body emits electromagnetic waves that disrupt electronics. Cell phones and other things that require radio signals stop working within a city block of you, and you can no longer use cell phones, computers, etc. yourself.

#### **35. Magical Reflection**

Your reflection in any given surface has a mind of its own.

### 36. Elemental Flux

Your magical element is unstable. Every now and then you wind up having a different magical element from normal; roll on the random element table on p. XX.

### 41. Technicolor Yawn

You periodically feel sick to your stomach and throw up a strange rainbow-colored substance. Sometimes it forms into cute little creatures that scurry off to never be seen again.

### 42. Heterochromia

One of your eyes is red, and the other is blue (or some other combination). Both are vivid, unnatural colors.

### 43. Maddening Costume Pattern

Your costume is covered by a strange pattern. People who look at it get headaches in short order, and if someone were to stare at it for a long time they might go crazy.

### 44. Youma Allergy

You can no longer ignore youma, because being in the same general area as one causes debilitating headaches and nausea.

### 45. Magical Diet

You can no longer handle normal food, instead gaining sustenance from magical energy. Eating food always gives you food poisoning type symptoms.

### 46. Always Transformed

You lose the ability to revert to your normal form. No matter what you do, you will always appear in your outlandish costume. If someone other than a magical girl gets this mutation, their clothes always distort into something outlandish.

### 51. Nightmare Vision

You experience the entire world as one colossal Nightmare. Everything is distorted and surreal, and while it usually manages to follow the proper shape of reality, sometimes it's dangerously off.

### 52. Zombie

Your body seems to have died, yet keeps moving because of some kind of magic. You can't eat or sleep anymore, and your body gradually starts to decay.

### 53. Tsukaima Form

When not transformed, you look like a tsukaima, a fanciful furry creature capable of human speech. Your magical girl form is still human, but of course you can only maintain it for a short time.

### 54. Unstuck in Space

Some dimensional distortion has loosened your position in the space-time continuum. As a result you sometimes teleport short distances at random. The burning void you experience while between places is terrifying too.

### 55. Speaking in Tongues

Every now and then you start spewing what sounds like gibberish. You don't know where it comes from yourself, but youma seem to understand you.

### 56. Petrification

Every now and then you turn to stone over the course of a few minutes. You'll turn back after a few hours, and while you're in stone form youma will ignore you.

### 61. Forehead Gem

There is a colorful gem planted in your forehead.

### 62. Hollow Eye

One of your eyes is missing, and there's a hole in your eye socket that goes out the back of your head.

### 63. Floating

Your magical power periodically causes you to hover. You might find yourself literally walking on air without realizing it, or wake up floating above your bed.

### 64. Evil Eye

One of your eyes comes to contain dark magic. Sometimes someone you look at will suddenly fall ill.

### 65. Strange Element

Your Magical Element is suddenly changed to something bizarre. Roll 1d6 on the table below to determine what it becomes.

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

### 66. Mutation Flux

You have the misfortune to greet each new day with a new mutation. Roll on the Magic Change table every time you start a new day. Re-roll if you get this result or another Change you already have.

## Heart Changes

### 11. Vivid Eyes

Your eyes take on an unnaturally vibrant hue.

### 12. Weak Aura

Your aura has become destabilized, making your "presence" periodically slip away. When this happens, people simply lose the ability to perceive you, even your best friends, unless you do something really extreme to catch their attention, and even then you'll quickly slip out of their perception.

### 13. Acute Anxiety

Every now and then you are overcome with anxiety. The whole world seems to be closing in around you, making it hard to breathe.

### 14. Gender Phobia

You develop an intense fear of the opposite sex.

### 15. Hug Reaction

A certain trigger, such as a word you heard around the time this Change took effect, causes you to hug whoever made the trigger.

### 16. Kissing Tic

Every now and then you impulsively kiss someone full on the mouth.

### 21. Kitty Talk

You can't help but litter your speech with meowing sounds, plus the occasional purr or hiss.



## 22. Mascot Suit

Instead of a magical girl costume, every time you transform you find yourself in a big furry mascot suit that looks like a tsukaima you know.

## 23. Crybaby

Whatever your personality might be normally, sometimes you just uncontrollably break into tears with little to no provocation.

## 24. Miniaturization

You periodically shrink down to the size of a small doll and revert back at random. While shrunk you become hard to catch, but dealing with the world in general is a challenge. Your magic is unaffected.

## 25. Crystal Rash

Translucent crystals start growing out of your skin. They can easily break off.

## 26. Clone Form

You are transformed to look like someone you have a relationship with.

## 31. Amnesia

You can't remember any of what happened before you became a magical girl.

## 32. New Identity

You become convinced that you're someone else. You can keep your existing Relationships (they still care about you, and you'll feel an instinctual connection), though if you alienate people you may put Strain on a relationship.

## 33. Always Smiling

Regardless of what you're actually feeling, you find yourself smiling constantly.

## 34. Euphoria

Every now and then your nervous system just malfunctions, making the pleasure centers of your brain go crazy.

## 35. Babble

Sometimes you feel overcome with strange words and start babbling as though speaking in tongues.

## 36. Never Alone

You can't stand to be alone for any length of time or for any reason.

## 41. Adult Self

You are transformed into an adult version of yourself, of age 17+2d6.

## 42. Random Girl

You look like some other random girl. No one knows who you are.

## 43. Rainbows

Wherever you go, light tends to somehow form a prismatic effect, such that you always seem to be surrounded by rainbows.

## 44. Memory Leech

Something about you makes people around you periodically forget small things.

## 45. Imaginary Friend

You have an imaginary friend who is perfect and loving and always wants what she thinks is best for you. You might understand she's not real on some level, but you take her very seriously all the same.

#### 46. Your Things

You periodically have an uncontrollable need to take an item that belongs to someone you have a relationship with. If you succeed in taking such an item, you will hoard it and try to keep it close.

#### 51. Through the Looking Glass

Every now and then your reflection will reach through a mirror and pull you in, depositing you next to a mirror in a random part of the city.

#### 52. Windows of the Soul

Your eyes occasionally open impossibly wide and intangible, translucent spirits spill out of them.

#### 53. Relationship Delusion

You become completely convinced that you have a deeper and more significant connection with someone than you actually do in real life.

#### 54. Fickle Infatuation

You randomly acquire a profound love for someone around you, which abruptly vanishes after a while.

#### 55. Baby Doll

You become convinced that an inanimate object is a baby that you must take care of.

#### 56. Heartless

There is a circular hole in the middle of your chest where your heart should be. This doesn't actually inconvenience you per se, but it looks horrifying.

#### 61. Elasticity

Your body acquires an odd elasticity, such that your limbs can be stretched out up to around 10 feet. You can't really use this to your advantage much, but it'll be a freaky sight if someone tries to pull you by your hand.

#### 62. Binary Fission

Your regular and magical selves split apart into two separate girls. Your magical self is like a sort of robot that you can mentally command as long as you're within 100 meters or so. If someone other than a magical girl gets this mutation they will have a perfectly identical clone instead.

#### 63. Prismatic Hair

Your hair is made of transparent strands that display countless different colors when they catch the light.

#### 64. Pheromones

You generate a scent that, while not overtly noticeable to most people, makes the opposite sex interested in you.

#### 65. Constant Cold

You always have cold symptoms; they *never* go away.

#### 66. Happy Place

Every now and then you escape into a happy delusion, and stop engaging the real world.

## **Fury Changes**

### **11. Bloody Eyes**

Your eyes take on a creepy blood-red color.

### **12. Blood Smell**

Your body smells of fresh blood. It is a coppery, unnerving smell.

### **13. Canine Animosity**

Dogs just seem to find you unsettling. Dogs near you freak out and bark, whine, and howl. Even a dog you've known all your life would bark its head off around you.

### **14. Screaming**

Every now and then you start screaming involuntarily.

### **15. Aura of Death**

You acquire an invisible aura of death. Smaller creatures around you and larger creatures that are particularly sickly (including people) will tend to die off unexpectedly. The more a given weak organism is around you, the more likely it is to die.

### **16. Elemental Hair**

Your hair takes on an aspect of whatever your element is. Fire hair becomes reddish-orange and sometimes flicks around on its own, that kind of thing.

### **21. Elemental Resonance**

Instances of your magical element have a way of behaving abnormally when you're around. If your element is water, the water in the school's pool might take on a life of its own for example.

### **22. Exhaustion**

Although it doesn't hinder you during battle, you occasionally find yourself completely overcome by fatigue for no apparent reason.

### **23. Kleptomania**

You periodically feel the need to steal things, regardless of whether there's any benefit to doing so.

### **24. Agony**

Every now and then your nervous system just malfunctions, subjecting you to abject agony.

### **25. Scarred**

You acquire a rather nasty-looking scar somewhere on your body. It's not unnatural per se, but people will wonder what a girl like you could've done to get such a thing.

### **26. Windmill Syndrome**

You become convinced that a certain class of objects is your enemy. You will periodically attempt to attack such items, and expect others to thank you for doing so.

### **31. Night Terrors**

Most nights you are troubled by terrible nightmares that have you waking up crying or screaming.

### **32. Self Harm**

Every now and then you have an overpowering need to hurt yourself in painful, disturbing, but nonlethal ways.

### 33. Exertion Impulse

You sometimes get a weird impulse to intensely exercise your body. You can run, do sit-ups, climb, etc., as long as you move your body.

### 34. 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.

### 35. Evil Twin

You spawn a precise copy of yourself. She is not a magical girl, but she knows everything you do about magic at the time this Change takes effect. She also hates you, and will try to screw up your life however she can.

### 36. Property Damage

You acquire a tendency to casually damage inanimate objects at times.

### 41. Weather Phenomenon

The weather sometimes changes unexpectedly to reflect your mood, up to and including very dangerous forms of weather when you're particularly upset.

### 42. Manic Depressive

You occasionally have periods of either intense energy or deep depression. Your manic phase can be happy, sad, or angry, but it's always intense.

### 43. Pyromania

Every now and then you have an irresistible need to set fire to something just to watch it burn.

### 44. Portal

A magical portal periodically opens up in some part of your body, such as your forehead or belly. Strange things come out, technicolor spirits or sometimes tsukaima or youma.

### 45. Fleshy Costume

Your costume looks like a living creature made of flesh. It's really damn creepy.

### 46. Cold-Blooded

You become cold-blooded. Your skin feels unnaturally cold at time, and you become very sluggish when it's cold.

### 51. Magic Fever

You periodically break out in an unnaturally intense fever. It makes your head fuzzy like an ordinary fever, but otherwise doesn't harm you. On the other hand to other people you're hot enough to be painful to touch.

### 52. Murder Spasms

Every now and then you feel an overpowering need to murder a random stranger. You won't go after anyone you have a relationship with, but needless to say your behavior is shocking.

### 53. Maw

Somewhere on your body is a large mouth with many sharp teeth. You can conceal it with normal clothing, but it gets hungry and restless sometimes.

### 54. No Arm

One of your arms isn't there, but your hand still is. There is a sort of phantom image where your arm should be, and your hand floats at the end of it and works normally.

### 55. Violence Trigger

Some trigger, such as a word uttered around the time you acquired this change, causes you to violently lash out and strike whoever repeats it.

### 56. Distorted Shadow

Your shadow takes on strange shapes, and sometimes moves on its own.

### 61. Heavy Metal Costume

Your costume becomes an over the top heavy metal getup, with lots of skulls and spikes.

### 62. Camera Eyes

It's subtle, but your eyes are in fact cameras. They make a very faint motor sound when changing focus to look at things at different distances; other people won't notice unless they're very close to you, but you can always hear very clearly. Also, to you the world takes on a surreal quality, as though you're watching a TV show rather than living through events.

### 63. Shifting Tattoos

You have a number of tattoos on your arms and torso that seem to shift and change.

### 64. Bionic Limbs

Your arms and legs are apparently artificial on the inside, because when you exert yourself they make a motor whining noise.

### 65. Bad Place

Every now and then you slip into a terrible nightmare in your own head, and stop properly engaging the real world.

### 66. Bully

You are periodically overcome with a need to intimidate and bully someone weaker than yourself.

## Experience and Growth

Magical girls who survive enough battles will become better at what they do. That isn't to say that the rest of their lives will become easier, but they can at least become more proficient at fighting youma. At the end of each session the GM awards Experience Points (XP) to each magical girl as follows:

- 1 XP simply for participating in the game
- 1 XP for each youma they defeated or helped defeat (minions don't count)
- 1 XP if the magical girl formed at least one new relationship
- 1 XP if the magical girl got closer to her wish (other than by getting Oblivion Seeds)
- Each player gets to award 1 XP to one other player however they wish

For 5 XP you can buy an Advance. Pick an Advance from those below, but you can only take a given Advance once. If you take all of the available Advances, you can start over.

- +1 to a Magical Attribute
- +1 to a different Magical Attribute
- +1 to a Normal Attribute
- +1 to a different Normal Attribute
- +4 to Base Resolve
- Gain a new Magical Effect or Finishing Attack

# The Game Master's Job

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

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

This isn’t really a game where you as the GM should come to the table with lots of plans. The game is meant to let you put in some stuff to shake the magical girls up, and then play out how they deal with it and whatever fallout and other problems come from it.

**Keep it vivid.** Magical girls come from a world of bright, clashing colors. Their enemies—and sometimes their allies—are surreal creatures of nightmare.

Keep it weird.

Use the moves aggressively.

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

Use magical girls’ answers.

## The Series

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

### Setting

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

You may want to pick out or devise a handful of Secrets (see p. XX), which will be shocking things about the setting and the nature of magic.

### Important Characters

*Magical Burst* works best with a small, familiar cast of characters. With the players’ magical girls, the characters they introduce in the relationship chart, the tsukaima, and the youma they will face, you’ll have most if not all of the characters that the game will need.

### Episodes

Don’t plan too much for an episode. For a basic episode, come up with a youma and figure out a couple things to mess with the magical girls.

# Tsukaima

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

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

If you’re not going to be playing long, or you just don’t have any ideas, go ahead and use one of the sample tsukaima below.

Tsukaima are in the game more for plot purposes, so their game stats are rather vague.

## Tsukaima Creation Tables

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

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

## Tsukaima Attributes

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

## Tsukaima Special Abilities

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

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

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

## Example Tsukaima

### Blue

This tsukaima appears to be artificial, a small, yellow-green spherical robot lined with runes that gradually change. He’s short-tempered, and often berates his magical girls at length for their failures, however slight.

### Buubuu

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

### George

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

### Ma-chan

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

### Nekota

Nekota looks like a white cat with fur so unnaturally white that it’s sometimes hard to distinguish his features, and oval-shaped eyes like black gems. He’s very picky about who he recruits to become magical girls, and frequently tries to take over the mentorship of other magical girls he thinks are particularly capable.

### Pyonkichi

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

### Selene

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



## Attacking a Tsukaima

*“Are you sure you want to do that?”*

Especially if there are some nasty Secrets revealed, magical girls may wish to do violence to a tsukaima. I can think of a few ways to handle this (though you could doubtless come up with others):

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

## Normal People

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

In game terms, normal people have no Magical Attributes or other magical traits, though they still have Normal Attributes of course. An average person has around 20 points among the four attributes, but an exceptional person can have 25 or more points total.

## 1. Appearance and Behavior

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

### Youma Appearance Tables

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

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

## 2. Power Level and Magical Girls

Select a general Power Level (PL) for your youma, from 1 to 5, where 3 is average, and 5 is a major threat. Also determine the number of magical girls it's meant to face (MG). If you're going to have multiple youma in one battle, their *total* MG numbers should be about the same as the number of magical girls. The PL and MG numbers will determine several other factors about the youma, as you'll see.

### 3. Traits

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

- **Attributes:** These are the same three attributes that magical girls have (Magic, Heart, Fury). The table gives three values; assign these among the three attributes however you wish.
- **Base Damage:** Where magical girls' attacks cause 1d6 damage plus half an attribute, youma's attacks use whatever amount is listed under Base Damage plus half an attribute.
- **Resolve:** This is the youma's base resolve (or damage capacity). When its resolve gets reduced to 0, it is destroyed and (usually) leaves behind one or more Oblivion Seeds.
- **Power Points:** As creatures of dark magic, youma do not have to worry about Overcharge per se. Instead they have a certain number of Power Points, which they can spend to get the kinds of effects magical girls get from taking Overcharge points (including getting extra dice for Challenges). A youma cannot spend more Power Points in one turn than half its Power Level (rounded up) plus one
- **Oblivion Seeds:** This is the suggested number of Oblivion Seeds a youma will yield upon being defeated.

Power Level	Attributes	Base Damage	Resolve	Power Points	PP/Round	Oblivion Seeds
1	2, 3, 4	1d3*	MG x 6	0	—	1?
2	3, 4, 5	1d6	MG x 8	2	2	1
3	4, 6, 8	1d6	MG x 10	5	3	1
4	5, 8, 10	1d6+1	MG x 11	8	3	2
5	8, 10, 13	1d6+2	MG x 12	10	4	3
(+1)	+1, +1, +1	+1	+MG	+3	+½	3+

#### Nightmare Size

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

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

### 4. Strengths and Weaknesses

Not all kinds of magic work equally well on a given youma. When creating a youma, select one attribute it's strong against, and another it's weak against. If you prefer, you can roll twice on the table below; if you roll the same attribute twice, either declare that the youma has no particular resistances or vulnerabilities, or just roll again until you get two different ones.

If a youma is strong against a given attribute, any damage it takes from an attack based on that attribute is reduced by 3 points, while damage from an attack based on an attribute it's weak against is increased by 3 points.

Roll (1d6)	Attribute
1-2	Magic
3-4	Heart
5-6	Fury

Tsukaima have a good knowledge of youma physiology and combat tactics, and can usually tell when a magical girl's attack is being rendered more or less effective by a youma's strength or weakness. Whether or not they choose to actually tell the magical girls about this is another matter though.

\* Roll 1d6, divide by 2, round up (or you can get one of the six-sided dice numbered 1-3 twice they sell at hobby stores).

## 5. Boss Abilities

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

- **Backlash:** The youma is made in such a way that it naturally creates a backlash when attacked. A magical girl that attacks it always takes 2 damage.
- **Burst Attack:** The youma is adept at attacking multiple targets at once. It can make normal attacks against up to 3 targets simultaneously by spending 1 Power Point, or against every target in the immediate area by spending 3 Power Points.
- **Dual Action:** Youma with an MG number of 3 or more can take this, though it counts as two Boss Abilities. The youma can act twice per round. Its first action is on its Attack attribute number, and the second action goes on an initiative number 2 points lower than that.
- **Extra Action:** The youma can spend 2 Power Points to take an additional action on its turn. A youma with an MG number of 3 or higher can take this ability a second time to reduce the PP cost to 1, and a youma with an MG number of 5+ can take it a third time to always be able to take two actions per round.
- **Special Clash:** When attacked, the youma can spend 3 Power Points to Clash without using up its turn and regardless of whether or not it's already acted this round. A youma with an MG number of 3 or higher can take this ability a second time to reduce the PP cost to 2, and a youma with an MG number of 5+ can take it a third time to reduce the PP cost to 1.

## 6. Special Abilities

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

- **Ambush Tactics:** Some of the craftier youma can set ambushes in one way or another, including by possessing a human. The youma always goes first in battle, and if it attacks on its first turn the attack gets +3 to the result and +1d6 to damage.
- **Binding Attack:** The youma can deliver an attack that holds targets in place by spending 2 Power Points. If it hits, the target must remain in one place, use its lowest attribute for defense, and cannot attack until it performs a maneuver action (difficulty 15) to get free.
- **Block:** The youma can bring some kind of barrier or other defense to bear to protect itself from attacks. It can reduce the damage from a single attack by 4 per Power Point it spends.
- **Debilitating Attack:** The youma can spend 1 Power Point to make an attack makes the target weaker for a time. If it hits, the target rolls one fewer dice for all challenges until the end of your next turn.
- **Elemental Resistance:** Some youma are resistant to particular elements. Reduce damage taken from one particular element by 3 (to a minimum of 0). This is cumulative with a youma's attribute resistance.
- **Overcharge Radiation:** This youma radiates unstable magic. At the end of a scene in spent near this youma, each magical girl takes 1d6 Overcharge points on the attribute that is the youma's highest.
- **Minions:** The youma has a number of small youma creatures that help it by hampering foes. The number of minions is equal to the youma's Power Level plus 2. Minions act on an initiative count of 1d6 each, and always attack. A minion's attack is based on an attack attribute equal to the main youma's PL plus 3, and does 1d3 damage, plus half the main youma's PL. When magical girls attack a minion, any attack with a result equal to the main youma's PL plus 3 will destroy the minion, regardless of how much damage it might do.
- **Mind Leech:** The youma can attack a victim's mind instead of their body. It makes a Support vs. Support challenge, and if it wins the victim has to place a total of  $(\text{Support} \div 2)$  points of Strain among all their relationships.

- **Minion Creation:** The youma can generate minions while still doing battle. It can spend 1 Power Point to create a number of minions equal to half its Power Level (rounded up).
- **Possession:** The youma can take on an insubstantial form and reside in a human's mind. That makes it harder to find (it takes one extra lead for *locate someone or something* to find it). While the youma is possessing someone, all of its attributes and the damage it inflicts are reduced by 3. It takes an extra 1d6 damage from any attack it suffers, but the victim will be killed if it takes any magical damage before it leaves.
- **Stealthy:** The youma is particularly good at hiding. Anyone using the *locate someone or something* move to try to find it will have to get at least 4 leads to find it.

## Other Magical Girls

*“Get the hell out of my way. This one’s mine.”*

It's up to you to decide how much you want other magical girls to come into the game. They can play most any role you wish; the only constant is that they are in the same basic situation as the players' magical girls.

In game terms you can either treat other magical girls as an youma, or create a more detailed profile as per a player's magical girl. However, if you find yourself putting too much time and effort into a non-player magical girl, it might be time to let someone else be the GM and just play that character.

# Secrets

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

The tsukaima do not tell the magical girls everything. They can be deceitful, and there is much they have not yet revealed. As the Game Master, you get to devise and dole out horrifying secrets about magic and the world. Below are some possible secrets. Feel free to use them or make up your own.

If a secret is particularly shocking, you can have the magical girls try to use the Stay Sane move.

Roll	Secret
11-12	Some magical girls are actually youma that have become fully sentient. Some of them don't even know what they really are.
13-14	Magical girls' magical weapons actually house their souls, and their bodies are replaced with artificial ones that can be more easily repaired through magic.
15-16	Tsukaima are forbidden to grant magical power to men, because there is some intrinsic difference that inevitably leads them to become youma. Whatever trait this is, a very small portion of girls have it too.
21-22	Youma are actually the souls of the dead, and by defeating them you are consigning them to oblivion.
23-24	Magical girls' dreams are actually the source of the youma. Without magical girls there would simply be no youma at all.
25-26	The tsukaima come from the Magical Kingdom, and their true goal is to invade the mundane world.
31-32	The wishes the tsukaima promise are a sham. Or at least, no magical girl has ever survived long enough to claim one.
33-34	A weapon from a dead magical girl is worth 12 Oblivion Seeds.
35-36	When you become a magical girl, your tsukaima has made you part of a story, and that story will control your life.
41-42	Men who make contracts with tsukaima become girls, even when not transformed, and the change makes them lose most of their memories. Only the wish they had in mind is sure to remain.
43-44	There is another faction of girls with magical powers, the <i>majo</i> (witches), who believe that they must exterminate the tsukaima at all costs, for the good of all.
45-46	All youma are actually fallen magical girls who have become consumed by magic and darkness.
51-52	The tsukaima come from the Dream City, which will supplant the city you live in once they collect enough Oblivion Seeds.
53-54	The city and everyone who lives there, everyone you love, are fakes except for the magical girls. No one knows what lies beyond the confines of the city.
55-56	The youma actually only target people with real evil in their hearts, and magical girls are in fact the unknowing dupes of forces that wish to maintain a certain level of evil and suffering in the world.
61-62	The tsukaima are servants of a being that might be called God, but that being utterly despises mankind. If humanity is to have a future at all, magical girls will have to band together and fight God himself.
63-64	Human beings are creatures of flesh and blood and nothing more. When they die, their biological processes simply stop, and they come to a very permanent end. Even magic cannot change this fundamental fact.
65-66	Your tsukaima has revealed some shocking, horrible things, but the fact of the matter is that he's still got your best interests in mind. Things really are that bad.

## Other Stuff

### Granting Wishes

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

### Hope in the Darkness

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

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

# Appendix 1: Random Tables

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

This section has a set of tables you can roll on to generate just about everything you need to make a magical girl. You can use these to help fill in a few things when you’re stumped, or to make a whole character when you’re in a hurry and want a pick-up game.

## Random Attributes

If you want, you can have magical girls' attributes be determined randomly rather than by assigning points. For normal attributes roll 2d6 and divide by two (round down). For magical attributes roll 4d6 and divide by two (round down).

## Human Name

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

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

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



## Girl Type

This table contains answers to the question “What kind of girl are you?”

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

## Magical Girl Roots

This table contains answers to the question “What convinced you to make a contract?”

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

## Wishes

This table contains answers to the question “What is your wish?”

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

## Magical Girl Name

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

d66	Part 1	Part 2	Part 3
11-12	Magical	Angel	Lovely
13-14	Lovely	Knight	Pretty
15-16	Mystic	Star	Magical
21-22	Magic	Moon	Fancy
23-24	Pretty	Blossom	Lyrical
25-26	Solar	Fraulein	Little
31-32	Lunar	Cure	Cutie
33-34	Cutie	Fairy	Eternal
35-36	Fancy	Girl	Sweet
41-42	Miracle	Witch	Miracle
43-44	Nurse	Princess	Pastel
45-46	Sailor	Doll	Wonderful
51-52	Sugar	Strawberry	Elegant
53-54	Wedding	Idol	Precious
55-56	Creamy	Star	Beautiful
61-62	Super	Peach	Rainbow
63-64	Saint	Rune	Shining
65-66	Cosmic	Melody	Heartful

## Magical Weapon

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

## Magical Element

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

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

# Magical Powers

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

## Magical Girl Costume

There aren't any hard and fast rules for how to design a magical girl costume; they tend to consist of a fanciful dress of some kind with some unusual elements added. If you need a little help, you can roll for a few elements on the table below for some ideas.

d66	Costume Element	d66	Costume Element	d66	Costume Element
11	Sailor Suit	31	Runes	51	Ballet
12	Cat	32	Kanji	52	Circuits
13	Bunny	33	Hexagram	53	Maid
14	Gems	34	Nurse	54	Flower
15	Butterflies	35	Ribbons	55	Witch
16	Star	36	Pentagram	56	School Swimsuit
21	Heart	41	Midriff	61	Jumpsuit
22	Armor	42	Cross	62	Albino
23	Gold	43	Angel Wings	63	Eyepatch
24	Silver	44	Kimono	64	Hero Scarf
25	Wedding Dress	45	Miko	65	Bandages
26	Rainbow	46	Gothic Lolita	66	Omega

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

# Appendix 2: Addendum

## Design Notes

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

RPGs that influenced the actual game that resulted include *Don't Rest Your Head*, *Maid RPG*, *Sorcerer*, *My Life With Master*, *Shinobigami*, *Apocalypse World*, *Smallville*, and *Blowback*. Because I've always got to inject anime into god-damn everything. The combat system drew some ideas from what I'm working on for *Slime Story*, which in turn took a bunch of ideas from D&D4e and Meikyuu Kingdom.

## Inspirations

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

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

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

# Potential Magical Girls

The rules of this game assume that all of the players are going to be playing as magical girls, but in *Puella Magi Madoka Magica* several characters are potential magical girls who have not yet made a contract with the tsukaima. Although it leaves you with less things to do in the game, playing a potential magical girl in Magical Burst is certainly possible. Potential magical girls have the misfortune to be able to perceive youma and their Nightmares perfectly well, but lack the ability to actually do anything about them.

## Character Creation

In game terms of potential magical girl basically just has Relationships and Normal Attributes. You can and should fill in most of the questions and such from the magical girl creation section in order to develop your character better, but without magic a character's options are rather limited.

## Potential Magical Girls in Play

### Relationships

Potential magical girls may be shocked by experiencing magical phenomena, but those relationships aren't damaged by such things. Relationships with a potential magical girl do not take Strain from such things.

### Battles

Potential magical girls are effectively normal people for the purposes of battle, which means they're in serious trouble when one breaks out.

### Experience Points

Potential magical girls get double the normal amount of XP, though they can't spend them (plus they're not going to be getting XP from defeating youma of course). If you become a magical girl partway through an episode, you get XP as per a magical girl at the end of that episode.

## Becoming a Magical Girl

Of course, most tsukaima will be happy to make a contract and let you become a magical girl at any time. If you want to make a newborn magical girl's debut especially dramatic, you can give them a few extra free dice on whatever their first use of magic turns out to be. Regardless, they can spend any accumulated XP right away.



## Seeds of Grief

Suppose you want to have *Magical Burst* play more like *Madoka Magica*? Much of this game is probably fine as-is, but there are a few things that definitely need modifications. This necessarily has some spoilers by the way.

- A magical girl gets a wish granted as soon as she accepts her contract. Change the “What is your wish?” question to “What was your wish?” followed by “What was your wish’s outcome?” Your Magical Power should be in some way based on what you wished for too.
- Magical girls’ souls are placed inside a Soul Gem that remotely controls an artificial body that’s durable enough to handle magical combat. A magical girl will be incapacitated if her body and Soul Gem get more than 20 or 30 meters apart.
- If you roll a 6 on a die when you do Sorcery, the effect gets a little weird. If you roll two or more 6s for Sorcery, the effect gets a lot weird.
- Instead of Overcharge, magical girls accumulate Corruption. They get a point of Corruption anywhere where they would get a point of Overcharge in standard *Magical Burst*, plus one point of Corruption any time they make a roll for magic.
- If a magical girl accumulates 100 points of Corruption, her Soul Gem breaks and she becomes a youma (witch). In an alternate world, a magical girl who accumulates 100 Corruption instead has Madoka come for her, and she peacefully disappears.
- Oblivion Seeds become Grief Seeds. They don’t grant wishes, but a Grief Seed can remove up to 2d6+8 points of Corruption. Unspent points worth of Corruption recovery remain in the Grief Seed, and can be used by other magical girls.

## Not Just Magical Girls

Not everyone is into magical girl anime, especially in terms of self identifying with such a character in playing a role-playing game. Although I’ve devoted a lot of text to the flavor of magical girl anime, that doesn’t necessarily have to be with this game is about. The simplest way to change that is to simply have it be about some other kind of people who use unstable special powers to fight monsters that no one else can stand up to. You could simply remove the gender restriction and leave everything else the same, or have the characters be students of magic, or using some kind of psychic powers, or something else. The further you go away from Technicolor magical girls the more likely you are to have to rework some aspects of the game, especially when it comes to stuff like the magical Change tables.

## Meguca Borscht: Playing Meguca is Suffering

*“i become meguca?”*

*“Shut up. Just shut up.”*

## Background Music

*Magical Burst* is heavily inspired by *Puella Magi Madoka Magica*, and since its soundtrack is by composer Yuki Kajiura, her overall musical style is ideal if you want background music for the game. Personally I would also add some E Nomine and some obscure Nine Inch Nails tracks, but use whatever you think is fitting.

# Epilogue Comic

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

Makoto: Yuna, I know who I am.

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

# Back Cover

*"All you have to do is make a contract with me."*

Magical girls get to wield magic powers, to fight to protect the people they care about. You've seen it in your favorite anime shows again and again, and when a real mascot critter came to you it seemed like a great idea. But somehow those shows never mention the cost. They don't talk about how keeping a secret eats you up inside. About how some magical girls get killed fighting monsters. About how magic can have consequences.

*Magical Burst* is a role-playing game about a different kind of magical girls.

# Art Specs

This is a list of possible pieces of artwork for the final version of the game.

- Portraits of the sample tsukaima and youma.
- View of a Nightmare
- Yuna on top of a building with an abstract cityscape behind her
- Makoto holds her sword in one hand and thoughtfully looks at an Oblivion Seed
- Comic of Yuna rolling dice
- Two magical girls facing off
- Mutation: Technicolor Yawn
- Relationships: Magical girl and a normal friend
- Fallout: A magical girl kisses another girl out of the blue
- Transformation Sequence