

Magical Burst – ReWrite

Beta 3.1 “Elite DPS” Edition

Forward

This is Taros' rewrite of the Magical Burst Third Draft rules. It is not 'official' in any way, nor is it related to Yaruki Zero Games' project in any way except for being based off it. ReWrite includes numerous changes from Third Draft, as well as a large amount of new content, rebalanced systems, overall tweaks and improvements. ReWrite is intended to replace the Magical Burst Third Draft PDF in its entirety. The latest version can always be found at the resources link below.

Resources:

There's a page with character sheets / changelogs / youma rules / general useful links located at:

<http://tinyurl.com/MBReWrite>

Our IRC channel is located at irc.rizon.net #BurstReWrite . Feel free to drop by if you have any feedback, comments, questions, or even just want to discuss the game.

Credits:

- Yaruki Zero Games for making the original Magical Burst Third Draft PDF.
- Karada for getting me into Magical Burst, having formatting I can steal, making a nice character sheet, as well as input on parts of the game, catching multiple things I missed, and listening to me talk about/offering suggestions on things I'm working on.
- Cray for listening to me talk/bitch about things I'm working on, as well as offering suggestions.
- Cruxador for offering a number of helpful suggestions, including the raises system.
- Nephilm for pointing out numerous formatting and clarity errors, and telling me what program to use to bookmark pdfs.
- Everyone in #BurstReWrite that's chipped in with helpful opinions or suggestions.
- Google Docs export to .pdf function, for obvious reasons.

Introduction

Monsters lurk in the shadows between sight, snapping up and devouring helpless passersby. Abominations born of some unknown dark power, Youma. Creatures that warp the very reality around them into a twisted, alien landscape... And there's only one thing that can fight back these creatures of darkness. You, a young girl imbued with magical powers from a contract with another type of creature, known as a Tsukaima. Soon enough, you'll discover that this isn't anywhere near as easy as those TV shows make it out to be...

Welcome to Magical Burst ReWrite, a game designed for running dark magical girls games. A game where you struggle with the line between hope and despair. A game where you struggle with the destructive backlash of your own powers, almost as much as you struggle with the monsters that lurk in the shadows. But all is not lost. Even though the world is dark and your enemies terribly powerful, even though your own powers are almost as harmful to you as the enemy... You have the power to fight back against these things. And with that, comes at least a small shred of hope, the hope that one day you might be able to find a way to make this all better, to set everything right with the world again...

Setting

Below is detailed the default setting in which the game takes place. Players should not automatically assume all of this is true in any particular game, as game masters may wish to change things about the setting to better fit their game.

Magical Girls

The protagonists of Magical Burst, young (typically 13-16 year old) girls who've taken a contract with a Tsukaima to become a Magical Girl, gaining magical powers in the process. Each Magical Girl has a small pendant (often easy enough to hide under clothing), that always seems to return to them, and can never truly be lost or destroyed. This pendant is the key to transforming into their magical form, which allows them to do magic and fight youma. In addition, normal people do not know about the existence of magic, Magical Girls, and Youma. Most Magical Girls go to lengths to hide the existence of their powers from the world - something entirely necessary if they wish to continue living a normal life.

Fallout

Fallout is the price of using magic and fighting Youma - uncontrolled magical backlashes that range from minor disruptions in a Magical Girl's life, to things that are incredibly dangerous to both the Magical Girl herself, as well as everyone else in the immediate area. As Magical Girls progress through life, they will have to deal with (and try to hide) the disruptive consequences that Fallout brings to their lives.

Tsukaima

Tsukaima are the creatures that grant Magical Girls their powers. A common form for them is a small animal that doesn't look entirely natural, although they can appear in many different forms, depending on the specific Tsukaima. They are all capable of speech, although they are typically either invisible to normal people (with the exception of potential Magical Girls), or appear completely normal to them.

Youma

The main antagonists of the game, dark monsters that prey upon ordinary people. They come in all sizes and shapes, a few of the constants being that they are hostile to humanity, and that they are utterly immune to anything nonmagical (a trait other magic users tend to share), and in most cases, completely

invisible to normal people. Another thing of note is that they drop an 'Oblivion Seed' upon being slain, a small gem that can be stored in a Magical Girl's pendant or weapon. It's said that a Magical Girl that manages to acquire thirteen of these Oblivion Seeds can make a wish...

Nightmares

The vast majority of Youma (perhaps all Youma) project what is known as a 'Nightmare' - an area of warped reality around them. A Nightmare is the Youma's domain. Each Nightmare looks a little different... From an alien landscape made of twisted metal, to a mirrored, distorted reflection of the real world, there are as many different kinds of Nightmares as there are Youma.

Character Creation

Besides the obvious (name, personality, appearance, history), when creating a Magical Girl you need to decide on a few things. The first is the girl's element. This can range from simple things like fire or ice, to more esoteric elements like gravity or light. Your Magical Girl has the power to control and conjure this element, using it to their bidding to strike down youma and defend themselves.

The next thing you'll need to choose about your Magical Girl is her magical power. This is something unique the girl can do with magic. These powers do not provide combat bonuses, and barring unusual circumstances should not be useful in a fight. Powers can range from the useful to the mundane. "Flight" and "Conjuring food" are both examples of valid powers. This should be distinct from your element, you can already manipulate your element without a specific power.

Next, you should decide what your Magical Girl's costume (that is, their outfit when they transform) looks like. This can range from your standard frilly dress, to a long coat, to anything that you think would look appropriate. The final part of the Magical Girl's powers that you'll need to think up is their magical weapon (swords, bows, guns, staves, polearms and other real weapons being common choices.) After you've got all that decided, you can move onto generating your Magical Girl's statistics and abilities.

Archetypes

Every Magical Girl belongs to one of three archetypes. This defines what area of combat and magic the girl is best at, providing bonuses in her area of specialization. There are three archetypes that magical girls can choose from: Striker, Guardian and Tactician. Strikers specialize in bringing Youma down in the most direct method possible, wielding powerful magical attacks. Guardians are reliable, resilient fighters, skilled in protecting allies, as the name would suggest. Tacticians are flexible fighters, skilled in supporting their allies, as well as adapting to the changing tides of battle by always having the right ability or attack for the situation. Below are listed the innate bonuses granted by each Archetype (these do not count as magical effects, and are simply inherent bonuses). The magical effects belonging to each Archetype are detailed in the Magical Effects section.

Striker

Magical girls that choose the Striker archetype gain the following benefits:

Enhanced Offense: You deal +1 damage with Magical Attacks.

Overwhelm: When rolling Overcharge dice on any Attack challenge, you may reroll any 1s once, but must take the second roll.

Guardian

Magical girls that choose the Guardian archetype gain the following benefits:

Tenacity: You gain a +2 bonus to your Base Resolve.

Resistance: You gain a +1 bonus to all Resist challenges.

Last Resort: You gain a +2 bonus to Cover or Clash challenges made to protect Magical Girls at 0 Resolve or normal people.

Tactician

Magical girls that choose the Tactician archetype gain the following benefits:

Arcane Mastery: You gain a +1 bonus to all Support challenges.

Flexibility: You gain a second Finishing Move. However, you may only use one out of your two Finishing

Moves per battle. If you buy a third Finishing Move with XP, you will then be able to use two out of your three Finishing Moves per battle.

Integrity Scan: Once per battle you may learn whether your enemy is Uninjured (full Resolve), mildly injured (over 2/3rds Resolve remaining), injured (between 2/3rds and 1/3rd Resolve remaining), or badly injured (less than 1/3rd Resolve remaining.) In addition, if the enemy is a Youma, you also learn whether they are above or below one half of their maximum Power Points. You may use this ability more than once per battle by spending 1 Overcharge. This is a Free Action.

Magical Effects

Magical Girls start with one general Magical Effect, as well as one Magical Effect chosen from the list specific to their Archetype. See the Magical Effects section for more details.

Normal Attributes

Normal attributes represent your magical girl's abilities when it comes to dealing with non-magical matters. There are four of these: Physical, Finesse, Social, and Fortitude. Physical is your physical strength and speed, Finesse is your ability with fine motor skills and noticing things, Social is your ability to socialize and deal with people, and Fortitude represents your general resilience and strength of mind to endure pain or adversity.

To determine your normal attributes, distribute 21 points between them. No normal attribute may be below 3 or above 7. Keep in mind that every normal attribute has uses both in and outside of combat situations.

Magical Attributes

Magical girls' powers are governed by three attributes: Magic, Heart, and Fury. Magic is your pure magical power and finesse, Heart is your capacity for love, affection, camaraderie and other positive emotions, and Fury is your ability to summon up anger and violence.

To generate your magical attributes, divide a total of 18 points among the three attributes. You may not have any magical attributes below 3 or above 8. Keep in mind that some abilities and situations can force you to roll against attributes you didn't expect to use.

Overcharge

As your Magical Girl uses magic and fights youma, she will gain Overcharge. Overcharge accumulates separately for each Magical Attribute (so you have separate pools of Magic, Heart, and Fury overcharge).

Base Resolve

Magical Girls start with a Base Resolve of 18. This is your Magical Girl's capacity for withstanding damage in magical battles. After the end of every combat scene, your resolve returns to its maximum. Note that losing resolve is not supposed to represent injuries outside of battle (See the 'Lingering Wound' and 'Debilitating Wound' fallout for that), simply how close any given entity is to defeat within a combat. Upon reverting to normal form, Magical Girls typically find themselves unharmed.

Finishing Attack

Each magical girl also starts with one special magical attack that is particularly powerful. To create your finishing attack, select one of the attack types below, and finally give it a name and associated fluff.

You may use each Finishing Attack you know once per battle as a normal action, by spending 1 point of Overcharge on Attack. However, if you have already used one Finishing Attack this fight and are

using your second one, you must spend 2 points of Overcharge on Attack, as you strain your magical powers to the breaking point.

Grand Barrage: Your attack acts as a special Multiple Target Attack, with none of the penalties normally applied. Alternately, you may focus your fire on one target. Make a single attack with a +3 bonus to damage. If this attack misses, you may forfeit the damage bonus gain a +1 bonus to hit, in addition to rerolling every die in the attack, with the exception of Involuntary Overcharge dice. Any die that already generated involuntary Overcharge dice may not do so again, even if it rolls a 6 again. Both applications of Grand Barrage are unclashable.

Arcane Prison: Your attack holds your target in place, imprisoning it in a manifestation of your element. If it hits, the target must remain in one place and cannot attack until it can spend a turn to make a Support challenge (succeed on a 15+) to get free.

Disrupting Assault: Your attack disrupts the enemy's magical powers, making them temporarily weaker. If it hits, the target rolls one fewer dice on its next Magical Challenge with each attribute.

Sundering Blow: Your attack is like an unstoppable force, even the strongest defense can only reduce it to a glancing hit. If your attack hits, it deals an additional 1d6 damage, but if it misses or is successfully Clashed, it still deals half of the damage a Normal Attack would have dealt (rounded down).

Final Impact: Your attack is especially potent, and inflicts an additional 1d6+3 damage.

Master Strike: Your attack is very accurate, allowing it to hit enemies that might normally be able to evade your attacks. This attack gains a +3 bonus to hit, and inflicts an additional 1d6 damage.

Will of the Protector: While not exactly a finishing 'attack', this otherwise functions like one, except it uses the Support attribute instead of the Attack attribute. Will of the Protector allows you to use Revive on another magical girl's behalf, with the exception that you are the one making the rolls and taking the overcharge from the Support challenge, and that they revive with 3 more Resolve than they would normally. Alternately, you may cast your protective energy over all of your allies and yourself, which restores 2 Resolve to each of them, as well as grants them a +2 bonus on their next Defense challenge.

Riposte: This finishing attack may only be activated directly after taking damage from an enemy's successful magical attack. Reduce the damage taken from the attack by 3 (if the attack would bring you to 0 Resolve even after this reduction, you may not use Riposte against this attack.) You may immediately make a single magical attack against the enemy that attacked you, with a +2 bonus to hit and damage. Riposte is considered a Special Action.

Relationships

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

You get 7 points to distribute between however many relationships you wish, though it is recommended to stick to three or under. Relationships range from zero points (someone you do not have a relationship with), to four points (someone who is incredibly important to you). You may not put 4 points in a relationship or otherwise increase a relationship to 4 points without prior GM approval.

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.

- Magical Girls may have relationships with other Magical Girls, but they are treated as entirely separate entities for all purposes, and do not need to be mutual.
- 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, although this requires GM Permission.
- All relationships (as things you write down on your character sheet) are ultimately positive on some level, some-thing 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.
- You may not have multiple relationships with the same person.

Experienced Magical Girls (Requires GM Permission)

If you want to make a more experienced magical girl, start with 2 XP and 1d6–1 Oblivion Seeds. However, you must take one Change as worked out with your GM.

General Mechanics

Transforming

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 action or the current scene ends.

Normal Challenges

For a mundane challenge, the player rolls 2d6 and adds it to an appropriate Normal Attribute, comparing the result with the TN of whatever they’re trying to accomplish.

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 the result. In addition, you have the option of voluntarily taking Overcharge to get extra dice. Add a point of Overcharge to the attribute you are using for the challenge, and roll an additional 1d6, adding it to the total. You can do this before or after your roll, though if you’re facing a magical opponent they can do the same - you can both ‘take turns’ adding Overcharge to your roll to try to beat the other’s result. No matter what, you may not gain more than three additional dice on any Magical Challenge due to voluntarily taking Overcharge or using related abilities (Energy Storage, Final Strike, etc). Abilities that modify a challenge in some way but do not directly add Overcharge dice do not affect this limit.

Unlike with normal challenges, if a die comes up a 6 (on either one of the original 2d6 or on a voluntary overcharge die), you take ‘involuntary’ overcharge dice, which act similarly to voluntary overcharge dice, with two exceptions: they do not count against the limit of three voluntary overcharge dice per challenge, and they cannot explode further (rolling a 6 on an involuntary overcharge die has no additional effects.)

If the magical challenge is an attack (and that attack hits), you deal an additional point of damage for each Overcharge die (voluntary or involuntary) rolled on the attack. Rolling a 6 on a damage die has no further effects. Any time you get 6 or more Overcharge points on an attribute, you have to do Fallout to get rid of it as soon as possible.

Target Numbers & Raises

A Target Number (TN) is the number you must meet or exceed to succeed on a specific challenge. For example, to succeed on a Cover challenge (TN 14), you must roll at least a 14, after all modifiers have been applied.

A ‘raise’ is a mechanic used in challenges and specific actions, wherein you gain extra benefits for exceeding the TN. Every 3 points you exceed the TN by equals one raise. For example, someone who got a 17 on a Cover challenge would have one raise, and someone who got an 20 would have two raises. Raises may also happen in opposed challenges, in which case you must beat the enemy’s roll by 3 points as if it were the TN.

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 a Physical vs. Finesse challenge, meaning you make a Physical challenge and the other person makes a Finesse 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 to beat the TN. Actions that use an unopposed challenge will list off what effect you get from success, and any additional effects from raises. Typically failure means nothing happens.

Luck

Every Magical Girl starts with one to two points of Luck (as determined by the GM), which is a resource that may be spent to enhance Normal Challenges - it represents that particular girl’s luck, destiny, unwillingness to give up, or whatever else is appropriate. A point of Luck may be spent to reroll a Normal Challenge, or gain a +2 bonus to a Normal Challenge (which may be performed before or after seeing the result, in the same manner as spending overcharge to enhance magical challenges.) Luck refreshes at the start of each session.

A Note for GMs

In many other games, it is a common practice to roll dice out of sight of the players, so they cannot see the result. While this method does have its advantages (and disadvantages), it is not recommended for Magical Burst. The players usually need to know exactly what result the enemy has, so they can decide if they wish to risk spending Overcharge (or Luck) to beat it.

Non-Combat Actions

The following are actions performed outside of combat, but which require explicit rules for one reason or another.

Awareness

Occasionally, the GM will call for Awareness challenges to notice something happening in the nearby area. This is a Finesse challenge, with a TN as set by the GM. 12-14 is recommended to notice most hidden things, 15+ for things that are supposed to be very well hidden and unlikely to be found. Awareness challenges should be used sparingly, otherwise Finesse has a tendency to rapidly become far more important than the other stats.

Read a Person

The social version of Awareness. This is used to figure out things about other people in much the same way as Awareness is used to detect things in the nearby area. This is a Social challenge, with a TN as set by the GM (typically TN12, although higher may be warranted for small, hard to notice details). This is not mind reading, but allows your character to read the body language, tone of voice, and other actions of a character, and make reasonable deductions based on it. You may also use this action if you suspect someone is lying to you, in which case it comes down to a simple opposed challenge. On a success, you get a feel for how truthful they’re being. On a failure, you gain no further information.

Bond

If you have a significant positive social interaction with someone, make a TN12 Social challenge. On a success, increase your relationship with them by one point. On a success with at least one raise, increase your relationship with them by two points. As always, increasing a relationship to 4 points requires GM permission. If you succeed, you can change the relationship’s attribute, though you don’t have to. GMs

are highly encouraged to regulate use of this - cooking someone a meal is not a sufficient justification for a Bond roll, interactions need to be at least somewhat significant to qualify, not just positive in nature. GMs are also encouraged to provide situational bonuses to this, or even make the roll automatically pass if the situation would warrant it.

Stealth

Make a Finesse challenge, opposed by anyone in a position to find you. If you succeed, they suspect someone might be in the area but cannot pinpoint you (or similar). If you succeed with at least one raise, they have no clue you're there. You may even use this action on Youma, should the circumstances allow it.

Sorcery

Sorcery is a catch all term for magic that doesn't directly relate to attack or defense. Describe what you're trying to achieve with it, and make a TN14 magical challenge with an attribute of your choosing. On a success you get the effect you want, on a failure nothing happens. However, if you succeed yet fail to attain enough raises to attain the effect you desire, you may choose to have nothing happen instead. This may be an opposed challenge if someone is trying to stop you from doing the same thing (for example, in the middle of a fight.) Sorcery may be used without being transformed into magical girl form, but if you incur any Overcharge doing so you'll be forced to immediately transform. If, for some reason you need to do Sorcery in the middle of a battle, it must use your Support attribute (although the Arcane Mastery ability from Tactician still grants its bonus to out of combat Sorcery challenges.)

This should only be used for significant effects - a gravity user hovering, or a fire user lighting up the fireplace should not necessitate a roll. Magical Powers tend to depend on what the power is and how significant what you're attempting is. A telekinesis user lifting an object generally shouldn't have to roll - but if that object is a car, then a roll is probably called for. Some powers may be so significant that each use of them requires a Sorcery challenge. If in doubt (or even while you're picking powers), it is a good idea to discuss how the power will work with your GM.

However, a single TN14 challenge doesn't allow you to accomplish anything you wish. While simple success may be sufficient for basic power usage, raises may be required to accomplish particularly impressive effects. For example, someone with a magical power that lets them create portals may be able to create a permanent portal, although this would likely cost multiple raises to do. Another example would be making a normally obvious effect subtle and hard to detect for a single raise. The GM should tell you how many raises are required to accomplish a desired effect before you make the Sorcery roll.

Some caution is required when using the Sorcery mechanics, so that they don't completely trample over Normal Attributes. While Sorcery does allow characters to do things above and beyond what a normal human can, this doesn't mean it should replace Normal Attributes. GMs are encouraged to make sure both Sorcery and Normal Attributes remain useful.

Normal Attributes in Play

Unlike some other systems, Magical Burst does not have a 'skill' system. Some actions may well require resolution outside of combat, however. These are typically accomplished by simply making a Normal Challenge with the most appropriate attribute, with a TN as determined by the GM (or opposed, in situations where that would make sense.)

Physical challenges are typically used for anything that depends on physical strength or speed. Beating someone in a race, hopping over a fence, climbing up a tree, and winning a fistfight would all be examples of Physical challenges.

Finesse challenges are typically used for actions involving fine motor skills and noticing things. Noticing a pattern in youma appearances or taking a small object off a desk without anyone noticing would be examples of Finesse challenges.

Social challenges are used for actions involving other people. The Bond and Read a Person actions cover the main uses of Social, but it is not limited to just that. For example, asking around the school to see if anyone's seen anything 'weird' lately would be a good example of a Social challenge.

Fortitude challenges are used to persevere through adverse conditions. The Resist and Revive actions cover the main uses of Fortitude. An example of another Fortitude challenge would be staying up all night looking for youma without falling asleep in class the next day.

Combat

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, every participating character must select one Magical Attribute to be their Attack attribute, and another to be their Defense attribute (these must be different, you cannot use the same attribute for both). The remaining attribute is your Support attribute.

To determine who goes first, everyone involved rolls a Physical challenge. The highest result goes first, with the second highest result going second, so on and so forth. Initiative is not rerolled every round the fight continues, future rounds use the same initiative order as the first round.

Actions and Other Terminology

Battles are split into rounds, in which each participant has one turn, on which they can take a single action. However, there are two special types of actions: Free Actions do not take up your turn and may be performed any time, even if it is not currently your turn. Special Actions are used in response to specific circumstances outside your turn, but count as your action for the turn. Using a Special Action does not stop your turn from happening, it simply means you cannot take another action on your turn (but you may do things such as deactivating Full Drive, or switching Twin Style stances.) If an action or effect does not specify what kind of action it is, it is a normal action.

Many Magical Effects refer to 'spending Overcharge'. This refers to taking a point (or more than one point) of Overcharge to power the ability, gaining no other effects from it. Some abilities will specify which attribute the overcharge must be spent on, but if the ability does not specify, you are free to take it to any magical attribute you desire.

Whenever an ability calls for you to round damage down, this is done after any damage reduction the enemy possesses is calculated.

Combat Actions

Attack

This is a magical attack on an enemy, intended to cause harm. Make an Attack challenge. If your result is equal to or under the enemy's passive defense (Defense Attribute+4), then the attack is considered to have failed. You may spend Overcharge at this point to improve your attack past the enemy's passive defense, if so desired. If the attack beats the enemy's passive defense, then the defender may choose to roll a Defense challenge to oppose the Attack challenge (note that they do not have to do this, they may choose to simply take the attack and not risk gaining Overcharge on the Defense challenge.) If the attacker wins the challenge, the defender takes 1d6 damage, plus half the attacker's Attack attribute (round down), plus 1 for each Overcharge die the attacker incurred during the attack roll.

There are three kinds of special Attack actions, as well as the standard Normal Attack detailed above. These are treated as separate actions and may not be combined:

- *Multiple Target Attack*: Sometimes you'll want to attack more than one target at once. To do this, make an attack like usual, choosing how many targets you wish to attack. For each target after the first you suffer a -2 penalty to hit and the attack deals 1 less damage. You take a penalty of -2 to

your defense attribute until the start of your next turn any time you use this action. Any enemy attempting to Clash this attack gains a +2 bonus, but also suffers the same penalty to attack that you did.

- *Finishing Attack*: Each magical girl has one or two Finishing Attacks. See the relevant section for more details.
- *Team Attack*: Two 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 have to be attacking with the same attribute. A team attack otherwise functions like a Normal Attack, but it gets a bonus of +2 to hit and damage. Each Magical Girl may only participate in one Team Attack per battle.

Assist

As a Special Action, you may Assist an ally who is in the process of making a challenge. This gives a +2 bonus to the roll in question. Multiple people may assist the same roll, but every Assist after the first only adds an additional +1 bonus. Assist may never grant more than a +4 bonus to any roll. Assist may be used in noncombat situations, should it make sense, however the person taking the Assist action forfeits their ability to roll against the challenge in question. Assist may be used after the initial roll has been seen, as long as the action has not been fully resolved yet.

Clash

Instead of attempting to defend against an attack, you may attempt to Clash it as a Special Action. Make an Attack vs. Attack challenge. The winner deals damage as if they had succeeded on a Normal Attack. You can also Clash on someone else's behalf. You may only Clash once per battle. If, for whatever reason, you would be unable to make an attack action, you may not Clash. Failing a Clash is not the same as missing an attack, effects that operate off failed Clashes will state specifically that they do.

If both people end up with an equal result on the Clash challenge, instead of resolving the tie normally, then both people take full damage as if each attack had hit.

Cover

If someone has been attacked and has failed to defend themselves, you can attempt to Cover for them, as a Free Action. To protect someone else, make a TN14 Support challenge. On a success you take the damage instead of them. Success on this action may be grounds for a Bond roll, at your GM's discretion. You may only use this action once per round.

Revive

If you've lost all your Resolve, you're in serious trouble, and this action is the only way to get yourself back up and into the fight. First, make a TN13 Fortitude challenge to see if you can gather the strength to continue fighting. On a failure, this action fails and your turn ends. On a success, you proceed to the next step with no bonuses or penalties, and on at least one raise you gain a +2 bonus to the next roll.

After you succeed on your Fortitude roll, you make a TN14 Support challenge. On a failure you take 2 Overcharge and go to 1d6 Resolve. On a success you take 1 Overcharge and go to 1d6+3 Resolve, and on a success with at least one raise you take 1 Overcharge and go to 1d6+6 Resolve.

Any successful use of this action causes a -1 penalty to future revives, as the toll of the massive damage you have suffered begins to overwhelm you. This penalty is cumulative for each revive.

Resist

Gather up your strength and throw off conditions that hamper your ability to fight. First, pick a

specific negative condition affecting you, and roll to remove it. Such conditions will specify what the TN and applicable attribute (if more than one, you are free to choose between them) for Resist are. On a success, you remove the condition, although raises may matter in some cases.

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, as long as it is not during another person's turn. If you hold your turn all the way to the end of the round, you have to use your turn or lose it.

Interrupt

If you're holding your action, you may attempt to interrupt someone else after they have declared an action but before they've begun resolving it. Make an opposed Physical challenge. If you succeed, you can act before them. They can then either complete the action they had already declared, or change their action in response to your interrupt, which lets them do something else at a -1 penalty. If you fail, you act directly after the enemy.

Ambush

There's no better way to attack someone than 'when they're not expecting it'. If you've made a successful Stealth challenge against someone, you may then Ambush them. This means you immediately enter combat with the target and make an unclashable Normal Attack with a +1 bonus (this uses up your turn for the first round.) If you succeeded on your Stealth challenge with at least one raise, you gain an additional +1 bonus to hit and damage on this attack, as you catch your target off guard. You must roll initiative as normal, and act in normal turn order from the second turn onwards.

Read an Enemy

To read a magical foe, make a TN13 Support challenge. On a success choose one of the following, and on at least one raise choose two. You can read other magical girls this way, but only while they're transformed. Options do not stack, you may not choose the same option twice even if you use this action more than once.

- Get a +1 to Attack challenges against the target for one scene, as well as +1 Damage to the first successful attack against the target.
- Get +1 to Defense challenges against the target's attacks for one scene, as well as a +1 to opposed challenges to resist the target's special effects.
- Learn one of their special abilities. You may specify if you wish to learn about an offensive or defensive ability, but do not have to. May be taken twice. If none, you may pick another option.
- Learn their immediate motivation ("This youma is heading for the school!"), beyond eating people or winning the current battle.

Normal People in Battles

Ordinary people who get caught up in a magical battle are kind of screwed. 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, and they can still try to run away or hide using their Normal Attributes.

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 action or the current scene ends. No method of recovering Resolve works on an untransformed Magical Girl with zero Resolve, they must use the Revive action to continue fighting. If a youma (or another magical girl) successfully attacks her in this state she will die.

Note that 'damage' and 'resolve loss' are two entirely separate things. Damage is dealt by all kinds of attacks and sometimes by special abilities, and may be reduced or mitigated by abilities such as Resilience. Resolve loss is typically only dealt by some special abilities, and cannot be mitigated or reduced in any way. In addition, only damage can kill a magical girl at 0 Resolve or a normal person, resolve loss does nothing to someone with 0 Resolve.

Relationships in Play

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 decrease the relationship by one point. Relationships aren't damaged by casual carelessness, but rather by more substantial shocks, be they magical or nonmagical in nature. Non-magical things that can cause damage include obvious betrayal, acts of violence, and other particularly inappropriate behavior. Magical things that can damage relationships are left up to the player and GM to decide. Relationships between magical girls lose points whenever one of the magical girls in the relationship feels it should.

A relationship that is reduced to 0 points is broken. This means it no longer functions as a relationship until you raise it to above 0 points again.

Sacrificing Relationships

Sometimes succeeding is more important than maintaining a relationship. Magical girls can choose to sacrifice points off of their relationships, or even outright break one, in order to get ahead. This is a little different from normal relationship damage; it represents a magical girl burning away her ability to relate to someone. You may not decrease a relationship below 0 points under any circumstance.

- If you've made a roll for a Challenge and you need a better result, you can decrease a relationship by one point to add +1 to your Result. This may only be done twice per roll.
- If you need more Resolve, you can decrease any relationship by one point to regain 1d6 Resolve. This may only be done once per combat.

Magical Effects

Every Magical Girl starts out knowing a couple special abilities that go above and beyond her usual capabilities. These are known as Magical Effects, and each Magical Girl starts with two of them - one of them from the General Magical Effects list, and one of them from the list appropriate to the girl's Archetype. When a Magical Girl goes up in Tier, she may pick a new effect from the list specific to her Archetype and gain it for free. General Magical Effects may be purchased with XP (See Experience and Advancement.)

General Magical Effects

Healing Light: You may spend 1 Overcharge to activate this effect, as a normal action. This restores 1d6+2 Resolve to an ally of your choice. A Magical Girl may only benefit from one use of Healing Light per round. Can only be used twice per battle.

Cleansing Light: You wield cleansing light, able to either lift ailments from your allies or scorch and disrupt your enemies. You may use up your turn to cleanse an ally of conditions. This costs one point of Overcharge, and allows an ally of your choice to use Resist as a Free Action. Alternately, once per battle you may assault an enemy with this light by spending 1 Overcharge. Treat this like a Normal Attack, except you may use Support instead of Attack, and if you hit, your enemy takes a -1 penalty to all Attack challenges until the end of its next turn.

Energy Storage: Once per scene, you may add a free voluntary Overcharge die to any Magical Challenge. This die adds 1d6+1 instead of the usual 1d6. You may also expend this effect to pay one point of Overcharge towards the cost of activating any ability that is not a Finishing Move.

Aegis: After yourself or another Magical Girl has been attacked, but before they have rolled Defense against the attack, you may spend one point of Overcharge to activate this effect as a Free Action. When rolling the Defense Challenge, the Magical Girl in question gains a +1 bonus on the challenge, and may roll an extra 1d6 and drop the lowest die. This does not stack with the Assist action. Can only be used twice per battle.

Impact: After successfully landing an attack you may spend a point of Overcharge to Attack to activate this effect. When rolling damage, roll an extra 1d6 and drop the lowest die. As well, the attack inflicts an additional point of damage. This may be performed after seeing the damage roll.

Resilience: Reduce the damage taken from all sources by 1.

Regeneration: At the start of each turn you regain one point of Resolve.

Strength From Adversity: Some people freeze up when their life is on the line and they're standing at the edge of meeting their fate. And then there's you. As long as you are at or under one third of your maximum Resolve (round up), you gain a +1 bonus to Attack challenges and a +1 bonus to any damage you deal. In addition, upon being reduced to 0 Resolve you may immediately make a Normal Attack on any target of your choice.

Nothing Ventured, Nothing Gained: Once per session you may spend up to 6 overcharge on a single Magical Challenge, instead of the normal 3. Additionally, you may lose 3 Resolve once per battle in order to reroll a single involuntary Overcharge die, but must take the second result.

Knight's Charge: Only a fool would charge in recklessly. Once per battle, you may spend two points of Overcharge to activate this ability as a Special Action, and act immediately (or after the current action is resolved), regardless of initiative order. You may also attempt to Interrupt an enemy's action with this ability. Upon activating this ability, you gain a shield that may absorb up to four total points of damage, two from the first attack that lands on you, and two from the next. This shield vanishes at the end of your next turn.

Swift Style: You move fast and strike faster, defeating your enemy with an impressive hail of attacks. Your Physical is considered to be 2 points higher for the purposes of Initiative and Interrupt challenges. In addition, whenever you succeed on a Normal Attack with one or more raise, or any other kind of attack with two or more raises, you deal an additional point of damage.

Scaling Defiance: Any attack against you that would deal 9-10 damage in one hit (before damage

reduction) deals 1 less damage. Any attack that would deal 11+ damage deals 2 less damage. Additionally, once per scene, you may pay 1 Overcharge to gain a bonus on any opposed roll equal to 1+your enemy's current raises.

Indomitable: Minor attacks don't even phase you. Your passive defense is Defense+6 instead of Defense+4. You treat your Defense attribute as 1 higher against all attacks that affect multiple targets.

Overburn: If you don't hit, that just means you weren't trying hard enough. Once per battle, you may activate this effect after missing a Magical Attack or failing a Clash. You instead deal damage equal to the amount of Overcharge spent on the attack times two (max 10, but includes things like finisher costs), however you lose Resolve equal to half of that. In addition, any attack that incurs involuntary Overcharge dice deals an additional point of damage.

Striker Effects

Lightning Strike: You possess the capacity for great bursts of speed, able to switch from defense to offense in the blink of an eye. Once per battle, you may spend 1 Overcharge to make an attack as a Free Action. This may be a Normal Attack or a Multiple Target Attack, and gains a +1 bonus to hit and damage. You may not use this effect if you have already attacked or Clashed this round, and if you use this effect you may not attack or Clash again.

Final Strike: You are a master of grand, over the top attacks. Whenever you use a Finishing Attack, it automatically gains a free voluntary Overcharge die. You may not use Energy Storage in addition to this. In addition, once per battle you may choose to enhance any non-Finishing attack before rolling. This gives you a +1 bonus to hit, as well as allowing you to roll an extra 1d6 and drop the lowest die.

Follow Up: Upon missing an attack, you may spend one point of Overcharge to activate this Effect. If you incurred Overcharge for any reason on the missed attack, you may instead activate this ability for free. You may immediately make another attack on the enemy that the first attack failed to hit. This may be a Standard or Multiple Target attack with a bonus of +2 to hit, or an unmodified Finishing Move. This effect may only be used once per battle.

Interception: Whenever an enemy declares an action other than Revive or makes a Defense challenge, you may spend one point of Overcharge to activate this ability as a Special Action. This ability may be used after the initial roll has been seen, as long as the action has not been fully resolved yet. Make a Normal Attack on the enemy. If this attack is successful and deals damage, the enemy takes a -3 penalty to the action it was trying to perform. This may only be used once per battle, and may not be Clashed or Covered.

Twin Style: *Prerequisites:* Tier 2+. You fight with a fluid style, possibly using two weapons, shifting between offense and defense as the battle requires. At the beginning of the battle and each of your turns, you may choose to be in one of the two following stances. The effects of the stance persist until the beginning of your next turn:

Focus Stance: You may add a +2 bonus to any Attack challenge where the initial 2d6 (before modifiers, but after +1d6 drop lowest effects like Full Drive) are lower than 7. If the roll is equal to or higher than 7, you instead deal an additional point of damage, if the attack hits.

Counter Stance: You take 1 less damage from all sources. In addition, whenever you are hit by a magical attack, the enemy loses 2 Resolve as you swiftly counterattack.

Full Drive: *Prerequisites:* Tier 2+. There are times to hold back, to fight cautiously, to try to avoid the consequences of using magic. And then there are times when you need to go all in and fight with everything you've got, lest you face utter destruction. At any time, you may choose to enter Full Drive mode. While in Full Drive mode, you gain a +1 bonus to all Magical Challenges, a +1 bonus to the damage inflicted by attacks, and must roll an additional 1d6 on every Magical Challenge, dropping the lowest die. However, whenever you gain Overcharge by rolling a 6 on a Magical Challenge, you lose 2 Resolve. You may end Full Drive mode at the beginning of your turn, but may not re-enter it for the duration of the combat.

Guardian Effects

I Shall Never Fall: You gain a +1 bonus to Base Resolve, and once per session may ignore all penalties to a single Magical or Normal Challenge. Once per battle, you may activate this ability upon being reduced to 0 Resolve. You do not revert to normal form until the end of your next turn. Anything that would recover Resolve does not function while you are in this state, including Revive.

Praetorian: Your skill at defending your allies is immaculate, your defenses impenetrable. If you succeed on a Cover roll with at least one raise, you take two less points of damage. You gain a +1 bonus to hit and damage with Clash.

Hero's Will: *Prerequisites: Fortitude 5+.* Once per battle, when you are rolling a Magical Challenge and are at least one point under the TN or enemy's roll, you may activate this ability. You may then choose to lose up to your Fortitude in Resolve, and add that much to your result. This ability may only bring you to one point above the TN or enemy's roll, no matter how much Resolve is sacrificed. If this ability is used to enhance a Finishing Move, the final cost in Resolve doubles. If this ability reduces you to 0 Resolve, you revert to normal form once the challenge is resolved. In addition, you gain a +1 bonus to all Defense challenges (and Support challenges to resist enemy abilities) while under one third of your maximum resolve (round up).

Rapid Counter: Once per battle you may spend 1 Overcharge to activate this ability and perform a special Clash as a Free Action instead of a Special Action. This does not count as your one Clash for that battle, however if successful you only deal half damage (round down). In addition, any time an enemy misses you with an attack, they take 2 Damage.

Crusader's Aura: *Prerequisites: Tier 2+.* Once per battle, you may spend 1 Overcharge at the start of your turn to activate this ability. If you take an Attack action in the same turn you activate Crusader's Aura, the attack suffers a -1 penalty to hit and damage (instead of the bonus detailed below.) While Crusader Aura is active or while you are under one third of your maximum resolve (round up), you gain a +1 to Attack challenges. In addition, if you take damage or lose resolve from an enemy's attack, you may immediately end this ability to make the enemy take damage equal to the damage you took -2 (min 4).

Auto-Heal: *Prerequisites: Healing Light, Tier 2+.* After taking damage from an enemy, you may activate Healing Light as a Free Action, however it must be targeted on yourself. If the attack reduces you to 0 Resolve, you may not use this ability. This application of Healing Light only restores 1d3+3 Resolve. Any healing you receive until the end of the next round is cut in half, round up.

Tactician Effects

Arcane Analysis: Once per battle, you may perform Read an Enemy as a Free Action. If you succeed on any Read an Enemy challenge with at least two raises, you may choose three effects instead of two. Any statistical bonuses you choose also apply to your allies until the beginning of your next turn.

Feint: After resolving a successful or unsuccessful non-Finishing attack (or successful Clash), you may choose to activate this effect - that attack was merely an elaborate distraction. Reduce the Overcharge spent on the attack by 1. You are now considered free to act, as if you had not attacked. However, pulling off such a move does not leave you with enough time to execute a Finishing Attack that turn. If the attack was successful, it deals half damage (rounded up), but you may force your target into a disadvantageous position, giving it a -2 penalty to attack one ally of your choice until the beginning of your next turn. This may only be used once per battle.

Adaptability: You can see the flows of battle, and adjust your own magical powers to match them on the fly, ensuring that you never face a situation without being properly prepared. Once per battle, by paying 1 Overcharge you may change what Magical Attributes are assigned to either your or an ally's Attack, Defense and Support mid-round. In addition, once per battle when you would take Overcharge, you may

move one point of that Overcharge to a different attribute instead.

Rapid Boost: *Prerequisites: Tier 2+.* Once per battle you can take one point of Overcharge to Assist without using up your own turn (or after you've already used your turn.) This special Assist grants a +1 bonus over and above what Assist would normally grant, and may be used on your own rolls if so desired.

Divine Light: *Prerequisites: Healing Light, Tier 2+.* Your Healing Light restores 1d6+3 points of resolve instead of 1d6+2. When using Healing Light, you may roll a TN13 Support challenge. On a success, you may use Healing Light as a Free Action. On a failure, you may use Healing Light normally, or simply do something else with your turn. Even if this succeeds, you may not use Healing Light again this round.

Power Seal: *Prerequisites: Tier 2+.* Once per battle, you may seal an enemy's ability to draw on magical power, as a Normal Action. This costs two points of Overcharge, and reduces the total amount of extra dice due to Overcharge or Power Points that the enemy can gain on Magical Challenges by 1 (almost always from 3 to 2), and imposes a -1 penalty to all Magical Challenges. This effect lasts for the next three turns (*not* rounds), but ends prematurely if the enemy is successfully hit by a Finishing Attack. Power Seal may not be used on any enemy suffering from the effects of the Disrupting Assault finisher.

Fallout

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. This may be ignored (at GM discretion), should it serve the dramatic tone of the game, though it is suggested to resolve the fallout as soon as possible in that case. However, a Magical Girl may only take one Change or Burst per Magical Attribute within a single battle.

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. A single point of overcharge does not incur any fallout, simply going away at the end of the current scene.

At the end of every scene, you may remove 1 overcharge from any attribute of your choice, as long as that attribute has three or less overcharge on it. If this lowers something to 1, the 1 disappears at the end of the next scene, not the current one (but this does not count as your 1 overcharge removed for that scene.)

When you incur Fallout, consult the appropriate section and choose an effect appropriate to the amount of overcharge points you have. It is a very good idea to consult with your GM before taking any kind of fallout, especially if it's a large amount.

There are four major categories of Fallout: Distortions, Flares, Changes, and Bursts. Each are entirely different for different types of Fallout, and are thus explained in the relevant sections. The exception to this is the Temporary Change Flare, and what a Change is, which are detailed below:

Temporary Change

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. Taking a Temporary Change removes up to 5 Overcharge points.

When you decide to take a temporary Change, consult your GM, and decide on if it would be more appropriate to take the temporary Change to yourself or to 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 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 (6-7 Overcharge)

A "Change" is a permanent detrimental effect of magic warping someone's body or mind. When Fallout calls for a Change, consult your GM and decide on an appropriate Change for your character. As a general rule, changes taken to remove 7 overcharge should be more major than changes taken to remove 6 overcharge.

Some Changes are always in effect, or have a very specific trigger. Those that activate periodically

or randomly will kick in whenever the Player/GM feel like it would be appropriate to. 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.

Fallout and Dramatic Tension

The Overcharge and Fallout systems are arguably what make Magical Burst what it is. Together, they define the consequences for using magic and fighting Youma, provide dramatic escalation to conflicts, and interfere with the girls' ability to lead normal lives. While this system is core to the game, it can be difficult to roleplay correctly for new players. This section is an attempt to solve that problem, by providing guidelines for how to properly handle Fallout to preserve the dramatic balance in your game.

The golden rule of Fallout is that it should have some kind of impact on the Magical Girl or the world around her (though this varies greatly with what level of Fallout is involved.) Any Fallout that truly has no effect on the Magical Girl or the world around her is not worth removing Overcharge over. However, overplaying Fallout is nearly as bad for the game as underplaying Fallout. The key is finding a balance between the two extremes.

This brings us to one of our first rules of Fallout: Generally, no more than one or two (and often, two is pushing it) Fallout effects should be actively in play at once, especially if they are similar or the same. New players will often want to begin discharging Fallout immediately after a battle, all at once. While discharging Fallout immediately after a battle can be interesting, it needs to be limited to the point where individual Fallouts don't lose their impact. That said, there are interesting things that can happen by combining individual instances of Fallout, you just need to make sure that nothing involved is losing the impact it should have.

A point that extends from this is that Fallout under Change level should almost never be taken in the midst of battles (or even directly before them, in most cases.) This is because basically anything unusual that can happen in the middle of the battle is likely to get brushed aside by the vastly more imminent threat: that being whatever is trying to kill you.

Of course, not all Fallout is created equal. Distortions, the lowest level of Fallout, are meant to be minor quirks and annoyances in a Magical Girl's life. They may surprise normal people, or cause oddities in the Magical Girl's life, but they're generally not supposed to have a large impact. If a normal person's reaction to a Distortion is to scream in terror or be more than minorly concerned for you, then you are almost certainly overplaying the distortion.

You may notice that Distortions rarely come up, due to the rule that allows you to vent overcharge below three. This is entirely intentional - Distortions are supposed to be a mostly optional mechanic for players to add some small flavor here and there, when they have a good idea. Playing without this venting rule is not encouraged, as it can very easily result in Distortions becoming far more of an obligation or annoyance than something that enhances the game.

Next up comes the Flare - a significant step up from the minor annoyance that a Distortion presents. These are events far out of the norm, either outright violations of reality or something severely unusual happening to the Magical Girl suffering through them. Some of them even present some kind of danger, though this can usually be minimized if the Magical Girl is cautious. If an average person's reaction to a Flare is less than being startled, frightened or disturbed (or perhaps worried), then it's probably something that's being underplayed. However, if a Flare is causing destruction on more than a small scale, it's almost certainly being overplayed - only Bursts are supposed to cause things like that. As a side note, taking a temporary change on another Magical Girl is usually pointless and GMs are encouraged to disallow it except in special circumstances - it's almost like handing off your Overcharge to another player to deal

with.

Temporary Changes are a special kind of flare, and require a little consideration in their use. The idea behind these is to take an obvious change for a short duration. Some changes are not suitable to be taken as temporary changes, and as such the GM should take some care in what temporary changes are allowed. As a general rule of thumb, if the change isn't going to have an impact at least above what a distortion would, it generally shouldn't be allowed. Some care should also be taken to pick a change that will evoke an interesting reaction. As a general rule, if a temporary change is going to evoke the character crying about 'my life is ruined', you should consider taking something else.

After Flares, we progress to Changes, the first and only instances of permanent Fallout in the game. It's hard to provide guidelines for these, but thankfully they're relatively straightforward in execution. Effects that only happen occasionally should generally just happen whenever it would feel appropriate or enhance the scene in question.

However, certain Changes are so outright magical, so visible on your character that they effectively ruin her chances at holding a normal life, or sometimes even being around normal people. Taking one of these Changes is an incredibly significant turning point for the character and the campaign at large, with the potential to outright change the tone of the game. They render the character unable to participate in normal life scenes, which necessitates a change in your game sessions so they can continue to be included. This is something that both the player and the GM need to heavily consider before it enters their game (and the GM should not be afraid to tell the player that they cannot take one of these changes if it does not currently fit the game.) That said, don't let this scare you off from ever including these changes in your game. They can make for excellent drama and roleplay if used correctly, as the Magical Girl struggles with the fact that she can no longer live a normal life.

Finally, we come to Bursts - the pinnacle of Fallout, incredibly destructive and dangerous backlashes of raw energy gone far out of control. These are incredibly significant events, almost certain to affect the tone of your game. There's little to say about what happens when a Burst is in play - it's guaranteed to be significant, almost no matter what. However, there's one thing you might have noticed about Bursts - it's incredibly difficult to actually have one happen, as you can take Changes as soon as you hit the 6-7 Overcharge range, dropping to 0 Overcharge and being nowhere near the danger of taking a Burst. This means a player almost has to want to have a Burst happen to have one occur. This is entirely intentional. Bursts have a very large impact on the game, and usually on the character generating them. As such, they're not something that should occur without at least some forethought, or something that should occur anywhere near often. An entire game could pass with only a single Burst going off, or even without a Burst going off at all. There's nothing wrong with this, Bursts definitely aren't something a game needs to be successful.

One question that you may be asking by this point is 'well, when do I take Fallout?' The answer is that there are two main ways, one of which tends to be preferred. The first (and generally superior) way is to have Fallout simply fit into scenes that you've already got going on. This has to be appropriate (as usual, make sure to at least check in quickly with your GM before taking Fallout), but it generally provides the most natural experience: Fallout interrupting things your character would already be doing. The second way is to make up special minisessions that exist entirely for the purposes of discharging Fallout. You should generally aim to use the first method, as it tends to provide a better experience (as well as placing less burden on the GM), but it may not always be possible to discharge all of your Fallout in this way, in the limited time you have between battles. However, if you have something that you really think would enhance

the game, don't be afraid to go for it.

Next is the GM's role in Fallout. The GM's role in Fallout is to guide the players through the system and make sure everything's running smoothly. In most cases, this just involves making sure that the Fallout the players are taking is actually having an impact, rather than being pointless. This also involves helping players with suggestions (when they express a desire for them) on what kind of Fallout to take, something that new players can have trouble with. Another thing is making sure the Fallout going on fits the kind of game you're running. The biggest instance of this is 'life ruining' changes, but it may also come up with different kinds of Fallout.

And finally, this brings us to the most important rule of Fallout - one important enough to override every single other rule relating to it, even the hard mechanics laid out in this pdf. Fallout is supposed to be fun and engaging for the players involved in it. This entire section is just a guideline to help players and GMs with Fallout, and as such you should feel free to ignore it whenever it inhibits enjoyment, or whenever you have something outside of it that will enhance the game.

Magic Fallout

Distortion (2-3 Overcharge)

Reality Distortions

The excess magic you've accumulated leaks out into the world, making things around you become strange and unsettling. They may or may not be related to your element, at your option.

A distortion that removes 2 points of Overcharge causes something strange and magical to happen in the nearby area. This should be clearly out of the norm, something surprising enough for people to comment on, but it's more of a magical oddity or minor annoyance than anything serious happening.

A distortion that removes 3 points of Overcharge causes some unmistakably magical distortion to disrupt the lives of the people around you. This should be very hard to rationalize away as a normal event, and generally somewhat larger in scale than the 2 point distortion (although as a distortion, neither of them are required to be particularly large.) Normal people should be left wondering just what's going on...

Flare (4-5 Overcharge)

Severe Distortion

Your magical power runs rampant, creating a severe distortion in the fabric of reality. This results in a potentially dangerous magical event in the nearby area. Examples include things like the gravity in a room inverting, the sky raining blood, the nearby area being temporarily warped into something that looks like a Nightmare, and so on. This removes up to 5 points of Overcharge.

Elemental Flare

The power of your magical element goes out of control in a dramatic way, leaving you as a flaring beacon, wreathed in the uncontrolled power of your element. What exactly happens will heavily depend on what your element is, but it is unmistakably magical and potentially dangerous. A fire user could be wreathed in flames, setting anything they touch ablaze. An earth user could temporarily turn into living stone, multiplying their weight until the floor cracks underneath them, etc. It's usually possible to avoid hurting people with this by staying away from them, thankfully. This removes up to 5 points of Overcharge.

Twisted Enchantment

The buildup of your magical powers discharges in a rather permanent way, warping a nearby object into something far from normal. The result doesn't need to be dangerous, but it does need to be clearly magical and readily apparent, at the least to anyone trying to use the object for its intended purpose. It also shouldn't improve the object, only hinder it - magical backlash is never that kind. Examples include warping a table so that it looks like something from a Nightmare, cursing a microwave so it warps the food into something strange instead of microwaving it, etc. This removes up to 4 points of Overcharge.

Temporary Change

See Fallout (Pg XX).

Change (6-7 Overcharge)

See Fallout (Pg XX).

Burst (8+ Overcharge)

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, though it is possible for magic users to escape unscathed by rolling a Magic-based challenge and getting a result equal to or above twice the Overcharge points that went into the Magical Burst. 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

At your GM's option, if you have a Magical Burst form 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.

Changes:

1. 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.

2. 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.

3. 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.

4. Baldness

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

5. Candy Scent

Your body always smells of sweet candy. While not unpleasant, it is quite unusual.

6. 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.

7. Theme Music

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

8. 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.

9. 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.

10. Pallor

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

11. Glowing

Your skin occasionally starts to glow.

12. 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. Magical Girls are immune to this effect.

13. 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.

14. Magical Reflection

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

15. 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.

16. Heterochromia

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

17. 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.

18. Youma Allergy

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

19. Magical Diet

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

20. 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.

21. 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.

22. Undead

Your body seems to have died, yet keeps moving because of some kind of magic. You take on a number of traits common to undead creatures, such as your skin being cold to the touch.

23. 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.

24. 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.

25. 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.

26. Forehead Gem

There is a colorful gem planted in your forehead.

27. 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.

28. Evil Eye

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

29. Portal

A magical portal periodically opens up near you. Strange things come out, technicolor spirits or sometimes tsukaima or youma.

30. Strange Element

Your Magical Element is suddenly changed to something bizarre and possibly alarming. Examples include: blood, radiation, sickness, void, nightmare.

31. Mundane Numbness

You are numb to most non magical stimuli, barring extreme things like massive wounds, and even that is somewhat dulled. Anything magical (youma, things related to magical girls) still feels normal to you, though.

32. Youma Aesthetic

Your magical form takes on a number of traits similar to Youma, such as creepy Nightmare wings, a black, twisted version of your weapon, etc. You're still identifiable as a magical girl and your magic still works normally, but this is unlikely to win you any friends.

Heart Fallout

Distortion (2-3 Overcharge)

Tainted Emotion

The stress of what you've experienced makes you have an emotional outburst near someone that's important to you. Choose someone you have a Relationship with and do one of the following. If you do not have any remaining relationships, pick a Flare (see below) Fallout instead. These outbursts should go above and beyond your character's normal emotional expressions. For example, suddenly hugging someone is not valid if your character already does that regularly.

You can remove 2 points of Overcharge with a small emotional outburst, such as a lingering hug, blurting out personal stuff about yourself, abruptly inviting someone on a date, inappropriate rambling about your emotions, etc.

You can remove 3 points of Overcharge with a more moderate emotional outburst, such as bursting into tears, blurting out a secret you really should keep hidden, kissing someone out of nowhere, etc.

Flare (4-5 Overcharge)

Breakdown

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 4 points of Overcharge with a moderate breakdown. For the next scene or two you can barely contain yourself and keep bursting into tears or having panic attacks.

You can remove 5 points of Overcharge with a major breakdown. For the next scene or two, you're reduced to an emotional wreck. Hiding this borders on impossible, and it's extremely unlikely that you're feeling well enough to even care to try.

Infatuation

Your use of magic based on forming bonds with others causes you form an unnatural attachment to someone. You will do whatever you can to be near them at all times, and to try to both protect them and become closer to them. This does not have to be romantic in nature, although it can be. This should usually last for longer than a single scene, especially if it's taken to remove 5 points of Overcharge.

Temporary Change

See Fallout (Pg XX).

Change (6-7 Overcharge)

See Fallout (Pg XX).

Burst (8+ Overcharge)

Heartspawn

The intense magical power within you, although derived from warm human emotions, becomes intensely twisted, and breaks off into a new being - a youma, or at least something close to one. While this may not be as immediately destructive as the other two bursts, it represents an entirely new threat, and like

all youma, will begin seeking out and killing humans.

One option for this Burst is to have the youma formed out of the magical girl's feelings towards someone (ideally someone that they have a Heart relationship with), which means they youma will try to stalk and kill the person in question if not dealt with soon. This can be interesting, however it is also not for all games, and should *never* be used as an excuse to kill off an NPC without letting the party do something about it. It is also highly suggested that the GM talk to the player beforehand about the possibility of using this option.

It is highly recommended that this youma not be fought immediately, both to give the GM time to prepare a proper encounter and to give the Magical Girls some time to recover from whatever pushed them hard enough to cause a Burst in the first place.

At your GM's option, 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.

Changes:

1. Vivid Eyes

Your eyes take on an unnaturally vibrant hue.

2. 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.

3. 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.

4. Gender Phobia

You develop an intense fear of the opposite sex.

5. 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.

6. Crybaby

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

7. 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.

8. Crystal Rash

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

9. Clone Form

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

10. Amnesia

You lose access to significant parts of your memory. The specifics of this change should be discussed with the GM.

11. 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.

12. Always Smiling

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

13. Euphoria

Occasionally your brain crosses its wires and you get a sense of intense elation at the most awkward times. These warm and fuzzy attacks are disruptive, but not debilitating. It's hard not to crack a smile or sigh contentedly even in the face of extreme tragedy or tension.

14. Babble

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

15. Never Alone

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

16. Adult Self

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

17. Random Girl

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

18. Rainbows

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

19. Memory Leech

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

20. 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.

21. 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.

22. 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.

23. Relationship Delusion

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

24. Baby Doll

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

25. 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.

26. 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.

27. Prismatic Hair

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

28. Constant Cold

You always have cold symptoms; they never go away.

29. Uncontrollable Empathy

You have a habit of picking up strong emotions in those around you. Someone next to you being incredibly angry would make you angrier, someone being very sad would make you sadder, etc. You can't control this in any way, and it can be distracting, sometimes even disturbing, although it might let you know something that you'd otherwise fail to notice...

Fury Fallout

Distortion (2-3 Overcharge)

Lingering Wound

The accumulated rage-tainted magical energy in you manifests in a rather direct way, impairing your normal ability to shrug off injuries. This can either manifest as a wound gained in a fight, or spontaneous damage to your body generated by your overuse of fury magic.

You can remove 2 points of Overcharge by suffering a minor wound. Until the end of the session, you will bear a somewhat painful wound somewhere on your body. This does not significantly impair you in normal life, but it hurts and it may not be easy to hide. It's not out of line with the kind of damage you could get from a normal life accident, however.

You can remove 3 points of Overcharge by suffering a more severe wound. Until the end of the session, you will bear a painful wound that may cause some trouble to you in normal life, although it does not impair your ability to fight. It's also likely to raise questions if anyone finds out about it.

Destructive Backlash

The accumulated rage-tainted magical energy in you lashes out in the most direct way possible, damaging parts of the environment.

You can remove 2 points of Overcharge by destroying or damaging something noticeable, but not particularly large or important. A crack in a wall that can be patched over with some work, a broken mailbox, or a torn piece of clothing are all appropriate.

You can remove 3 points of Overcharge by destroying or damaging something larger or more important (alternately, several smaller objects). A school desk or chair snapped completely in half, a broken door, or a hole in a wall are all appropriate.

Tainted Anger

Your use of rage-fueled magic temporarily clouds and warps your mind, resulting in uncharacteristic anger. These outbursts should go above and beyond your character's normal emotional expressions. For example, suddenly cursing someone out is not valid if your character already does that regularly.

You can remove 2 points of Overcharge with a small angry outburst, such as insulting someone, being rude or abrupt, going on an angry rant, etc.

You can remove 3 points of Overcharge with a larger angry outburst, such as storming out of the room, slapping someone, breaking a nearby object,

Flare (4-5 Overcharge)

Angry Aura

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. This removes up to 5 Overcharge points.

Rampage

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 must use your Fury attribute to attack, but you get a +2 bonus to your Results for Attack Challenges made in battle. However, you take a -1 to your Results for Defense Challenges, as your reckless fighting puts you at risk. You can damage property, hurt people, fight youma, etc, but you must do violence as much as you possibly can for an entire scene. This removes up to 5 Overcharge points.

Debilitating Wound

The accumulated rage-tainted magical energy in you manifests in a severe way, resulting in a debilitating wound. This can either manifest through a raw burst of furious energy, tearing your body and wounding you seriously, or by a wound gained in battle refusing to vanish when you revert to normal.

You can remove 4 points of Overcharge by suffering a severe wound. Until the end of the session, you will bear a rather nasty wound on your body. In addition to being very painful, this is bad enough to impair you in both normal life and combat. While this is in effect you take a -1 penalty to any challenges. It's unlikely that you will be able to hide this without help, and people are going to ask questions...

You can remove 5 points of Overcharge by suffering an even worse wound. You may want to consider going to the hospital... Your life isn't in danger, but doing anything but resting is quite a challenge. While this is in effect you take a -2 penalty to any challenges. There's almost no way that you're going to be able to hide this, you're better off just resting rather than trying.

Temporary Change

See Fallout (Pg XX).

Change (6-7 Overcharge)

See Fallout (Pg XX).

Burst (8+ Overcharge)

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 effects, but otherwise everyone (except tsukaima) must attack someone at random every turn for 2 turns, plus an additional turn for every 3 Overcharge that went into the Rage Storm above 8.

At your GM's option, if you have a Rage Storm form 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.

Changes:

1. Bloody Eyes

Your eyes take on a creepy blood-red color.

2. Blood Smell

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

3. 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.

4. War Cry

In battle, you have an unnatural tendency to scream war cries and other things at your enemies. This tends to make being subtle rather challenging.

5. 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.

6. 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.

7. 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.

8. Exhaustion

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

9. Kleptomania

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

10. Agony

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

11. 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.

12. 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.

13. Night Terrors

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

14. Self Harm

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

15. 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.

16. 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.

17. 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.

18. Property Damage

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

19. Weather Phenomenon

The weather sometimes changes unexpectedly to reflect your mood, up to and including somewhat nasty thunderstorms, though it cannot cause things like tornadoes or hurricanes.

20. 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.

21. Pyromania

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

22. Fleshy Costume

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

23. Cold-Blooded

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

24. 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.

25. 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.

26. 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.

27. Distorted Shadow

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

28. Heavy Metal Costume

Your costume becomes an over the top heavy metal getup, with lots of skulls and spikes. It might well intimidate more timid people.

29. 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.

30. Shifting Tattoos

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

31. Bionic Limbs

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

32. Bully

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

33. Knife Nut

You develop a small, somewhat disturbing obsession with bladed weaponry. It doesn't actually impair your ability to fight with other weapons or live day to day, but it's certainly unusual and worrying in a girl your age.

34. Blood Knight

The rush of battle... It's disturbingly pleasant, to you. No matter what your opinions on fighting may be, once you get into a fight, you'll quickly be caught up in the clash of blades and magic. It's also readily apparent to anyone you fight with, whether it be from the expression on your face, or from a bloodthirsty laugh, or just from how recklessly you fight. While you're still in control, and you still know who your enemies and allies are, this is definitely unnerving behaviour...

Experience and Advancement

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. When the GM feels it is appropriate, he may give out Experience Points (XP), which allow magical girls to advance and become stronger. This should generally be 1 XP per normal Youma defeated, 2 XP per 'Boss' Youma defeated, with additional XP for story or plot advancement whenever the GM feels appropriate.

For 1 XP you can buy an Advance. Pick an Advance from those below, but you can only take a given Advance once per Tier. None of these advances may raise a stat above 9 unless explicitly stated. There are also 2 and 3 XP advances, which work the same as the 1 XP advances, except you may never take them more than once unless otherwise stated.

Tier is determined based on experience spent. All Magical Girls start at Tier 1. Upon spending 5 XP, a Magical Girl advances to the next tier (so a Magical Girl with 5 XP spent is Tier 2, a Magical Girl with 10 XP spent is Tier 3, etc.) Upon advancing a Tier, the Magical Girl immediately gains access to a new Magical Effect chosen from the list specific to her archetype at no cost. In addition, certain things may only be able to be purchased at Tier 2 or higher.

1 XP Advances:

- +1 to a Magical Attribute (may be taken twice per tier, but only on different attributes)
- +1 to a Normal Attribute (may be taken twice per tier, but only on different attributes)
- +2 to Base Resolve
- Gain a new General Magical Effect

2 XP Advances:

- Gain a new Finishing Move.
- +1 Luck.

3 XP Advances:

- Raise a Magical Attribute to 10. *Prerequisites: Tier 4+. The attribute to be raised must be at 9.*
- Raise a Normal Attribute to 10. *Prerequisites: Tier 4+. The attribute to be raised must be at 9.*