

ACCIDENTAL MAGICAL GIRL CORE V. 1.15.1

Integrated Character Creation and Combat Rules for the Accidental Magical Girl CYOA

Based on the CYOA by Quasar Black and Jayne's Combat Rules Add-on

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The Accidental Magical Girl Core is a roleplaying game based on the Accidental Magical Girl CYOA. You do not have to have read the CYOA to make a character and play, but any of the lore there can apply here.

To start, generate a character and record the character options they have. If you have to make a choice but are unsure, you can always hold off on finishing the character and save the decision for after you know what the effects will be.

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CHARACTER CREATION

You've gained the unfortunate attention of a puchuu - a disgustingly cute marshmellow and animal hybrid. They think you'll make a great candidate for transforming into a magical girl, despite you being... well, a bit past date. Maybe significantly past date. Heck, you might even have the wrong dangly bits for it. Either way, your potential, or their need, is enough to override those little details. Something about you has drawn their eye, and they're loathe to let you just walk away.

Choose the nature of your transformation.

Point Buy

You might not be ideal, but they're more than willing to give you a little rope and watch what happens. But you're a smart and capable person. You're gonna' own this little puffball. You can't possibly get the short end of the stick.

*Choose all character options. You do not need to roll.
You gain 1 Gold Coin, 3 Silver Coins to spend.*

Roll

You have a bad feeling about this marshmellowy thing - best not to agitate it with asking questions. If you're careful and cooperative, maybe it'll give you a bit more leeway to haggle...

***Roll 12d20.** The result of each die roll sets your options.
You gain 1 Gold Coin, 3 Silver Coins, 4 Bronze Coins to spend.*

READING ABILITIES

Most character options, as well as combat techniques like movement, basic weapon attacks, and defenses are all made to follow a specific format when listed in this PDF. Called 'abilities' as a broad term, they have the elements below.

Roll **Ability Name:** Fluff Text

Stat Bonus

Mechanics Text

Roll #: if you're rolling for your character options, this is what you get for the listed roll.

Ability Name: the name of the ability; straightforward.

Stat Bonus: most character options provide an increase to your Stats. They may have a multiple-choice option, allow increasing any stat, or have a restriction based on other options.

Fluff Text: this describes the characteristics of the ability outside of a stricter mechanical or combat context. You're free to alter the flavor here as long as it roughly falls within the same range of capability as the original - treat this like a guideline rather than a strict definition.

For instance, you could have physically-attached Tentacles that retain tactile sensations, your Interdimensional Tourist could instead be support from a shady or secretive organization, or your Interdimensional Home could be a manor in a real world that anyone could freely walk up to.

But your Healing Artifact needs to be tied to an item, your Absolute Direction still isn't going to find something you aren't personally familiar with at all, and unless your Familiar is also your butler, the Ojou-sama servant isn't going to help more in a fight than any other human could.

When in doubt about anything, ask the GM or fellow players - what is considered acceptable here can vary from one group, or one individual, to the next.

Mechanics Text: only strictly defined functions of an ability will be put here - most of the time this relates to rolls or combat directly, but it's possible to include specific functions outside of combat that the ability is meant to have.

For example, the Purification Artifact has a combat use, but its fluff text on relieving Monstrous Motivations is reiterated in its mechanics as this is a specific effect it is always meant to have.

Some abilities also have defined uses, labeled in the following format: "**X Cost, Timing, Conditions:**".

The Cost, usually in Mana (Resources, p.29), is simply how much must be spent to use it.

The Timing is how it works in the action economy (Turn System, p.30).

The Conditions are situations the ability requires to be usable, described in more detail under Conditions (Use Conditions, p.30). For example, item-based Perks require having the item, and some have limits on how frequently they can be used.

As part of an ability's mechanics, they may call for a roll, attack, or defense to be made, such as a Melee (STR) Attack. Attacks (Ability Types, p.31) and Defenses (Defenses, p.35) are types of rolled abilities; how rolls work in AMGC is detailed under Rolls, p.29.

Most of these call for a Stat; the Stats are detailed on the next page.

Lastly, some may reference being 'untransformed', 'transformed', 'out of costume', 'in costume', and so forth. The Transform and Untransform basic abilities (Basic Abilities, p.33) describe how this operates.

STATS

Your physical and mystical stats gauge the capability you have as a magical girl.
All girls start with a baseline of 3 points in each stat untransformed, and 4 points transformed.
You can also spend any number of your coins for bonuses.
If any character option with stats has a 'f' next to it, that increase applies while not transformed.

Bronze:	+1 to a stat.
Silver:	+2 to one stat, or +1 to two stats.
Gold:	+4 to one stat, or +2 to two stats.

Physical Stats

How strong, fast, and tough you are. These stats are easily quantified.

4 is your average human adult.
5 is a trained athlete or above average.
6 is Olympian athlete or top tier human.
7 is peak human. You're on par with world record holders.
8+ is supernatural and effects are described in their individual sections.

Strength [STR] determines how strong you are, and how much force you can exert.

Benchmarks given in what you can casually lift over your head and fling at least 20 ft.

4 = medicine ball	8 = full ½ barrel keg	12 = empty golf cart	16 = compact car
6 = average human	10 = refrigerator	14 = large motorcycle	18 = average sedan

Agility [AGI] determines how dextrous and agile you are, and your hand-eye coordination.

4 = Easily hit a dartboard at 10 feet.	12 = Easily hit a bullseye at 30 feet.
6 = Easily hit a bullseye at 10 feet.	14 = Easily hit a bullseye at 20 feet with a toothpick.
8 = Easily hat-trick double bulls at 10 feet.	16 = Easily hit a bullseye at 20 feet with a sewing needle.
10 = Easily hit a bullseye at 20 feet.	18 = Easily hit a double bull at 20 feet with a thrown fly.

Vitality [VIT] determines how tough or enduring you are.

4 = You can shrug off a slap.	12 = You can shrug off low-caliber bullets
6 = You can shrug off a punch.	14 = You can shrug off rifle rounds.
8 = You can shrug off a bat.	16 = You can shrug off high-caliber rounds.
10 = You can shrug off swords and knives.	18 = You can shrug off autocannon rounds.

Mystical Stats

How magical, or favored by fate you are. These stats are not as clear-cut as physical ones.
The human average here is 2 rather than 4. Luckily, you're not entirely human anymore.

Magic [MAG] determines how strongly magical you are, and how much magical power you can release.
Benchmarks use Fire magic as an example.

2 = Spray sparks.	12 = Fire piercing beams of heat.
4 = Enhance your weapons with fire.	14 = As per 6, but while using jets of fire to propel yourself.
6 = Expel bursts and streams of fire.	16 = As per 8, but while also propelling yourself around.
8 = Launch explosive bolts and blasts.	18 = As per 10, but while also propelling yourself around.
10 = Shoot blazing columns of fire.	20 = Self-propulsion, beams of heat, and a fire aura.

The primary limitations of magic are capacity and skill. All of these feats are accomplished by throwing more magical power into the element of Fire, with greater skill applied in application and shaping.

Luck [LCK] is how favored by fate you are. There is no hard benchmark for this. When your luck is high, things just go right for you: your enemies are distracted, you happen to stumble into monster nests before they get bad, an enemy is tripped up by a burst water main, you dodge a blow thanks to stumbling over a loose rock. The higher your luck, the more often these things happen.

ROLL 1: AGE

You are now immortal and will no longer age. However, you look quite young and will look like this for eternity. If you die, you will become a spirit, though after a great deal of time and effort, you will be able to reincarnate.

*Treat 1-10 as is, and subtract 10 from rolls of 11-20. **Your new age is 7 + your roll.**
You may spend coins to adjust your body's age.*

Bronze: Select any age between 8 and 17.
Silver: Select any age.

ROLL 2: BODY

Your body now matches a young girl's. The specifics of your new body's features may be altered to whatever you wish within human norms - ethnicity, eye/skin/hair color, eye shape, hand structure, etc. The overall shape of it, however, is up to chance.

Your body type is one of the options listed below. You may spend a coin to switch your roll.

Bronze: Select your body type.

[1-6] Underdeveloped

You are much smaller than normal, sickly, thin, or look much younger than you really are.

+1 MAG, AGI, or LCK †

[7-14] Average

You appear as average for a girl your age, be it prepubescent or pubescent.

+1 ANY †

[15-20] Overdeveloped

You are taller, bigger, wider, more muscular, appear older, or have precocious puberty.

+1 STR, VIT, or LCK †

ROLL 3: SPECIALIZATION

Your specialization is the focus of your powers. You're a little less and a little more than human now, but your soul expresses a single type of magic with a power far exceeding any other.

*Your specialization is one of the options listed below. You may spend coins to alter your roll.
You gain +4 to your stats, assigned in any combination or layout you choose.*

Bronze: Modify your roll by +/- 1.
Silver: Swap to any specialization in the same column.
Or, corrupt your specialization.
Gold: Choose any specialization, including corrupted ones.

[1] Oddball

[4] Spirit

[7] Time

[10] Darkness

[13] Plant

[16] Gravity

[19] Metal

[2] Fire

[5] Reinforcement

[8] Lightning

[11] Illusion

[14] Empathic

[17] Stone

[3] Air

[6] Psychic

[9] Sound

[12] Light

[15] Water

[18] Beast

[20] Corrupted

SPECIALIZATIONS

1

Oddball: Occasionally, girls just end up with particularly odd specializations. Girls with these oddball specializations are unpredictable and tend to have a narrowly focused, but still useful command of something or some theme. Candy, bone, paper, fairy tales, steam, and the zodiac are just a few of the range of unique specializations that have been seen.

It's impossible to know exactly what a girl with these strange specializations can do, but usually it has a more specific and narrow focus than the traditional elements.

Out of costume, who knows what effects Oddball might have?

2

Fire: A fire specialist can attack using great blasts of flame. Used creatively you can generate fire blasts from your feet as a kind of ghetto rocket jump, or proclaim yourself the dragon princess and spew fire from your mouth. This path is focused on offense and has some of the best direct damage abilities - good for frying both individuals and whole groups.

Fire users also become more inspiring and courageous, while the cleansing properties of flame allows them to purify things with their fire. This is often destructive or painful, though.

Out of costume, you have a high resistance to heat.

3

Air: Air's focus is speed. Air users can attack using gusts of wind or slicing vacuums of air. Skilled users can blow away projectiles from enemies using powerful gales, and fly through the air on their own.

The disruptive nature of wind lends itself well to some hindering or confusing spells. Air users tend to become more cheerful, intellectually curious, and good at finding things.

The nosy nature of their magic may also give them minor clairvoyant abilities.

Out of costume, you have a heightened sense of your surroundings by feeling the air move.

4

Spirit: Spirit allows users to see and communicate with spirits. They are skilled in manipulating the etheric energy disembodied entities need to manifest in this world. They can exorcise spirits with ease, or summon enough power for one to physically interact with the world.

These girls tend to be laid back and calm, with novices employing poltergeists inhabiting or wielding weapons, and experts surrounded by animated suits of armor, dolls, or spectres as loyal servants.

Out of costume, you retain the ability to see and communicate with spirits.

5

Reinforcement: A reinforcement-natured magical girl can create powerful wards and shields to protect herself and her allies. She also gains access to healing spells and powers to cleanse ailments and curses, both more potent than any other. They are entirely lacking in offensive spells, but their spells for enhancement are top class both for their own physical abilities and their allies'.

These girls tend to become more altruistic, and often reliant on their allies to fight. Skilled girls can place wards that last for many years, or purify places or people of negative energies.

Out of costume, you gain +1 VIT and your words of encouragement are stronger than normal.

6

Psychic: Psychic users can read and influence minds, or induce feelings of terror, anger, or sympathy in their target. With practice, they can disrupt or destroy an enemy's mind to harm them directly. The greatest psychic girls can make subtle changes without harming the target, allowing them to edit memories or even temporarily turn people into their slaves.

Their powers do not work on entities with no minds, however, and both strong-willed foes and other Psychic girls are resistant to having their minds meddled with.

Out of costume, you are resistant to mental effects and you can sense the presence of other minds, although you can't read them.

SPECIALIZATIONS

7

Time: Time is a strange power. Novices are often weak but aware, while practiced users are deadly. Users of this power can slow their opponent's time to steal the chance to react, or speed up their own time to move faster and give themselves more time to strategize. An adept time user can freeze time in blocks of several seconds at a time, while true masters can stop the clock for as long as their magic holds out. Time travel is still an impossibility, though. Time mages tend to become better at logical thinking, as well as problem-solving skills.

Out of costume, you are always aware of the current time and how much has passed, as well as gravitic distortions as they distort time.

8

Lightning: Lightning is a very offensive powerset, much like fire, but its spells tend to be single-target with very high accuracy. The more powerful spells are very draining to cast, and so they often hit like a blitzkrieg - either they bulldoze their opponents in a few blasts, or they run out of steam and get into trouble. An accomplished lightning user can channel their element into their movement as well, giving themselves bursts of supernatural speed and strength.

Out of costume, you gain +1 AGI and tend to have both quick reflexes and a quick wit.

9

Sound: The specialization of sound offers a mix of offensive and supportive powers. Sound attacks tend to have high accuracy and can cover a wide area, but low power. They're good against groups of weaker foes, but have trouble with single, strong opponents. Fortunately, sound powers also offer a wide range of enhancing and debilitating magic to be cast on allies or enemies. Sound girls often wield a musical instrument as their weapon, but are not guaranteed to be musically talented.

Out of costume, you are either musically talented, have good hearing, or are a talented mimic.

10

Darkness: The path of darkness focuses on stealth and debuffing effects. Users can shroud themselves in magical darkness and silence to hide, turn invisible or intangible, or even teleport short distances from shadow to shadow and strike unexpectedly or evade attacks. This path offers some of the most crippling malicious spells. Skilled users of darkness can learn to cast a curse of instant death - these have a low rate of success, especially against opponents magically stronger than them, but it kills instantly if successful.

Out of costume, you can see in the dark.

11

Illusion: Illusion allows one to create primarily visual illusions for others to see. One can easily create decoys of themselves or other objects to distract their opponents, hiding their own movements and attacking with impunity. Advanced illusion mages can also manipulate other senses - sound, smell, balance, or proprioception are all fair game. The specialization generally has no direct attacks itself, instead relying on misdirection to set up hits with a weapon or from allies. Girls in the path of illusion often become more artistic.

Out of costume, you are harder to notice if you wish and have a natural understanding of color.

12

Light: Light users are best known for their beams of light. These girls have attack powers of modest strength, and their spells cannot target widely, but they have an extremely long range. They can also make a blazing weapon out of light for use in close combat. Their inner light reveals all, giving them spells to see through deception or detect and dispel illusions. They also become good at finding things, like Air, and are capable of purification - a middle ground between the destructive Fire and powerful Reinforcement. Advanced users can force others to reveal secrets.

Out of costume, you are always aware if you are being lied to.

SPECIALIZATIONS

13

Plant: Girls on the path of plants gain a green thumb and can grow all sorts of plantlife well. This enhances their magic, growing seedlings or plants into monstrous sizes and forms - such as lashing vines from a shrub. Novices try to stay near areas with lots of plants, often carrying small plants around with them, while advanced users can create monstrous creatures with gaping maws and tentacles through seeds alone.

This path also gives spells to further enhance and heal their plant-based creations.

Out of costume, you are always aware of the state of plants you touched - including dead ones like food, paper, and wooden constructions.

14

Empathic: Empathic girls absorb the ambient emotional energy in an area and use it to power and shape their spells. Energy absorbed from an angry fight may be released as a powerful attack, and energy from a crowded stadium can become a powerful enhancement for teammates.

Empathic girls can rival fire users at offence or reinforcement users at healing, but only if they've spent sufficient time absorbing the right type of energy; as a result, they are constantly on the prowl to feed. There is a limit to the amount of emotion they can store, however. They can also drain a target of emotions to leave them unable to act, but strong-willed targets are resistant to this.

Out of costume, you know how anyone you speak to is feeling, and are an influential speaker.

15

Water: Water girls can summon and fire powerful cutting jets of water, piercing needles of ice, or plumes of hot steam to attack. Puddles of water left on the ground can also be manipulated again to attack from unexpected directions. Ice can be used as a powerful shield between a water girl and her foe. Especially cruel water mages are known to drown their victims.

Water spells require a sneaky mindset to utilize fully, but are excellent at ambushes. Water users also gain the ability to cast minor healing spells.

Out of costume, you know when rain or snow is coming and are a fast swimmer.

16

Gravity: This specialization allows one to adjust the effects of gravity. Novice users just dial gravity up or down in defined areas, making everything float or slam to the ground. Skilled users can create graviton effects that only exist for the target, allowing them to crush a monster without harming people nearby, or launch single objects with great speed without throwing everything around them. Masters can even manage agile flight.

Gravity combat techniques are very powerful, but draining and only deal physical damage.

Out of costume, you are good at jumping and lifting objects, and move with a floaty grace.

17

Stone: This specialization allows girls to manipulate rock and earth. Rocks may be flung, stone spears erupted from the earth, or armor constructed of dirt and stone. Skilled adepts may make small earthquakes or fissures to appear or erect instant buildings of unfinished stone.

The metaphysical side of the element lets these girls cast strong defensive spells and enhancements, as well as powerful strength boosts.

Girls with the power of stone have an innate grasp of architecture.

Out of costume, you retain up to +2 STR or VIT and can always stay on your feet.

SPECIALIZATIONS

18

Beast: Girls with Beast powers focus on summoning and enhancing animals and themselves in various ways. They find it easy to understand the body language of animals and will likely have a number of pets that make good subjects for enhancement. They can also use wild animals, though results may be mixed.

They have a wide range of spells for increasing strength, speed, and toughness, or borrowing traits of animals for themselves.

Out of costume, you retain +1 STR and +1 AGI, and have heightened senses.

19

Metal: This specialization allows girls to shape and manipulate metal. Novices can move metal about, flinging bullets and blades, swinging chains, and maneuvering sheets of metal.

Skilled users can form and operate simple machines, animate statues, or purify ore and restore damaged or corroded material like new.

Masters can manipulate metals to molecular structures - creating superconductors, hyper-alloys, or machines that shouldn't be able to work, and can optimize mechanical devices to impossible lengths.

Out of costume, you have natural skill at mechanics and tinkering.

20

Corrupted: Something has gone wrong.

Interference? An improperly cast transformation? Who can tell? Regardless, your body floods with dark power and the Puchuu flees, cursing, as your transformation takes a sinister turn.

Your form is still human, though your magic is twisted - warped from having too much of it pushed into you at once. It's not safe, but it does make you powerful.

Unfortunately, not all of these changes will be beneficial. Depending on how 'wrong' your transformation went, you might have a little ace in the hole and a little mental shove in a different direction.

Or you might have had so much magic flooded into you that not even your body can stay intact - form, mind, and soul, it all warps under the strain. Your body has become monstrous in some fashion, whether partly bestial, made of stone, unnaturally colored or proportioned, or otherwise. This spontaneous rush of power will surely make you stronger, but the changes are permanent and drastic...

Choose any of the previous specializations. You gain a corrupted version of it, becoming either a Dark Magical Girl or Monster Girl with that specialization.

Refer to the AMGC Corruption Addon to complete your character with the appropriate options.

ROLL 4: WEAPON

A weapon is bonded to you. It is indestructible, and can always be called to your side. Ranged and Mystic weapons create their ammunition from your magic, though Ranged weapons are capable of using normal ammunition for their type. You gain at least novice level understanding of your weapon if you don't already have it.

Your weapon is one of the options listed below. You may spend coins to alter your roll.

Basic attacks with weapons are listed under Basic Attacks, p.34.

- Bronze:** Modify your roll by +/- 5.
Silver: Select any weapon.
Gold: Gain a **second** weapon of your choice.

1-5

Melee: Blades, hammers, axes, polearms, bludgeons... Anything you swing around to hit people with.
+1 STR, +1 VIT This weapon makes Melee (STR) attacks by default.
Gain one of the following Enhancements for this weapon:

- Aerodynamic:** +2 dice on Dash rolls. +1 die on Pursue rolls.
Master of Battle: You can use Unarmed Dash, One-Two, and Trip. This does not require wielding the weapon.
High Ward: When you succeed on a Sunder roll, gain +1 Mana and +1 die to one attack made on your next turn. This cannot gain more than one bonus die per round.
Duelist: When you succeed on a Parry roll, increase the damage dealt by +1 and add +1 die to one attack made on your next turn. This cannot gain more than one bonus die per round.
Precision: Pick Melee Cutting or Piercing. You can roll that attack and Parry using AGI.

6-10

Ranged: Bows, rifles, slingshots, pistols, muskets, laser guns... Things you can use to hit from afar.
+1 AGI This weapon makes Ranged (AGI) attacks by default.
Gain one of the following Enhancements for this weapon:

- Recoil:** +1 die to Disengage rolls. +1 die to Flee rolls.
Quickdraw: +2 dice to Initiative rolls. If an enemy has Bullet Punch, you may make an attack on them before they can act.
Marksman: Natural 10s on attack rolls with this weapon give +1 success each. This only counts for dice.
Rapid Firing: Penalty for attacking 3 or less targets at a time removed. Only take a -1 penalty total for up to 6 targets at a time.

11-15

Mystic: Rods, staves, orbs, wands, amulets, charms... Anything which can be used as a magical focus.
+1 MAG This weapon makes Mystic (MAG) attacks by default.
Gain one of the following Enhancements for this weapon:

- Enchanted:** +1 die to Mystic and Spell attacks.
Hard Light: Choose one attack other than All-Out or Flurry. On non-consecutive turns, you may make that attack with MAG. Targets can defend against a Mystic attack or the normal attack type.
Ley Lined: Once per encounter, you can fully recover all Soak as an action.

16-20

Unarmed: Gauntlets, boots, fists, feet, elbows - your body is your weapon.
+2 STR This weapon makes Melee (STR) attacks by default.
Gain one of the following Enhancements for this weapon:

- Bullet Punch:** After rolling Initiative, before turns are taken, you may make a single offensive action. If multiple girls have Bullet Punch, their offensive actions are in order of Initiative.
Focus: Reduce the defense penalty for Flurry by -1 die.
Forced Holster: Gain +1 die and +1 Soak penetration to the Disarm attack.
ATATATA!: Increase the bonus die and defense penalty of Flurry by +1 each.

ROLL 5: OUTFIT

You have a specific outfit tied to your transformed state. It provides basic physical protection similar to full plate armor, regardless of its appearance or actual coverage.

Your outfit is one of the options listed below. You may spend coins to alter your roll.

Bronze: Modify your roll by +/- 4.
Silver: Select any outfit.

1-4 Skimpy: Leotards, bikinis...
+1 AGI Skintight anything, or outfits that show a lot of skin.
Gain one of the following Enhancements for this outfit:
Lucky Charm: +1 die to defense rolls made with LCK. +2 maximum Fortune Points.
Tentacle Bane: Penalties from grappling, suppression, or binding magic are halved. +1 die to rolls made to escape grapples.

5-8 Flowing: Coats, robes, long capes, togas, hakama...
+1 STR Outfits that are loose, and trail with your motion.
Gain one of the following Enhancements for this outfit:
Quick Dash: +1 die to Dash attacks. +2 dice to Disengage rolls.
Artful Dodger: +1 die to Dodge rolls.

9-12 Elaborate: Lolita dresses, ballroom gowns, overly fancy cosplay...
+1 MAG Outfits designed much more to dress the wearer up than to allow them to move.
Gain one of the following Enhancements for this outfit:
Accumulator: When using the Recharge action, you do not take a defense penalty. You can choose to take the defense penalty and lose the Shield defense for one turn to double the Mana recovery.
Shielder: +1 die to Shield rolls. +1 maximum Mana.

13-16 Uniform: School uniforms, military gear, business attire...
+1 VIT Outfits made to follow an organization's clothing regulations.
Gain one of the following Enhancements for this outfit:
Reinforced: +2 maximum Soak.
Defender: +1 die to defense rolls made with STR.

17-20 Cosplay: Anything, as long as it's some kind of imitation or cosplay.
+1 LCK
Gain one of the following Enhancements for this outfit:

Good Fortune: Every 4 turns, recover 1 Fortune Point.
Magical Guard: +2 dice to defend against Spell attacks.

All outfits also have access to the following Enhancement, which can be taken in place of an outfit-specific one.

Determination: When your HP is reduced to 0 or less, as a free action on your next turn, you can recover one threshold of HP and ignore any wound penalties until the following turn.
This can only be used once per encounter.

ROLL 6: POWER

You have a special skill you can perform with your magic, separate from your specialization.

Your power is one of the options listed below. You may spend coins to alter your roll.

Bronze: Modify your roll by +/- 1 OR +/- 2.
Silver: Select any power.
Gold: Gain a **second** power of your choice.

1 KILLING BLOW	2 TELEPORTATION	3 HAMMERSPACE	4 COPYCAT
5 TWIN SOUL	6 NULLIFICATION	7 FOCUSED ASSAULT	8 PRIME OF YOUR LIFE
9 BARRAGE	10 FOCUS FIRE	11 POWER OF FRIENDSHIP	12 AVENGER
13 DUPLICATION	14 AVATAR	15 THIRD EYE	16 SIZESHIFT
17 REGENERATION	18 INVULNERABLE	19 TENTACLES	20 SCRYING

1

Killing Blow: An overpowering attack that dumps all of your strength into a single, overwhelming blow. If it hits, it has extreme penetration and damage, almost guaranteeing a kill even on more powerful monsters.
+1 STR or MAG

It leaves you exhausted and vulnerable after, however - so you'd better not miss.

Once per round, a successful attack gives you a Combo counter, max. 5. Missing an attack removes all Combo counters. All Combo counters are lost at the end of the encounter.

4 Mana, Action:

Make a weapon attack against one target. Your dice for this attack after any bonuses are multiplied by your Combo counters. This uses all of your Combo counters. Mystic weapons instead make a multiplied Mystic (MAG) attack with 1 HP/success, 1 penetration.

After using this, you take a penalty to all defenses equal to the Combo counters used. The penalty lasts for 1/2 the Combo counters in turns (round up).

2

Teleportation: You have the ability to transport yourself instantaneously between two points. Shorter jumps are easy enough, though magically taxing if done repeatedly. Longer jumps take more power to accomplish.
+1 AGI or MAG

2 Mana, Instant, when using Flee:

You automatically succeed without a roll.

X Mana, Reaction, after defending:

Negate an attack on yourself that has X net successes over your defensive roll.

Instant, when using Dash or Disengage:

Roll with MAG instead of the normal stat used.

POWERS

3

Hammerspace: You have access to an extra-dimensional storage space of infinite capacity. You can access or +1 LCK store things instantly, though this only works on non-living material. Food or other time-sensitive items are put into stasis, and do not go bad or lose time. You can store anything you can personally lift.

This works even untransformed, though you're limited to small, handheld objects and there's a short delay between calling them and having them appear.

1 Mana OR 1 Fortune, Action:

Retrieve and use a simple Melee or Ranged weapon with a single attack type (e.g. Melee Cutting, or Ranged Armor Piercing). You retain access to this attack for the rest of the encounter.

2 Mana OR 2 Fortune, Action:

Plant an explosive as a Ranged attack, with a fixed 11 dice. This affects everything in Close range with you and deals 2 damage/success, 1 penetration.

2 Mana OR 2 Fortune, Action:

Fire a volley at one target as a Ranged attack, with a fixed 9 dice. This affects everything in Close range of the target and deals 2 damage/success, 1 penetration.

2 Mana OR 2 Fortune, Reaction, when defending against Ranged:

Add +1 die to your defensive roll to attempt to swallow a Ranged attack in your Hammerspace. If you successfully defend, the attack is Captured for 1 turn.

2 Mana OR 2 Fortune, Action, at least one Captured attack:

Make the Captured attack against its original user.

All parameters, including dice rolled, spells applied, and bonuses are identical to the original. This uses up the Captured attack.

3 Mana OR 3 Fortune, Action, once per encounter:

Retrieve a shield or cover to provide +4 temporary Soak.

2 Mana OR 2 Fortune, Action:

Retrieve a medicinal item to recover 4 Health to yourself or a target in Close range.

2 Mana OR 2 Fortune, Action:

Retrieve a smokescreen that lasts 3 turns. Everything in Close range is clouded, gaining +2 dice to defend against Far range, +1 die to defend against Close range, and +2 dice on Hide rolls.

4

Copycat: You have no special skill of your own, but you catch on quickly to how they work. When you see your friends or foes using theirs, you can grasp what they're doing and mimic it yourself in some way.

Reaction, when a Power is used, you have had no copied power during the encounter:

Gain the Power that was used. This functions as having the power in all ways, including the stat bonus or penalty.

You may only have one Power copied this way at a time, and only one Power copied over the course of an encounter.

POWERS

5

Twin Soul: Your transformation has split your soul, and the shard has its own body and mind. They can be male or female. They love you and won't betray you outside of egregious abuse on your part.
-2 ALL
or -1 ALL, -1 VIT You are both connected on an instinctive level, and once in a while, either of you can alert the other to where you are and that the other is needed.

You gain another character, your Twin. They roll for a different Specialization, Weapon, and Outfit, but share the Twin Soul power (you are their Twin) and your Perks. When a Perk gives something independent such as an artifact or Ally, you only have one between the two. You may have different stat bonuses chosen for any option.

If you are a Dark Magical Girl, you can skip the Specialization roll to give your Twin a non-corrupted version of your Specialization. If they roll Corrupted, they gain a corrupted version of your Specialization. If both you and your Twin are Monster Girls, you share monster Perks.

Any coins spent on yourself or your Twin affect both of you, but you may choose different options for a choice (such as buying a second weapon on both and choosing a different weapon for each) unless using them to buy new Perks.

If you picked -2 ALL for this Power's stat penalty, you and your Twin are able to Fuse at any time; see the Fusion added rules for this. Otherwise, you and your Twin cannot Fuse.

If either of you are affected by Nullification, both of you take a -1 penalty to all rolls rather than the Power ceasing to work entirely.

6

Nullification: An odd aura surrounds you, one magical beings can take notice of. It partially distorts magic around you, and you can project it at your foes to interfere with theirs.
+1 MAG

Reaction, when a Spell is used against you twice in a row:

Negate the Spell being used against you.

2 Mana, Action:

Disable a target's power for 1 turn.

This can be sustained for the same cost each turn as an Instant.

7

Focused Assault: If you focus on a target, you can put far more power into an attack than normal. This lets you put very punishing or penetrating blows on an enemy if you take a bit of time to focus and concentrate. This is not as potent as a Killing Blow, but can be repeated until you run out of energy.
+1 STR or AGI

3 Mana, Action:

Make one of the same Attack twice, such as two Ranged Armor Piercing attacks or two Melee Dash attacks. These are considered separate actions for purposes other than timing.

Both attacks gain 1 Soak Ignore.

8

Prime of Your Life: You have the ability to channel the power of your future self for short periods of time. Your physical appearance changes to that of a woman in the prime of her life, although you don't gain any difference in your mental state.
+1 VIT

4 Mana, Instant:

Your STR, AGI, VIT, and MAG are raised by +4. This lasts for the next two rounds.

Health, Mana, and Soak are raised for the duration, and any gained resources are used before your normal counts.

POWERS

9

Barrage: You can put out a lot of fire. A lot. You are extremely efficient at casting small attacks in rapid succession or in batches. You're a master of suppression and can destroy hordes of weak enemies with ease, and can add secondary explosive effects to your larger spells, allowing them to catch minions in the blast intended for something larger.

3 Mana, Instant, when using a multitargeted Attack:

You take no penalty for multitargeting, but you are capped at 10 different targets.

If you are using a Ranged Attack, gain +1 die to the roll.

10

Focus Fire: You are adept at commanding your allies, and when you yell a command, they are more inclined than usual to listen - especially in the heat of battle. You also gain an instinctive grasp of tactics and when to strike for best effect. By combining these, you can direct your allies to new opportunities in battle they would otherwise have missed.

+1 STR, AGI, or MAG

3 Mana, Action:

Select one target.

All of your allies can immediately make a basic weapon attack against that target.

11

Power of Friendship: You have an instinctive sense of when people are sad, how to cheer them up, and how to get in their good graces. People tend to think the best of you, give you multiple chances, and will generally try to help you. You can gain allies and contacts easily with a bit of extended conversation and sometimes more risky action can even bring some monsters to respect you or cease preying on humans. Sadly, not everyone will be your friend, but with this power you will instinctively know how to befriend anyone who could.

+1 MAG or LCK

Passive:

Increase the dice bonus you provide others, and that others provide you, with Aid actions by +2.

X Mana, Action:

Select one ally.

Transfer X HP from yourself to the ally, or from the ally to yourself, to a maximum of 3.

12

Avenger: You love your friends. You keep a close eye on them even in a frantic fight, and when you see them hurt - god help anyone who gets in your way.

+1 MAG or LCK

Reaction, when an ally drops in Wound Threshold due to an attack:

Immediately make a basic weapon Attack against the attacker.

On your next turn, you gain +2 dice to Attacks against that target.

If the ally dropped two Wound Thresholds total before your next turn, increase the bonus to +4.

13

Duplication: With a moment of concentration, you can split off duplicates of yourself. It costs a fair bit of magical power for this, but maintaining them costs little. They're not very magical, but their bodies are just as solid as yours, and they can hit just as hard. Any attack strong enough to harm you is enough to destroy the duplicates.

+1 VIT

They don't automatically relay their experiences, but if they can return to you, they can merge with you to relay a small portion of their experience - this will be very disorienting.

0 Mana OR 1 Fortune, Action:

Create a Duplicate of yourself with 1 HP, 1 Mana. If you spent 1 Fortune, create two instead.

Duplicates cannot use Powers, Perks, or Enhancements, but otherwise use your dice and actions. You can have up to 1/3rd your max Mana in duplicates active at a time.

If Nullification is used on you, all current Duplicates are removed.

1/3rd Max Mana, Action:

Create a Duplicate of yourself with 1/3rd your max HP, 1 Mana, 1 Fortune. You can only have one of these active at a time, but they are otherwise identical to the above.

POWERS

14

Avatar: The magic inside you is versatile - your Specialization is not a specialization after all, merely the most prominent facet of the powers available to you.

+1 MAG

But you still have the same amount of magical ability as most girls. Since it's now split up between many different forms, you can only put a small amount of potency into any spell.

Passive:

You have access to non-passive spells in Specializations other than your own, Oddballs, or Corrupted versions.

You do not qualify for spells with a MAG requirement above 8.

15

Third Eye: You have the Sight, allowing you to see the flows and aftereffects of magic. Your sense of magic is extremely precise - you can pierce illusions, trace the effects of faded rituals, or know the type of magic being used at a glance.

+1 MAG or LCK

Your highly attuned sense of magic lets you predict incoming spells, and if you are quick enough, you can dodge or counter them with your own.

You can also easily tell when an Overcity entrance is nearby, though it will take you some time to determine exactly how to activate it.

Action:

See through an illusion.

Passive:

Gain +2 dice on Sunder and Shield rolls.

Gain +2 successes on Perception rolls.

You can always act during Surprise Rounds.

16

Size Shift: You have the ability to alter the mass of your body somehow. Using this, you can become bigger or smaller - from an eight-foot-tall giant to a three-foot-tall midget, or anything in-between.

+1 VIT

X Mana, Instant:

Move X points from STR into AGI, or from AGI into STR, to a maximum of 3.

This lasts for the encounter.

17

Regeneration: You heal and recover magical energy faster than normal - way faster. If it doesn't kill you outright, you can live through almost any injury. Your wounds will heal even as the blows are struck, and your severed limbs can be reattached just by holding them to the stumps.

+1 VIT

You'll outlast your opponents in a fight, as you'll rarely ever tire. This has benefits even when not transformed, increasing stamina and recovery speed, though your healing rate is greatly reduced.

Passive:

Every turn, heal +1 HP.

Every two turns, heal +1 Mana and +1 Soak.

1 Mana, Instant, once per turn:

Heal +1 HP. This can only be used once per turn.

18

Invulnerable: You have the ability to form an aura of pure magical energy around your form to deal with incoming attacks. This is taxing to perform, but renders you temporarily impervious to attacks and damage.

+1 VIT

3 Mana, Reaction, when making a defensive roll, once per encounter:

You succeed without a roll.

1 Mana, Action, once per encounter:

You succeed on defenses without a roll for 1 round.

This can be sustained for up to 3 more rounds as an Instant, at the cost of 4 Mana per round.

POWERS

19

Tentacles: You have command of something tentacle-like. Chains, vines, cords, ropes, perhaps even actual tentacles. They grow from your outfit or if you concentrate, from various points in the area that you can designate. They can act with very little direction from you, or you can take exacting control of one chain, rope, or tentacle for yourself, to reenact Indiana Jones stunts or a Jackie Chan fight scene.

+1 ANY

You don't get any tactile feedback from them, but you always know where your tentacles are in relation to your body.

Instant, once per turn:

Choose Grapple, Strike, or Squeeze and a single target in Far range.

This is a Melee (STR or VIT), Ranged (AGI), or Mystic (MAG or LCK) Attack. The stat used is determined by your second-highest stat.

Grapple

The target is Grappled and takes a -2 dice penalty to all rolls if successful.

At the start of each turn, you may reroll this to keep the penalty applied as a free action.

The defender resists without Grapple's penalty, and Grapple's penalty does not stack with Pin Down's.

Strike

Deals 1 damage/success. If the target is Grappled, they take the penalty to defend against this.

Squeeze

Target must be Grappled. Deals 1 damage/success, ignoring soak. They do not take the penalty from Grapple to defend against this.

20

Scrying: You have the ability to see short distances into the past and the future, allowing you to sometimes predict the course of actions, or find out what has happened at a scene. This is not always understandable or even coherent, but it can give you hints about the history or future of an area, or a flash of insight into how to bring about a certain fate in a fight.

+1 MAG

You also always know when an Overcity portal is nearby.

At the start of an encounter, make a fixed 9 dice roll and save the result.

Passive:

You may ask the GM for hints about the past or future of an area. There must be a GM for this.

Gain +2 dice to Parry and Dodge rolls.

Gain +2 dice to Perception rolls.

1 Fortune, Reaction, when a roll is made, once per encounter:

Replace the natural roll with your saved roll. Any effects that would modify the natural roll, such as multipliers, target number shifts, or bonus successes still apply.

ROLLS 7-12: PERKS

You have a few useful tricks, skills, or even magical items to help you along in either fighting monsters or just living your new life.

Your perks are based on the last six rolls as listed below.

The first two rolls are on the first table, following that order for the second and third.

If you get a duplicate perk, shift it to the table to the right.

If you get a duplicate perk but have all three perks for a roll value, choose any perk as a replacement.

If you are Point Buying, instead choose one from each table, then three more in any order you wish.

Bronze: Modify your roll by +/- 1.
OR swap a roll to any other table at the same value.
Silver: Swap up to 2 perks with any other 2 perks.
Gold: Gain **2 more** perks of your choice.

DUAL WEAPON	1	INTERDIMENSIONAL TOURIST	1	FIX-IT BAND-AIDS
MARTIAL TRAINING	2	CLOSURE	2	MEMORY LINK
ENHANCED WEAPON	3	FATED	3	LIVING WEAPON
MYSTIC ARTIFACT	4	TRAINING	4	UNDERDOG
GIFTED	5	INTERDIMENSIONAL HOME	5	LEITMOTIF
FLEXIBILITY	6	INCOGNITO	6	FORTUNATE
ENHANCED TRANSFORMATION	7	ENVIRONMENTAL SEALING	7	STURDY
DISGUISE ARTIFACT	8	GET OUT OF JAIL	8	DEFENDER
BLOOD MAGIC	9	BIG DAMN HERO	9	OJOU-SAMA
HAMMERSPACE HANDBAG	10	ABSOLUTE DIRECTION	10	TRANSFIGURATION
ENHANCED SUSTENANCE	11	BIG BACKPACK	11	WATCHER
ENHANCED OUTFIT	12	NATURAL AGING	12	MANA CHANNEL
HEALING ARTIFACT	13	MASCULINITY	13	MIRROR MOVE
ALLY	14	OVERCITY SHIFT	14	PATRON
MONSTROUS METAMORPHOSIS	15	MONEY	15	SKELETON KEY
SORCERY	16	FAMILIAR	16	SUPER MAP
WINGS	17	SOUL JAR	17	SNAPSHOTS
PURIFICATION ARTIFACT	18	ETERNAL STYLE	18	ASTRAL PROJECTION
AWARENESS	19	A WAY OUT	19	#&\$*?!?
POWER ARTIFACT	20	FAKE PARENTS	20	MOUNT

PERK DESCRIPTIONS TABLE 1

- 1 Dual Weapon:** Your weapon serves multiple uses. Perhaps your rifle has a bayonet, or your sword comes with steel gauntlets, or your staff is iron-shod. Either way, you can do more with it than normal.
+1 STAT Choose an alternate type for your weapon. This does not grant the weapon's stats. The STAT granted by this perk must be one the alternate mode's weapon type would have granted. You may choose an enhancement as appropriate for the alternate mode.
 If you have two starting weapons, this perk applies separately for both.

Instant, once per turn:
 Switch your weapon's mode. This applies a -1 die penalty to your next Attack with the weapon. Spells count as using the weapon for Mystic types.
- 2 Martial Training:** You spontaneously gain training in tactics, logistics, and the intricacies of a large number of weapons. Your intuition can allow you to predict the moves your enemy will take.
+1 STR or AGI †

Passive:
 Gain a +1 die bonus to use or resist Pin Down.

Instant, once per encounter:
 You may ask the GM for the enemy's tactics for their next turn. There must be a GM for this.
- 3 Enhanced Weapon:** Your weapon hits harder, is sharper, or casts faster - it's just a better weapon than most magical girls have.
 Choose a second Enhancement for your weapon.
 If you have two base weapons, this perk applies separately for both.
 If you have Dual Weapon, this perk applies separately for both modes.
- 4 Mystic Artifact:** You gain an artifact that can sometimes show you glimpses of the past, present, or future, as is relevant to your query.
+1 MAG

1 Mana, Action, if you are in possession of the artifact:
 You may ask the GM for hints about the past or future of an area. There must be a GM for this.

1 Mana, Instant, if you are in possession of the artifact, once per turn:
 Gain +2 dice to defensive rolls until your next turn.
- 5 Gifted:** You are capable of feats within your specialization that are dazzling, innovative, and impossible to duplicate by regular magical girls.
+1 ANY

Passive:
 Treat your MAG as having a +2 bonus for the purpose of qualifying for spells.
- 6 Flexibility:** You aren't exactly made of rubber, but you have a far greater range of motion in your limbs and joints than should be humanly possible.
+1 AGI †

Passive:
 Gain +1 die to escape any type of grapple.
- 7 Enhanced Transformation:** Your transformation takes only 3 seconds, and you are invulnerable while it happens. Your transformation phrase also doesn't need to be said out loud anymore.
+1 MAG Monsters can retain some of their power while maintaining their illusion, and can re-establish it quickly. It also doesn't fade while unconscious or asleep.

Passive, if you have the Transform action:
 The 'Transform' action now uses a timing of Free Action for you.

Passive, if you have the Seal action:
 The 'Seal' action now uses a timing of Free Action for you. While Sealed, you retain 50% of the difference between your Sealed and Unsealed stats.

PERK DESCRIPTIONS TABLE 1

- 8 Disguise Artifact:** You gain a small artifact that can temporarily transform you into other people, complete with clothing and handheld equipment. This is a physical transformation, but it only lasts 2 hours and takes 6 to recharge.
+1 LCK Identification and other papers created are correct and will scan but you do not exist in any database. Electronics look correct, but are nonfunctional.
 If you're a Monster Girl, you can use this to assume forms other than your default disguise, or maintain your normal one without effort for a few hours at a time.
1 Mana, Instant, when making a Hide roll, if you are in possession of the artifact:
Gain +2 dice on the Hide roll.
-
- 9 Blood Magic:** You may choose to fuel your magic with your own health rather than magical power, greatly expanding your your potential magic pool. Be careful, though: nothing is there to prevent you from using up all of your life force. Naturally, this will kill you if you do it.
+1 VIT or MAG **Instant, when spending Mana:**
Replace any part of the Mana cost with an HP cost.
This cannot be used for any ability that directly restores HP, but can be used for ones that indirectly restore it, such as life-stealing abilities.
-
- 10 Hammerspace Handbag:** You have a nondimensional storage space the size of a medium purse. You can access it at any time, much like the Hammerspace power.
+1 LCK **X Mana OR X Fortune, Special, once per encounter:**
Use one of the actions listed under the Hammerspace power. The cost and timing is identical to the chosen action.
-
- 11 Enhanced Sustenance:** You only need to sleep half as much to gain a whole night's rest, and can subsist on starvation rations. You have no nutritional requirements and breathing is now optional for you.
+1 VIT **Passive:**
You can ignore effects that rely on breathing by choosing not to breathe.
-
- 12 Enhanced Outfit:** Your outfit is hardier and tougher - it now provides serious protection, enough to shrug off heavy weapon fire and minotaur axes. It channels your magic better, too.
Choose a second Enhancement for your outfit.
Passive:
Gain +1 maximum Soak.
-
- 13 Healing Artifact:** You have a handheld artifact that can heal people and animals. It takes its power from you and isn't very efficient, but can heal almost anything.
+1 VIT **2 Mana, Instant, if you are in possession of the artifact, once per turn:**
Heal +3 HP to a target.
All Mana, Special, if you are in possession of the artifact:
Heal a wound on one target that otherwise could not recover, such as lasting scars or dismemberment.
This takes a minimum of 1 hour, or up to 24 hours for the most severe wounds (including loss of limb). The user is drained for the duration, and starts encounters at 0 Mana.

PERK DESCRIPTIONS TABLE 1

14

Ally: You have a close ally, a magical girl who will let you crash at her place. She'll make a good friend, showing you the ropes on how to be a magical girl yourself - but if you're something darker, she'll be trying to redeem you, too.

Alternatively, your friend is a dark magical girl or monster girl herself. She's willing to cover for you and keep you alive in a fight, and she'll probably ask favors in the same line in return. If you're a normal magical girl, on the other hand, she'll definitely be insistent on sharing her secret to power with you...

Choose a Magical Girl, Dark Magical Girl, or Monster Girl ally.

*Choose or roll for her Age, Body, Specialization, Weapon, Outfit, Power, and one Perk from each table. She receives **one Silver Coin**, and if rolled, **two Bronze Coins**.*

Allies do not gain a base Enhancement for Weapons or Outfits. They cannot take the Ally or Familiar options.

If she is a Dark Magical Girl or Monster Girl, refer to the AMGC Corruption PDF for further information. Monster Girls will only receive 4 Monster Perks, or 5 if rolled.

15

Monstrous Metamorphosis:

+1 STR or VIT

You have an additional transformation linked to your emotional state. Get upset, angry, or sufficiently shocked and you'll lose control. You gain monstrous traits while like this, but all your instincts are telling you to eliminate what's causing the stress, or to escape it as quickly as possible. If you're a Monster Girl, your monstrous traits will instead ramp up - turning you into a fully monstrous form rather than a monster-like girl.

Instant:

Gain +2 STR, +2 AGI, and +2 VIT.

At the start of each turn while this is in effect, roll 10d10 against a difficulty of 3 successes.

If you fail the roll, a GM takes control of your character for the turn, usually to attack or flee.

You can toggle this off with the same timing of Instant as long as you have made at least one control roll, and are currently in control of yourself.

16

Sorcery:

+1 MAG †

You become a master of some sort of magic that even normal humans can learn, such as runecarving, ofuda writing, divination, or somesuch. This lets you accomplish some overt magic even when not transformed.

You can even teach it to normal people, if they choose to apply themselves.

Passive:

You do not lose access to Spells from being untransformed. Stat requirements still apply.

17

Wings:

+1 AGI

Your outfit comes equipped with wings of some sort. You can glide from any height, or fly with some difficulty. If you already have or later gain the ability to fly without them, your maneuverability and speed vastly increases.

Passive:

+1 die on Dodge and Disengage rolls.

18

Purification Artifact:

+1 MAG

You gain a handheld artifact that can keep an area clear of monsters. You have to charge it and it only works in a fixed radius around the object. It also doesn't force monsters to leave an area they are already in, but it will make them uncomfortable and they'll likely want to leave.

If you're a Monster Girl, the artifact makes you feel irritable or unsettled. However, it makes you harder to detect while carried, and it eases any magical mutations affecting your mind.

Instant, if you are in possession of the artifact, once per encounter:

-1 die to attacks and defenses by monsters or Monster Girls fighting you. This lasts for 3 turns.

Passive, if you have Monstrous Motivation and are in possession of the artifact:

Your Monstrous Motivation is not compulsory.

PERK DESCRIPTIONS TABLE 1

19

Awareness: You become much more aware of everything your mundane senses tell you. This won't help +1 *AGI* your magic, but will make you harder to surprise or ambush. You will quickly notice if someone is failing to cast a shadow or reflection, or if there's a particular scent in the air.

Passive:

+2 successes on *Initiative* rolls.

+2 dice on *Perception* rolls.

20

Power Artifact: You have an artifact that can duplicate a trick from another specialization. It runs off of your +1 *STR* or *MAG* magical power and can't manage big attacks, but gives you a little more flexibility in application of powers.

If you have the Avatar power, you may reroll this perk.

Choose a Spell with a MAG requirement of up to 8.

Special, if you are in possession of the artifact:

Use the Spell selected for this artifact. If it requires a MAG roll, replace with a fixed 6 dice.

Any costs or action timing are the same as the original.

PERK DESCRIPTIONS TABLE 2

1	Interdimensional Tourist: +1 <i>ANY</i>	A traveller from another dimension spotted your predicament by accident while having breakfast. They feel bad for you and are willing to lend a hand if you need it. They are immortal like you, and travel around seeing the sights and working various low-wage jobs to get by. They're willing to help you out with false IDs, pretending to be your parent, or letting you crash with them. Every century or so they'll hop dimensions, and you can follow along with them. 1 Fortune, Action, once per encounter: <i>Summon your Tourist to make a Ranged Armor Piercing attack at 10 dice.</i>
2	Closure: +1 <i>LCK</i> †	Everyone who has ever known your old form forgets about you. Fate is rewritten to make it so you never existed, or died some time ago. Your pets are taken in by kind folk, parents and children have new caretakers, possessions and savings distributed as you would have wanted. <i>This perk has no mechanical effect.</i>
3	Fated: +1 <i>LCK</i> †	You're fated for some task. Until you accomplish what you are fated to do, Fate helps you along. You are less likely to encounter monsters you can't handle, and if you do, circumstances will conspire to drop allies into your lap either before or even during the fight. You won't ever die in your civilian guise. <i>This perk has no mechanical effect.</i>
4	Training:	You gain complete mastery of one subject, martial art, trade skill, or philosophy. This won't provide you with information that doesn't currently exist or that is unknown to humanity. <i>Choose one stat.</i> Passive: <i>+1 die to rolls made with the stat chosen for this perk.</i>
5	Interdimensional Home:	You gain an apartment that you can access with a few seconds of concentration. This is a relatively spacious studio, furnished however you wish, and conveniently near a nexus portal. The cabinets and fridge have a replenishing supply of food and medical supplies. It is 'off the radar' and cannot be accessed via the Overcity by anyone who has not been there before via your teleportation. 4 + X*4 Mana, Action: <i>Teleport away to your Interdimensional Home. You can take an additional X people with you, up to a maximum of 5.</i>
6	Incognito: +1 <i>AGI, MAG, or LCK</i>	You are often overlooked, and people tend to forget your face after they interact with you. Authority figures tend to leave you alone. Passive: <i>+2 dice on Hide rolls.</i> <i>-2 dice on enemy Pursue rolls when you are Fleeing.</i>
7	Environmental Sealing: +1 <i>VIT</i>	You are immune to environmental extremes of pressure and temperature, and can generate your own air supply in a thin layer around your body. You can share these benefits with people touching you. It doesn't protect you from direct magic attacks, though. Passive: <i>You are immune to hostile environmental effects that would affect your body, such as loss of air or ambient heat or toxins. This does not stop them from impeding you otherwise, such as with smokescreens.</i>

PERK DESCRIPTIONS TABLE 2

- 8 Get Out of Jail:** Rarely, if you are imprisoned or trapped, you can choose to teleport to a random location. The place you arrive is guaranteed to be safe at the time you arrive and will have facilities or supplies to let you recover, but is not guaranteed to be easy to return from or to continue being safe past your initial arrival.
+1 LCK
1 Mana, Action, if you are trapped or imprisoned:
Flee to another location. You do not require a roll.
-
- 9 Big Damn Hero:** You can designate a person or place by giving them a token you have personally made or mounting it in/on a permanent fixture. You are aware of any danger occurring or about to occur near that person or place so long as your token is intact. You are always alerted with enough advance notice to make it there just in the nick of time.
+1 ANY
 You can only have one active token at a time - whether a person or place.
You can designate a target or area with a token. Only one designating token can be active.
Passive, while defending the designated target or area:
+1 die to offensive and defensive rolls.
Passive, while Aiding the designated target:
Increase the Aid bonus by +1.
-
- 10 Absolute Direction:** If you have a destination or object in mind, you know what direction it is in. It must be a place or object you know exists and have a decent mental image of. You will get very odd results if you look for 'true love' or other concepts, and attempts to find nonspecific things like 'a weapon capable of killing a vampire in one stroke' will lead you in circles if it doesn't fail outright. You'll never lose your keys, remote, or cellphone again though.
+1 LCK
Passive:
If you have an objective, you may ask your GM if you are on the right path or which path leads to the objective.
There must be a GM for this.
-
- 11 Big Backpack:** You get a big backpack full of useful items for survival. The inside is somewhat larger than expected, and each day it can generate a set of objects to help you live with - modest, but nutritious meals, clean water, changes of clothes that fit your new body, ID appropriate to the area you are in, and some basic survival tools. It also initially comes with a small laptop that will never break and always have an internet connection, and a large but limited and non-refreshing lump sum of cash to get by with.
+1 VIT
 The backpack itself can be summoned to you if you lose it, but nothing that isn't inside it will come along with it.
This perk has no mechanical effect.
-
- 12 Natural Aging:** You can age naturally. While other girls in your situation are locked to one age, you will age naturally, though only at half the normal rate. If you die, your reborn form will be your starting age rather than the age you died at. Your body needs less power to keep you immortal, and it's easier for you to revive yourself after death, too.
+1 VIT
Passive:
+2 maximum Mana.
-
- 13 Masculinity:** You become a magical boy instead, meaning you keep or gain all the parts associated with being a male. Lucky you?
+1 LCK †
This perk has no mechanical effect, but... (͡° ͜ʖ ͡°)

PERK DESCRIPTIONS TABLE 2

14	Overcity Shift: You have the skill to force yourself and a small portion of your surroundings into our out of the Overcity. You can use this to move fights into deserted spaces to cut loose - though keep in mind the Overcity is not all deserted areas. You can also use it to force yourself back into the real world, preventing you from being lost or trapped in the Sprawl - though remember if you venture far enough afield 'the real world' will no longer correspond to your Earth. <i>+1 LCK</i>
	<p>3 + X Mana, Action: <i>Transport yourself and everyone within Far range into or out of the Overcity. If you have not been attacked since your last turn, you can choose to only transport those within Close range. You can move yourself and X additional targets. You must have enough Mana to pay the full cost.</i></p>
15	Money: Either through cash or a bank account linked to a debit card, you receive a reasonable monthly salary. It's enough to live a middle-class life on, but you never need to work to keep getting it. <i>+1 LCK</i> <i>This perk has no mechanical effect.</i>
16	Familiar: You have a small, helpful animal companion with a general knowledge of magic and monsters, and senses that are very acute. It's as intelligent as a human, and can change form for brief periods to aid you more directly - a humanlike form, or a fighting one. Whichever one, it can only assume its alternate form for a short time before needing to revert and rest. <i>+1 ANY</i> <p><i>When taking this perk, choose Combat or Support for Familiar type and Melee or Ranged for attack type. You can spend a Gold Coin to gain a second Familiar of the opposite type.</i></p> <p>Instant, Combat Familiar, once per encounter: <i>The Familiar enters combat for 3 turns. They have 12 HP, 5 Soak, 10 Mana, and 0 Fortune. They roll 9 dice to attack and 8 dice to defend. Their Aid actions give 1 less die than normal. If Melee, they deal 2 damage/success with 1 penetration. If Ranged, they deal 1 damage/success with 1 penetration. They can use any spells available to you.</i></p> <p>Instant, Support Familiar, once per encounter: <i>The Familiar enters combat for 3 turns. They have 10 HP, 3 Soak, 10 Mana, and 0 Fortune. They roll 7 dice to attack and 7 dice to defend, with +2 successes on defensive rolls. Their Aid actions give 1 more die than normal. If Melee, they deal 2 damage/success. If Ranged, they deal 1 damage/success. They can use any spells available to you.</i></p>
17	Soul Jar: Your body is a puppet controlled by your soul which is contained in a breakable, handheld object. Keep it safe, because destroying it will instantly kill you - but leaving it too far away will weaken your control. At 10 miles you start losing fine control of your body, and at 20, you can only moan and shuffle like a zombie. Being dimensionally separated from your Soul Jar also causes complete loss of fine control. <i>+1 ANY</i> <p>Keep your body in good working order, too - you can still force it to move while it's injured beyond repair, but it's much harder, and if it's obviously dead you might be mistaken for a vampire or zombie. Still, you will never die from bodily damage. If your body is destroyed but your Soul Jar is intact, you can recreate a new body far faster than rebirthing yourself entirely.</p> <p>Passive: <i>+1 maximum Soak.</i></p> <p>Passive, when playing in a Cakes & Candy game: <i>You gain the Determination outfit enhancement. If you already have it, you can use it one more time per encounter.</i></p> <p>Passive, when playing in a Guns & Grim game: <i>You ignore the usual consequences of physical death. Instead, you remain alive as your Soul Jar and may revive in however much time is appropriate.</i></p>

PERK DESCRIPTIONS TABLE 2

18 Eternal Style: Your body and clothing are always kept in pristine condition. Your hair never tangles, teeth never rot, body hair is nonexistent or trimmed to exactly how you prefer it, body odor is always nonexistent or generates a perfume-like scent, and nails are always in perfect order. You can summon stylish outfits as often as you want, but any clothing you summon in this manner vanishes 2 hours after you remove it.

Passive:

+1 maximum Soak.

Action:

Change your Outfit enhancements to anything normally allowed. This lasts for the encounter.

19 A Way Out: Unlike other magical girls tied to reincarnation, you can truly put your life on the line. At any time you wish, you can overclock your magical power, burning out the force keeping you tied to life for one short burst.

-1 VIT, +1 ANY, +1 ANY

This can make your death permanent, giving the middle finger to the Puchuu one last time.

Instant, when playing in a Cakes & Candy game:

Recover all HP. Until the end of the encounter, you ignore Wound Threshold penalties and gain a 2x dice multiplier to every roll. If you go under 2 Wound Thresholds, increase to 4x.

After the encounter, you die and must revive as normal if you choose to.

Instant, when playing in a Guns & Grim game:

Recover all HP. Until the end of the encounter, you ignore Wound Threshold penalties and gain a 2x dice multiplier to every roll. If you go under 2 Wound Thresholds, increase to 4x.

After the encounter, you die.

20 Fake Parents: You now have a pair of people who are convinced they are your parents. You're not sure if they're brainwashed people, magical constructs, or fate-twisted into actually being your new body's parents. Either way, they have documents proving you are their little girl and they've just moved your 'family' into town. They also love you, expect you to go to school and keep your grades up, and can't be told about your magical girl career.

+1 ANY

This perk has no mechanical effect.

PERK DESCRIPTIONS TABLE 3

- 1

Fix-It Band-Aids: You gain a box of magical band-aids with cute designs that can be used to heal or repair almost anything to some extent - even patching up broken inanimate objects with cartoon logic.
+1 VIT

Action, while in possession of the item:
Recover 2 HP, 2 MP, or 1 Soak.
- 2

Memory Link: You gain the ability to transfer short portions of your memory and experiences to another magical being, by physically touching your heads together. Be careful, though: they will feel anything you did at the time.
+1 MAG

Special:
Copy a single casting of a Spell from another character to use later. You must still meet all of the requirements to cast it. The stored cast does not expire, but can only be used once. This can only be used once per day.
- 3

Living Weapon: Your weapon is animate, aware, alive after a fashion. It cannot die or be targeted by anything that wouldn't normally target a magical girl's weapon. It can communicate with you and float around, but it can't do a ton on its own.
+1 STAT

The STAT chosen for this perk must be one granted by a Weapon you have.

Reaction, when making a defensive roll, once per encounter:
+2 dice to the defensive roll.
- 4

Underdog: Your will to fight against adversity is strengthened. If an enemy attacks you with overwhelming force, you get a little helping hand. Sometimes things just go right for the little guy.
+1 VIT †

Passive, when defending against an attack with 4+ dice over your defense roll:
+1 die to your defensive roll.
- 5

Leitmotif: Your transformation makes you stand out as especially stylish or noteworthy, like an anime's main character. Your transformation sequence can be accompanied by a theme song if you so choose it, and you have a unique signature derived from your appearance that you can stamp on things like a seal. Anyone who looks at it will immediately understand your name and a few prominent traits. Lastly, you have a unique, signature move you can perform in battle.

Instant, when making an attack roll, once per encounter:
+3 successes to the roll. This is considered to be using a Fortune point on the roll.
- 6

Fortunate: You are very lucky, who knows why? Maybe some deity smiles upon you, or the planets are aligned in your favor. Regardless, you are lucky.
+1 LCK

Reaction, when spending Fortune to modify a roll, once per encounter:
You can choose to spend 1 more Fortune to modify the roll.
- 7

Sturdy: Your magic keeps your body strong and resilient to attacks that would otherwise be overwhelming.
+1 VIT

Passive:
You cannot fall more than 2 Wound Thresholds in a turn.
- 8

Defender: You are better at taking the bullet, so to speak. Perhaps you once worked for the secret service and are adept at leaping in front of gunfire.
+1 VIT

Passive:
*You can maintain Cover on one more ally as a Free Action.
 +2 dice to defensive rolls against attacks redirected to you from maintaining Cover.*

PERK DESCRIPTIONS TABLE 3

9

Ojou-Sama: You gain a human manservant or butler who will accompany you around, attend to your needs, and ensure the riff-raff don't bother you. While he is around, normal mundane humans will mistake you for royalty - whether that's literal royalty, or figurative such as being an heiress to a corporate giant or daughter of the current dictator. Be warned: though many people will be awed and respectful of your presence, others may target you as an opportunity to strike down the bourgeoisie.

+1 ANY

This perk has no mechanical effects.

10

Transfiguration: You gain an animal form. Be it a spooky bat like Dracula, or a witch's cat like Professor McGonagall, you gain the ability to switch between human form and back with a slight effort. You don't have any special powers like this, but you can do things that would be easier for that animal - a snake squeezing through tight spots, a chameleon hiding, or a hawk flying quickly. You are also undetectable to anyone without a trained eye for spotting magical beings.

+1 AGI or MAG †

While in animal form, you are considered to be untransformed.

11

Watcher: Your patron has decided to take a more... direct approach to guiding you about your magical girl duties. Though they might not always be present with you, they tend to drop in every now and then when most needed. However, they will stay out of combat for whatever reason, and their motives are often very vague and unexplained. They will always be available to guide you through the Overcity, though, and may send reinforcements if you are in trouble.

+1 MAG

This perk has no mechanical effects.

Note: this perk has been slated for removal.

12

Mana Channel: You are very in tune with the flow of magical power through your body, and can direct it into an ally.

+1 MAG †

X Mana, Instant, when using Aid Another:

Recover X Mana to the target, to a maximum of 2.

13

Mirror Move: You are very good at copying attacks.

1 Mana, Reaction, when an attack against you resolves, once per encounter:

Make an identical attack on the original attacker. This uses the same successes and any added effects. The reflected attack resolves after the original attack, but you do not need to have been hit by the original attack. This cannot reflect Powers.

14

Patron: Some other magical entity has taken an interest in you and interfered with the designs of your original patron. You no longer suffer the same compulsions to do as your original patron told you that were implanted in your head... however, you may start to suffer compulsions of a different sort. Your two patrons will often be at odds, and may end up offering incentives to buy you out to work for them.

+1 ANY

This perk has no mechanical effect.

15

Skeleton Key: You gain an oddly-shaped key that just seems to fit into any keyhole you slot it into, even into the super complicated locks of the big bad's castle, or the keycard slot of a high-tech weapons factory. It opens up nearly any locked object in existence provided it has a keyhole or some sort of mechanism for being unlocked.

+1 LCK

This perk has no mechanical effect.

16

Super Map: You gain an incredibly useful map that shows surrounding areas, features, and topography, as well as the positions of you, your allies, and many enemies in the nearby area. It can be used in the Overcity, but it may be confusing to read there and will not detect portals.

+1 LCK

Passive:

+2 dice to Perception rolls.

PERK DESCRIPTIONS TABLE 3

- 17** **Snapshots:** You gain an indestructible magical camera with your choice of design. It is easily stored and miniaturizes when it needs to be put away. It can be used to photograph a being to gain knowledge and useful information about them.
+1 LCK
Action:
Choose a target. On your next turn, learn the stats and weaknesses of the chosen target.
- 18** **Astral Projection:** When sleeping, you can lurk around and cross into other realms as a projection, although you can't physically interact with objects. Perceptive magical beings can sense your projection, and can attack you. You cannot defend as a projection, but if attacked, you will simply wake up as if from a nightmare.
+1 MAG ✧
This perk has no mechanical effect.
- 19** **#&\$*?!?:** You can no longer curse or do naughty things, and any attempt to do so will be censored in some way. This can include airhorns, pixelating, bleeping out, or covering with black bars. You can also speak a '?', '!', and '~' as if they were actual words; speech bubbles floating around you may or may not be present.
+1 ANY ✧
This perk has no mechanical effect.
- 20** **Mount:** You gain a loyal and trusty steed. Whether this is a traditional mount like a horse or the like, a car, or even a mecha is up to you.
+1 AGI
Passive:
+5 dice to Flee.
+5 dice to Pursue a Fleeing target.

ROLLS

The default roll used in AMGC is an "Exalted" or "Storyteller"-style roll.

Each roll uses 10-sided dice with a default 'target number' of 7. This means a roll of 1-6 provides nothing, and a roll of 7-10 is a 'success'. Rolls of 10 provide a second success, for a total of 2. Example: you roll 6d10, obtaining [1, 8, 4, 10, 9, 3]. Three are above 7 and one is a 10, for 4 successes.

The number of dice you have to roll depends on what type of roll it is, and any bonuses you have.

For a roll based on a stat, halve the stat and add +2. Round up unless otherwise specified. For a fixed roll, use the number of dice provided.

Example: a stat of 11 rolls with $(11/2=5.5, \text{round up to } 6) +2$ dice for a total of **8d10**.

The number of successes obtained on a roll determines if, and how well, you succeed. To accomplish something difficult, a Game Master may call for a roll and compare the number of obtained successes to a difficulty number. If you get at least as many successes as the difficulty calls for, you succeed, with excess (net) successes potentially resulting in a better performance. When making an opposed roll, such as an attack in combat, the initiator wins ties by default.

RESOURCES

Resources come in four types: HP, Mana, Fortune, and Soak.

HP (Wounds) starts at 2x VIT.

Each 25% of your HP is a Wound Threshold. You take a -1 die penalty to all rolls for each 25% of base HP you are missing, rounded down. Do not recalculate for temporary bonuses to max HP.

When you reach 0 HP, unless you have a special ability, you are KOed.

Example: a character has a maximum of 10 HP. If they take 3 damage, they are below 75% but above 50%, and are therefore now taking a -1 die penalty to all rolls due to wounds.

HP represents your overall endurance and ability to keep going in a fight. This isn't just about taking hits or losing blood: losing the will to keep going from emotional attacks, having focus lost from mental interference, or being forcibly exhausted can lower HP the same as being shot with a gun can.

Mana (MP) starts at 1x MAG.

Mana is used to cast most Spells and for a variety of other abilities provided by Powers or Perks. For any Spells or abilities with a Mana cost listed, they take that amount from your Mana pool.

For broad uses of Specialization magic, your GM may decide on how to handle the cost based on what you are attempting to do.

Mana represents your limits in how long or far you can distort reality in major ways by the power of magic. Some attacks are capable of damaging your Mana, but this is rarer than targeting HP.

Fortune (FP) starts at 1x LCK.

Whenever you make an Exalted roll, you can spend 1 Fortune to gain +2 successes to the result. You must choose to do this before seeing the result of the roll, and you can only spend 1 Fortune in this way on any given roll.

Spells or abilities may also sometimes have a Fortune cost in place of a Mana cost.

Fortune represents your ability to actively defy fate, and bring about a more ideal future for yourself. Some attacks might be able damage your Fortune, but attacks that can target good fortune itself would be even rarer than ones that target your Mana.

Soak starts at half VIT, rounded down. Transformed characters have an extra +1 Permanent Soak.

Permanent Soak can never be depleted; it regenerates immediately after being used.

Soak blocks successes from incoming damaging attacks that get past your defense at a 1:1 ratio.

Penetration removes the listed amount of Soak after an attack hits, but before anything else happens.

Attacks that ignore Soak do exactly that - no Soak is removed by them, but Soak does not stop them. If a number is listed, this ignoring effect only applies to that much Soak.

See the following example for how Soak works in the flow of combat:

RESOURCES (CONT.)

Step 1: Check if the attack hits. If it does, continue.

Step 2: Penetration removes its soak first.

Step 3: Any remaining soak blocks the attack's successes.

Step 4: If there are successes left over, they take effect as normal.

Step 5: Permanent soak regenerates.

Step 1: The attacker makes a Cutting attack with 5 successes against the defender's 2 successes. The attack hits, and the defender has 3 total soak.

Step 2: Cutting attacks penetrate 1 soak. The defender's soak is reduced to 2.

Step 3: The attack has 3 successes over the defender, and the defender has 2 soak. The attack is reduced to 1 success with 0 soak remaining.

Step 4: Cutting attacks deal 2 damage per success. As there is 1 success left, the attack deals 2 damage.

Step 5: The defender's permanent soak regenerates, bringing them up to 1 total soak.

TURN SYSTEM

To determine turn order, each player makes an **Initiative (AGI)** or **Initiative (LCK)** roll. For the encounter, characters then take turns in the order of successes, with higher successes going first.

If there is a tie between any two characters, the tie break goes in this order:

- The character with the higher AGI wins.
- If one rolled with AGI and one rolled with LCK, the one that rolled AGI wins.
- Make another pair of Initiative rolls solely to tie break. If these tie, continue until there is a winner.

If one side of a fight is not only ready, but already acting before the other has the chance to react - such as ambushing - they get a **Surprise Round**.

During a surprise round, all characters that are aware and acting may take a single action of any type before Initiative is rolled. This is not a full turn: only one action, regardless of its timing, is allowed.

During each turn, characters receive one Action to use. Not all abilities will use that Action, however.

An ability's **Timing** determines when it can be used. The four most common ones are as follows:

- **Action.** These require you to spend your turn's Action to make use of.
- **Instant** (or Free Action). These can be used without taking your turn's Action, but it must still be your turn.
- **Reaction.** These can be used when it isn't your turn, but they will always have a specific condition they must be used in.
- **Passive.** These are not 'used'; Passive abilities are always active.

USE CONDITIONS

Some abilities can have conditions that restrict when or how frequently they can be used.

Conditions are always expressed from your perspective. The four main types are as follows:

- **Rate.** These simply restrict how frequently an ability can be triggered, such as "once per turn".
- **Event.** These conditions describe a trigger that makes the ability usable, such as "when being attacked" or "when making a Flee roll".

If an ability has an event condition, it can only be triggered once per instance of an event. For instance, Disguise Artifact can be used as an Instant when making a Hide roll for a +2 dice bonus, but you cannot then use it five times on the same roll for a +10 dice bonus.

- **Prerequisite.** These conditions describe something that must be present or a requirement that must be fulfilled before the ability is usable. Using the ability does not necessarily spend the requirement.
- **Item.** A special type of prerequisite. If the ability describes an item that is used to produce its effect, and it states possession of the item is required to use it, you can transfer the item to other characters to allow them to make use of it instead of you.

ABILITY, ATTACK, & SPELL TYPES

Abilities of all kinds can be widely grouped into four types: 'Attack', 'Utility', 'Defense', and 'Passive'. Attacks are further grouped into four types: 'Melee', 'Ranged', 'Mystic', and 'Spell'.

- **Attack** (or Combat, Offensive): hostile abilities that require an opposed roll to succeed, with effects often based on successes earned.
- **Melee** (or Unarmed) attacks, by default, require a STR roll to apply and have a range of Close.
- **Ranged** attacks, by default, require an AGI roll to apply and have a range of Far.
- **Mystic** attacks, by default, require a MAG roll to apply and have a range of Far.
- **Spell** attacks, by default, require a MAG roll to apply and have a range of Far.

When using an attack that doesn't limit your number of targets, you can choose to target more than one enemy with it, applying the same roll to all designated targets.

However, you take a -1 die penalty for each target past the first: -1 for two, -2 for three, and so on. This is referred to as **multitargeting**.

- **Utility**: non-hostile abilities. These do not require an opposed roll to succeed, although may call for a roll to scale their effects. By default, these have a range of Very Far.

- **Defense**: abilities made exclusively in reaction to incoming attacks, and to prevent them from succeeding via an opposed roll. You may only make a single defense in response to any attack; the list of available defenses is listed under Defenses below.

- **Passive**: abilities that are always active instead of being 'used'. Passive abilities have a timing of Passive by default, and vice versa. Passives with conditions still only apply in those conditions.

MOVEMENT & RANGES

There are three ranges: Close, Far, and Very Far, in order of distance. These are measured relatively between combatants by default, but a GM may come up with simplifications if necessary.

Example: A is at Close range from B, and Far range from C. B is at Close range to C. The distances are

A ←Close→ B

A ← Far → C

B ←Close→ C

Ranges do not necessarily correspond to specific distances, or even physical distances at all. Combat with magical girls can be a very fluid spectacle; sprinting across walls and jumping huge distances is a common occurrence in narrative.

Mechanically, moving between ranges is primarily accomplished by the Move action, listed under Basic Abilities below. Other abilities may specify movement functions as well.

BASIC ABILITIES

By default, all characters have access to these abilities.

Move: *Action:*

Move one range - between Close and Far, or Far and Very Far.

The GM or situation dictates how many relative distances are changed in a single Move.

Overwatch: *Action:*

Select a target.

After that target's next turn, you can make a single Action. This does not count as a new turn.

Gain a +1 die bonus to defensive rolls, and -1 die penalty to offensive rolls, until you have taken the delayed action. If you use Overwatch multiple times in a row, this stacks up to 3 times.

BASIC ABILITIES (CONT.)

Knock Back: *Action, must have a weapon:*

Make an Attack based on your weapon.

If successful, the target is removed from combat and can take an Action to rejoin.

If they choose to Flee while removed from combat, they succeed without a roll.

Pin Down: *Action, must have a weapon:*

Make an Attack based on your weapon. Only some defenses are available for each attack type.

Melee: Parry, Luck Out

Ranged: Dodge, Luck Out

Mystic: Shield, Luck Out

If successful, the target takes a -2 dice penalty to all rolls and cannot use Move or Disengage, nor be affected by Knock Back, until the start of your next turn.

If you are affected by Knock Back before your next turn, these effects end prematurely.

The penalty imposed by Pin Down does not stack with any other instance of Pin Down, and does not affect defenses against Pin Down.

Cover: *Action:*

Select a target in Close range.

Until the start of your next turn, attacks made against that target are redirected to you.

You may maintain these effects on one target at a time as a free action.

In Your Face: *Action:*

Select a target in your weapon's default range or Close.

Until the start of your next turn, the target takes a -2 dice penalty to attack rolls not made against you.

The penalty imposed by In Your Face does not stack with any other instance of In Your Face.

Speech: *While not a specific ability, at the GM's discretion, talking too much or for too long can take up your turn's Action.*

Aid: *Action:*

Select a target in Very Far and choose a type of roll (Attack, Utility, Defensive, or specific).

The target gains a +2 dice bonus to their next roll specified.

Multiple instances of this bonus can be accumulated, but only one Aid bonus can be provided on any single roll.

Recharge: *Action:*

Recover 3 Mana. Take a -2 dice penalty to defenses until the start of your next turn.

Flee: *Action:*

Make an AGI roll. This can be opposed by Pursue by anyone else in the encounter.

If successful against all Pursue attempts, you exit combat.

If only successful against some Pursue attempts, you and those who successfully opposed you move to Very Far range from all combatants you were successful against instead.

Disengage: *Instant, if an enemy is in Close range with you, once per turn, only at the start of a turn:*

Choose a target in Close range and make an AGI roll. Round down for number of dice. Effects applying to defenses apply to this.

The target can oppose this with Pursue. If successful, move to Far range from the target.

Regardless of success or failure, halve the dice rolled on attacks during this turn.

You cannot use Move in the same turn as Disengage.

BASIC ABILITIES (CONT.)

Pursue: *Reactive, when opposing Flee or Disengage:*

Make an AGI roll. If you get more successes, the Flee or Disengage is successfully opposed.

Hide: *Action, while no enemies are in Close range:*

Make a LCK roll. Enemies can oppose this with Perception during their turn.

You become Hidden from all enemies. While Hidden from an enemy, they cannot target you.

If you remain Hidden from all enemies for one round, you can make a Flee attempt that succeeds without a roll as a free action.

Perception: *Free Action, while an enemy is Hidden, once per round:*

Make a fixed roll with 6 dice to oppose a Hide roll. If you tie, you lose the tie.

Reaction, when told to by the GM:

Make a fixed roll with 6 dice. Success or failure is determined by the GM.

Wait: *Action:*

No effect. Are you sure you want to do this..?

Other: *Special:*

Do something different.

Ask your GM what you want to do. They can tell you whether or not it is possible, requires a roll, has a cost, takes your Action, and so forth.

Transform: Magical girls are still girls, normally. To take on their alternate identity, they call out a phrase or incantation tied to them, and are transformed over the course of 15 seconds if not interrupted.

Action, in Civilian form:

Switch to your Transformed form. While Transformed, any abilities or stat increases only available while transformed are available to you.

Your Transformed and Civilian identities cannot be inherently connected, such as through physical characteristics or accents, but can be deduced through circumstantial evidence. The identity protection does not occur if you do not want it, and does not stop anyone who directly witnesses you switching or whom are directly informed from connecting the two.

Revert: It's hard to live a normal life as a superpowered magical being - when finished with their duties, magical girls can easily release their transformation and return to being the girls they really are.

Instant, in Transformed form:

Switch to your Civilian (untransformed) form. While in Civilian form, any abilities or stat increases only available while transformed are not usable, and you lose access to Spells.

Your Transformed and Civilian identities cannot be inherently connected, such as through physical characteristics or accents, but can be deduced through circumstantial evidence. The identity protection does not occur if you do not want it, and does not stop anyone who directly witnesses you switching or whom are directly informed from connecting the two.

BASIC ATTACKS: MELEE

These abilities are available to characters with a Melee weapon.

Piercing: *Action:*

Make a Melee (STR) attack. If successful, deal 1 damage/success with 2 penetration.

Cutting: *Action:*

Make a Melee (STR) attack. If successful, deal 2 damage/success with 1 penetration.

All-Out: *Action:*

Make a Melee (STR) attack. If successful, deal 3 damage/success.

Until the end of your next turn, take a -1 penalty to defense rolls.

Dash: *Action, cannot be used in Close range:*

Make a Melee (AGI) attack in Far range. If successful, deal 1 damage/success with 1 penetration.

Regardless of whether or not you succeed, move to Close range of the target.

BASIC ATTACKS: RANGED

These abilities are available to characters with a Ranged weapon.

When multitargeting with these, take no penalty for attacking 2 targets, and only -1 total for 3, 4, or 5 targets.

Armor Piercing: *Action:*

Make a Ranged (AGI) attack. If successful, deal 1 damage/success with 1 penetration.

Hollow Point: *Action:*

Make a Ranged (AGI) attack. If successful, deal 2 damage/success.

BASIC ATTACKS: MYSTIC

These abilities are available to characters with a Mystic weapon.

Magical Missile: *Action:*

Make a Mystic (MAG) attack. If successful, deal 2 damage, ignoring Soak.

Arcane Barrage: *Action:*

Make a Mystic (MAG) attack. If successful, deal 1 damage with 1 penetration.

If multitargeting, take no penalty for the second target.

BASIC ATTACKS: UNARMED

These abilities are available to characters with an Unarmed weapon.

Flurry: *Action:*

Make a Melee (STR) attack with +2 dice. If successful, deal 3 damage/success.

Until the end of your next turn, take a -2 penalty to defense rolls.

One-Two: *Action:*

Make a Melee (STR) attack with +1 die. If successful, deal 2 damage/success.

Dash: *Action, cannot be used in Close range:*

Make a Melee (AGI) attack in Far range. If successful, deal 1 damage/success.

Regardless of whether or not you succeed, move to Close range of the target.

BASIC ATTACKS: UNARMED (CONT.)

Disarm: *Action:*

Make a Melee (STR) attack. If successful, deal 1 damage/success and apply Disarmed. Disarmed enemies take a -2 dice penalty to their next attack, which clears Disarmed. It can also be cleared by spending an Action to remove.

Trip: *Action:*

Make a Melee (STR) attack. If successful, deal 1 damage/success and apply Tripped for 1 round. Tripped enemies take a -1 die penalty to offensive and defensive rolls.

BASIC ATTACK: DUAL-WIELDING

Double Attack: *Action, must have spent a Gold coin on a second starting weapon:*

Choose and make a basic attack from one of your starting weapons at a -1 die penalty. Then, choose and make a basic attack from the other starting weapon at a -1 die penalty. These are considered separate actions for purposes other than timing.

DEFENSES

When calculating dice rolled for defences with a odd stat, round down instead of up. Even if you do not get more successes than the attack, you still remove the number of successes you obtained on the roll from the attack's successes before determining its effect.

Parry: *Defense, to oppose Melee attacks:*

Make a STR roll. If you succeed, the attacker takes 1 damage, ignoring soak.

Sunder: *Defense, to oppose Mystic and Spell attacks:*

Make a STR roll.

Dodge: *Defense, to oppose Melee and Ranged attacks:*

Make an AGI roll.

Shield: *Defense, to oppose Ranged, Mystic, and Spell attacks:*

Make a MAG roll.

Tough It Out: *Defense, to oppose Melee, Ranged, Mystic, and Spell attacks:*

Lose 1 Soak. If this is Permanent Soak, it remains lost until the attack resolves. Make a VIT roll. If you fail, the attacker gains a retroactive +1 success bonus to their attack.

Luck Out: *Defense, to oppose Melee, Ranged, Mystic, and Spell attacks:*

Make a LCK roll.

GAME MODES

When games are run, the GM may choose to specify a mode as a quick-reference to how full HP loss and some abilities will be dealt with. If no mode is given, you're free to decide individually which one your character runs on for any given purpose.

Cakes and Candy: reaching 0 HP causes unconsciousness. If a character dies, they will be able to revive themselves after some time.

C&C is the expected mode of settings or quests with lighter, softer content; ones where losing is not the end of the world, and where battles are treated more like contact sports than war.

Guns and Grim: reaching 0 HP causes a permanent wound, lasting damage that will not heal on its own. The GM can determine what kind of wound a character suffers, or you can roll for it on the list below.

GAME MODES (CONT.)

Permanent Wounds - Roll 1d20

- 20:** Miraculously, you only suffer minor, healable damage.
- 18-19:** Minor scarring - you could pull off looking cool with it.
- 16-17:** Major scarring - you're going to be clearly disfigured.
- 14-15:** You lose a finger or toe.
- 12-13:** You lose a foot.
- 10-11:** You lose a hand.
- 8-9:** You lose an eye.
- 6-7:** You lose an arm - enough to make it unusable, whether or not that's the whole thing.
- 4-5:** You lose a leg - enough to make it unusable, whether or not that's the whole thing.
- 2-3:** You're paralyzed below the waist, although your body is intact.
- 1:** You lose an arm and a leg - enough to make both unusable.

Naturally, characters at 0 HP are also rendered unconscious.

If the character is a Monster Girl with a strange, inhuman biology, they suffer something equivalently crippling. Monster Perks that might alleviate these don't stop working though.

When your character reaches 0 HP, you may instead choose for them to die. In G&G mode, however, the dead cannot return to life without some form of intervention - powerful magic, or certain perks such as a Soul Jar, are needed.

G&G is the expected mode of settings or quests with darker, grittier settings or quests; ones where wounds take longer to recover from and battles are deadly serious, with threats of death, injury, and pain an inescapable part of a magical girl's life.

CONCESSION

Especially in loosely-GMed situations or open roleplaying without a GM, the topic of after-combat consequences for the losing party can be an awkward and contentious issue. Conflict can come up as players, invested in and afraid for their characters, have no certainty over what the 'logical outcome' will be - or outright don't want the logical outcome. Concession gives an 'out' for this issue.

You may decide that continuing to fight just isn't worth the punishment. At any time - as long as it does not interrupt an action that has already been rolled - and for any reason, you may choose to concede the fight. If the dice have already been thrown, whatever happens happens.

Conceding immediately removes you as a concern for the opposing side for the fight. Even if you could have kept going, or if you had allies able to bring you back, you are out for that fight - period.

However, if you lost a fight by conceding, you get to avoid the worst parts of your fate. Yes, you lost, and the narrative must reflect that - but you retain the final level of say about what happens to your character. Instead of being maimed or killed, you might remain just barely alive without your opponent noticing, they may decide simply to rob you and leave you for dead, or you might be captured and need to be rescued by your allies.

Concession specifically addresses the real people playing this game. It is about the narrative authority over the fate of the character after a fight, and nothing else. Characters do not concede - people do. If you don't want to risk losing control over the ultimate fate of your character, you should never fight until you're fully taken out. This doesn't just apply to player characters - the GM can use this to preserve important NPCs they want to use later.

You must also justify all the terms of the concession in the narrative. Perhaps an NPC your character is pursuing manages to escape. "Why don't I just go after them?," you might ask. The proper response to this is... well, that's a good question. Why don't you? Work together to make up why.

CONCESSION (CONT.)

Remember, while this involves meta-interaction, the social contract trumps all rules. You aren't a simulation engine, you're a person trying to have fun in your own way, and so are the others. The reason a GM will rarely respond to taking a PC out with "... and the NPC kills you" isn't because the rules don't let them.

It's because that would kill the fun for the players. Most of the time, sudden character death is a pretty boring outcome compared to putting the character through hell. On top of that, all the storylines the character was involved in just kind-of stall with no resolution, and the player ends up having to expend a bunch of time and effort figuring out how to get a new character into play.

This doesn't mean there's no room for long-term character death in the game - conflict is serious. It's a series of events that can result in losing authority over what happens to your character. But when it comes to lasting death, you should save that possibility for conflicts that are very meaningful for that character.

Death fits best as a possible result when the character would knowingly and willingly risk dying in order to win, or when their mistakes and flaws have built up to lead them to a tragic end.

PREPARING FOR COMBAT

If you're inexperienced in tabletop roleplaying games and not sure how to keep track of everything your character can do, you can refer to these guidelines for setting up a quick reference, either on paper or through a text editor. Examples will be included, but you are encouraged to use shorthand that works best for you.

Step 0: Create your character, first. Keep track of their stats and abilities somehow.

Step 1: Calculate and write down their maximum resources: HP, Mana, Fortune, and Soak. You should also write down wound thresholds during this step.

HP 12	HP Thresholds
MP 15	Under 9: -1
SP 5	Under 6: -2
FP 6	Under 3: -3

Step 2: Calculate and write down their dice for stat rolls and Perception. Put defenses in separately if they are different, as they always round down instead of up.

STR 8	
AGI 5	4 Def
VIT 5	
MAG 9	
LCK 5	
Per 8	

Step 3: Add bonuses that only apply to specific rolls on separately. If they add to a stat's defensive roll, just adjust the number for defense.

STR 8		+1 Disarm
AGI 5	4 Def	+5 Flee and Pursue
VIT 5		+1 vs. grapples
MAG 9	10 Def	
LCK 5		
Per 8		

PREPARING FOR COMBAT (CONT.)

Step 4: Make a quick list of attacks, spells, or other abilities you're likely to use in a fight. You don't have to put everything down here - just the ones you will use commonly and don't already have memorized. To demonstrate, the following example Lightning spells will be used:

Lightning Charge: 2 Mana, Action, 4 MAG & 6 STR, must have a Melee or Unarmed weapon:

Choose one target in up to Far range. If in Far, you move to Close range.

Make a basic Melee or Unarmed attack on the target. You gain a dice bonus of 1/4 your MAG stat for this, then take an equal penalty to all defensive rolls until your next turn.

You can apply Jolt or Shock with this attack.

Jolt: 2 Mana, Action, 4 MAG:

Make a Spell (MAG) attack. If successful, deal 1 damage that ignores soak, then 1 damage/success with 1 penetration. Cannot deal more than 1 wound threshold of damage.

2 Mana, Instant, 6 MAG, when making an attack that can apply Jolt:

Effects are identical to the Action above.

Shock: 1/3 Mana, Action, 6/8 MAG:

Make a Spell (MAG) attack. If successful, the target takes a -1 penalty to attack and defense rolls for 1 round. This increases to -2 if you paid 3 Mana.

1/3 Mana, Instant, 6/8 MAG, when making an attack that can apply Shock:

Effects are identical to the Action above.

Flurry: STR+2 atk Close, 3 w/s 0 pen

Self: -2 all def for 1 rd.

Disarm: STR atk Close, 1 w/s 1 pen (forced holster)

Foe: -2 to next atk w/o spending action

Trip: STR atk Close, 1 w/s 0 pen

Foe: -1 to atk & def for 1 rd.

Lightning Charge: 2 MP, Move Far & make Melee/Unarmed single atk

Self: MAG/4 (round down) bonus to that atk, same as penalty to def for 1 rd.

Pay 1 more MP to allow Jolt/Shock

Jolt: 2 MP MAG atk Far, Instant with allowing atk

1 w ignore Soak, then 1 w/s 0 pen max 1 threshold

Shock: 1/3 MP MAG atk Far, Instant with allowing atk

Foe: -1 atk/def for 1 rd. if 1 MP

-2 atk/def for 1 rd. if 3 MP

And you're done! You'll want to note down and keep track of your current resources in any given fight, and you'll still need to look up anything you don't know, but having the most frequent things you'll need to know already arranged will speed up decision-making.

You are also highly encouraged to think about what to do on your next turn between turns. If you already know what you're going to do, you can just do that - and if the circumstances have changed, thinking of what to do differently can still be quicker than thinking up an action from scratch.

LORE: THE GIRLS

Magical Girls



Former humans with huge magical potential, Magical Girls are the main players of this setting. They are scattered all over - some wander, fighting monsters as they go, while others become protectors of specific areas. They serve to eliminate the supernatural: zombies, demons, interdimensional lizard monsters, yeti terrorists, and so on.

They have impressive powers and, while most are not immortal, the ones that are tend to survive longer and have much greater power.

Magical Girls retain their free will, although in exchange for their power, they receive pressure to conform to specific mindsets. The biggest of these is a drive to investigate and meddle with the supernatural: when a magical girl fulfills her purpose, fighting monsters and increasing order, they feel a deep sense of satisfaction.

A girl can rebel against these instincts, but that lack of everything being 'right' when fulfilling against their purpose often sends them spiralling into depression. There are rumors about girls who persevere and completely triumph over their urges, though - some say they transform into something else entirely. Others whisper dreadful things about being 'recycled', while some claim you just lose the need to act on your implanted drive.



But, in general, there's a reason why Bigfoot doesn't get found, and why there are very few hauntings in the world despite all the killings and horrible events that take place. The beings that created the magical girls seem to be trying to steer worlds in a certain direction through the girls' actions, by eliminating one abnormal thing at a time.

Corrupted Girls

Dark Magical Girls and Monster Girls, colloquially referred to as 'corrupted girls', are often free from the usual implanted influence of the Puchuu. These freed girls may act as they wish, without the overbearing desire to conform normally present in a Magical Girl.



However, while they act on their own most of the time, they are often guided by some mysterious force. They find themselves with urges to go to seemingly random places and perform specific acts - sometimes as major as going on a rampage, more often something extremely minor, like putting up graffiti or saving an old hobo. These small acts butterfly into larger ones, bringing about more chaos in the world. With a wall vandalized, the local security guard snaps because "it's the last time those shits are getting away with it" - and then he brutalizes the next 'hoodlum' he sees, bringing his city one teetering step closer to the edge of race riots.

When a Dark Magical Girl or Monster Girl fulfills their own instincts to create chaos, however those might manifest themselves, they too feel that same deep satisfaction as Magical Girls for fulfilling their purpose. That same spiralling depression is what awaits most who decide to fight their corrupted urges, but similar rumors are passed around about corrupted girls overcoming them.

LORE: PUCHUU & PATRONS

The Puchuu

The Puchuu are one of many factions with access to magic. The girls they create are terrifyingly powerful compared to human magi, if limited to a single focused specialization.

Nobody is sure exactly where the powers they grant come from, although some Puchuu claim they simply awaken hidden potential. Some girls claim they can feel where their power comes from, either from within or a greater source outside themselves, while some tie it to physical objects. Many feel nothing - their power simply *is*, and will remain so.

The process for granting these powers vary just as much as theories on their origins. Girls who compare notes realize some were tempted with small wishes. Others were given a story where they were a reincarnated warrior. Some were offered 'dreams', and some were offered power. Some were even simply transformed against their will.



All Puchuu claim corrupted girls are an aberration, although none will precisely elaborate on how they come about. The potential for some sort of inverted Puchuu that creates monsters exists, but the little creatures are tight-lipped on the subject of monsters' origins, and try to encourage their charges to simply slay the unnatural.

Those who have taken the greatest of care to be secretive in eavesdropping on the Puchuu have heard them lamenting the 'old days' when it was simpler to get hunters to do what they needed, and fewer fell from the path. Truly, there are a fair number of more senior magical girls lurking in real worlds and the Overcity that don't do much monster hunting anymore, instead offering aid and council, or more often illicit material and private spaces to the younger girls.

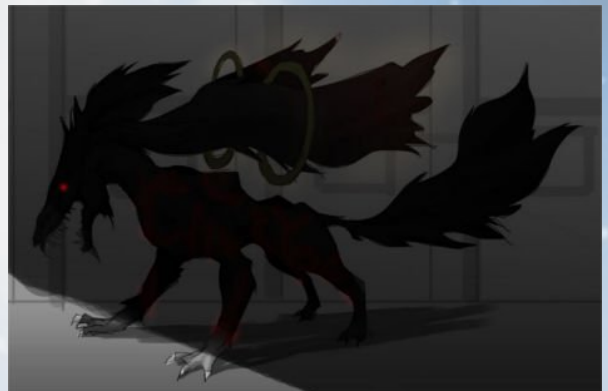
No one has yet divined a greater purpose of the Puchuu other than to create monster-hunting warriors, but there must be one... right?



The Patrons

The Puchuu are really the only ones who actively recruit magical girls these days, but that doesn't mean they're the only ones pulling the strings. There are a lot of different powers out there - myriad old gods, spirits, and other embodiments of power. Only rarely do they empower girls themselves, more often hijacking the process that creates them to steal them out from under the Puchuu as they gain their powers.

Magical Girls who have been pulled in as charges to provide power, connections to the real world, and influence to their new patrons may have slightly different drives than normal, as they are influenced towards following their patron's agenda, rather than that of the Puchuu. While most are friendly to humanity, some are malevolent, and may push their girls into roles closer to that of monsters than protectors.



LORE: THE WORLDS

Mortal Realms

There are many universes, many Earths and other planets besides, all existing parallel to each-other. Normally, a universe is oblivious to the existence of the others, but through connections to the Overcity and magic can discover an infinite number of possible worlds. Magical Girls are created from humans living in these mortal realms, and can be from any imaginable world with a portal to the Overcity and the rest of the multiverse - that is all the Puchuu need to enter and spread their influence.



In most worlds, normal people don't remember magical things. While they'll still react in terror and flee from a werewolf or fireball, after the fact, they'll rationalize it away: a publicity stunt, a rabid animal, a gas explosion. Those with higher innate magic may be able to overcome this tendency.

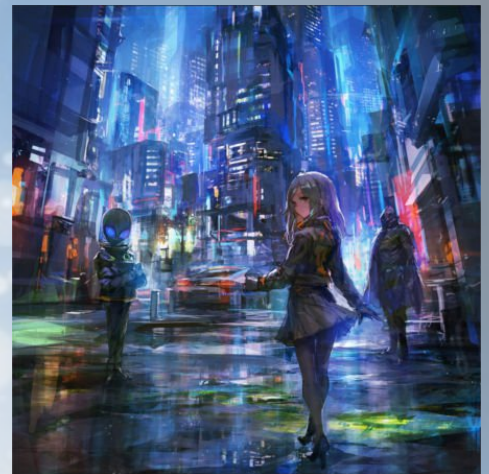
Many organizations exist that are made entirely of these higher-magic individuals. Governmental MiB groups, ancient circles of purely human magi, cabals and conspiracies, Illuminati and Templars. Some of these groups may have more information than you - of course, some of them will just be hilariously wrong, presuming monsters to be aliens or thinking magical girls to be combat golems from their rivals.

Where any given girl comes from is the choice of the player - everyone is allowed creative freedom about what goes on in their own worlds.

The Overcity

The Overcity - also known as the Hub, Megatokyo, the Sprawl, and many more things - is a great sprawling mess of uninterrupted cityscape that exists on many levels. The same area can be populated by normal people, be a run-down mess inhabited by monsters, or be completely deserted, depending on how you got there and when you arrived. Huge swathes of it, however, are eerie and empty - trains running, power flowing, food laid out at restaurants, but no people.

The Overcity intersects with the real world in many places. Mostly, these portals are small and unassuming, difficult to find. Come down a specific alley at the correct time of day from the east. Open this door, but only after walking between the street sign and vending machine and hopping over the steps without touching them.



Very rarely do these intersections come in the form of stable, convenient portals, although a scant few exist that connect many worlds to the same place in the Overcity. These ones allow Magical Girls from many different realms to congregate together in one coherent place, all being able to return to their respective worlds by simply leaving the way they came and thinking of their point of origin.

In some cases, a world can overlap - a section of city existing concurrently within the Sprawl and in realspace at the same time. Many normal people live and work within these overlaps, never realizing that they aren't actually in their home city anymore. After all, they just take the same path to and from work every day, and if they mess up, then they just got lost, right? Many of the shops here have found that they get a large proportion of customers with odd currencies and may take foreign cash or barter.

The Overcity is the place to encounter more magically active people, and Magical Girls and monsters alike are prone to commandeering deserted areas for use as homes and bases. The magically active can also use the Overcity to travel between distant locations, but the routes are unclear. There are guides that will offer to take one from place to place, but these are few and far between, often depending on routes happened upon by luck. More often, these 'guides' turn out to be monsters luring weak magical girls away to kill them, or a canny magical girl isolating an intelligent monster to do the same.

LORE: MAGIC & MONEY

Magic



Magic from various worlds is known to take many different forms, but one thing remains consistent between all of them: 'magic' is the force that breaks the rules of normal reality with its own.

In some cases, it may be through an instinctive power the user invokes without a conscious understanding. Some may have rituals to cast their spells, some may call on the power of gods for miracles, and some may have the power to build superscientific devices that exceed anything modern technology could produce.

No matter how it comes about, the defining element that makes all of these 'magic' is the fact that they are not possible by natural means. Magic is the supernatural force that causes them to become possible. This common factor is also what makes different varieties of magic capable of interacting: while one world's magic may only be expressed through bargains with spirits, magic expressing itself through the mastery of qi is just as capable of breaking those rules as it is regular, physical ones - and vice versa.

Bending the rules of how reality is supposed to work is not just a free-to-use, godlike power; it has limits. Mana is a measurement of those limits, regardless of what form it takes. If it takes three 'units' of mana to produce an iron-melting fireball, the effort it takes for one caster to shape their qi into the pattern of fire and project it and the spiritual force another caster needs to channel to cast it are both "three units".

Coins

The magical economy runs on traded magic - magical power condensed and stored within coins. Puchuu, girls, intelligent monsters, and critters of all types use the coins. They come in all shapes and sizes, but two things hold common amongst all: they contain and bestow power, and are separated by material.

These coins are offered to Magical Girls as rewards and bribes to coerce them into following the path the Puchuu want. There are hidden networks within the Overcity who are capable of minting these coins, but they are very secretive, and their processes moreso. If one knows who to talk to, they will pay in coin for objects or items imbued with magic - youma dust, dragon pearls, old cursed weapons or idols. In a pinch, they might take monster body parts or drain your magic directly, though these pay considerably less.

The lowest and most worthless is the copper coin. Good only for a minor and temporary boost of power or briefly anchoring a spell, these coins are handed out freely by critters as small rewards and incentive, and there's nary a denizen of the Overcity that doesn't have at least a dozen of them.

The next most common and the staple of the otherworldly economy is the bronze coin. It takes a great many coppers to equal a bronze, but the bronze coin is capable of bestowing permanent, if very minor boosts in personal power, and while spell anchoring is not permanent, it does last for a year and a day.

The silver coin is the major currency in the magical world and is worth twenty bronze coins at minimum. Even large chests full of copper coins cannot equal the worth of a single silver coin. Exchange rates may vary between twenty and fifty bronze coins for a silver - this is due to the permanent and noticable gains they bestow, and the permanence of works that can be made from silver coins.

Rarely, a gold coin will be glimpsed in strange or untrustworthy hands. The gold is the currency of the elite, and until the modern era was rarely if ever seen. No true exchange rate has ever been established.

All coins have a much greater effect on things as they are built or constructed - likely the reason Puchuu dump a handful on Magical Girls as they first change. Using coins after their new form has set will have much less of an impact.

