



Heartbreak

A FIASCO PLAYSET BY
JASMINE RAE FRIEDRICH

HEARTBREAK

CREDITS

Written by Jasmine Rae Friedrich

Edited by Jessica Lachenal

Cover art by Jasmine Rae Friedrich

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BOILERPLATE

This playset is an accessory for the *Fiasco* role-playing game by Bully Pulpit Games.

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“When you play, *play hard*.” –Theodore Roosevelt

THE SCORE

DO YOU WANT TO MAKE A CONTRACT?

Kayamuri Town is changing.

Streets that were once deemed safe harbor foul spirits. Urban ennui, paranoia and misery are on the rise, stirred up by a unsettling feeling across the whole city. The animals are acting strangely. Out of the corner of their eye, someone spots a stream of ribbons moving along the rooftops. Were there always so few stars?

Most teenagers are focused on their exams, their friends, and whether or not sempai is going to notice them one of these days. Those that find themselves chasing shades and witches have a little more on their plate, and a little more at stake. Magic is real, there is an entire world of light and darkness that most people can't see, and the young girls and boys signing up to become defenders of their home are getting into more than they could have imagined.

MOVIE NIGHT

Sailor Moon, Puella Magi Madoka Magica, Cardcaptor Sakura, Magical Girl Raising Project, Magical Girl Lyrical Nanoha, and any other number of magical girl anime series. Sorry, not a lot of standalone movies in this genre!

A NOTE ON GENDER

While I've kept a lot of the wording in this playset gender-neutral, I think we both know what's going on here. That said, there's nothing stopping you from playing as magical boys, as boys who can turn into magical girls, as girls who can turn into magical boys, or as characters who identify anywhere else on (or off) the gender spectrum.

The magical girl genre uses fantasy to empower and weaponize female characters—usually centered around coming-of-age and friendships between girls—as well as characters who totally buck all gender stereotypes. Exploration of femininity is a core value of the genre, and I'd encourage you to address the topic of gender even if you choose straightforwardly female characters.

RELATIONSHIPS...

1 FRIENDS

- ◻ Inseparable BFFs
- ◻ Childhood best friends
- ◻ Friendly rivals
- ◻ Social alpha girl / boy and sycophant
- ◻ Senpai and kohai
- ◻ Fellow social outcasts

2 FAMILY

- ◻ Twins
- ◻ Siblings
- ◻ Foster siblings
- ◻ Cousins
- ◻ Parent and child
- ◻ Unrelated, but close as blood

3 SCHOOL

- ◻ Teacher and student
- ◻ Student council members
- ◻ Teammates or clubmates
- ◻ Academic or athletic rivals
- ◻ Classmates near the window
- ◻ Bully and victim

4 ROMANCE

- ◻ Unrequited crush
- ◻◦ Girlfriend and boyfriend, or girlfriends, or boyfriends
- ◻◦◦ “Don’t get the wrong idea, it’s not like I like you or anything.”
- ◻◻◦ In an inappropriate relationship
- ◻◻◦◦ Engaged (to be engaged)
- ◻◻◻◦ ...Cousins

5 MAGIC

- ◻ Magical allies
- ◻◦ Magical rivals
- ◻◦◦ Human and magical mentor
- ◻◻◦ “I first met them in a dream...”
- ◻◻◦◦ Recuer and rescuee
- ◻◻◻◦ Hunter and hunted

6 SECRET

- ◻ Scientist and experiment
- ◻◦ Not who they appear to be
- ◻◦◦ Members of a clandestine organization
- ◻◻◦ Bound by a dark secret
- ◻◻◦◦ Betrayer and betrayed
- ◻◻◻◦ “We can’t both exist.”

...IN KAYAMURI

NEEDS...

1 TO BE NORMAL...

- ...and healthy again
- ...and pass your exams
- ...and find something you're good at
- ...and take over the family business
- ...and make friends
- ...and go unnoticed

2 TO BE THE VERY BEST...

- ...ranked student at school
- ...idol in the world
- ...and lead your team to the finals
- ...and win every match
- ...of your siblings
- ...like no one ever was

3 TO BE LOVED...

- ...by all your new friends
- ...by sempai
- ...by your adoring fans
- ...by your negligent parents
- ...by your super cool older sibling
- ...by everyone

4 TO GET JUSTICE...

- ...with the person who rejected you
- ...with the jerk who hurt your friend
- ...for your friend who died
- ...for the environment
- ...for your school
- ...for humanity

5 TO GET INTO...

- ...the popular gang
- ...the student council
- ...a good college
- ...that mysterious government building
- ...some really cute clothes
- ...their head

6 TO GET OUT OF...

- ...this small town
- ...your responsibilities
- ...the closet
- ...an abusive relationship
- ...your apartment, for once
- ...this cursed world

...IN KAYAMURI

LOCATIONS...

1 HOME

- A traditional japanese-style house
- A modern, western-style house
- A one-room-mansion
- A boarding house
- A corporate dormitory
- A government barrack

2 SCHOOL

- Classroom 2-A
- The library
- The roof
- Behind the equipment shed
- The soccer field
- The boiler room

3 AROUND TOWN: INSIDE

- A popular café and bakery
- An arcade and gachapon center
- The aquarium
- A convience store
- A public bathhouse
- The mall

4 AROUND TOWN: OUTSIDE

- The playground at the park
- ◻ The shrine up the hill
- ◻ The train station
- ◻ The cherry tree grove
- ◻ The riverbank
- ◻ A stylish convertible

5 VACATION

- A luxurious hot spring
- ◻ A secluded beach
- ◻ A campground in the woods
- ◻ The big city
- ◻ An enormous mansion in the country
- ◻ An airplane

6 MAGICAL

- A shimmering, floating palace
- ◻ Inside a giant magical cube
- ◻ The dream world
- ◻ A labyrinthian pocket dimension
- ◻ An alternate timeline
- ◻ The moon

...IN KAYAMURI

OBJECTS...

1 MUNDANE

- ◻ A smartphone with all the latest features
- ◻◦ The answers to next week's exam
- ◻◦ A golden locket with a photo inside
- ◻◻ A letter confessing someone's feelings
- ◻◻ A recipe for curry and rice
- ◻◻◻ A delicate bone china tea set

2 MAGICAL

- ◻ A flying broom
- ◻◦ Small scrolls of charms and wards
- ◻◦ A sentient staff that helps channel spells
- ◻◻ A bow that fires magical energy
- ◻◻ A bell that summons a friendly spirit
- ◻◻◻ A ring with a mysterious symbol

3 TACTICAL

- ◻ A sword
- ◻◦ A polearm
- ◻◦ Gauntlets
- ◻◻ Blackpowder firearms
- ◻◻ Modern assault firearms
- ◻◻◻ Grenades

4 WEIRD

- ◻ An oversized pair of scissors
- ◻◻ A set of giant, disembodied arms
- ◻◻◻ An unexpected swarm of piglets
- ◻◻◻◻ An inordinately frilly umbrella
- ◻◻◻◻◻ A masked vigilante costume
- ◻◻◻◻◻◻ An unlimited supply of roses

5 POWERFUL

- ◻ A strange deck of cards with life-like illustrations
- ◻◻ A collection of small, exquisite jewels
- ◻◻◻ A shining chalice filled with a magical elixir
- ◻◻◻◻ An ancient tome written in an unknown language
- ◻◻◻◻◻ A shield and sword that glow with power
- ◻◻◻◻◻◻ An hourglass filled with fine silver crystals

6 DANGEROUS

- ◻ A letter that appears to be from the future
- ◻◻ An unnatural, pervasive fog
- ◻◻◻ An eerie, addictive new video game
- ◻◻◻◻ A train that shouldn't exist
- ◻◻◻◻◻ A series of unexplained disappearances
- ◻◻◻◻◻◻ A secret you're not supposed to know

...IN KAYAMURI

A MAGICAL INSTA-SETUP

RELATIONSHIPS IN KAYAMURI

For three players...

- * Friends: Inseparable BFFs
- * School: Teacher and student
- * Magic: Hunter and hunted

For four players, add...

- * Romance: Unrequited crush

For five players, add...

- * Secret: Not who they appear to be

NEEDS IN KAYAMURI

For three players...

- * To get justice: ...for your friend who died

For four or five players, add...

- * To be loved: ...by sempai

LOCATIONS IN KAYAMURI

For three, four or five players...

- * Around Town: Outside: The train station

OBJECTS IN KAYAMURI

For three or four players...

- * Powerful: A collection of small, exquisite jewels

For five players, add...

- * Tactical: Blackpowder firearms

OPTIONAL RULES

STUNT DICE

Before starting, remove two white dice and two black dice from the dice pool, and replace them with four stunt dice. Then roll them all to kick off the game as normal. There are a few potential options for how to include these in your game, that trigger whenever you resolve a scene.

Borrowing from the *Quest for the Golden Panda* playset, swap two white dice for light dice, and two black dice for dark dice. If when resolving a scene, you pick the dark special dice, someone dies or becomes magically corrupted in the scene. If you pick the light special dice, a miracle occurs.

If you'd like to steer your game darker or lighter, use four stunt dice of the same color to mean either of these options.

Stunt dice are counted as neither white nor black and should not be rolled when calculating the Tilt or the Aftermath.

SOFTER TILT AND AFTERMATH

The magical girl genre has seen plenty of darker, grittier reincarnations, but most of these probably don't live up to the Coen brothers-style horror and trauma that *Fiasco* usually generates. If you just can't bear to see your sweet magical girls completely wrecked, try out the "softer" Tilt and Aftermath tables, originally introduced in the *Fiasco Companion*.

TILT TABLE

1 MAYHEM

- ◻ An out of control rampage
- ◻◦ A frantic chase
- ◻◦ A dangerous animal (perhaps metaphorical) gets loose
- ◻◻ Magnificent self-destruction
- ◻◻ Cold-blooded score-settling
- ◻◻◻ Misdirected passion

2 TRAGEDY

- ◻ Death, out of the blue
- ◻◦ Somebody's life is changed forever, in a bad way
- ◻◦ Pain, followed by confusion
- ◻◻ Death, right on time
- ◻◻ Confusion, followed by pain
- ◻◻◻ Death, after an unpleasant struggle

3 INNOCENCE

- ◻ Somebody is not so innocent after all
- ◻◦ A neighbor wanders into the situation
- ◻◦ The wrong guy gets busted
- ◻◻ Collateral damage
- ◻◻ Love rears its ugly head
- ◻◻◻ A well-meaning stranger intervenes

4 GUILT

- ◻ A visit from the (perhaps unofficial) authorities
- ◻◦ Betrayed by friends
- ◻◦◦ Somebody develops a conscience
- ◻◻◦ Greed leads to killing
- ◻◻◦◦ Someone panics
- ◻◻◻◦ A showdown

5 PARANOIA

- ◻ A stranger arrives to settle a score
- ◻◦ What seems like dumb luck isn't - things are afoot
- ◻◦◦ Two people cross paths and everything changes
- ◻◻◦ A sudden reversal (of status, of fortune, of sympathy)
- ◻◻◦◦ The thing you stole has been stolen
- ◻◻◻◦ Somebody is watching, waiting for their moment

6 FAILURE

- ◻ A stupid plan, executed to perfection
- ◻◦ Something precious is on fire
- ◻◦◦ A tiny mistake leads to ruin
- ◻◻◦ A good plan comes unraveled
- ◻◻◦◦ You thought it was taken care of but it wasn't
- ◻◻◻◦ Fear leads to a fateful decision

AFTERMATH: BLACK

Zero: The worst thing in the universe. This probably doesn't include death, since death would be way better than whatever this is. Be creative and don't settle for the first "worst" thing that comes to mind – there's something darker, more awful, more wretched in there somewhere.

Black One: Horrible. You are probably dead. Other people, probably innocent people, are as well. There is no justice, there is no mercy, everything is utterly, painfully screwed and it is all – all of it – your fault.

Black Two: Brutal. Wounds that will never heal, for starters; stuff sawed off, blown off, or burned off on your way to grand, ignominious failure. Kiss whatever you care about goodbye. You may die, but you may not.

Black Three: Harsh. Shit-in-a-bag harsh, a-lifetime-of-medication harsh. A big black cloud of hurt is going to rain all over you. The things you need to happen are not going to, simple as that.

Black Four: Savage. Savage as in "something is broken or mashed." Maybe you've got a permanent limp and a bad reputation. Plus, you totally fail.

Black Five: Rough. You are getting whipped like a rented mule, for starters, and you will remember this episode for all your diminished days. The lesson you learn will be profound, lingering, and painful.

Black 6-7: Pathetic. You'll suffer, oh dear God will you suffer, and everyone will know of your malfeasance, your stupidity, your lack of common sense and decency. You're probably going to be locked up, too.

Black 8-9: Nothing to write home about. Back to where you started. Maybe sore and broke, just like yesterday and tomorrow. You probably learned something though, like how to do it right next time. Next time...

Black 10-12: Pretty good. All things considered, you're coming out of this smelling like a rose. You're a little better off - maybe you got the girl, or maybe you just didn't get caught.

Black 13+: Awesome. Insanely great. You will emerge not only unscathed, but if there's a girl involved, she's dropping her drawers. You might even get rich off this caper, who knows? Time for a new ride.

AFTERMATH: WHITE

Zero: The worst thing in the universe. This probably doesn't include death, since death would be way better than whatever this is. Be creative and don't settle for the first "worst" thing that comes to mind – there's something darker, more awful, more wretched in there somewhere.

White One: Dreadful. You are certainly dead, probably from a self-inflicted wound. People you care about are also probably dead, maybe through your own stupid, ugly failure. To say that you fucked up is an insult to fucked-upedness. You have redefined the term.

White Two: Merciless. You might not be dead on the outside but you sure as hell are dead on the inside. The emotional or mental wounds you have suffered will never heal. The future is a brick wall.

White Three: Grim. The stress and trauma from your little adventure are going to haunt you forever - bits of your soul are destroyed and you are missing a piece or two. In a few years children are going to cry when you get too close. All your plans have ended in complete ruin.

White Four: Bitter. You know what it's like to be utterly crushed, casually brought low, forced to eat your own words and stand mute and powerless before your enemies. They gloat, and you are helpless.

White Five: Miserable. You are humiliated in a big, public way, and whatever reputation you once had is now in dirty pieces all around you. You'll never think of these days without a shudder of horror at your own aggressive stupidity.

White 6-7: Weak. Hey, you're busted, beat, and broke down, but at least you've learned a lesson about human greed and frailty, right? It'll serve you well in prison, which is where you are probably headed.

White 8-9: Nothing to crow about. Not better, but not way worse, either. Maybe the car is wrecked, or your wife is leaving you, or there's a court date. But compared to some of the other people you know...

White 10-12: Not too shabby. You've made it out with dignity intact, through some fluke. There might even be a little profit, or self respect, or something. Time to throw a little party for all your friends.

White 13+: Fan-fucking-tastic. It's fat times ahead, safe and secure. That thing that would make your life better? Oh, you got it, absolutely, and then some. And then some more. Enjoy it!

SOFT TILT TABLE

1 QUOTABLE

- "This ends tonight"
- ◻◻ "You're too late"
- ◻◻◻ "I'm just not that into you"
- ◻◻◻◻ "I swear to God I have no idea what happened"
- ◻◻◻◻◻ "I love you"
- ◻◻◻◻◻◻ "We can fix this"

2 VIOLENCE

- A spectacular wreck
- ◻◻ Ill-considered vengeance
- ◻◻◻ An old-fashioned ass-kicking
- ◻◻◻◻ Impotent rage
- ◻◻◻◻◻ The showdown
- ◻◻◻◻◻◻ Something important (perhaps metaphorical) is demolished

3 DECEPTION

- Misplaced trust
- ◻◻ Stabbed in the back—maybe literally
- ◻◻◻ The secret goes public
- ◻◻◻◻ A joke takes on a life of its own
- ◻◻◻◻◻ Framed, blamed, and shamed
- ◻◻◻◻◻◻ The mighty fall exceedingly hard

4 TRUTH

- • An unwanted confession
- ◦ Dorky turns sexy
- ◦ A death in the family
- ◦◦ A lie becomes truth
- ◦◦ Truth becomes a lie
- ◦◦◦ The big reveal

5 FOLLY

- • An unexpected proposal
- ◦ A simple mistake leads to complex pain
- ◦ A complex mistake leads to simple pain
- ◦◦ A single moment of miraculous luck
- ◦◦ Someone loses their nerve
- ◦◦◦ You can't afford to lose it, but you just did

6 SEX

- • A magical moment in soft focus
- ◦ Somebody is pregnant
- ◦ True love is not nice
- ◦◦ Cue the hot stranger
- ◦◦ A surprising change of heart
- ◦◦◦ Chaos, indecency, and scandal

SOFT AFTERMATH: BLACK

Zero: The worst thing in the universe. Yes, technically it might be worse to be pulled apart by farm machinery, but in terms of your reputation, relationships, hopes and dreams, physical and mental health, and all you hold sacred and dear, nothing could possibly be worse. That thing you just thought of? Not bad enough. Try again, and phone your most sadistic, conniving friend for advice. Or you can get pulled apart by farm machinery.

Black One: Mystical. The amount of failure this represents is a thing of legend, something that occurs once a decade maybe. Something discussed in hushed tones at gatherings. The best part is that you are to blame for all of it, every crumb of the every layer cake that is your self-destruction.

Black Two: Fucked. Whatever idiocy you got up to broke you—it scarred you, and I'm not talking about something a therapist can fix. And all around you are the broken pieces of the people and things you hold dear.

Black Three: Extremely awful. Whatever you care about is gone, that's for sure, and you're probably also missing a tooth.

Black Four: Sorry-ass. Your sad story is hardly worth commenting on. Plus you totally fail.

Black Five: Inspirational. As in "Isn't it inspirational how that poor child managed to claw her way out of that hideous rat-hole of a life and isn't she just a little trooper?"

Black Six: Mortifying. Someday the scandal will die down and everyone will forget your humiliation and defeat. Someday. Not today.

Black 7-8: Encouraging. Sure, you're no better off than you were, maybe things are actually worse, but there's hope—and that slender reed is something you can cling to.

Black 9-10: Sort of cool. Unexpected, sure, but in the end you're doing OK. Nothing too badly broken, maybe some interesting prospects, lessons learned and a good friend or two to keep you on the right track.

Black 11+: Mystical. There's a photo of you in the dictionary next to the entry for "lucky bastard." You have it all—success, an excellent reputation, love, friends, security, you name it. All that and probably a jet-ski, too.

SOFT AFTERMATH: WHITE

Zero: The worst thing in the universe. Yes, technically it might be worse to be pulled apart by farm machinery, but in terms of your reputation, relationships, hopes and dreams, physical and mental health, and all you hold sacred and dear, nothing could possibly be worse. That thing you just thought of? Not bad enough. Try again, and phone your most sadistic, conniving friend for advice. Or you can get pulled apart by farm machinery.

White One: Astonishing. People didn't think it was even possible to be as reviled as you are, but you proved them wrong. You'll wear the world's contempt for the rest of your life. Are you in jail, protective custody, or a disguise? Probably. Is your life—and the lives of those you care most about—completely ruined? De nitely.

White Two: Degrading. You are the poster child for humiliation and disgrace. Nobody loves you; nobody even likes you. Your reputation, such as it is, precedes you, and you are a broken person. How could you do what you did?

White Three: Shameful. You are the toast of the town, if by toast you mean laughing stock and by town you mean entire fucking world.

White Four: Wretched. Sure, you fail, but everybody fails. You fail like a complete tool and it's pitiful.

White Five: Desperate. Still looking for an angle, still re-arranging the deck chairs, stuck in a holding pattern getting nowhere.

White Six: Sad. Woeful. Not cool. People don't like you—even you don't like you. You reached your peak and it wasn't all that lofty, was it?

White 7-8: Promising. To you, anyway—there's light at the end of the tunnel if you can just soldier on through the grind. You may be worse for the wear, but next time will be totally different.

White 9-10: Happy. Given the possibilities, things didn't turn out half bad. Your future isn't in ames, your dignity is intact, and maybe you learned something. It's all pretty cheerful, considering the alternative. Life's weird sometimes.

White 11+: Astonishing. You are transformed by luck, grace, and your own innate coolness. If there's romance afoot, you are sealing the deal. If there's something you wanted, you are totally going **to get it!**