

Friendship & Fukus

A Nonplayable Game

Based on the original Lasers & Feelings from onesevendesign.com
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Untold years ago, the Princess of Space and her Starlight Guardians disappeared while saving the world from a Great Darkness. Now, as Darkness looms again, could these brave heroes have been reincarnated as a group of teenage girls? THAT APPEARS LIKELY!

Players: Create your Magical Girls!

- Choose your Style: Courageous, Hot-Headed, Nerdy, Tough, Scatterbrained, Sexy, Alien
- Choose your Role: Student, Athlete, Delinquent, Priestess, Princess, Idol, Cat
- Choose your Number, from 2 to 5. A low number means you're better at Friendship skills (love, empathy, cooperation, emotional appeals, and street smarts), while a high number means you're better at Fuku skills (physical prowess, martial arts skills, magical powers, advanced technology, book smarts)
- Give yourself a stereotypical Japanese girl name and an awkwardly translated into English magical girl name
- Declare your Relationship to the player on your left: Lifelong Friends, Rivals, Romantic Subtext, Step-Siblings, Role Model, Protector

Inventory: A school uniform, a magical girl costume, a transformation token, a magical accessory of your choice, and a magical power of your choice.

Player Goal: Get into dramatic situations with weirdly allegorical monsters.

Character Goal: Pick one or make your own: Save the World, Save Yourself, Be the Best, Make a Friend, Find True Love, Dispense Justice, or Be Yourself (you have nothing to prove).

Players: Rolling the Dice!

Friendship: Roll over your number

Fukus: Roll under your number

When faced with a difficult or dangerous challenge, each player narrates their attempt to resolve it, and rolls **1d6** to see how it turns out! Add **+1d6** if you're prepared, and an additional **+1d6** if you're an expert!

Players can **Help** each other with challenges: narrate how you assist your teammate, and add another **+1d6** to their roll!

Results:

0: No successes. Something goes wrong. The GM explains how things get worse.

1: One success. You succeed by the skin of your teeth. The GM imposes some sort of complication.

2: Two successes are a solid victory. Good job!

3: Three successes are a Critical! The GM gives you some sort of positive bonus effect!

!: If any die rolls your exact number, you have **The Power of Love!** Ask the GM one detailed question about the situation, and they will answer honestly!

GM: Create a Magical Adventure!

Roll or choose on the tables below:

A Threat...

1. Queen Molybdenum	2. The Black Hole Guardians	3. A Highly Metaphorical Monster
4. Evil Space Hunks	5. The Anime Club Treasurer	6. The Masked Stranger

Want (s) to...

1. Destroy	2. Corrupt	3. Steal
4. Replicate	5. Empower	6. Marry

The...

1. Starlight Crystals	2. Princess of Space	3. Student Council President
4. Adult Child From the Future	5. Magic Compact Mirror	6. Concept of Love

Which Will...

1. Destroy the World	2. Open a Portal	3. Make Your Sister Cry
4. Reverse Time	5. Ruin Your Date	6. Fix Everything

GM: Run the Game!

Introduce the threat by giving the players signs of its recent activity. Before something happens, narrate to give the players a clue: "Queen Molybdenum charges her fingers with a powerful spell! What do you do?" "The Masked Stranger offers you a flower! What do you do?"

Ask questions and use the answers to build the narrative: "Have you ever touched a Starlight Crystal? When? What happened?"