

STAR DUST: A MAHOU SHOUJO LARP RULES GUIDE

Mahou Shoujo, Magical Girls, an anime genre loved by many for over 50 years. *Star Dust's* goal is to make the player into the Mahou Shoujo they always dreamed to be. With a system made for ease of play and archetypes to help the players create their character, we can't wait to have you join us for the journey that is *Star Dust!*

The World of Star Dust:

Star Dust is set in the modern era and is a game designed for up to thirty-five players. The players embody Mahou, the protectors of earth from the forces of The Void. These forces are beasts and fallen Mahou who are lead by a Prince, once said to have been a Mahou himself who raged against the Queens of Creation and Destruction for the loss of someone dear to him. The Queens in turn who once fought against each other for the sake of the balance of the world turned to each other and vowed that they would band together to work against their common foe. Their vow was solidified in the creation of Balance Pairs, two Mahou gifted their powers on the same night, bound together by fate to find each other and fight for their Queens together. They say that when a Balance Pair meets for the first time they can feel it in the pit of their soul.

Creation and Destruction, Light and Dark. What Court will you be a member of?

Do you control Nature or the Wildfires that destroy them?

Do you gain energy from the Sun or the Moon?

Do you feel the Pen is mightier than the Sword?

Do you seek Guidance from the Owl or the Raven?

What about your everyday life? Just who exactly are you?

Are you a jock? Or are you the brains of the operation?

Do you stand in the spotlight, or do you prefer smaller roles?

Are you constantly getting into trouble? Are you patching your friends up after a rough night?

How do you express your magic?

Do you fight on the front lines with other Scouts? Upholding the integrity of the world with your Might?

Do you perform for crowds of people inspiring them with the hope of an Idol? Charming millions with just a simple wink?

Do you sit in circles with your fellow Witches, casting rituals and ancient spells? The Magic of the Star Dust in your veins warding the ones you love?

Join your fellow Mahou and save the world! If you don't do it, then who will?

Alignments:

Creation/Light or Destruction/Dark. Creation and Light, and Destruction and Dark are used interchangeably.

Classes:

- Idol (Charm)
- Scout (Vigor)
- Witch (Magic)

The class you choose determines your character's main stat and puts a base of two skill points into that stat. Archetypes determine stat bonuses and are explained below. All stats start at one (1) and are increased or decreased based on a character's class and archetype.

Attributes/Stats:

A scale from zero to five (0-5) which is shown before a challenge or told to a marshal.

Charm: Used for social challenges

Vigor: Strength / Dexterity challenges

Magic: Intellect / Magic challenges

Archetypes:

Who is your character? What do they do? Where are they from? When designing a character in *Star Dust* these are important questions. Archetypes are here to help you figure that out. While only two words these archetypes can inspire who a character is.

Star Dust is written for up to thirty-five players. In a maximum player game, there would be one of each archetype in each Queen's court, with one of each of the restricted play archetypes. When making your character the Archetype is to inform your roleplay. Keep in mind that in *Star Dust*, mechanics are always second to roleplay.

The Leader (+1 Charm, +2 Vigor)

The Underclassmen (+1 Magic, +2 Vigor)

The Heart (+1 Magic, +2 Charm)

The Parent-Friend (+1 Vigor, +2 Charm)

The Healer (+1 Charm, +2 Magic)

The Ritualist (+1 Vigor, +2 Magic)

The Cursed (-1 Charm, +3 Vigor, +1 Magic)

The Meathead (-1 Charm, +3 Vigor)

The Diva (+3 Charm)

That Guy! (-1 Vigor, +3 Charm)
The Megane (- 1 Vigor, +3 Magic)
The Weeaboo (-1 Charm, +3 Magic)

The Klutz (+2 Charm)
The Athlete (+2 Vigor)
The Initiate (+2 Magic)

Restricted Play: Please PM Hana Salvacion First

The Heroine (+2 all around)
The Mundane (-1 to Magic, +3 to main stat, +2 to secondary) (T*xedo M*sk)
The Senpai (+3 Charm, +1 Vigor, +1 Magic) 2 Max Per Game
The Mary-Sue (+ 3 Magic, +2 Vigor, -1 Charm)

Example Cards-

https://docs.google.com/document/d/1gm0qDDVsYaBH57jrFQW-2-Zx7fr7UwHA7_FUrpMLL-0/edit?usp=sharing

Challenges:

From puzzles to social debate, the outcome is determined by your attributes. Most challenges have a Challenge Rating that is five (5) or less, unless it is a joint challenge. Any challenge may be treated as a joint challenge, but not all challenges will require more than one person to complete.

How They Work: When entering a challenge a npc or Marshall will declare, "CR ___" (example, CR 5 Charm) the player(s) will respond "Applicable stat #" (example, Charm 5). The conversation or situation will be roleplayed out with both parties knowing the end result. If the situation is timed, the marshall will respond accordingly.

Joint Challenges: Joint Challenges are challenges that cannot be solved by one person alone. Joint Challenges will have a Challenge Ratings of 6+. These challenges can include anything from joint rituals to clearing debris, or escorting civilians away from danger.

To defeat a challenge you must have a higher applicable attribute score. However, to attempt the challenge you may have any score in the attribute. Doing this can gain information on the challenge and help lower the rating for other people.

Challenge Ratings: Most ratings will average at about three (3). If the player's attribute score is higher than the Challenge Rating, the player may ask for hints or assistance once for each point they have over the Challenge Rating. For every rating point above the needed rank, the player can ask 1 question.

Charm: Charm Challenges include social combat such as debates, or calming someone down after an attack. Joint Charm challenges can include performances, dance-offs, or diplomacy.

Vigor: Vigor Challenges include things such as climbing walls, carrying victims, or dodging falling rocks.

Magic: Magic Challenges include things such as puzzles, enchanting weapons, or figuring out a creature's weakness.

Combat:

Combat is thematic and theatrical. Your Body is equal to the main stat for your class. (For example, an Idol with Charm 5 has 5 Body.) Your Body is how many hits you can take per combat. If you take your maximum damage of hit points, fall to the ground. You are considered unconscious and will need to be saved by your fellow Mahou. If you are unable to be saved, the marshal of the encounter will speak to you about what will happen to you next. Death isn't the worst fate for a Mahou.

Lightest/Theatrical Touch: Act out your swings, and over-act when you get hit to the best of your physical ability. No thrusting unless the weapon is approved for thrusting by a marshal. No head or groin shots.

Combat magic is represented with packets, with ribbons tied to them. Packets are to be thrown lightly and are made out of fabric and bird seed. This can represent a Witch casting a missile of magic or an Idol's song.

Combat is not about beating each other up. It is about creating a story and having fun. Combat is part of telling the story, not the story itself.

Special Abilities and Poses:

In Mahou Shoujo, there is always the pinnacle moment where the Heroes use their special abilities. Your Mahou will be able to do the same! Once per Mission/Mod, you will be able to invoke your Special Ability. To use your Special Ability, you must loudly proclaim the ability's type and name and strike an appropriate pose. (For example, "Physical Attack! Flaming Heart Kick!" while doing a kicking motion.)

There are three types of special abilities, one for each attribute. You choose one at character creation.

Physical Attack! which is Vigor Based

- _____ *Kick/Punch!* A Kick or Punch that causes the enemy to lose the use of a limb.
- _____ *(Weapon Attack)!* A weapon attack that causes the enemy to be knocked back and fall. The enemy must RP as if in pain until the end of the scene.
- _____ *Shield!* A difficult to hold pose that protects the Mahou and anyone else within arms reach from attack as long as the Mahou can hold the position.

Inspiring Speech! which is Charm Based

- *Never Give Up!* Allows any fallen allies who can hear your speech to rise at one (1) body.

- *Power of Friendship!* Allows an allies' special ability to be used again. This does not work on Power of Friendship. Mahou can only have their Special Ability refreshed once per mod.
- *Hope!* A difficult to hold a pose that allows allies invulnerability until the pose is broken. This pose can be held for a maximum of 30 seconds.

Last Spell! which is Magic Based

- *Banishment!* Evicts an enemy from the premises for a period of time, a minimum of 5 minutes.
- *Analyze!* Grants a bonus to allied joint challenges equal to your Magic Attribute.
- *Obliterate!* Channeled effect for 30 seconds, then pose. Deals damage equal to your magic attribute in a straight line in front of you to everything in the line of fire.

Healing: Witches have the ability to heal. A Witch is able to heal by focusing and role-playing magical healing on another Mahou. They heal someone equal to their Magic for every minute of role-playing (i.e., if they have a Magic stat of 4, they heal someone at 4 body per minute). If the injured person is a Voidling or a Mundane, the healing must be done as a ritual challenge with the difficulty rating being determined by the marshal. If someone is attacked while healing they have to start again.

Safety:

The OK Check-in System:

Thank you to Maury Brown for allowing the use of her version of the system.

One person makes the “OK” hand sign at another one. This indicates the question “are you ok?”
The other player responds in one of the following ways-

1. Thumbs up – means they’re OK and play can continue.
2. A level hand – means the player doesn’t quite know how they feel, or that it’s neither very good or very bad. This should be treated as a thumbs down by the person doing the asking.
3. Thumbs down – means the player is actually not OK, and should be extracted from the situation.

Bowing out:

If a situation gets too much for you, you are welcome to bow out. To bow out you may “cover your eyes” (please do so so that you can still see where you’re walking) and bow your head to back out of a scene. We will have an out of game area for you if you need to cool off or a marshall to talk to. There is no punishment for bowing out, and never will be.

The Light/Color system:

The lighting of a room will inform you of the danger level of the room. Parts of a room may be outlined with glow sticks or tape to show that area’s danger level.

Red is combat active. If you do not wish to enter combat then do not enter a red zone.

Purple is light combat. A person will not be attacked unless they attack first.

Blue is safety. There will be no combat in a blue area.

Verbal Calls:

“Hold!” – The entire game stops. Everyone stops in place and doesn’t move. Should only be called for physical danger.

“Clarify” – Used to ask a quick question.

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