

MAGICAL GIRLS

Save the World!

MAGICAL GIRLS SAVE THE WORLD! (v1.0)
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You are **MAGICAL**. You **SKIP SCHOOL** and **FIGHT EVIL**.

BUILD A CHARACTER

Pick a **MAJOR** and a **MINOR**:

WORKING OUT & SPORTS

MAGIC & WITCHCRAFT

ARTS & CRAFTS & CARPENTRY

GAMES OF SKILL & CHANCE

COMPUTERS & SCIENCE

ACTING & DRAMATICS

When testing your **MAJOR**, roll $2d8$ **POWERDICE** and use the highest. When testing your **MINOR**, roll $1d8$ **POWER DIE**. When testing anything outside your wheelhouse, roll $1d6$ **POWER DIE**. Everyone can fight, so any combat rolls that don't also involve a **MAJOR** will be rolled with a $1d8$ **POWER DIE**.

LIFE & HEALTH STUFF

When you get attacked or suffer some major setback, you'll take **DESPAIR** or **DAMAGE**. **DESPAIR** represents you quitting on life, while **DAMAGE** represents life quitting on you. You can take up to two points of each. If you take more than two points of both **DESPAIR** and **DAMAGE**, you die. You heal by resting, healing items, and magic.

Enemies can take **DESPAIR** and/or **DAMAGE** too.

MINION:	MAX 1 DAMAGE
FULL-TIMER:	MAX 1 DESPAIR, 1 DAMAGE
LIEUTENANT:	MAX 2 DESPAIR, 2 DAMAGE
BOSS:	MAX 3 DESPAIR, 3 DAMAGE
Big Boss:	MAX 6 DESPAIR, 6 DAMAGE

An enemy will either become more receptive to talking or surrendering if they've taken their maximum amount of **DESPAIR**, or they will become resigned to their death with a **DRAMATIC MONOLOGUE OR REBUKE**.

CHALLENGES & FIGHTING

To pass a test, roll the **CHALLENGE DIE** and your **POWER DICE**. If your **POWER DICE** are higher than the result of the **CHALLENGE DIE**, you succeed. Some tests are difficult, and will increase the **CHALLENGE DIE**. Some tests are easy, and will reduce the **CHALLENGE DIE**.

CHALLENGE DIE:	
EASY PEASY:	1d4
REGULAR ENOUGH:	1d6
TOUGH STUFF:	1d10
BRUTAL AND BLISTERING:	1d12
WHAT THE HELL?:	1d20

When you and another player **WORK TOGETHER** on a task, you add your **POWER DICE** results together. Some tasks reasonably are solo problems—picking locks, convincing someone who's prone to feeling ganged up on, jumping over a huge distance—and can't be solved by **WORKING TOGETHER**, but most other tasks can.

Enemies can also **WORK TOGETHER**, adding **CHALLENGE DIE** results together. If multiple enemies are fighting a single player, they may **WORK TOGETHER**. Similarly, if a player wants to take out multiple enemies at the same time, those enemies might **WORK TOGETHER** to defend each other. An attacking player can opt to single out an enemy to avoid them from **WORKING TOGETHER** unless the GM rules that the circumstances don't allow it.

*(Example: horn-helmeted cosmic raiders attack the Earth, and lock shields in a shieldwall. As the point of a shieldwall is to make it difficult to single out one person, the player can't single out an enemy—attacking them head-on will allow them to **WORK TOGETHER**. The player can find a different way to break them up, however.)*

When a fight breaks out, whichever side rolls highest goes first. Re-roll ties.

POWERING UP

When the going gets tough, it's time to **POWER UP**. You display your **MAGIC AMULET** and transform into a ferocious warrior beyond reckoning.

When **POWERED UP**, you roll twice for each **POWER DIE** and pick the highest.

You can **POWER UP** when you have taken your maximum for either **DESPAIR** or **DAMAGE**. After the immediate cause of you **POWERING UP** has been defeated, detained, or disengaged, you lose your **POWER UP** benefits. You can **POWER UP** again if you have not recovered and take another point of **DESPAIR** or **DAMAGE** in a later incident.

You can also **POWER UP** if you spend a **POWER UP TOKEN** the GM gave you for doing something cool.

ITEMS & STUFF

You can carry a reasonable amount of stuff.

You start with your clothes, your school supplies, your **MAGIC AMULET**, and $1d20$ in your pocket. The GM will allow other starting items as is appropriate according to your **MAJOR**.

Your **MAGIC AMULET** also gives you a **MAGIC OUTFIT** and a **MAGIC WEAPON**. The **MAGIC WEAPON** should be a sword, whip, or something made for close combat, unless your **MAJOR** is Games of Skill & Chance, at which point the GM might allow a bow and arrows, darts, boomerang, etc.

Let's go! 

MAGICAL GIRLS

Character Sheet!

NAME:

ALIAS(ES):

B YOUR MAJOR IS...

Q YOUR MINOR IS...

♥ DESPAIR & DAMAGE

DESPAIR
DAMAGE

SPECIAL CONDITIONS:

Magic Amulet color?

Favorite animal?

Favorite food?

Favorite movie?

Favorite band/artist?

Favorite TV show?

Favorite book?

Birthday?
& ZODIAC SIGN

Hobbies?

Goals?

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