

MAGICAL FURY APPENDIX

By Ewen Cluney



Credits

Written and Designed by Ewen Cluney (©2017)

Cover art by Reine_mori

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Introduction

Let's just be up front about this: I'm working on a book called *Weird Little Games Vol. 2: Powered by Fury* that will contain everything from *Magical Fury* and my upcoming game *Angel Project* (which uses the same basic rules for a much more optimistic premise), and I had a few ideas for more *Magical Fury* material. That got a little out of control, until I had enough for a second *Magical Fury* mini-supplement. It's going to be a while before the book is ready, but after a bit of obsessive work, this *Magical Fury Appendix* is now ready to go.

Where the *Magical Fury Companion* included several new rules and moves, this supplement is entirely places, characters, and tables to assist you in building out your world. This includes a set of six pre-made magical girls. They're a mixture of antagonists and potential allies, and they include Star Princess Astraia and the other characters I've featured in the flavor text throughout the game.

Complications

This is a table of events that can complicate life for magical girls, which the GM can use with the Complicate Life action, or other times when it feels appropriate.

d66	Result
11	A bully is causing trouble at school.
12	A family member has a bad flu and needs someone to take care of them.
13	A family member is missing.
14	A friend you haven't told sees you transform.
15	A government agency comes to investigate reports about problems with your home life.
16	A longtime friend says they can't be friends with you anymore.
21	A magical phenomenon is affecting your school.
22	A magical phenomenon is making your house uninhabitable.
23	A parent becomes seriously ill.
24	A parent has seen you do something magical.
25	A parent is getting sued.
26	A parent is in trouble for tax evasion.
31	A parent lost their job.
32	A relative died, leaving a mess of paperwork to deal with.
33	A teacher is conducting a home visit and has questions about your behavior.
34	Another magical girl shows up at your school as a transfer student.
35	Classmates are blaming you for a strange supernatural event.
36	Exams are coming up and you need to study a ton if you're going to pass.
41	Someone in your family may be liable for an accident.
42	Something is stirring underneath the house.
43	Stolen goods show up at your house.
44	The police are asking questions.
45	The school has suffered serious damage and teachers are asking questions.
46	The teacher they say has been abusing students wants to see you in private.
51	There's been an accident.
52	They're starting to talk about you in the media.
53	You class picks you to head up the festival planning committee.
54	You get injured.
55	You or someone in your family gets in an accident.
56	You receive photos of your magical girl form from an anonymous source.
61	You're accused of cheating.
62	You're running late when a youma attacks!
63	Your family is having money troubles.
64	Your house gets flooded.
65	Your house was destroyed. Where will you live now?
66	Your parents ground you.

Places

This section has a selection of locations you can use in your *Magical Fury* game, places with emotional resonance and in some cases strange magical phenomena. They're presented in a relatively generic fashion, and you can give them a name and a little more flavor to make them more a part of the particular world where your game takes place.

Bridge

Names: The Bay Bridge, Chuuoubashi, The Dumbarton Bridge, The Roosevelt Bridge

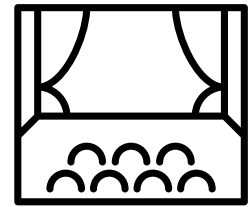


This bridge crosses the bay, making it an important artery for commuters, shipments, and tourists. It's a few miles long, so even in light traffic it takes several minutes to cross the bridge, during which the bay is visible on either side and rows of identical streetlights tower overhead. People don't use the pedestrian walkways very much, but they're there. At night, the bay becomes a dark expanse between the bridge and the distant lights on the shore.

Story Fragments: She gave you an ultimatum: come to the bridge at midnight or your friend dies. Something is stirring in the waters under the bridge. The bridge is collapsing and people are in serious danger!

Concert Hall

Names: Center for Performing Arts, Chuuou Culture Center, Civic Auditorium, Shinjuku Public Hall

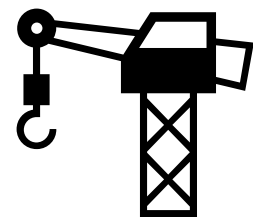


The outside of the building is large and oddly-shaped, showing the architect's flair for the dramatic. A highly stylized statue of a dog stands sentinel to the broad plaza that leads to the ticket booth. Inside, there are long, sloping hallways that lead to the various tiers of seating, the rows of red, padded seats, all facing the same stage. When people come to see a show they dress up, but still mill around and check their phones because they're still human. In front of the stage is the orchestra pit, and behind the curtains is the stage itself, the place where performers show the audience other worlds. Behind the stage is the backstage, where the performers and other staff, in a sustained panic, struggle to ensure that their craft, their show, goes off without a hitch. Most nights they succeed, though most nights they're worse for wear by the end.

Story Fragments: There have been a lot of strange accidents at the concert hall. Your favorite singer is performing here. You receive an anonymous letter with tickets to a play.

Construction Site

Names: The Abandoned Construction Site, Future Site of the New Pines Mall



There are signs on the fences around the construction site about what's going up here, but for now it's a work in progress, a frame of steel girders surrounded by construction equipment and materials. During the day, it's a hive of activity, with machines and workers bustling around doing their appointed jobs, but at night it's a ghost town, a gloomy expanse of unfinished structures that take on new meanings in the imagination. There are rumors of strange things happening here in the depths of night. Some of those rumors sound like the usual urban legends, but when you're a magical girl, it's hard to be sure what is and isn't real.

Story Fragments: There are rumors that some kind of cult is meeting here. The partially-completed building abruptly collapsed in the middle of the night. Construction has stopped for a while now and no one knows why.

Home

Names: Megan's House, The Sawanoguchi Residence, Your Mom's Place

This is where you live. It's not a mansion or anything, but it's reasonably comfortable, with the amenities of modern life. The house has a few quirks, a few things that aren't *quite* right, but still, it's home. Your family lives here, and you have your bedroom where you keep your things. You've experienced the triumphs and failures of everyday life through the lens of this house. You've eaten meals, had arguments, cried bitter tears, and seen shows of real love. Anything that threatens this place will hit you especially hard.

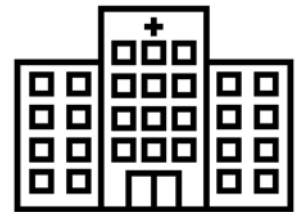


Story Fragments: You come home to find your house totally destroyed. Your mom is acting really strange. You find something strange in an old photo album in the attic. An unfamiliar tsukaima is waiting on your bed when you come home.

Hospital

Names: DCC Medical Center, St. John's Hospital, Tokyo University Hospital, Western Medical Center

It's one of the main hospitals in the city. The halls have bright fluorescent lights, and they have a distinctive smell of disinfectant. The people who work here are more jovial than you'd think, but they have to be to stay sane at jobs that involve seeing so much suffering and death. They do their best to make people healthy and save lives, but they can't win every battle. Even on the good days, they work long, exhausting shifts, and with lives on the line it's not unusual for them to go multiple days without sleep.



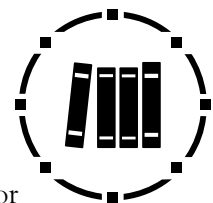
The hospital is a large complex that encompasses several buildings with surrounding parking lots. There are wards for various kinds of ailments, operating rooms, rooms for patients, all manner of medical equipment, and offices that do the paperwork that keeps things going. Security guards watch the entrances and patrol the hallways, janitors keep things clean, and nurses scurry everywhere.

Story Fragments: You see a magical girl you've fought before coming here for treatment. There are rumors of an unusually large number of deaths here. A terrified nurse says she heard strange sounds from the morgue in the basement.

Library

Names: Central Library, The Main Library, Martin Luther King Library, Sakuraba Library

Libraries have been around for a long time now. They were once precious repositories of knowledge open to only a few, but they came to serve the public at large, opening their doors to all who would come. Technology has reduced the need to go to libraries for knowledge, but people still come, for the pleasures of reading, to do homework, or even just to use the internet. The library is large and airy, yet has a pervasive smell of books, of paper and glue.



Story Fragments: A particularly old book at the library has images of magical girls from antiquity. The librarian hints that she knows something. An odd group of girls is meeting here after school every day.

Office

Names: Nakatomi Heavy Industries, Polybius Software, Qualitek Inc., Wilson Finance Consultants

This office building belongs to a fairly successful company, and hundreds of people work here. They follow a dress code, they sit at their desks in the open-plan layout, and they toil away at paperwork, coding, meetings, and in some cases jobs that help the other things run smoothly. It's a dull place in the best of times, and any evil that goes on here will be the most banal possible. You're not likely to find a cackling murderer here, but there may be a manager making decisions that prioritize profits over human lives.

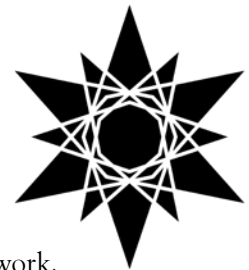


Story Fragments: Your dad has been working unusually long hours lately. Some guy from finance threw himself off the roof. You found information suggesting something suspicious is going on in R&D.

Polaris

Names: The Citadel, The Starlight Cathedral

It happened here, in a time before history as we know it today, in a time of desperate struggle to survive. This was where the princesses gathered and became the first magical girls, cursed to struggle across multiple incarnations. It is a crystal citadel, with high walls and ceilings that have a beautiful inner glow. But things are broken here, fallen into disrepair. You remember this place all too well, but too many of the lights don't work, too many of the lifts won't move. As you struggle to make your way through this place, memories keep coming to you unbidden, memories of friendship in a time of peril, but there were also betrayals. There were princesses who made pacts with darker powers, whether to seek the power they thought they needed or just because the fighting wore on them and they sought an end at any cost. There's more than dusty hallways and ancient memories here though. There are still some artifacts, objects of potent magical power, things that could be truly dangerous in the wrong hands.

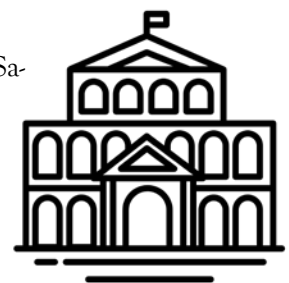


Story Fragments: Looking up at the night sky triggers an ancient memory of Polaris. A friend vanished into what appears to be one of the ancient portals. Something is stalking the halls.

School

Names: El Camino High School, Fukuda Senior High School, Jefferson High, Sakuraba High School

The high school you go to is reasonably nice, but pretty unremarkable. Through the gates there are the main class buildings, with long hallways, each with a series of classrooms. Some of the teachers are a bit quirky, but you can't complain too much about the quality of the instruction, even if the load of homework gets a bit much sometimes. You have friends here, classmates you can talk to and have lunch with, and the other kids in class are, if not friends, at least for the most part cordial. There are some exceptions though. There are the bullies, the kids in sports teams who let competition and prestige consume them, and darker rumors about some of the teachers.

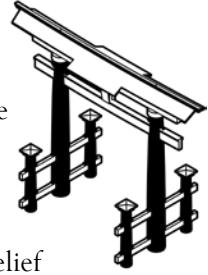


Story Fragments: A classmate runs by you sobbing. Members of the volleyball team are bruised and won't say why. One of your teachers seems to know something about magic.

Shrine

Names: Asakura Shrine, Kiyodori-dera, Sakuraba-jinja, St. James Chapel, Trinity Church

They built this place a long time ago as a place of worship, a place where people would come to feel connected to something greater than themselves. But times have changed, and fewer and fewer people bother to come here and partake in the rituals. They still come on certain holidays, out of habit or tradition, but the onslaught of modernity has led to a withering of faith. People don't believe in the divine the way they used to, having replaced that belief with science or simple indifference. Even so, the shrine still stands, and the clergy still keep it clean and perform the old rituals. The truths of magic are far beyond them, but they're perhaps more receptive to the possibility than most.

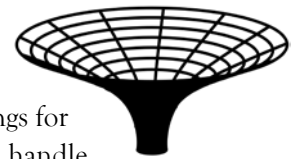


Story Fragments: Even without a body, they're holding a funeral for her. Something stirs in the graveyard. A strange girl comes here every day. There's a fox here that's watching you intently.

The Space Between

Names: The Machinery of the Cosmos, The Void

It's not a place exactly, but the space between worlds. Evolution shaped human beings for the environment of earth, and people are ill-suited to whatever this is. Magical girls handle it better than most, but the dark, swirling energy, the strange matrices of light, and the constant deep sounds and vibrations still twist the mind and cause headaches. Moreover, you're not supposed to be here, and after a time something starts closing in on you. Most who come here do so by accident, by having something pull them in or by falling through a crack in the structure of the multiverse. There are ways to pluck at the strings of the cosmos here though, to exert a massive, unimaginable power over the world. The methods are obscure and difficult, and the enforcers of this place will be quick to pounce on any who try, but it is possible.

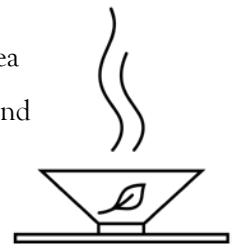


Story Fragments: You find yourself lost here, with no memory of how you arrived. A friend has somehow become trapped here. Another magical girl is here, and she's trying to change something.

Tea Room

Names: Empire Tea, The Hidden Garden, Hydrangea Tea, Satori Tea House, Victoria Tea

This tea room is a pleasantly elegant place to sit down and enjoy fine tea, light sweets, and conversation. The owner is a motherly middle-aged woman, and the staff are mostly pretty, polite young women. The décor is in a Victorian style just on the edge of garish, but the building has glass walls that provide an incredible view of the city. They offer every possible style of tea, from simple English breakfast tea to aged pu'erh from China, all steeped to an exacting standard.



Story Fragments: A magical girl who's caused you all kinds of trouble invites you to join her for tea. There are rumors that if you make a wish over the Darjeeling blend here it will come true. Something about their special blend triggers memories of past lives for you.

Random Youma

d66	Result
11	<i>Aftermath</i> , a blue human figure with a gaping red hole in its head and a gun in its hand.
12	<i>Amaterasu</i> looks like a Shinto shrine maiden with a hood concealing her face, with many arms like a Hindu deity, wearing countless religious symbols that jingle as she moves.
13	<i>Angela</i> , a gleaming, angelic figure that sits on a hoard of golden coins.
14	<i>Arachne</i> , a humanoid creature with six arms and two legs. Its many hands hold what look at first glance like red threads, but turn out to be oddly fleshy.
15	<i>Baroness</i> , a woman in a red suit with golden skin, surrounded by tiny, suffering creatures that she occasionally eats.
16	<i>Basilisk</i> , a serpent-like creature built into a hovering platform that has several glass jars that contain miniature copies of you that seem to be in terrible pain.
21	<i>Brigantia</i> , a cat that stands on her hind legs, dressed like a nurse, with hypodermic needles for claws.
22	<i>Caroline</i> , a bloated creature wearing a coat made of semi-living cats that constantly make horrible sounds of pain.
23	<i>Chopper</i> , a lumbering brute with a bloody cow head, wielding a massive cleaver.
24	<i>Cordelia</i> , a charred wooden dummy that looks just a little too human, but with a hole burned in its chest that spews fire.
25	<i>Diana</i> , a vague, shimmering vision of a goddess wearing a crown of thorns. Her least movement exudes kindness, but her aim is a mercy killing.
26	<i>Dima</i> , an emaciated woman in an elegant gown, with countless pieces of diamond jewelry weighing her down.
31	<i>Dock</i> , a figure in plague doctor garb, but with writhing octopus tentacles growing out of its back. It makes slow, fluid movements and exudes a strange miasma.
32	<i>Flies</i> , a man in a suit with a putrefying pig head. Where his skin is visible it is badly bruised, and his limbs sometimes bend in strange ways.
33	<i>Jackie</i> , a manic figure, covered in white powder that constantly flakes off.
34	<i>Kraken</i> , a man sprouting octopus tentacles from his sides and back, each of which is holding an oversized pistol.
35	<i>Kyokeye</i> , a female figure with a flowing metallic dress. The back of her head is missing, and in that space there is a mass of crackling electricity.
36	<i>Lucretia</i> , a goth castle with robotic legs, a hungry living mouth for a door, and WW1-era armaments, surrounded by living tin soldiers.
41	<i>Magdalena</i> , a huge nun with her eyes sewn shut, who attacks with fingers distorted into massive claws.
42	<i>Magical Meguca</i> , a child's drawing of a magical girl come to life in the most grotesque way. It is constantly sobbing as it throws itself at any magical girls it finds.
43	<i>Man in White</i> , a pale figure that sits at a table covered in the most tantalizing food, never eating but lashing out at anyone who touches even the tiniest morsel.
44	<i>Mother</i> , a distended, vaguely humanoid creature that is constantly unleashing her brood to attack any who come near.
45	<i>Nebula</i> , a woman wearing a robe of stars, with blazing purple eyes, rendered in an unnaturally large scale.
46	<i>None</i> , a vaguely human-shaped blank place in the world, through which you can see an endless vortex of darkness.

- 51 *Novak*, a crimson figure in a tattered suit, with a crown of TV cameras and microphones, constantly screaming.
- 52 *Poppy*, a beautiful, seductive woman whose dress is a honeycomb full of vicious, giant bees.
- 53 *Saffron*, a female figure clad in black funerary veils, with countless writhing worms coming out of her mouth, and six arms, each with an eye in its palm.
- 54 *Salgon*, a creature made from an amalgam of video screens.
- 55 *Sanguinus*, an athletic male figure covered in spikes, wielding a bloody sword, with a hole where his eyes and nose would be.
- 56 *Satsu*, an anonymous, blood-splattered, armored cop who relentlessly swings countless nightsticks.
- 61 *Shots*, a vaguely humanoid shape fully of sloshing brown liquid that drunkenly staggers around.
- 62 *Snapdragon*, who resembles a Japanese schoolgirl in a tattered uniform, with a burning chalice in place of her head.
- 63 *Tangendo*, a watercolor fairy out of a children's book, who gently drags victims down into the water to drown.
- 64 *Trasher*, a sadistic youma that picks one victim and starts possessing people they care about. When it finally appears, it is as an emaciated creature with a centipede body and a woman's torso.
- 65 *Wendy*, an ordinary-looking girl surrounded by a swarm of vicious frogs.
- 66 *Zero*, a retro sci-fi robot with a human eye awkwardly placed on its face and lightning crackling around frayed wires. It moves with fearsome, angry movements, and howls in agony with a mechanical voice.

Sample Magical Girls

“I’m not sure how many of us there actually are, but... yeah, there are others out there.”

This is a set of 6 magical girls of various sorts, ranging from the heroine Astraia (who graces the cover art of *Magical Fury*) to the dangerous antagonist Umbra. There’s also a table of magical girl names with one-sentence descriptions.

Flame Valkyrie Agni

“Hey. So if you’re trying to do the right thing, I’m on your side.”

Real Name	Changes
Michelle Smith	Different eye color (red)
What does being a girl mean to you?	Magical Girl Color
A heavy burden.	Red
What are you afraid of?	Magical Theme
Needles	Fire
What is your wish?	Magical Weapon
To fix the injustices of the world.	Flintlock

Profile

There’s a lot of injustice in the world. Michelle grew up with social media reminding her of everything that’s wrong with the world, not to mention the way the cops always seemed to hassle practically everyone she knew. She felt powerless to do more than retweet and go to the occasional protest, but during a youma attack she awakened as Flame Valkyrie Agni. She suddenly had unimaginable power, and set out to try to fix the world around her. It’s had mixed results, and taken time for her to figure out what she can and can’t get away with. Intimidating bad cops in her community brought a harsh crackdown and sparked a riot, but more careful action and judicious use of a police scanner have helped bring the situation under control.

As a magical girl, she has power over fire, particularly channeled through flintlock rifles. She’s figured out how to do things like extinguish fires with her magic, but for the most part it’s a destructive power that’s hard to use with any delicacy. There’s also the part about how her eyes have turned a vivid red color, and she now wears colored contact lenses to cover it up in everyday life.

When she awakened as Agni, she drew Umbra’s attention. Umbra is still testing her, but since these “tests” too often hurt people she cares about, Michelle thinks of Umbra as an outright enemy. She sees a kindred spirit in Astraia/Megan, who has a similarly fierce sense of justice, and the two quickly team up, even though they’re different enough people that they’re pretty awkward on a personal level.



P Guardian Codex

"If you damage any of these books, I will make you regret it."

Real Name

Sumire Hiiragi

What does being a girl mean to you?

It doesn't define me.

What are you afraid of?

Germs

What is your wish?

To understand the true nature of the cosmos.

Changes

Vision got worse

Magical Girl Color

Gray

Magical Theme

Paper/Knowledge

Magical Weapon

Bone Folder

Profile

Sumire was already something of a bookworm and shut-in, and a germophobe to boot. Through intensive study she became fluent in English (though her speech is awkward and accented), and she joined an exchange program to have access to some of the impressive libraries in America. Her thirst for knowledge is relentless and all-consuming, even though thus far she doesn't seem to have any sort of purpose in mind for it.

She awakened as Paper Guardian Codex when Concordia's magic went out of control nearby and caused a magical explosion that leveled several city blocks. The shock of it, not to mention the destruction of so many precious books, led her to lash out at Concordia. The two have yet to encounter each other again, and thus continue to have decidedly wrong ideas about each other.

Codex has power over paper and information contained on it. Her weapon is a huge bone folder. A bone folder is a dull-edged tool traditionally made of ivory (but now often made of plastic), roughly in the shape of a knife, used for sharply folding and creasing paper. It looks a bit strange, and she's gotten tired of explaining what a bone folder is, but it's as effective as any other magical girl's weapon. She can use it as a mostly-blunt instrument, and also summon up flurries of paper to hurl at foes. She's also figured out how to magically absorb information from books (it only works on information that's on paper), and thus now has so much knowledge in her head she has a hard time sorting through it all. Her one annoyance about her new powers is that it's affected her eyesight, and she now has to wear a rather thick pair of bifocals.

Her pursuit of knowledge has led her to realize that there's a library somewhere in the halls of Polaris, and thus she's started seeking out other magical girls—especially Astraia—in the hopes that they can help her get there.



Star Princess Astraia

“Look, I don’t remember any of that, and I don’t understand why we have to fight. There are more important things to worry about right now!”

Real Name

Megan Rodriguez

What does being a girl mean to you?

Having people talk over me.

What are you afraid of?

Dying alone and forgotten.

What is your wish?

A better world.

Changes

Looks like a different person entirely

Magical Girl Color

Blue

Magical Theme

Stars; later gains Healing as a secondary Theme

Magical Weapon

Wand(s)

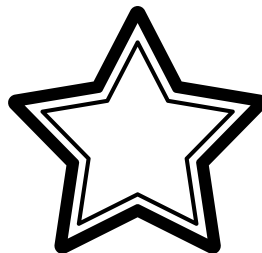
Profile

Megan was a 32-year-old third-generation Mexican-American woman who worked as a localization editor at a video game company. She had a hip problem that made her need a cane to get around, but she was reasonably happy being a nerd working on games. Then Wind Princess Zephrina came to the office in search of Astraia, and the magical reaction turned Megan into a skinny white girl with blond pigtails. It was unbelievably weird, and while not needing a cane is nice, she wants to be herself again.

Megan has a strong sense of justice, and gaining these ridiculous magical powers rather abruptly gave her the means to do something about the world around her. To her some things are just *right*, some things you *have* to do. She takes unnecessary risks to protect people and avoid violence, but she’s a brutal fighter because she doesn’t take on a fight unless she’s sure she *has* to win. She pretty quickly realized that stars have gravity, and devised a new “Starlight Smasher” move that involves creating a gravity field to hold a foe in place before hitting them from above with a massive barrage of starfire.

In a moment of desperation, when Zephrina was dying in her arms, Astraia manifested a new healing power, and with it got a second magic wand with a heart on it. She felt obligated to use that power to help whoever she could, so she went to the nearest hospital and started healing everyone she could until the exhaustion and magical distortions became too much.

Astraia has had trouble accessing memories from past lives. Other magical girls seem to remember her doing something terrible in a past life, and she wants to find out what actually happened. It seems like one of her past incarnations deliberately cut off her future selves’ access to certain memories.



Time Witch Concordia

"If you had seen what I've seen you'd want to put an end to this world too."

Real Name

Teresa Quinn

What does being a girl mean to you?

No one understands me.

What are you afraid of?

Pain

What is your wish?

To end everyone's suffering.

Changes

Became younger

Magical Girl Color

White

Magical Theme

Time

Magical Weapon

Clock Hand-Shaped Swords

Profile

Teresa used to be a warm person, someone all of her friends depended on for a friendly smile and a cozy hug. Her awakening as Time Witch Concordia changed everything. She saw the world without time, saw the horrors of history, the endless cruelty and suffering, only slightly ameliorated with the march of progress. She also saw beyond human history, through previous incarnations and what they had seen, and beheld other worlds that fell to cruelty and stupidity. She's decided that the best thing is to simply wipe out humanity, and has begun looking for the means to do it, whether by tilting mankind towards a nuclear holocaust or finding the magical means to end the world herself.

This twisted, deadly quest pushed everything else out of her life, and she's abandoned everyone that Teresa Quinn knew and loved, as the sure knowledge that they will inevitably die has eroded her ability to form human bonds. She might not be totally beyond redemption, but she's pretty far gone. Concordia is more than willing to crush other magical girls who get in her way, and her power over time makes her about the most dangerous foe imaginable.



Void Harmony Umbra

“Do you have any idea what’s coming? If you do, you understand why you have to be either with us or against us.”

Real Name

Unknown

What does being a girl mean to you?

A minor inconvenience.

What are you afraid of?

Failure.

What is your wish?

Ultimate power.

Changes

Now looks like a totally different person

Magical Girl Color

Dark Purple

Magical Theme

Shadow

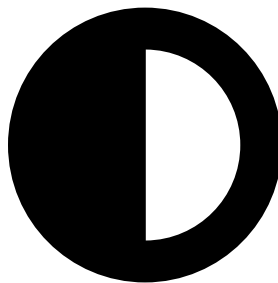
Magical Weapon

Gloves

Profile

No one knows who she used to be, but when Umbra awakened to her magical girl powers, it changed her body to the point where she just abandoned her old life completely. Things are so different for her that the world around her doesn’t seem entirely real, and she has a way of thinking of those around her as NPCs rather than actual people. She created an entirely new identity for herself and started attending a normal high school under the name “Violet Stroheim,” though that’s most likely nothing to do with her real name. She hasn’t become quite the popular diva she’d hoped because she’s too aloof. Instead, her classmates call her an ice queen and generally avoid crossing her. While she goes to a lot of effort to maintain a conventionally beautiful appearance, she gets angry and impatient whenever being a girl is a hindrance to what she wants to do.

One thing she’s very clear on is that something truly terrible is coming to this world, as it has before. She’s become convinced that she is the rightful leader of the magical girls, and that she must eliminate those who would prevent her from facing that threat. Her recovered memories from past lives give her profound doubts about Astraia, who she decides to test to see if she can be an ally rather than an obstacle. She has no particular scruples about how she goes about her mission, as she believes basically anything is justifiable in order to prevent total annihilation. Zephrina has bought into all of this and is working with her, but she doesn’t know what happened to the magical girls who refused to join up. Umbra would happily betray or kill Zephrina if she thought it would help her accomplish her goals.



Wind Angel Zephrina

"Oh, this is gonna be fun!"

Real Name

Ashley Gibson

What does being a girl mean to you?

Being the face of the future.

What are you afraid of?

Social rejection.

What is your wish?

For my mom to be there for me.

Changes

Became shorter

Magical Girl Color

Yellow

Magical Theme

Wind/Lightning

Magical Weapon

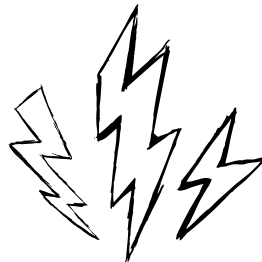
Glaive

Profile

Ashley had a pampered upper middle-class upbringing. She lives in a nice neighborhood and goes to one of the better high schools in the area, and about the only problem with her home life was just that her parents, especially her mother, are too busy with work to pay much attention to their daughter. She had some drama with her friends once in a while, but on the whole things were just dull for her. Umbra found her and exposed her to magic to make her awaken as Wind Angel Zephrina. She still doesn't really care for the name, but the exhilaration of having magical powers and a mission to save the world was more than enough to give her the excitement that had been missing from her life. As a consequence, she's a little too willing to go along with whatever Umbra wants as long as it's something she finds fun. That was why she was willing to make an unprovoked attack to ensure that Astraia would awaken.

The memories she's recovered from previous incarnations so far make it seem like she's not all that different from her previous selves, but there's something else nagging at her. She's on the cusp of remembering something about Umbra, something terrible. Sometimes her loyalty falters just a little, and she realizes that underneath the admiration she's a bit scared of Umbra.

Although she has power over wind and lightning, she mostly uses it to make lightning attacks. It's an effective power, but she could probably be even more effective if she bothered to explore other ways to use her magic.



Magical Girl Table

d66	Result
11	<i>Blade Valkyrie Artemis</i> , a violent warrior who's convinced she must kill every other magical girl she can find.
12	<i>Blood Huntress Ceres</i> , a relentless youma-hunter who won't let anyone stand in her way.
13	<i>Card Dragoon Harmonia</i> , still cleaning up the mess resulting from when she tried to use his powers to do some card sharking.
14	<i>Death Angel Kali</i> , who hates her powers and wants nothing to do with magic.
15	<i>Dream Knight Shining Miki</i> , a would-be hero driven to extremes to survive.
16	<i>Earth Savior Allegra</i> , a misanthrope who is trying to protect the environment and not much else.
21	<i>Entropy Witch Erica</i> , whose power to see how things are falling apart led her to become a sadistic destroyer.
22	<i>Fate Corrector Eris</i> , who is trying to steer the world away from utter calamity.
23	<i>Force Witch Circe</i> , who wants to use her powers for purely selfish reasons.
24	<i>Gate Prophet Lilith</i> , who is looking for a way to reach a better world, no matter the cost.
25	<i>Gear Goddess Miyuki</i> , whose strange technological magic that made her a pariah in previous lives, but now make her exceptionally powerful.
26	<i>Gem Queen Ophelia</i> , whose profound love of beauty has become twisted into a greed for more and more gems.
31	<i>Glass Diva Morrigan</i> , whose awakening came with a bizarre obsession with beauty and a need to destroy what she finds ugly.
32	<i>Gravity Knight Circe</i> , who is preparing to yank a satellite from the sky to destroy the city.
33	<i>Green Savior Aura</i> , whose plant powers have led her to try to save the environment.
34	<i>Healing Fairy Isis</i> , who has decided to end the fighting between magical girls by any means necessary.
35	<i>Ice Maiden Arjuna</i> , who abandoned her normal life to fight youma in the Arctic.
36	<i>Information Priestess Ogma</i> , who is using her power over names to change people.
41	<i>Language Prophet Io</i> , driven to madness by the secret words encoded into the universe.
42	<i>Life Guardian Gaia</i> , whose powers make her too empathic for her own good.
43	<i>Lovely Idol Starlight Sakura</i> , a magical girl and idol singer whose world is falling apart.
44	<i>Masked Acolyte Lala</i> , whose disguise power means she could be anyone, anywhere.
45	<i>Miasma Maiden Atrea</i> , who is plotting her revenge for a wrong done to her in a previous life.
46	<i>Moon Muse Diana</i> , who just wants everyone to get along!
51	<i>Ocean Paladin Thalassa</i> , who is fighting her reincarnated self's desire to protect the oceans.
52	<i>Plague Empress Maneea</i> , who wants to live a normal life but can't help but make people around her fall ill.
53	<i>Radiation Princess Gamma</i> , a girl suffering from leukemia who wants to find a magical cure.
54	<i>Serpent Princess Eopsin</i> , who is friendly but was off-putting even before she got creepy snake powers.
55	<i>Sky Maiden Nemesis</i> , whose awakening will herald the end.
56	<i>Solar Maiden Fearless Ami</i> , a patriotic magical girl working for the Japanese government.
61	<i>Song Valkyrie Leona</i> , an electronic musician whose songs are rippling outward, changing people's minds in unforeseen ways.
62	<i>Soul Witch Luna</i> , who is expanding her collection of the souls of slain magical girls.
63	<i>Stone Girl Galatea</i> , whose disgust with the state of things led her to become a statue for a while.
64	<i>Storm Lady Selene</i> , who is trying to live a normal life and ignore the storms that follow her.
65	<i>Strength Dragoon Alta</i> , who has an overwhelming need to test her power against progressively stronger opponents.
66	<i>Tea Angel Vesta</i> , currently using her powers to run a pleasant tea room.