

MAGICAL FURY COMPANION

By Ewen Cluney



Credits

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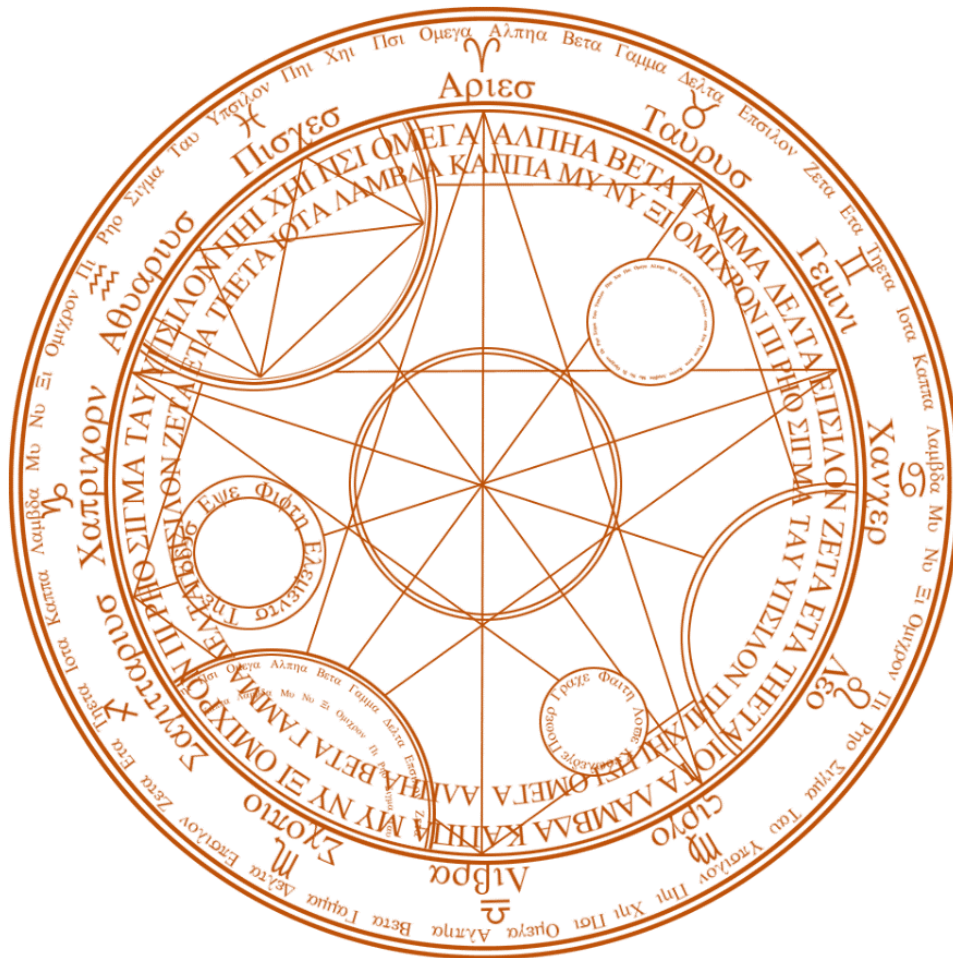


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Introduction

“I know what we really are. And I’m going to try to use that. If it works I’ll find out what’s really going on. And if it doesn’t... you’ll have to kill me.”

Stories sometimes try to convince us that things end, that the curtains close and it’s all over. Life keeps going though. The world won’t stop, however much we might wish that it would. For magical girls the mysteries around them grow deeper, and they learn more about their own powers.

This book is a supplement for the *Magical Fury* RPG, and you will need *Magical Fury* itself in order to play. The material here has the potential to enhance your *Magical Fury* game, but it is a collection of options. It develops youma and tsukaima in more detail, offers moves and tables for magical girls, and provides deeper hints about the nature of the world.



Rules Options

New Moves

What follows is a selection of new moves that the players' magical girls can potentially use.

Hide the Truth

When you conceal the truth, roll 2d6:

- **2-5:** It comes out despite your efforts.
- **6-8:** You arouse some suspicions or strain someone's trust in you.
- **9+:** People don't suspect anything for now.

Keep Up With Life

When you deal with things from everyday life, roll 2d6:

- **2-5:** You mess up something pretty important.
- **6-8:** You mess up something minor, but you can potentially fix it if you can take some time for it.
- **9+:** You're on top of things.

Lash Out

When you lash out at someone, roll 2d6. On a 2-5 you get in trouble. On a 6-8 pick 1, and on a 9+ pick 2:

- You cause them 1 Trauma.
- You injure them.
- You make them afraid of you.
- You don't expose yourself to reprisal.

Patrol the City

When you patrol the city looking for magical issues, roll 2d6. On a 2-5 you don't find anything, and may have called attention to yourself. On a 6 or higher you find something. On a 6-8 choose 1, and on a 9+ choose 2:

- It doesn't notice you.
- You're able to set up an ambush.
- You're able to call for allies without it being aware.

Sense Magic

When you attempt to detect the presence of magic or magical creatures, roll 2d6:

- **2-5:** You don't find anything, and may have called attention to yourself.
- **6-8:** You have a rough idea of where active magical things are in the immediate vicinity.
- **9+:** You have a very clear idea of where active magical things are in the area.
- **12:** You also call attention to yourself.

Overdrive

“Please don’t do this, goddamn it. You know what will happen. It’s not worth it. This isn’t even our fight.”

“Overdrive” is an ability magical girls have that lets them summon up incredible power, but at a cost. The power is short-lived, and the magnitude of the magic involved damages the magical girl’s human body, causing a permanent disability. While the power lasts, she changes into a vastly more ornate version of her magical costume, and she experiences an incredible, euphoric sensation of pure power. It’s only after that she experiences the cost.



Overdrive in Battle

If you use Overdrive during a battle, you immediately and automatically score 2 Hits. It is possible to use this multiple times in one battle, but you take a disability each time.

Overdrive Sorcery

Magical girls can also use Overdrive to power up their use of sorcery. In this case roll the dice as usual, but treat any result of 5 or less as a 6. Also, the effect of a use of sorcery with the addition of Overdrive will be significantly larger, and can break the usual limitations of magic, and potentially affect a much wider area, such as a whole city.

Disabilities

Each time a magical girl uses Overdrive, she takes a disability. You can devise something suitable yourself, or simply roll on the table below. Although people can and do live and even thrive with such things, here they are a cruel side-effect of magic. Disabilities do not affect a magical girl while she is transformed, but they cannot stay transformed for very long. While a magical girl is in human form, the GM can apply penalties or outright disallow moves where it seems appropriate.

d66	Disability	d66	Disability
11-12	Amputated limb	41-42	Impaired sight
13-14	Anemia	43-44	Memory loss
15-16	Balance disorder	45-46	Mute
21-22	Blind	51-52	Narcolepsy
23-24	Cancer	53-54	No sense of smell
25-26	Deaf	55-56	No sense of taste
31-32	Epilepsy	61-62	Paralyzed limb
33-34	Fragile bones	63-64	Paraplegic
35-36	Hemophilia	65-66	Severe asthma

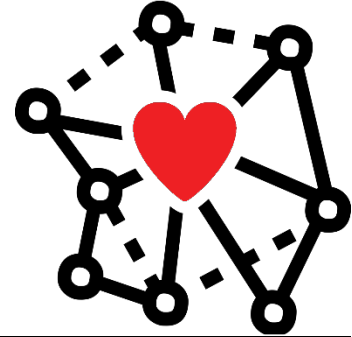
Character Options

This section has some things you can use to further develop your magical girl character. On the standard *Magical Fury* character sheet you can write them under “Notes.” Bonds are for before your character becomes a magical girl, while the others are for after.

Bonds

“I’m doing this because my ideals are about the only thing keeping me going. And... I look at you and I don’t want you to get hurt.”

Bonds are things that tie a magical girl to the world. They can be people—including other magical girls—pursuits, principles, etc. If you are using this rule, each character should have two Bonds, and players make them when creating their characters as normal girls.



Bonds Table

d66	Result	d66	Result
11	A celebrity who I’m obsessed with.	41	My comics.
12	A friend who gave me a chance when no one else would.	42	My dad, who keeps me safe.
13	A friendly rival who keeps me honest.	43	My destiny.
14	An online friend I’m worried about.	44	My family.
15	Becoming rich someday.	45	My father, who I want to succeed.
16	Cooking for my friends.	46	My friends who are always there for me.
21	Exposing the truth the government is hiding.	51	My little sister/brother who I take care of.
22	Fighting for equality.	52	My mom, who I admire.
23	Helping people.	53	My mother, who needs my help.
24	Hope for the future.	54	My music.
25	Learning.	55	My older sister/brother who looks out for me.
26	Living up to my family legacy.	56	Protecting the environment.
31	My art.	61	Protecting those who are weaker than me.
32	My belief in justice.	62	Studying hard to get into a good college.
33	My beloved pet.	63	The band.
34	My best friend who needs my help.	64	The boy (or girl) I have a crush on.
35	My boyfriend/girlfriend.	65	The club I’m in at school.
36	My childhood friend.	66	The family business.

Bonds in Play

When things happen to a magical girl’s bonds, it can cause her to gain Hope or Trauma points. If the subject of a bond is substantially harmed or thwarted she takes a Trauma point, and if it is helped or fulfilled she gains a Hope point.

A player can change one of their character’s bonds between game sessions when it seems appropriate.

Costume Appearance

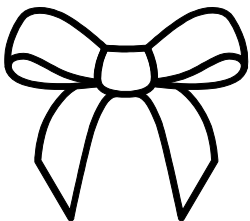
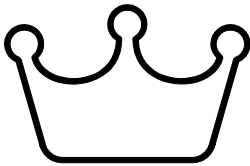
The base *Magical Fury* rules call for simply picking a color for your magical girl's costume and leaving it at that. If you'd like you can give it some more detail though, and the tables below can help you do that.

Costume Style

	d66	Style		d66	Style
1 - Girly	11	Sailor Suit	4 - Mythical	41	Fairy
	12	Sun Dress		42	Witch
	13	Skirt and Blazer		43	Greek Heroine
	14	Frilly Dress		44	Arabian Nights
	15	Jumper Dress		45	Red Riding Hood
	16	Tokyo Fashion		46	Sci-Fi Heroine
2 - Fanciful	21	Harlequin	5 - Questionable	51	Nurse
	22	Ballet		52	Maid
	23	Circus		53	School Swimsuit
	24	Swashbuckler		54	Bunny Suit
	25	Gymnast		55	Miko
	26	Idol Singer		56	Nun
3 - Extravagant	31	Wedding Dress	6 - Incongruous	61	Jumpsuit
	32	Kimono		62	Armor
	33	Gothic Lolita		63	Martial Arts
	34	Ball Gown		64	Military Uniform
	35	Opera Diva		65	Boyish Suit
	36	Victorian Gown		66	Winter Coat



Costume Accessories/Motifs



	d66	Style		d66	Style
1 - Girly	11	Ribbons	4 - Hero	41	Hero Scarf
	12	Flowers		42	Eyepatch
	13	Butterflies		43	Epaulets
	14	Heart		44	Cape
	15	Stockings		45	Mask
	16	Hair Ornament		46	Crest
2 - Fanciful	21	Cat Ears	5 - Fashionable	51	Boots
	22	Bunny Ears		52	Beret/Cap
	23	Angel Wings		53	Corset
	24	Gems		54	Chains
	25	Tiara		55	Necktie
	26	Bells		56	Jewelry
3 - Symbols	31	Cross	6 - Oddities	61	Bandages
	32	Runes		62	Circuits
	33	Kanji		63	Albino
	34	Hexagram		64	Omega
	35	Pentagram		65	Heterochromia
	36	Star		66	Bat Wings

Magical Weapon

“If you’d been at this as long as I have, you’d know better than to underestimate a magical girl just because she’s trying to hit you with a broom.”

When a magical girl transforms, she appears with some kind of weapon or implement in hand. This can be virtually anything, whether a magical tool like a wand, an actual weapon like a sword or a gun, or an improbable object she can use as a weapon, like a ribbon or microphone.

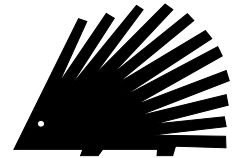
	d66	Weapon		d66	Weapon
1 - Magical	11	Magic Wand	4 - Melee	41	Sword
	12	Magic Staff		42	Spear
	13	Mystic Orb		43	Mace
	14	Tome		44	Nunchucks
	15	Bell		45	Axe
	16	Holy Symbol		46	Pole Arm
2 - Military	21	Flintlock	5 - Domestic	51	Frying Pan
	22	Revolver		52	Tennis Racket
	23	Shotgun		53	Kitchen Knife
	24	Sniper Rifle		54	Baseball Bat
	25	Assault Rifle		55	Mop
	26	Rocket Launcher		56	Tea Ware
3 - Dangerous	31	Grenades	6 - Weird	61	Car
	32	Garrote		62	Animal
	33	Dagger		63	Ray Gun
	34	Gauntlets		64	Cannon
	35	Bow		65	Ribbon
	36	Shuriken		66	Microphone



Tsukaima

“Do you not remember yet? This is your ninth iteration. I have been your companion since your third iteration. As your companion I advise you to terminate her life as soon as possible.”

The tsukaima are small creatures that can serve as mentors for magical girls. They take any number of forms, but they never quite look natural. Even when they closely resemble real animals, their fur is always a little too soft and clean, making them seem somehow artificial.



Their origins are uncertain, as are their motives. Some magical girls have found memories from past lives of discovering them in strange depths, others of creating them through strange sorcery. Tsukaima know a lot about magic and youma, but they are not human, and don't entirely understand how people think and feel.

Tsukaima Generation Tables

This table lets you use d66 rolls to generate the basic details of a tsukaima.

d66	Base Appearance	Odd Physical Trait	Personality
11-12	Ball of Fluff	Boneless	Affectionate
13-14	Bird	Chains/Manacles	Always Calm
15-16	Cat	Chameleon	Argumentative
21-22	Dog	Clockwork	Calculating
23-24	Doll	Covered in Shifting Runes	Cheerful
25-26	Dragon	Extra Eye(s)	Depressed
31-32	Ferret	Extra Limbs	Fastidious
33-34	Fox	Exudes Iridescent Mist	Friendly
35-36	Frog	Fluffy Wings	Gluttonous
41-42	Girl	Gaps in Body	Gregarious
43-44	Lion Cub	Gem in Forehead	Hedonistic
45-46	Lizard	Halo	Jealous
51-52	Piglet	Metal Antennas	Lazy
53-54	Polyhedron	Metallic Skin	Poetic
55-56	Rabbit	No Mouth	Prideful
61-62	Robot	Translucent	Secretive
63-64	Turtle	Unblinking Round Eyes	Sinister
65-66	Wolf	Very Long Ears	Vengeful

Question a Tsukaima

This is an optional move you can include in the game if tsukaima are a major element and you want getting information out of them to be a more random thing.

When you try to get information out of a tsukaima, roll 2d6:

- **2-5:** It gives you information that is disturbing (take 1 Trauma) or misleading.
- **6-8:** It tells you the truth, but leave something out.
- **9-12:** You learn the plain truth, for better or for worse.

Youma

The youma are monsters that threaten people, and that only magical girls can fight effectively. Where magical girls are human beings with magical power, youma seem to be purely magical creatures. They are decidedly unnatural, creatures made of emotions and ideas rather than flesh and blood. They're incapable of human speech, but they can be surprisingly intelligent and cunning. Everything about them suggests that some part of them comes from human minds, but no one knows how exactly. Perhaps they form naturally from people's dark desires, or perhaps there are magical girls who know how to create them.



Whatever they are, wherever they come from, youma prey on people, and magical girls are the only ones with the power to fight them. All but the most extreme human weapons do little more than inconvenience a youma. Different youma affect normal people differently. Some attack outright, others hide in the shadows, slowly draining some essential energy, until the victims either waste away or commit suicide. Whatever the case, these creatures are not something a person with a conscience can ignore.

Youma Special Abilities

The following are some special abilities that the GM can give a youma to make them more dangerous. Don't go overboard with these; add one or two at the very most once in a while.

Ambush

The youma stalks you and strikes first unless you manage to find a way to prevent it. If it ambushes you, the first magical girl to attack it takes 1 Trauma or 1 Magic, and takes a -1 penalty to her roll.

Backlash

Due to some kind of magical field, vicious defenses, etc. fighting this youma is always harmful even if you succeed. After a battle with this youma, magical girls take 1 Trauma or 1 Magic in addition to whatever the normal results of the battle cause.

Contagion

The youma carries some kind of magical disease. Anyone exposed to it will feel weak and have a -1 penalty to all die rolls until either someone removes it with sorcery or the end of the next week.

Nightmare Realm

This youma resides in its own pocket dimension, and you will have to navigate this strange, surreal labyrinth in order to fight it. When you attempt to navigate the youma's nightmare realm, roll 2d6:

- **2-5:** You're hampered by traps or other dangers along the way. Take 1 Magic or 1 Trauma.
- **6-8:** You manage to get through the nightmare realm more or less unscathed.
- **9+:** You arrive safely, and you're able to set up an ambush. The first magical girl to attack the youma gets a +1 bonus to her roll.

Possession

The youma can possess normal humans and animals. This lets them walk around the city undetected, though whoever they possess will be acting a little strange. When in this state the youma can still fight normally, but it is impossible to defeat it without killing whoever it's possessing. It is possible to exorcise a youma using appropriate sorcery though.

Youma Tables

This section has some tables you can use to quickly develop various features of youma.

Youma Appearance

d66	Base Appearance	d66	Base Appearance	d66	Base Appearance
11	Amorphous	31	Flower	51	Robed Figure
12	Artist	32	Girl	52	Robot
13	Bat	33	Insect	53	Snake
14	Butterfly	34	Lion	54	Sound
15	Camera	35	Magical Girl	55	Sphere
16	Car	36	Man	56	Spider
21	Cat	41	Motorcycle	61	Statue
22	Child	42	Mouse	62	Tree
23	Clothes	43	Musician	63	Warrior
24	Dancer	44	Painting	64	Witch
25	Die	45	Rabbit	65	Woman
26	Dog	46	Religious Figure	66	Worm

d66	Odd Trait	d66	Odd Trait	d66	Odd Trait
11	Burning	31	Gemstone	51	Polka-Dotted
12	Centauroid	32	Giant	52	Runes
13	Checkered	33	Goblin	53	Shackled
14	Clockwork	34	Harlequin	54	Shadow
15	Cotton Candy	35	Horns	55	Slime
16	Demonic	36	Ice	56	Spines
21	Doll	41	Lacy	61	Suit
22	Elongated	42	Lightning	62	Tentacles
23	Eye	43	Luminous	63	Tiny
24	Faceless	44	Lycanthrope	64	Venus Flytrap
25	Flaming	45	Naga	65	Wall
26	Gelatinous	46	Plush	66	Winged

Youma Motivation

d66	Motivation	d66	Motivation
11	It believes it is a superior life form, and intends to crush all lesser creatures.	41	It wants to be completely, utterly alone.
12	It constantly lashes out because of the pain it feels.	42	It wants to be with a particular person, and will fight anyone who tries to get close to them.
13	It feels lonely, and will try to engulf anyone it thinks could alleviate its loneliness.	43	It wants to be with another particular youma.
14	It hates a certain type of person, and attacks anyone it recognizes as that type.	44	It wants to destroy the world.
15	It hates humanity, and wants to wipe out mankind.	45	It wants to die.
16	It hates magical girls.	46	It wants to end all pain for everyone, by any means necessary.
21	It hates tsukaima and wants to destroy them.	51	It wants to entice victims to come to it so it can devour them.
22	It is a creature of sincere love for all, but as a youma its expressions of love are inherently destructive.	52	It wants to kill one particular person at all costs.
23	It is a servant of entropy, and wants to destroy everything that has form.	53	It wants to spread mischief.
24	It is constantly reliving a painful memory.	54	It's a berserker animal and just attacks things.
25	It is obsessively trying to complete some small task, and deals with interruptions with murderous rage.	55	It's a scared animal and wants to go to a place of safety.
26	It is trying to give a performance of some kind.	56	It's making... something.
31	It is trying to hoard some meaningless object.	61	It's protecting a particular person, and lashes out with lethal force at any perceived threats.
32	It is trying to repeat a half-remembered mundane activity.	62	It's searching for a particular memento.
33	It seeks to punish what it considers to be sinners.	63	It's trying to hoard Oblivion Seeds, and thus lashes out at anything that looks like it might have them.
34	It simply wants to be alone, and lashes out at any who come near.	64	Someone has found something it wants to feed on, and it remains more or less tame as long as it has that.
35	It thinks of itself as a force of justice.	65	There are other, lesser youma it wants to protect and feed.
36	It wants revenge on a particular magical girl.	66	There is a particular object it despises, and it will attack that object or anyone who gets close.

Youma Magical Theme

d66	Element	d66	Element	d66	Element
11	Ash	31	Gravity	51	Rainbows
12	Black Holes	32	Hate	52	Rot
13	Blood	33	Ice	53	Sickness
14	Bone	34	Light	54	Smoke
15	Cake	35	Lightning	55	Soul
16	Chains	36	Magma	56	Sound
21	Darkness	41	Magnetism	61	Steel
22	Despair	42	Muck	62	Stone
23	Dust	43	Nothingness	63	Sugar
24	Flame	44	Pain	64	Water
25	Flowers	45	Poison	65	Wind
26	Glass	46	Rage	66	Wood

Youma Magical Weapon

d66	Weapon	d66	Weapon	d66	Weapon
11	Arrows	31	Fangs/Teeth	51	Ribbons
12	Artillery	32	Flamethrower	52	Rockets
13	Ball	33	Gas	53	Scream
14	Bare Hands	34	Gears	54	Scythe
15	Belt	35	Guns	55	Spikes
16	Blades	36	Hammer	56	Stinger
21	Bludgeon	41	Horns	61	Swarm
22	Book	42	Kitchen Utensils	62	Swords
23	Brush	43	Laser	63	Tendrils
24	Chain	44	Magic Wand	64	Tentacles
25	Claws	45	Musical Instrument	65	Vehicle
26	Daggers	46	Needles	66	Whip

Secrets

“You have already lost this battle. You lost it before you were born, before your universe was born.”

Secrets are things about the game’s setting that magical girls will likely find strange and shocking. In the game’s source material, the unfolding revelations of such secrets are one of the main driving forces of the story. Where appropriate, the GM can call for the Stay Calm move when a secret gets revealed.

The table below is a collection of 36 possible secrets. If you use it as a random table, you should still take a little time to think about the implications of the secrets you roll and how they fit together.



d66	Result
11	A magical girl remade the world for the better at great cost, but there are those who would turn it back.
12	All youma are actually fallen magical girls who have become consumed by magic and darkness.
13	Although magical girls are immune, magic is actually radioactive, and causes cancer and in severe cases radiation poisoning.
14	Becoming a magical girl radically changes the structure of your body. Magical girls seem to become creatures made of pure information, or perhaps pure magic.
15	Each magical girl contains a Linker Core, a magical device that is the source of her power. It is possible to steal this and use it, but the magical girl will die soon after.
16	Human beings are creatures of flesh and blood and nothing more. When they die, their biological processes simply stop, and they come to a very permanent end. Even magic cannot change this fundamental fact.
21	In some cases magical girls have implanted enchantments in themselves or others that persist from one incarnation to the next.
22	Magical girls are a tool for giving birth to the next phase of human evolution.
23	Magical girls come from something in the collective unconscious of mankind, and they are exerting a force backwards, slowly changing mankind into something else.
24	Magical girls do not age. Either their bodies are changed into something else that does not age, or magic uses up some essential energy that prevents them from growing up.
25	Mankind is beyond redemption and will destroy itself.
26	Some dark, mad force is creating its own crude, flawed imitations of magical girls.
31	Some magical girls are actually youma that have become fully sentient. Some of them don't even know what they really are.
32	The astral plane is where youma originate from, but there's also something else in its depths, a shining palace...
33	The city and everyone who lives there, everyone you love, are fakes except for the magical girls. No one knows what lies beyond the confines of the city.
34	The city is a tiny bubble of reality in a dying universe.
35	The government is well aware of the magical girl phenomenon, and has special agents trained to eliminate any magical girls who cause too much trouble.
36	The last magical girl will ascend to something like godhood.

41	The original magical girls had a schism, and some of them made pacts with an inhuman intelligence trapped in a black hole. When those traitors return, they will once again try to release their queen.
42	The tsukaima are minor angels. Angels are beings of sacred geometry beyond human comprehension.
43	The tsukaima are servants of a being that might be called God, but that being utterly despises mankind. If humanity is to have a future at all, magical girls will have to band together and fight God himself.
44	The tsukaima come from the Dream City, which will supplant the city you live in once they collect enough Oblivion Seeds.
45	The tsukaima come from the Magical Kingdom, and their true goal is to invade the mundane world.
46	The veil that keeps magical girls a secret from most of the world will soon lift.
51	The youma actually only target people with real evil in their hearts, and magical girls are the unknowing dupes of forces that wish to maintain a certain level of evil and suffering in the world.
52	There is a cult that worships magical girls, and they know many secrets.
53	There is a group of magical girls who have been murdering other magical girls in order to prevent some kind of major disaster.
54	This is the last world. There will be no more reincarnations, and no more chances to get things right.
55	This universe is one of several, all created as a power source for an unimaginably massive weapon.
56	This world is a farm, and the harvest is coming.
61	When all of the youma are gone, the magical girls will be forced to fight and kill each other.
62	When the dreamer awakens, much of this world will turn out to have been imaginary.
63	Youma are a security mechanism for the world, and magical girls are actually malfunctioning youma.
64	Youma are actually the souls of the restless dead, and by defeating them you are consigning them to oblivion.
65	Youma are not beyond redemption.
66	Your tsukaima has revealed some shocking, horrible things, but the fact of the matter is that he's still got your best interests in mind. Things really are that bad.