



Pikeru's Magical Bakery

A magical girl and her fantastic assistants work tirelessly to run their simple, yet enchanted, bakery. They need to contend with unusual orders, hunt for rare ingredients, and manage magic gone awry.

Characters

There are four attributes for each character. These are Might, Speed, Mind, and Heart. Each character has 6 points to distribute out among these.

Each character has four set skills, and two free skills. Each skill starts at 1 point, and each character has 2 points to spread among them. Your set skills are determined by your job, you create your own free skills.

Each character has an enchanted item. This can perform a minor feat of magic at will, and can do one specific powerful magical effect once per moonrise. Minor effects are worth 1 point, and powerful effects are worth 2.

Finally, each character knows five magical words. Each magical word has 1 point. Each player makes a unique list of magical words for their character.

Jobs (Mind-based Magic)

Magical Baker

Skills: *Cook, Magic, Persuade, Potions*

Extra magical word: *Love, Sweet, or Shine*

Elf

Skills: *Bushcraft, Lock Picking, Lore, Stealth*

Extra skill: *Animal Handling, Deceive, or Magic*

Jobs (Heart-based Magic)

Familiar

Skills: *Acrobatics, Lore, Magic, Notice*

Possesses a marking as an extra magical item

Fire Elemental

Skills: *Acrobatics, Magic, Pyrotechnics, Transform*

Extra magical word: *Fire or Heat, at 2 points*

Rules

The game uses a dice pool of d6 dice. To build the pool, take a number of dice equal to the points of the most relevant attribute, any applicable skill, your magical item if used, as well as any magical words used. You roll all, and take the two best results. Repeats of the same value are added together as a single result. So, if you rolled a 2, 2, 2, 3, 5 then your two best results would be triple 2, and 5, added together for a final total of 11.

Magical words are used to cast spells. You need to state the name of the spell, which must contain your magical words used, and explain what it does. The effect must match the title. Anytime when using a magical word, if you overcome the challenge by 18 or more, you may raise any one magical word used by 1 point. If you fail a roll, all magical words used are exhausted and cannot be used again until the next moonrise. Magical Bakers and Elves use Mind as their relevant attribute for magic, while Familiars and Fire Elementals use Heart.

Action is done cinematically rather than in initiative. Combat and exploration are descriptive, and follow the fiction. Characters do not have hit points, but can accrue Wounds, which grant bonus dice to their opposition's rolls when appropriate.

Credits

Sweet Magician Girl cover art by SD Pink, <https://www.deviantart.com/sdpink>

<http://creativecommons.org/licenses/by-nc-nd/3.0/>

Pikeru's Magical Bakery's text is by Lucas Jones, and is released under the Creative Commons 4.0 license.

