

# MAHOU SHOJO<sup>2</sup>

MAGICAL GIRLS WITH STANDS



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This supplementary document uses a pre-existing role-playing system known as Project Rebirth. The contents within this book are inspired by the works of Hirohiko Araki - namely that of the **JOJO'S BIZARRE ADVENTURE** series. The main gimmick of this books contents is the mixture of Magical Girl tropes along with the bizarre nature of JJBA - namely the inclusion of "Stands". This supplement includes a basic setting, new powers, new rules and overall new content to the Project Rebirth system.

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Fact and the Project Rebirth guys for making a solid rpg.

**And Hirohiko Araki for creating one of the best manga series ever.**

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# INTRODUCTION

It is a world of bizzarity - where everything is not as it seems. Scary monsters lurk in the shadows, preying upon mankind. These supernatural beasts that would bend reality as we knot it, callously tainting and warping their surroundings.

These beings are called **"youma"**

However amongst the ranks of humanity, there are people who are able to manifest fantastic abilities known as **"stands"**. These stands are the psychic personification of ones will, and can resemble almost anything. Each stand is paired with a special ability. These abilities can be as simple as manipulating fire, to as complex as reconstructing objects to a previous state. These abilities are the hallmark of ShoJo<sup>2</sup> and make up the majority of challenges you will face.

In ShoJo<sup>2</sup>, you take the role of a special type of **"stand user"**, known as a Magical Girl. Your mandate is to protect mankind from the influence of Youma or other dark beings. As a Magical Girl, you are led by the strange "Reliquaries", a miniature being capable of producing more Magical Girl's.

In addition to Youma, you may have to face threats to humanity that are representations of timeless evils; vampires, Aztec super-beings or entities from the far reaches of space.

In addition to the strange Stand phenomenon, there is a rare and mystical power known as "The Ripple" or **"Hamon"**. It is the Way of the Hermits, a type of martial art that focuses on breathing techniques to boosts ones physical capabilities.

The Ripple and Stands are not mutually exclusive.

The following are several concepts that are important to a player using this book. A player should not automatically assume all of it is true, as in the end it is up to the Referee to decide what is in their game or not.

### Magical Girls

While stands and similar powers are not restricted by age, the most powerful stand users are among the youngest. Filled with a youthful vitality, those between the age of 12 and 18 are at their peak. Magical Girls can gain their stand through blood inheritance, intense trauma or via Reliquaries. Once they become a stand user, a small object like a key chain or pendant is bound to the girl - allowing her to transform. Transforming is required to use a Magical Girl's special stand to its maximum potential. Magical Girls and stand users at large usually wish to keep their strange abilities a secret in fear of social estrangement or the desire to have a quiet life.

### Stands

Stands - called so because they 'stand by you'. These are spiritual manifestations of the user, who are completely subservient. A stand is not a separate entity from its user, and rare do stands show any form of sentience. Each stand grants at least one strange ability that is normally not possible within the realm of reality. The appearance of a stand can range from humanoid constructs, magical equipment such as swords or more mundane objects, formless supernatural phenomenon or enhanced physical traits. A person can only ever have one stand.

The abilities of a stand range from the mundane 'punchghost', capable of delivering grievous blows - to the more esoteric, such as unraveling your body at the seams like rope. Stands are almost always completely invisible to non-stand users.

"... and that's why I turned your gun into a banana. It's your last meal. Take your time... enjoy it..."

*GIORNO GIOVANNA, TO THE LATE POLPO*

A special attribute of a stand is the fact that any wounds a stand suffers, will be transfered to the same relative place on its owner and vice-versa. So if your Stand were hit in the face, you would feel the same hit on your own face. In the same vein, if the users arm is unable to move - the stands arm will be unable to move as well. This is meant to show how your stand is you, and not a separate entity.

### Fallout

The natural byproduct of stand usage. These are uncontrollable magical backlashes that can be as small as a minor inconvenience, to power surges that are dangerous or even deadly to both the stand user as well as surrounding bystanders. As stand users continue their tumultuous life style they will have to deal with (as well as try to hide) the consequences that Fallout brings to bear.

Fallout comes in many shapes and forms, and in some cases can permanently alter aspects of your characters personality or appearance.

### Reliquaries

These strange, miniature creatures sometimes referred to as Tsukaima, or familiars are capable of granting stands to those who lack one. They usually take the form of a small animal or imp that looks noticeably different from any 'normal' living organism. Reliquaries are capable of speech and thought. Reliquaries, similarly to stands, are completely invisible to all those except stand users. With the special exception of potential Magical Girls.

### Youma

These are the beasts that dwell in the darkness and prey upon the living. Sometimes referred to as 'monsters' or more frequently as 'Standspawn', Youma are created from the dark desires of humanity or corrupted stand users. Youma are essentially sapient stands who require the life essence of the living. All Youma are hostile to humanity, whether it be direct or indirect. Youma are almost always immune from non-magical, non-stand sources. Due to their nature, most Youma are completely invisible to non-stand users.

### Witches

When a stand user becomes corrupted by fallout or other means, they become a Youma. A Magical Girl however, will still retain some semblance of self after corruption. When a Magical Girl goes overboard - they become a "Witch". These beings stuck between the worlds of the Youma and Humanity are almost universally insane. Due to this, they have no concept of restraint and are incredibly deadly foes even to groups of Magical Girls. Witches, unlike Youma however, can be saved - though this is a rare occurrence, and is very risky for the redeeming Magical Girl.

### Nightmares

Youma along with Witches project a reality distorting influence. These distortions are called Nightmares, and are completely unique to each and every Youma. They range in appearance from a distorted facsimile of reality to eldritch landscapes with mind-bending architecture and imagery.


When battling within the influence of a Nightmare, all collateral damage to non-magical objects and buildings will disappear - but only if the Youma is defeated then and there.






Mahou ShoJo<sup>2</sup> is a roleplaying game. It also assumes you are familiar with the traditional conventions of tabletop games. Such as your role as a player or Referee, as well as the use of dice to  
It is also a game that uses dice to see if you succeed or fail in a challenge.

Mahou ShoJo<sup>2</sup> uses a 2d6 (e.g. two six-sided dice) system, wherein you roll the two dice and add the appropriate modifier. Unique to Mahou ShoJo is the "Mikitaka Dice" or "mDice". This is a similarly six-sided dice, but instead of numbers 1 - 6, there are 3 symbols, each symbol covering two sides of the dice. The three symbols are as follows:

 **Fist - 1 and 6 on a six-sider:** The fist is oriented with aggressiveness and attacking.

 **Shield - 2 and 5 on a six-sider:** The shield is oriented with defensiveness and caution.

 **Star - 3 and 4 on a six-sider:** The star is oriented with trickery and tactics.

The uses of the mDice are detailed in the 'combat' section of the book.

An example of a roll: Jolyne is looking to get a 12 on a Fury check. Her bonus to Fury is +4. She rolls a 2d6 and gets a 3 and a 5 - for a total of 8. She adds her Fury bonus to the roll of 8, for a grand total of 12. She now meets the requirements to succeed the check.

In addition to rolls and modifiers, a Magical Girl has many abilities that can aid her on her journey. This can be as simple as using your Stand for legerdemain or as difficult as applying your stands ability to a certain situation.

Certain stand abilities can be used in non-combat situations. For example, a stand that is able to restore an object to a previous state might find that their homework that was chewed up by a dog is now able to be repaired to exactly before it was chewed up.

The only limit to practical applications of your ability is your imagination and your Referee's approval.

The typical setting using ShoJo<sup>2</sup> is that of high-school, where the players are students who must balance homework with saving the world. This means many problems a player may face can be as mundane as failing a class or having a falling out with a close friend.

However just like JoJo's Bizarre Adventure, you may find yourself in strange or exotic environments. Perhaps your character is a drop-out in Italy, a troubled soul in a youth detention centre or even accompanying an older stand user on a globe-trotting adventure. It is up to your Referee to make these decisions.

The name of the game in Mahou ShoJo<sup>2</sup> is 'bizarrrity'. The nature of the universe and of the stands make for interesting characters and foes that are quite unique in the purview of

popular culture. Characters can wear strange clothes inspired by fashion magazines, have odd quirks such as being able to shove their ear into its socket or simply act odd in general - such as being crazily lovestruck with another student.

Oddity is common, but should also work to point out possible friends or foes. Too put it simply, "stand users attract other stand users". This can be obvious or it can be a complete fluke. The guy you passed by on the street, the waitress serving you orange juice or your home-ec teacher could all be rival stand users.

Music is a common theme in Mahou ShoJo<sup>2</sup>, much like its source material. Naming your character after a band or music artist is encouraged, as is designating your stand. Here are some examples of preexisting stand names and what they are based off of:

**Crazy Diamond** (*Pink Floyd album*), **Hey Ya!** (*OutKast song*), **Metallica** (*the band*), **King Crimson** (*the band*), **Tusk** (*Fleetwood Mac song*), **Soft & Wet** (*Prince song*), **Dirty Deeds Done Dirt Cheap** (*AC/DC song*).

Stand names can come from any genre and should be loosely tied in theme to the stand or its user. This however is not an actual rule. Referee's may decide whether or not naming your stand in a thematic way it is something worth enforcing.

Other methods of naming your stand include tarot cards. For example, drawing the card "The Star", you might name your stand **Star Platinum** or if you drew "The Hierophant", you might name your stand **Hierophant Green**.

The nature of battles in Mahou ShoJo<sup>2</sup> is that they are more like puzzles than straight up punch-outs. Applying direct force is not always the best solution, and being able to cleverly think up solutions to your enemies abilities is where this system shines where others might fail. Combat is never cut and dry and it is a constant, deadly struggle to get jump on your opponent. Flexibility is utterly invaluable in a stand.

With this in mind, as a player it is best you design your stand's concept around flexibility in multiple situations. Stands that work only in ideal conditions are not capable of carrying through a long term story.

Due to the nature of RPG advancement, all player stands in Mahou Shojo<sup>2</sup> are "Evolving Stands". A stand that evolves may change appearance or abilities, and is usually designated with a moniker at the end of its name. Examples include: **Tusk Act.III**, **Echoes Act.II** or **Star Platinum's - The World**.

In layman's terms, whenever you would add a new ability to your Stand, you may reflect this change with a new descriptor to your stand. Perhaps giving it the ability to fire a rocket has a small rocket mount appear on its shoulders, or a silo appears within one of its fingers. These changes should not provide a tangible bonus to combat.

**The Nature of ShoJo<sup>2</sup>**

This game is made with the idea of roleplaying a stand-using magical girl in mind. However it is completely possible to strip the game of some of its 'flavourful' mechanics and run a straight up JoJo-inspired game with burly men beating each other up with psychic powers. The only real limit is your ability to homebrew.



# CHARACTER CREATION

"...and as Giorno looked at the poor old man who'd been victimized for his dream, there was that same 'virtue' in his eyes! Within him, Giorno had definitely inherited the will of the Joestar Bloodline!"

To begin character creation, you must figure out the basic details of your Magical Girl. This means deciding your character's name, her personality, her everyday appearance and her back-story. This should form a general guideline to your character that helps keep consistency to roleplaying. All of these details are straight forward, and the amount of detail required for each is dependent on the Referee.

Next, you should decide what your Magical Girl's costume (aka the outfit they appear in when they transform) looks like. This can be a simple frilly dress, to a long coat or really anything you would think would look appropriate. This costume may or may not match the theme of your stand.

You may also opt to come up with a description of the process of your magical girls transformation.

### Stand User Archetypes

Every Magical Girl (as well as many stand users) belong to one of three archetypes. These define what area of combat and stand usages your Magical Girl is proficient in. These archetypes provide a tangible bonus in her area of expertise.

Archeypes unlock special abilities unique to your archetype. These can drastically change how your magical girl is played, as a striker's stand could either be an upfront brawler or a more subtle, agile warrior amongst other combat strategies.

The three archetypes that Magical Girls can choose from are: Striker, Guardian and Tactician.

**Strikers** specialize in upfront assaults, unstoppable attacks and bringing down their foes with unrelenting power. They imbued with overwhelming vigor, and can keep up with almost any enemy.

**Guardians** are flexible, resilient fighters who are good at protecting their allies and surviving where many can't. Their willpower is indomitable.

Tacticians are skilled and versatile, skilled in supporting their allies as well as adapting to the changing tides of battle by almost always having the right ability or attack for the situation.

There are more archetypes, but they are not possible to take up by a regular Magical Girl.

The following are the listed innate bonuses granted by each Archetype (these do not count stand powers, and are simply inherent bonuses). The stand abilities belonging to each Archetype are detailed in the Stand Creation section.



### Striker

**Enhanced Offence:** You deal +1 damage with attacks by you or your stand.

**Overwhelm:** When rolling Overcharge dice on any Attack challenge, you may reroll any 1's once, but must take the second roll.

**Ora Ora Ora!** Strikers start with a bonus stand power labeled with 'Ora!'

### Guardian

**Tenacity:** You gain a +2 bonus to your base Resolve.

**Resistance:** You gain a +1 bonus to all Resist challenges.

**Indomitable:** Your passive defence is Defence+6, instead of Defence+4.

**No Weakness!** Guardians start with a bonus stand power labeled with 'No Weakness!'.

### Tactician

**Show of Prowess:** You gain a +1 bonus to all Support challenges.

**Flexibility:** You gain a second Heart Heat Attack. However, you may only use one out of your two HHA per battle. If you buy an additional third HHA with XP, you will then be able to use two out of your three HHA's per battle.

**Integrity Scan:** Once per battle you may learn whether your enemy is Uninjured (full Resolve), mildly injured (over 2/3rd Resolving remaining), injured (between 2/3rd and 1/3rd remaining resolve), or badly injured (less than 1/3rd remaining resolve.) In addition, if the enemy is a Youma, you may also learn whether they are above or below one half of their maximum Power Points. You may use this ability more than once per battle by gaining 1 Overcharge. This is a free action.

**Kurael!** Tacticians start with a bonus stand power labeled with 'Kurael!'.

A Magical Girl starts with a stand. She gains one basic stand power, as well as one stand power chosen from the list specific to their Archetype. These are detailed in the next chapter, Stand Creation.

### Normal Attributes

These represent your characters abilities when it comes to dealing with mundane, non-magical matters. There are three of these: Physical, Finesse and Social. Physical covers your characters strength, speed and general endurance. Finesse is your ability with fine motor skills, noticing things and acrobatics. Social is your ability to socialize and deal with people.

A characters intelligence is determined by the player, but can also be represented by Finesse in some cases or talents.

To determine your normal attributes, distribute 16 points between them. No normal attribute may be below 3 or above 7.

### Base Resolve

Magical Girls start with a Base Resolve of 18. This is your both your Magical Girl and her stands capacity for withstanding damage in fights. A Magical Girl shares her Base Resolve with her stand, except under certain circumstances. This means whenever your stand would be hit, you are hit with the same amount of force and vice-versa.





## Heart Heat Attacks

A Heart Heat Attack (HHA) or 'signature attack' is a special move your Magical Girl's stand is capable of performing. These attacks are particularly potent, and can be used to turn a battle around completely or as a stylish finishing move.

Each Magical Girl starts out with one HHA. You may use each HHA you know once per battle as a normal action, by taking 1 point of Overcharge on attack.

However, if you have already used one Heart Heat Attack during a fight and are using your second one, you must take 2 points of Overcharge on attack, as you strain your stand (and by extension, yourself) to its limits.

To create your HHA, select one of the following attack types and give it a name and associated fluff. As this is your special, finishing move, do not be afraid to make it quite powerful sounding and stylish.

**Grand Barrage:** Your attack acts as a special, unclashable Multiple Target Attack, with none of the penalties normally applied. Alternatively, you may focus your fire upon one target, resulting in an attack that is very difficult to defend against with anything, but raw power. Make a single unclashable attack with a +4 bonus to damage. Your target may not use Reactions on the Defence challenge against this attack, though they may use Reactions after the attack has succeed and dealt damage (or failed.)

**Disabling Stratagem:** Your attack holds your target in place, imprisoning them within a stand manifestation of your choice. If it hits, the target has the "Disabled by Stratagem" (Resist DC15 Support) condition applied to it. While this condition is in effect, the target may not attack or use abilities that cause opposed Support challenges.

**Disrupting Assault:** Your attack disrupts the enemy's stand, making them temporarily weaker. If it hits, it inflicts an additional +1d6 damage and the target has the "Disrupted", which causes a -2 penalty to its next Magical Challenge with each attribute.

**Sundering Blow:** Your attack is like an unstoppable force, even the strongest defence can only reduce it to a glancing hit. If your attack hits, it deals an additional +1d6 damage. However, if it misses or is successfully Clashed, it will still deal half the damage a Normal Attack would have dealt (rounded up).

**Final Impact:** Your attack is charged with an especially potent amount of force and inflicts an additional +1d6+3 damage. If you manage to hit, you gain one tier on the Fist track. This bonus tier cannot be spent like a Fist point.

**Master Strike:** Your attack is very accurate, allowing it to hit enemies that might normally be able to evade your attacks. This attack gains a +3 bonus to hit, and inflicts an additional +1d6 damage.

**Golden Spirit:** Activating this HHA puts Overcharge on Support instead of Attack. Golden Spirit allows you to Revive another Magical Girl. The Physical challenge is automatically passed, you roll the Support challenge and take the Overcharge for them. They are revived with an additional 3 Resolve. Alternatively, you may cast your protective energy over all of your allies as well as yourself, which restores 4 Resolve to each ally, as well as granting them a +2 bonus on their next Defence challenge.

**Riposte:** This HHA may be activated as a Reaction, after taking damage from an enemy's successful stand attack. Instead of making an attack as normal, roll an Attack challenge with the DC being equal to the enemy's result on the successful attack. On a success, halve the final damage that the attack deals to you and deal 2 damage to the attacker. Each raise (up to a maximum of 3) reduces the attacks damage by 1 (after halving) and deals an additional point of damage to the attacker.

## Talents

These represent the particular non-magical knacks or skills that Magical Girl possesses. Each Magical Girl starts with 4 talents - two 'major' and two 'minor' talents. Major talents give a +2 bonus on applicable Normal Challenges, while minor talents only grant a +1 bonus. There is no pre-made list of talents to select from, instead each player should create talents appropriate to their particular Magical Girl.

However, there are a few rules that you need to consider when thinking about a talent. The first is that a talent can't always add to any specific Normal Action. 'Reading people' is too broad of a talent (as it would always apply to Read a Person), but something more specific like 'Comforting friends' could be appropriate. The second rule is that talents should be useful. If you can't think of any situation where you'd make a roll using that talent, you probably shouldn't take it. It might even be worth it to think about the kind of situations you could use that talent in. The final rule is that talents have to be something you can do without your stand.

Generally, you can apply a Talent to any Normal Challenge, as long as you can reasonably justify how it applies to the task at hand. Talents may also be used by stands (if they reasonably apply), though you should be careful with this like you would with Normal Actions - a 'Technology' talent adding to a stand power oriented around technology is dubious at best. Another thing to note is that you can't directly apply a talent to Combat actions or anything that's only used for combat, such as having a talent in Resist actions. If a non-combat action ends up being useful inside a battle due to an advantageous circumstance, such as having to use Physical to preemptively exit the area of a Youma's attack, you can apply your talent there.

## Relationships

See the 'Relationships' section to determine your starting relationships.

## Other Notes

Things to consider when making your character would include how your character got her stand, whether it be through her bloodline, developing it through a tough experience, getting one from a Reliquary or something else.

You should also consider trying to give your character quirks that set them apart from the rest of the players or major NPC's. This can be as simple as constantly being hungry to as strange as getting into a fight the minute someone insults your great hair.

Your character and your stand should be somewhat similar in a visible way. This might be similar appearance or shape, general posture or it could be more subtle themes like the abilities your stand has or how it may emote depending on if it is a sentient/sapient stand or not.



# GENERAL MECHANICS

"Hey, Jotaro!! Say something!! You couldn't get the timing of the swing at all! Its the first time you played this game!

JOSEPH JOESTAR, TO JOTARO KUJO

### Transforming

Magical Girls have two forms: normal and Magical Girl. In their normal form they are more or less normal girls, the only unusual thing being that they have a special pendant or charm that cannot be stolen, lost or even discarded. When a Magical Girl transforms she may experience an elaborate "transformation sequence" of her costume forming around her body, to the outside world the transformation is virtually instantaneous.

If, for example, a Youma launches an attach at a Magical Girl, she can transform in time to reach to even the fastest of attacks. Transforming is necessary to use any of the Combat Actions, as well as use her stand to its maximum potential.

A stand used in a 'normal form' cannot attack, and is relegated to its 'lesserform' as detailed in the Stand Creation section.

If you are at 0 Resolve, you lose access to your Magical Girl form as well as your stand until you use the Revive action or the current scene ends.

### Normal Challenges

For a mundane challenge, the player rolls a 2d6 and adds the appropriate Normal Attribute, comparing the result with the DC of whatever they're trying to accomplish.

### Magical Challenges

For a magical challenge, you use one of the three Magical Attributes. Roll 2d6 and add the appropriate Magic Attribute to get the result. In addition, you have the option of voluntarily taking Overcharge to get extra dice. Add a point of Overcharge to the attribute you are using for the challenge, and roll and additional +1d6, adding it to the total. You can do this before or after your roll, though if you're facing a magical opponent they can do the same - you can both 'take turns' adding Overcharge to your roll to try to beat the other's result. No matter what, you may not gain more than three additional dice on any Magical Challenges due to voluntarily taking Overcharge or using related abilities (Energy Storage, Final Strike, etc.)

Abilities that modify a challenge in some way, but do not directly add Overcharge do not affect this limit.

Unlike with normal challenges, if a die comes up on a 6 (on either one of the original 2d6 or on a voluntary Overcharge die), you take 'involuntary' Overcharge dice, which act similarly to voluntary Overcharge dice. However these come with two exceptions: they do not count against the limit of three voluntary Overcharge dice per challenge and they cannot explode further (rolling a 6 on an involuntary Overcharge die has no additional effects.)

If the magical challenge is an attack, you deal an additional point of damage for each Overcharge dice (voluntary or involuntary) rolled on the attack. Rolling a 6 on a damage die has no further effects. Any time you get a 6 or more Overcharge points on an attribute, you have to do a Fallout to get rid of it as soon as possible.

### The Skills of your Stand

While your stand itself is both a magical entity and likely non-sapient, you are able to use any skill your character is good at through it. This is assuming it has hands capable of fine manipulation, or is physically fit enough to lift things.

### Difficulty Check and Raises

A Difficulty Check (DC) also known as a "Target Number" in Project Rebirth is the number you must meet or exceed on a specific challenge. For example, to succeed on a Cover challenge (DC13), you must roll at least a 13, after all modifiers have been applied.

A 'raise' is a mechanic used in challenges and specific actions, wherein you gain extra benefits for exceeding the DC. Every 3 points you exceed the DC by equals one raise. For example, someone who got a 13 on a Cover challenge would have one raise, and someone who got a 19 would have two raises. Raises also happen in opposed challenges, in which case you must beat the enemy's roll by 3 points as if it were the DC.

### Opposed and Unopposed Challenges

An 'opposed' challenge is when the rules call for two characters to make rolls against each other. For example, you might make a Physical vs. Finesse challenge, meaning you make a Physical challenge and the other person makes a Finesse Challenge, and whoever gets the higher result wings. Break ties first by whoever has the higher base attribute, then by rolling an extra die.

In an unopposed challenge you're just making a challenge and seeing if you got a high enough result to beat the DC. Actions that use an unopposed challenge will list off what effect you get from success, and any additional effects from raises. Typically failure means nothing happens.

### Luck

Every Magical Girl starts with one to two points of Luck as determined by the referee. Luck is a resource that may be spent to enhance Normal Challenges - it may represent that particular girl's luck, destiny or unwillingness to give up. A point of Luck may be spent to reroll a Normal Challenge, or gain a +2 bonus to a Normal Challenge. Like Overcharge, you can spend Luck before or after seeing the result. Luck refreshes at the start of each session.

### Rolling in Sight

In most tabletop RPG's, it is common practice to roll out of sight of the players so they cannot see the result and metagame. However this will not work in this system, due to the nature of Overcharge and Luck. Therefore, two solutions present themselves. The first is to simply roll in plain sight of the players. The second is to announce the result of the enemy. The only real difference is that some GM's prefer the opportunity to 'fudge rolls', meaning that they fake results of an enemy's roll for various reasons.

### Non-Combat Actions and Other Rules

The following are actions performed outside of combat, but which require explicit rules for one reason or another.

### Normal Attributes and Difficulty

The following is intended to help players and Referees get an idea of what having a specific score in a Normal Attribute means. Additionally, it provides a small guide to appropriate DCs on Normal Challenges.

### Attributes:

**Deficient (3):** You're quite noticeably sub-par in that area, though not enough to be considered disabled or crippled. It's enough to interfere in your daily life to some degree. For example: Someone with Social 3 is likely to get into regular





arguments or trouble with other people or otherwise be reclusive and ill-equipped to deal with social situations.

**Average (5):** Average, run of the mill - normal. There's nothing unusual about your ability in this area.

**Gifted (7):** You're definitely above average, talented enough to set you above the crowd. You could turn a few heads if you tried, but this level isn't anything incredibly special. For example: Someone with Physical 7 is probably in the top of their gym class or one of the stars of their club.

**Prodigy (9):** You're very impressive, able to pull off things that most people have little chance at. Combined with the right masteries and some luck, there's little that can stop you. For example: Someone with Finesse 9 is incredibly sharp - you're not going to be sneaking past them (and if they want to sneak past you, they can almost certainly can.)

### Difficulty Checks:

**Easy (DC10):** A task that is easy even for an average person, but isn't quite guaranteed. Even someone who's deficient in the area can do this half the time, whereas a gifted person has almost no chance of failure.

**Normal (DC12):** A moderately, but not especially challenging task. Something that the average person can do about half the time.

**Hard (DC14):** A task that is solidly challenging. An average person doesn't even have a one-third chance to pull this off, barring help from Luck or talents. Gifted people can manage these actions about half the time however.

**Very Hard (DC16):** An extremely difficult task. Even a Prodigy only has a 50% chance of pulling this off. Average people will find this difficulty nearly impossible without assistance from Luck or talents.

### Go Fast

This action allows you to do something faster than someone else. This can be used to outrun or run away from someone. It can also cover other contests of speed, such as speed-running a video game against someone or beat someone to the front of the lunch-line.

To 'go fast', you must make an opposed Physical challenge. The winner gets to accomplish what they were trying to do, while the loser is just a bit too slow. If you're trying to catch up to someone running away and get at least one raise, you can get ahead of them and stop them from fleeing. If one person has a significant head start on the other, they gain a +2 bonus on the Normal challenge.

### Awareness

This action allows you to investigate your surroundings for clues. Make a DC12 Finesse challenge, whereupon success you find something that at least points you in the right direction. On a success with at least one raise, you find a solid clue or hint. If something or someone's deliberately tried to obscure any clues, then you take a -2 penalty to the Normal challenge.

You have to be somewhere connected to what you're investigating to use this action - you cannot just use it anywhere. It is also possible to make a 'passive' Awareness challenge. This means you can pick up clues without having to specifically search for them, but at a -2 penalty on the Normal challenge.

### Stealth

To initiate stealth, roll a Finesse challenge - opposed by anyone in a position to find you. If you succeed, they suspect someone might be in the area, but cannot pinpoint you (or a similar effect). If you succeed with at least one raise, they

have no clue you are there. You may even use this action on Youma should the circumstances allow it. If the conditions in the area aren't very well suited for stealth e.g. there is little to hide behind, it is very well lit, you take a -2 penalty on the Normal challenge.

### Read Person

The social version of Awareness. This is used to figure out things about other people in the same vein of Awareness being used to find clues in the nearby vicinity. Make a DC12 Social challenge. On a success, you get an idea about what the person in question is currently thinking or feeling. If the person is trying to actively hide what they're feeling, you take a -2 penalty on the Normal challenge.

Keep in mind that reading a person is not mind reading. This action allows your character to read body language, tone of voice, and other actions of another character - and make reasonable deductions based on it.

### Read the Situation

This action allows one to figure out the best course of action to take in a social situation. Decide on what you are trying to accomplish and roll a DC14 Social challenge. On a success, you get a hint that will help you achieve what you are trying to do - and you can use that hint to your benefit.

If you are trying to influence someone who you know nothing about or someone who's actively hostile to you, take a -2 penalty on the Normal challenge. If you are trying to influence someone you have a level 3 or higher relationship with, you gain a +2 bonus on the Normal challenge.

### Esoteric Stands

The capabilities of stands in Mahou ShoJo<sup>2</sup> are in general, very broad to say the least. Players are able to define their stands primary ability and are assumed to have a fairly decent amount of control and precision regarding it. However stands are quite literal in their parameters, therefore you cannot base its capabilities on metaphors or 'sayings'. For example: A stand capable of manipulating heat cannot make someone 'hot' (as in physically attractive). It is strongly recommended you make sure your characters stand has an ability that is not vague in the least.

### Stands and Non-Combat Actions

It is possible for a Magical Girl to use her stands powers to enhance her non-magical capabilities. If you wish to use your stand to assist yourself on a Non-Combat Action, there are two options. The first is using subtle usage. Subtle uses of your stand isn't immediately obvious to both casual observers as well as other stand users and doesn't require you transform to use it. Someone passing you by would likely not notice anything is out of the ordinary.

For example, a stand capable of precise fine manipulation could allow for its user to draw an elaborate sketch, but not so elaborate that it would look almost unnatural in its process. Using your stand to subtly aid you adds a +2 bonus on your Normal challenges to perform a Non-Combat Action. Keep in mind that 'subtle' doesn't mean 'undetectable'. If it makes sense, people may be able to guess that something supernatural was going on.



The other option is to use blatant stand usage, which requires you to transform and makes a visible aura of psychic energy around you while you're using it. Using your stand so blatantly means you automatically win the Normal challenge, but you've revealed that you are some sort of 'magical being' to everyone in the vicinity. To continue the above example, maybe the user with the dextrous stand manages to make a 1-to-1 copy of the Mona Lisa in the blink of an eye.

Regardless if you are using your stand subtly or blatantly, you need to be able to reasonably justify what you're doing. If you're using your stand to make you run faster, you need to explain how it is capable of accomplishing this. Keep in mind that stand abilities are quite literal.

However, cases wherein both participants are active stand users are a bit different. If both people have justification to solve the problem with their stands, then it turns into a simple opposed 'Stand Manipulation' challenge. However, that is not always the case in conflicts between stands. Sometimes you may not be able to opposing the rival stand user normally - if you are trying to reaech the end of a room before someone else, it doesn't really matter how fast you are if they can teleport. But when this happens, all is not list. You can still try a Stand Manipulation challenge to oppose them at a -2 penalty. If you succeed, you manage to interfere with their power long enough to over come them and win the contest. The one exception is that if someone is using a stand that would directly affect you or something you're holding or wearing, then you never suffer a penalty for trying to stop them.

