

# Love & Justice

You are a group of magical girls in Tokyattle. You save the world by defeating bad guys—and hate—with love and justice. You are still learning how to use all of your powers. Lady Fuzz Fur, your hedgehog companion and instructor in the ways of world-saving, was captured by your nemesis and is unable to help you just as the world falls into peril once again!

## Group: Create Group

- 1 Choose a theme for your group:** Planet, Space, Flower, Color, Jewel, Sweet, Kawaii.
- 2 Name your group:** Make up a name for your group or create a name by taking your theme name and combining it with one of the following: scouts, rangers, friends, girls, dancers, blossoms, candies; or choose your own as a group.
- 3 Name your group power:** Based on your group theme, name your special ultimate power that you can trigger as a group when you all join together.

## Players: Create Your Characters

- 1 Choose your character type:** One player will be The Leader, and the rest of the team can select from the following:
  - The Genius** - The one who can see mathematically/logically through the evil plan
  - The Famous One** - The one who is a famous magical girl
  - The Spiritual One** - The one who uses ofuda or is a shrine maiden (or both)
  - The Tomboy** - The one who excels at the less girly things in life
  - The Beautiful One** - The one who's hair makes everyone's heads turn with its perfect flow across the camera while cherry blossoms drift by
  - The Mysterious One** - The one who would do fortune telling at the school festival
  - The Singer** - The one who has a secondary career as a singer
  - The Swan** - The one who . . . Oh I don't know, take this as you will!

- 2 Choose your number:** from 2 to 5. A high number means you're better at Love (emotional/mental). A low number means you're better at Justice (physical).

- 3 Pick a drawback:** Every magical girl has a trait that complicates things. Select one from the following: crybaby, airhead, lovestruck, antisocial, not actually human, torn loyalties, dark past, stubborn, clumsy.

- 4 Name your power:** You have a magical transformation device that allows you to thematically transform and access your magical girl powers. Choose what the object is, as well as the theme of the power it gives you from the following list:

- Healing/Positive Energy
- Electricity
- Water
- Air
- Love
- Sugar
- Something else that you decide

- 5 Name your character from this list, or use something thematic you make up:**

- **Planets:** Earth, Moon, Jupiter, Mars, Mercury, Venus, Saturn, Uranus, Neptune, Pluto
- **Space:** Galaxy, Asteroids, Space Dust, Nebula, Stars
- **Flowers:** Rose, Lily, Violet, Gardenia, Baby's Breath, Edelweiss, Petunia
- **Colors:** Red, Orange, Yellow, Green, Blue, Purple, Turquoise, Gold, Silver, Aquamarine, Pink
- **Jewels:** Ruby, Emerald, Sapphire, Diamond, Topaz
- **Sweets:** Chocolate, Sugar Plum, Butterscotch, Vanilla, Cinnamon, Powdered Sugar, Strawberry Jam
- **Kawaii:** Bubblegum, Bunny, Neko, Candy, Pink, Lace

- 6 Pick an everyday normal name:** Emily, Sakura, Ako, Usagi, Bunny, Pearl, Mary, or pick your own. When you use this name, no one normal recognizes you as a magical girl.





# Playing the Game

## Rolling the dice

When you do something risky, roll 1d6 to find out how it goes. Roll +1d6 if it has to do with your character type and/or +1d6 if it has to do with your power type. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

- ↓ If you're using Love (emotional/mental), you want to roll under your number.
- ↑ If you're using Justice (physical), you want to roll over your number.
- 0 If none of your dice succeed, it goes wrong. The GM narrates how things get worse somehow.
- 1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
- 2 If two dice succeed, you do it well. Good job!
- 3+ If three or more dice succeed, you get a critical success! The GM tells you some extra effect you get.
- ! If you roll your number exactly, that die roll fails; however, you have Magical [team theme] Insight. You get a special insight into what's going on. Ask the GM a question, and they must answer you honestly. Some good questions are shown here:
  - What are they really feeling?
  - What should I be on the lookout for?
  - Who's behind this?
  - What's the best way to \_\_\_\_?
  - How could I get them to \_\_\_\_?
  - What's really going on here?

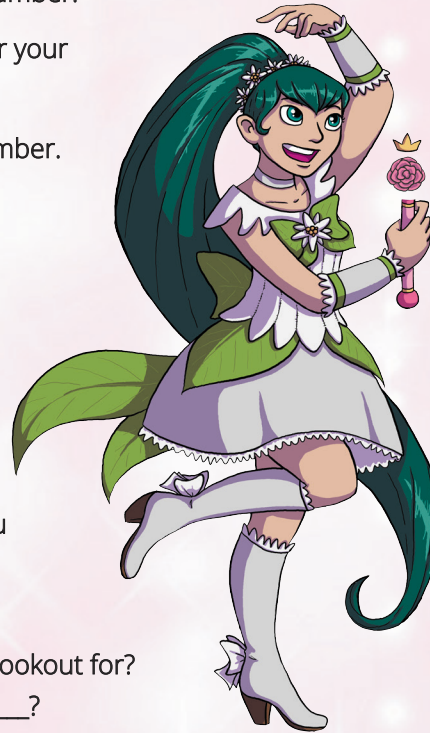
Based on the answer, you can either keep your die results and continue or change your action and reroll.

## Friendship Dice

At the beginning of the game, set out a number of friendship dice in a tableau equal to the number of players. Turn all of these to display the number one. Before a roll, a player can add one of these dice to another player's roll either by narrating a flashback of the character's connection or by giving a speech of encouragement. Only one friendship die can be added per roll. Once a die has been used, it locks as the number rolled and cannot be rerolled. Return the die back to its spot in the tableau. The values of these dice will be used when the girls activate their group power (see below). It is in the group's best interest to roll these dice and not leave them as ones.

## Final Showdown/Group Power

At the climax of the episode, or where narratively appropriate, the girls will activate their group power as named in group creation. The group power should be used to end the final scene of the game (similar to how it would be used on a show), and will always succeed. To launch your group move, say the name of the move together, and then narrate what each girl's contribution looks like.



Once the players have used the group power, use the tableau of friendship dice to narrate the conclusion of the episode. A 1, 2, or 3 is an unexpected or negative consequence narrated by the GM. A 4, 5, or 6 is a happy outcome narrated by the players. If possible, start with a good outcome and then a bad outcome, alternating between the two. Should you run out of one type or have started with all of one type, continue narrating with the outcomes you have. The narrative will give you an idea if this was the season finale or a cliffhanger for the next episode!

## GM: Running The Game

You are running a single episode of a magical girl show. Here are some good guidelines to keep the game moving:

- Keep it short, cinematic, and over the top.
- Don't let them pause or get stuck on the boring minutia; smash cut to the key parts.
- The game runs best if you get them involved as normal girls and then give them a reason to suspect a problem and transform.
- Remember: on screen, this episode only lasts 25 minutes (although with character creation, recommended play time is 2-3 hours).
- Tie in their party theme to the results of their efforts at every opportunity.
- The camera will frequently slow down to capture drama like the sparkle of tears flying through the sunlight, or how the wind catches their hair with petals blowing by.
- The nemesis may have no reason to be evil, but maniacal laughter is a requirement and monologuing is encouraged; feel free to tell them the entirety (in general terms) of the evil plan when they find the bad guy, then discover the remaining details through play.
- If you like, you can do a narrative "next time on [Team Name]!" to end the game. Have your players describe the stock footage of their transformation sequences and taglines.

- Use the tropes—here are some of them:
  - There is a new kid in their class.
  - A random new business that just opened has everyone fascinated.
  - There is a mysterious figure watching the fight.
  - There is a love interest who may have questionable motives.

## To create a magical girl adventure. Roll or choose on the tables below:

The girls go to \_\_\_\_\_. The team's nemesis \_\_\_\_ shows up because they want to \_\_\_\_ the \_\_\_\_ to \_\_\_\_\_.

The girls go to . . .	
1. A school festival	4. A new jewelry shop
2. A ball or fancy party that requires dressing up	5. A tournament for one of the girl's hobbies
3. A new sweets shop	6. An amusement park
the team's nemesis . . .	
1. The Salted Earth Trio	4. Black Hole cult
2. Negastar	5. Dark Heart Collective
3. General Granite	6. Cracked Gems
shows up because they want to . . .	
1. Drain/Suck	4. Destroy
2. Steal	5. Absorb
3. Poison	6. Corrupt
the . . .	
1. Perfect Pearl	4. Sapphire of Sorrow
2. Life Energy	5. Color
3. Hopes and Dreams	6. Future utopian kingdom
to . . .	
1. Force humanity into slavery	4. Destroy Earth
2. Power their super weapon	5. Leech all love and color from the world
3. Undo all human progress	6. Block out the sun permanently

## Credits

Love & Justice was created by Senda Linaugh and Phil Vecchione in conjunction with Encoded Designs (@encodeddesigns)

Based on Lasers & Feelings by John Harper (onesevendesign.com)

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Written by Senda Linaugh (@idellamithlynnd) and Phil Vecchione (@dnaphil)

Developed and Edited by Chris Sniezak & Shawn Merwin

Illustrations by Meghan Dornbrock (@meglish)

Layout & Logo by John Arcadian (@johnarcadian)



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