

# Momsterous Magical Mayhem

(An RPG supplement)



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## Notes for all players

-The DM (Dungeon Master or Game Master, whoever is running the game) plays the caretaker, a Zordon-like being who runs 'the nursery'. The nursery is the player fort and safehaven that exists outside the reality the players inhabit. Think of it as a dimensional pocket that is accessed by means that can be decided upon each adventure; perhaps it's accessible by any door if the players use a special key, or only through the closet in their bedrooms, or only in dreams?

-The DM plays most villains and supporting characters, although it can be fun to have guest players take the part of villains.

-All players are connected. Either they go to the same school, are a combination of siblings / friends / neighbors, etc. They do not have to start the game as friends, but they do have to have reason to be in regular contact with each other.

-All players are middle to high school age; 13-18. All players will transform into girls (even if originally boys), it is a magic girl game after all.

-After being affected by the magic, all players are now bedwetters (some worse based on benefits/weaknesses). This seems to be some part of the side effects of magical power awakened in them.

-All players find themselves somewhat prone to childish things. It's a strange desire that seems to be happening because of the magic, even when not transformed. This is represented by the player maturity score.

-All players gain a magical form, a magical outfit, a magical element and a magical weapon when transformed.

-All players are able to see magic if it is not magically obscured while normal humans not touched by magic cannot. Non-touched characters would never be able to see or find 'the nursery' for instance. And super natural beings are often invisible to non-touched (some magical creatures are powerful enough to be seen regardless).

-If the player loses their transformation item while transformed (most likely their weapon), they will be unable to transform back to their normal self. Conversely, without the transformation item, players cannot become magical from normal. Although with the aid of friends they could still be brought to 'the nursery'.

-The emphasis of the game should be a mix of silly fun, RP, ABDL trappings and general dice rolling for a good old table top RPG.

-As a guideline and keeping in theme with the game, it might be beneficial for players to have different weapons and elements. Would be less unique to have two fire users and one air.

## The Transformation

All players have been touched by a strange magic and have gained an item that when used allows them to transform into a magical self. This magic form is always female (even if the player was originally male because this is a magic girl game :P ) and has its own weapon and elemental affinity from which the magic flows. The transformation object is usually a medallion/necklace although it can be something else depending on benefits/weaknesses.

-Players gain a cute outfit befitting their magical nature, although given the immature nature of this weird magic, the outfit is rather childish and includes diapers (some thicker than others). The reason for this is due to the nature of the magic. Rules for the outfit are later in the rule section.

-The cause of the transformation should be fixed so that all players had a very similar experience they can bond over. The method won't be defined by this ruleset though, the DM should come up with some creative means of it happening, such as all the players just happened to watch the same weird cartoon late night that seemed to only play in their neighborhood, or all players had the same dream where they woke up with the transformation item in their hand; etc.

## Character Creation

**Allocate Stat Dice.** When starting you receive a 1d4, 1d6, 1d6, 1d8 and 1d10 to allocate to your five basic stats. Only one dice allocated per stat, the basic stat description goes over what each stat is used for.

**Pick benefits and weaknesses.** You may take 3 points in benefit free and may only take more if you dive deeper into your new magic, but each point extra will cost you a corresponding point(s) in weaknesses. At the time of character creation you may not take more than a total of 4 extra points from weaknesses (for a total of 7 benefit starting points, 4 weakness pts). As the adventure progresses, leveling up will grant more benefit points and based on traps / events / losses may result in more weaknesses. You are not required to take any weaknesses at character creation if you would prefer not to.

**You MUST take a weapon and element at character creation, either rolled or picked.**

**Design your transformed self.** This is more for RP purposes, the outfit and your transformed self will not give you any stat bonuses, although there are some weaknesses that could have it affect maturity.

**Tally total maturity score.** You start with 30 maturity points, subtract any negatives from any weaknesses you have taken.

**Build your background.** Pick an afterschool trait / hobby. Fill out what your character can't live without, what they go out of their way to avoid, and an important moment in their life. Add a short note about their family and home situation. Except for weaknesses and benefits that affect background, most of this section is for the benefit of RP.

## Benefits

**You may take 3 points in benefit free, but may only take more with weakness points.**

Opt - Roll Weapon. Roll a 1D12 for a random weapon type from the weapon table in front of the DM. The maturity points are gained from just letting the magic dictate what it will with you. Please keep in mind that ranged weapons and melee weapons make use of a different prime stats. +2 Maturity Points for letting the magic decide for you.

Opt - Roll Element. Roll a 1D10 for a random elemental type from the element table in front of the DM. +2 Maturity Points for letting the magic decide for you.

Opt Pick Weapon. You may choose what the form of your weapon is. The cost is 3pt if you reform your weapon at a time after character creation, and the weapon retains any other upgrades.

Opt Pick Element. You may choose what the elemental affinity you have is. This may not be taken after character creation.

2pt Big Sister. Despite all that's happened to you, you somehow hold yourself together so well that others can draw strength from you and calm themselves if you tell them it'll be okay. You can add a bonus +2 to another player's fear or fussy roll and +5 to helping someone remove the fussy condition. +2 maturity points.

2pt Elemental Surge. Your power becomes stronger when you are actively surrounded by your element. It gives you a bonus +2 damage to your weapon, +2 to brawl/spirit or an order of magnitude upgrade to your elemental benefit: example controlling a greater body of water when submerged in it, forming flame to look like a beast when standing in it, etc. This can not be taken with the modern processed product element.

1pt Endearingly childish. You're childish sure, but others think it's cuter than weird. +1 maturity points.

3pt Elemental Attunement. The minor benefit of your element is available even outside of your transformation.

1pt Dual wield. This is only available on the one handed weapons 1-6, you may roll an additional 1D6 and take a second weapon from the weapon table for +1 maturity point or forgo the maturity point and choose your second weapon. Reroll any result that would end in double shield or double tome. These weapons are paired and will only maintain power if you have both together. Cost is double if taken after character creation; IE: 2pt to dual wield, 2pt more to pick second weapon. In the case of range and melee weapon, you may use both in melee but you may not use a melee for range.

2pt Weapon Aura. Only available to melee weapons. Your weapon is filled with your element and gains +1 to melee damage roll and +1 to brawn roll to hit at all times. Bonuses to damage or brawn cannot exceed +3.

2pt Magical Burst. Only available to ranged magical effects. Your magical weapon ability gains a burst on impact, spreading over +5ft (per 2pt increase) and hitting multiple targets. The effect cannot pick out friend or foe and it is optional if you make it burst or not but must be declared on firing.

3pt Stat Dice. Upgrade one character stat die to the next level. Can be taken multiple times.

1pt Magical hugs. You are a cuddler, so much so that your hugs are just about magical. People are more receptive or easier to talk to after you have given them a hug. +1 maturity point.

3pt Weapon Honing. Cannot be taken at creation. Upgrade all damage dice on your weapon by one level, including spell effects. If the weapon is already at 1D12, add a new 1D4 to damage which can be further upgraded.

2pt Weapon Defense. Gain a weapon ability of 1d4 to parry / mitigate damage, if the weapon already has this ability, upgrade it one dice level.

2pt Element Movement. You gain a movement ability you can use while transformed. Jumping high with the aid of wind. Skating across water that freezes as you glide over it. Blasting yourself forward with fire like a canon shot, etc. The movement is not all powerful, describe to the DM what you are trying to do, it will require a spirit roll versus the stated difficulty of the task.

1pt Very Different. Can only be taken at character creation. The transformation for most magical girls leaves them looking much the same as they did before, just cuter and more juvenile. Even the boys turned to girls seem close enough you would know it was them (or they were already that feminine). You however change into someone markedly different. Maybe you're a little shorter, or your hair lengthens and changes color. Whatever the reason it's not easy to recognize you at first glance in your transformed appearance.

1pt Trained Talent. You have a talent or hobby that you came by with some training. While everyone is assumed they can swim, climb, cook with a microwave, and use a computer, you have a talent that most people don't have. For instance, being an amateur hacker, growing up around horses and knowing how to ride, or building personal robotic things. Discuss this with the DM on what you would like to have the ability of and RP reasons why. +1 Maturity.

1pt Great Skirt Control. You take to wearing your magisuit like a duck to water. Whether its embarrassing or just what you wear into battle you manage to do it with style and flair. +1 Maturity.

0pt Hopeful Evening. You are proud enough or determined enough to not sully your nights by having to wear protection. You wear your boxers, sexy undies, big girl panties, thong or whatever you wish. You gain +2 maturity from it, but run the risk of having temporary -3 maturity any day you find yourself needing to launder your sheets because of an accident. You lose this benefit if you gain 'incontinent' as a weakness.

## Weaknesses

**At the time of character creation you may not take more than a total of 4 extra points from weaknesses. Each point in weakness gives you extra benefit points.**

1d12 Random Weakness Table	
1	Fearful
2	Little Moments
3	Nap Prone
4	Uncoordinated Speech
5	Easy Tears
6	Night Terrors
7	Oral Fixation
8	Clingy
9	Fussed Over
10	Youthful Appearance
11	Accident Prone
12	Potty Pants

Weaknesses are taken at character creation to offset new magical benefits. Weaknesses are also gained if the player suffers a regression in an adventure. Make note of the total maturity points lost.

When rolling on the random weakness table, re-roll any weaknesses you already have with the exception of accident prone and potty pants.

1pt Little badge. Your transformation item is a babyish object that will be embarrassing and often require explanation as to why you need to carry it around with you everywhere. Examples: stuffed animal, security blanket, and pacifier. -2 from total maturity.

1pt Accident Prone. Contenance is so bad that it extends beyond your transformed form, player will be dealing with daytime accidents. It is manageable and can be hidden if you are careful. -2 from total maturity. If you received this weakness from a random roll and already have it, you receive the potty pants weakness instead.

2pt Potty Pants. Player is fully incontinent and it is not something they can hide from their parents or the other students at their school. -3 from total maturity. If you received this weakness from a random roll and already have it, you develop a curse that prevents you from changing your own diapers and will be at the behest of others for help, take another -3 from total maturity. Any further random weakness rolls when already cursed just result in another -3 from total maturity.

1pt Fearful. Gain an irrational fear of one of the following: being alone in the dark, thunderstorms, not having your transformation item with you, having an accident you can't hide in a public place. Running into these conditions triggers a -2 to fear rolls. -1 from total maturity.

1pt Little Moments. You are prone to little moments. These are times where you lose yourself playing with a toy, sucking on a pacifier, or just staring at cartoons. You lose track of time and barely remember the moment. Triggers randomly (or DM discretion). -2 from total maturity.

2pt Oral fixation. You have suddenly developed a need to either suck on your thumb or a pacifier. You often don't even realize you're doing it and if situations force you to not be able to do one of these things, you get fussy. -3 from total maturity.

1pt Nap prone. You have developed a schedule that works around naps. After lunch you get very tired and often need a nap, you are more prone to fussy at -1 if you don't have one. -1 from total maturity.

2pt Night Terrors. You are prone to fitful dreams and often do not sleep well or wake up in a cold sweat. Roll a 1D6 when going to bed, on a 5 or 6 you suffer a nightmare and gain -2 to fussyness or fear the following day. -1 from total maturity.

2pt Fussed over. Whatever has happened to you, it has made those around you think that you need more care or help, sometimes even in just mundane tasks. Your parents absently cut your food for you, your teachers stop you in the hall to see if you're okay, your opinion is often disregarded with a pat on the head. -3 from total maturity.

1pt Comfort item. The problems of your new life need help being consoled by a comfort item. This can be a favorite stuffed animal, blanket, shirt, cell phone charm, or even your transformation item (or can be combined with the little badge weakness). Not having your comfort item infers -1 to fussy rolls and -1 to fear rolls. -2 from total maturity.

1pt Embarrassing Magisuit. Your magical outfit is a bit on the embarrassing or revealing side. It might be a combination of ruffles and bright pink or it might be so short as to leave no doubt what you're wearing underneath. Either way it makes villains chuckle. -2 from total maturity.

1pt Uncoordinated Speech. Your new transformation has caused you to develop a somewhat cute lisp. It's still frustrating and sometimes you have to repeat yourself to others. -2 from total maturity.

1pt Easy Tears. It doesn't take much to set off the water works. Your friends arguing. Your bowl of ice cream smaller than the person next to you. A potty accident. A bad grade on your last test. -2 from total maturity.

2pt Youthful Appearance. Something has happened that has made you look younger than you are. If you are 16, everyone thinks you must be closer to 10. This could be because of a hairstyle, way you talk, way you walk, anything. -3 from total maturity.

2pt Clingy. You find yourself relying a lot more on others. If someone offers to do something for you, you find yourself letting them. If you are scared, you often dart behind someone. You get uncomfortable when alone and find you often want to hold someone's hand for comfort. -3 from total maturity.

1pt Kemonomimi. The player has gained a wild trait somewhere in their transformation that manifests itself in the form of a kemonomimi. Typically, the wild trait manifests as one of the following: Nekomimi (cat), Inumimi (dog), Usagimimi (bunny), Ushimimi (cow), Hitsujimimi (sheep), Kitsunemimi (fox), okamimi (wolf), and Akumimi (devil). The player's transformed self will gain the ears and tail of their respective form while transformed. For Akumimi this means little horns and a spade tipped tail, for Usagimimi they have bunny ears and a cottonball-like tail, etc. The player also gains some tendencies in RP typical to the species that occur even when not transformed, like growling and barking when angry as an inumimi, or lapping milk and purring at lunch as a nekomimi, or even covering yourself in thick wool outfits as a hitsujimimi, etc. This can be unintentionally embarrassing, giving -2 from total maturity.

2pt Accidental Change. Your character has the unfortunate magical problem of transforming whenever they wet the bed. You'll need to be on your guard to prevent changing in front of the wrong person. -3 from total maturity.



## Magical Weapons

1D12 Magical Weapon Table	
1	Tome
2	Shield
3	RandomItem
4	Dagger
5	Sword
6	Magical Wand
7	Bow
8	Spear
9	Magical Staff
10	Scythe
11	Chain
12	Sledge Hammer

Be creative with your weapon descriptions. They will be unique to you and will grow with your powers. Is your weapon tangible metal when transformed or some type of solid element like ice daggers or a wooden nature shield? The magical weapons spring forth from your transformation trigger and are the new transformation key when transformed, you need them to transform back.

For the purpose of stat picking, all melee attacks are made with a brawn against opposing dexterity roll. All ranged magical attacks are made with a spirit versus dexterity roll.

You cannot dual wield two handed weapons.

1 Tome : No melee, can cast element as spells doing 1d8 type element damage up to 50ft range. Example: Fire is a fireball, water a shard of ice, death a spectral flying dagger, nature shards of wood, etc. The spell still travels to target. Must be able to speak.

2 Shield : 1d4 melee, gain a 1d6 side roll to mitigate or diminish damage.

3 RandomItem : 2d4 melee. Item is ABDL related, a teddy bear swung like a club, a rattle, a safety blanket that takes on a led weight when swung, etc. Infers -2 maturity (this doesn't change with upgrade but if the weapon is reformed it loses this penalty).

4 Dagger : 1d6 melee, gain +1 dexterity die (does not stack with dual daggers, does not occur when not transformed, does not increase on weapon honing).

5 Sword : 1d8+1 melee.

6 Magical Wand : 1d4 melee, gain an elemental blast of 50ft of range dealing 1d6 damage similar to the tome weapon.

7 Bow : 1d10 ranged 50ft. 2 hands. Has infinite ammo, the arrows being a manifestation of their element.

8 Spear : 1d8+2 melee. 2 hands.

9 Magical Staff : 1d6 melee, gain an elemental blast of 50ft of range dealing 1d6 damage similar to the tome weapon. 2 hands.

10 Scythe : 1d10+1 melee. 2 hands.

11 Chain : 1d6+1 melee. 1d4 to parry / mitigate damage. 2 hands.

12 Sledge Hammer : 1d12 melee. 2 hands.

## Elemental Powers

1D10	
Element Table	
1	Air
2	Fire
3	Water
4	Earth
5	Nature
6	Twilight
7	Dark
8	Light
9	Processed Prod.
10	Choice of Element

**Element Benefits:**

These are specific to their element and only available when transformed. The Minor power can be available if the elemental attunement benefit is taken. It is assumed you can do these abilities without trouble, but any great feat will require a spirit or brawn roll to use versus the stated difficulty of the task by the DM.

The core elements – air, fire, water, earth, and nature come from the world; and they have opposing strengths and weaknesses. The outer elements – death, holy and astral exert pressure on the world and oppose each other. The last element – modern processed products is manmade and exists out of balance with no weaknesses or strengths or ability to surge.

<i>AIR</i>	
Major	You can create gusts of wind at will that are strong enough to arrest your own or something nearby you from falling. You can also run as fast as Olympic level sprinters with the wind at your back.
Minor	You can also blow skirts and make playful breezes. You can affect the temperature of these breezes by 20degrees and have a much higher/lower temperature tolerance then most people.
Surge	Standing in a wind stronger then 30miles an hour that was not self-generated, also any thunderstorm.
Weak	Earth
Strong	Water

<i>FIRE</i>	
Major	You can cause things to combust into flames through your touch as if your hand was a particularly strong lighter. You can mold fire into shapes and increase its size up to twice as large as its source.
Minor	You are not burned or even hurt by fire on your skin (careful of clothing) it just feels like a warm sensation to you. You can magically breathe in the absence of oxygen because of fire.
Surge	Standing within 5ft of a flame larger than a basketball that wasn't magically created by you; such as a fireplace, campfire, or charcoal grill. You can create this fire if you have the time via matches / lighter but you will need to deal with the consequences of everyone thinking you're a pyromaniac - also dealing with any fire collateral damage.
Weak	Water
Strong	Nature

<i>WATER</i>	
Major	You can exert some control over a small body of water. You can direct it to splash someone, or change the current, you are not at tsunami level though. You can cause water to freeze, or warm up to near boiling. You can only control liquids that are primarily H2O, and not oil, blood or bodily fluids.
Minor	You are able to breathe underwater and swim as well as any dolphin by having the water move you (might want to invest in swim diapers though, unless you want a sea anchor).
Surge	Having at least half of your body submerged in water or being in steady rain.
Weak	Air
Strong	Fire

<i>EARTH</i>	
Major	With your feet on the ground, you are stronger than a human has a right to be. You can lift close to 600lbs and punch almost as hard (+2 melee weapon damage). You also can naturally ground electricity, although be careful of any personal electronics.
Minor	You can feel tremors in the ground and are able to tell when people are walking nearby, for people you know well you can tell when specific people are within 100ft.
Surge	Standing on a patch of soil/grass/field/etc that is at least 100ft in all directions. Concrete, building interiors, and general urban sprawl breaks this up.
Weak	Nature
Strong	Air

<i>NATURE</i>	
Major	You can call for help from local wildlife, getting birds to peck at someone or a small scurry of rats to give chase. You can also control some plantlife, causing branches to lash out.
Minor	You can speak with local animals and all small creatures treat you as a best or preferred friend.
Surge	Being within 15ft of an abundance of growing life, such as a forest, or garden.
Weak	Fire
Strong	Earth

<i>TWILIGHT</i>	
Major	You can manipulate shadows, although they remain intangible. You can read and shape the dreams of others who are sleeping by putting your hand to their forehead.
Minor	You have perfect dark vision and feel less tired at night. You can hide easily in shadow.
Surge	Being in direct moonlight.
Weak	Dark
Strong	Light

<i>DARK</i>	
Major	You can cause pain via touch, nothing lethal but debilitating enough to cause someone to lose focus on whatever they were doing. You can also instill sudden indigestion.
Minor	You can take pain away by touch, removing minor sickness and bruises. You can read auras of death, able to see if someone is dying of disease or already some form of unlife.
Surge	Feeling a direct source of pain such as a cut or new bruise that was not self-inflicted. Or a freshly spanked bottom.
Weak	Light
Strong	Twilight

<i>LIGHT</i>	
Major	You can summon forth bright light, nearly a spotbeam if its night. You can make a sudden flash against those you choose that's bright enough to cause momentary blindness.
Minor	You can hear any thoughts directly referencing you as if they were whispered in your ear. You can create a small orb of light that floats near you, it doesn't do much beyond give off a magical light that only magically touched people can see or benefit from its light.
Surge	Being in direct sunlight.
Weak	Twilight
Strong	Dark

<i>Modern Processed Product</i>	
Major	The player is able to manipulate their product as if a puppet master of it by touching it first. The product control extends up to 10 objects of that specific product (increasing in increments of 5) and upto 50ft moving no faster than a brisk run if it's able to move and hovering the same speed if not. If the product is something like glass the control is over the largest fragments with no fragment being bigger then 5ft squared to be successfully controlled. The player would need to shatter a glass pane/rip up a stuffed animal/etc themselves to control multiple parts first. The control lasts only as long as the player is actively concentrating on it. If the concentration is broken the product will need to be touched again. This is not meant to be an attack spell – attacking with glass should be done via dagger or tome to send glass shards.
Minor	The player is able to repair their product with seemingly impossible skill. If glass, they can make the shards into a whole, including new shapes so long as it does not exceed material dimensions. If it's cloth, magical stitching brings it together again. Paper can be put together into a larger construction, but the player would need to be transformed and using the major skill to animate it / control it.
Surge	None
Weak	None
Strong	None

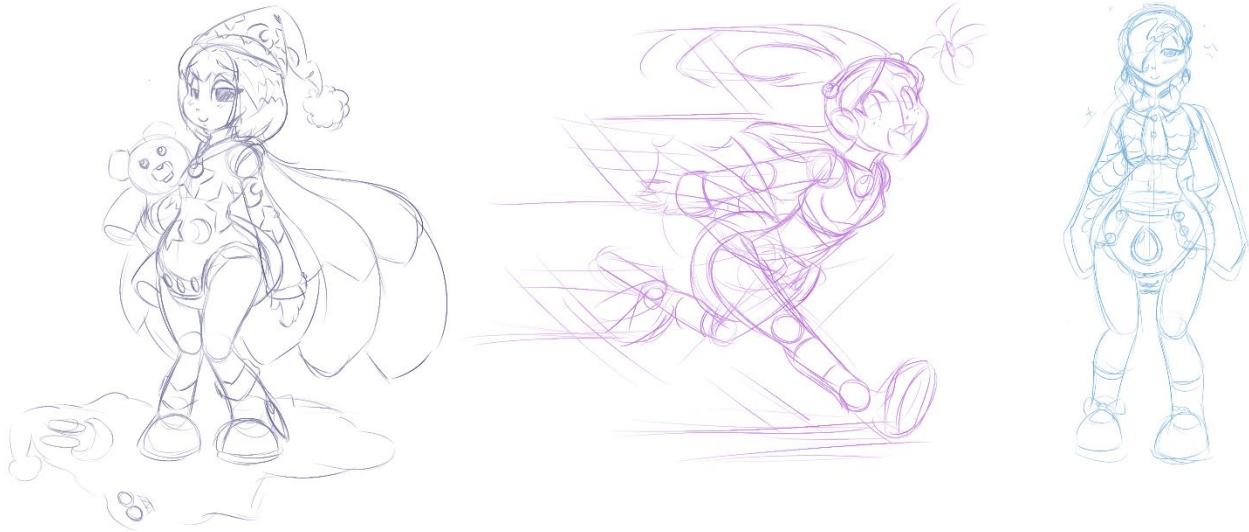
Modern Processed Products stands in for elements that are made by man. Paper, glass, stuffed animals, woven fabric, specific pieces of plastic (such as action figures or chess pieces), feather pillows. The object will need to be tangible and discussed with the DM. In the case of metal/steel, it should be noted that all weapons that Magical Girl's use are considered magic and part of their element. Having control of steel would not extend to controlling a magical weapon.

For elemental movement, if the player has the benefit the player can contrive some means of travel with their element such as using a large piece of glass like a hoverboard, or a piece of cloth like a magic carpet, or riding upon a large enough stuffed animal like a pony.

Processed Products are not one of the core elements and as such does not have the same strengths and weaknesses or the ability to surge. This element would need to be discussed with the DM to prevent game breaking effects if the element is too common or the abilities too open ended.

## Magical Form

Players may design their own magical outfit. While the outfit is always childish and includes diapers, it isn't usually **too** embarrassing. To an observer, it probably looks like a high-quality cosplay outfit.



Players who create a new character with the Embarrassing Magisuit weakness may choose to design it themselves, so as to plan their character's reaction to the outfit on their first transformation. They may choose something entirely of their own creation, provided it's embarrassing enough to fit the weakness.

However, players who receive the Embarrassing Magisuit outfit during play (via maturity loss or otherwise) get an outfit modification that the GM decides.

Sample Ideas and other Modifications:

- The outfit's skirt doesn't cover the diaper. If the outfit doesn't have a skirt, then it gets one.
- Childish patterns spread across the fabric of your outfit. Nursery prints, animals, and so on.
- An adorable diaper cover.
- Ruffles! Your outfit has an abundance of them. On the bum, on the shoulders, wherever.
- Your hair style changes to something more childish, such as pigtails, while transformed.
- Adorable headwear, such as bows or hats.
- A childish accessory, such as a pacifier clipped to the chest.
- Baby booties and/or mittens.
- Extra Talcum. Gives off just a bit more baby smell. Occasionally, you might see puffs of power escape the leg holes.
- Form change. From a dress to a onesie, or from a bodysuit to a sleeper, etc. The outfit still retains its original color and theme, but it's considerably more childish.
- If you've taken the Very Different benefit, then you may find that your transformed differences are more exaggerated and childlike. For example, if the benefit makes your transformed state shorter than your natural untransformed state, then taking on an Embarrassing Magisuit might make you even smaller!

## Basic Stats

There are 4 basic stats and there are 2 complex stats. The basic stats are dice of 1d4, 1d6, 1d8, 1d10 and 1d12. To start with character creation players get a 1d4, two 1d6, 1d8, and 1d10 to distribute among their attributes. Attributes can go as high as 1d12.

All players start with a total maturity of 30pts but modified by any weaknesses or benefits taken. The maturity level will be flexible on each adventure, but keep track of what the 'total' is.

Stat:	Use:
Dexterity	Rolled to dodge attacks and perform feats of athletics, like swimming, running.
Brains	Rolled to perform feats of intellect, and to resist mental affects.
Brawn	Rolled to hit enemies physically and to perform feats of strength.
Spirit	Rolled to hit enemies magically and to use magical abilities.
Cuteness	Rolled as Charisma and luck. Modified by total maturity.

Complex:	Use:
Hit Pts.	Hit Points = Total Mat. + Max Dice of Brawn + Max Dice of Spirit.
Total Mat.	Starts at 30pts, modified by weaknesses and temporary affects.

At 20 total maturity, you may upgrade your cuteness stat by one dice level. At 15 total maturity, you may upgrade your cuteness state by two dice levels from its original. Be careful though, at 10 maturity you run the risk of permanent regression. See the maturity effects section.

## Building a Background

Answer the following questions about your character:

What can your character not live without?

What does your character fear the most?

What is something your character has always wanted to do?

What is your character's home situation like? Do they have a prototypical family of parents, 2.5 siblings and a cat? Or do they come from somewhere a bit more broken?

Does your character have their own room?

Would having a new bedwetting tendency cause problems at home and be something they need to hide?

How does your character know the other players?

## Afterschool Clubs, Hobbies and Tendencies

This section is more for RP color. This is high school after all. What does your character do after school? Here's a few thoughts:

- Edgelord (spends time being moody and thinking they know everything in their dark little corner.)
- Cheerleader
- Specialty Club (Chess, Tea, Robotics)
- Athlete (Swimming, Soccer, etc)
- Goes home and plays video games
- Afterschool Job (Café, Coffee shop, laundry, watching siblings)
- Band

## Negative States

Negative states are the bane of the player. These can happen as the results of traps, or failed rolls or the compound factors of stress and their new babyish tendencies.

-Wet Bed – It is an unfortunate magical problem for all girls gifted with magical power. For some reason magical abilities causes habitual bedwetting (if not complete incontinence for some). Because of this, each player needs to roll 2D20 and get lower than their current maturity score or they end up wetting the bed. If one of the dice is a natural 20 and the total is above their current maturity, they end up doing more than just wetting and get an extra -2 temp maturity the following day.

-Wet Diaper – This occurs when the player has an accident and pees in their diaper. This can occur from a number of reasons. Traps, poor control, on purpose, etc. Accident checks are done with a 2D20 roll against maturity and any factors the GM suggests for things like spiked bottles, or recently drinking a lot of water, etc. A wet diaper infers a -2 penalty toward fussiness.

-Full Diaper – The same as above containing a messy diaper. A full diaper infers a -3 penalty toward fussiness and may give the player away by smell.

-Leaky Diaper – If a player suffers more than two wettings without having a change, or more than two messes, then a leaky diaper occurs. This infers -5 toward fussiness and downgrade's the player's dexterity dice by one level temporarily (if the player has a 1d4, a -1 instead).

-Fussy – Being fussy is where the character has a breakdown and succumbs to either crying, or having a fit or just needing to be consoled. It's basically the temporary absence of all maturity. A fussiness check is just to roll a 1d20 and end up with a positive number. Having a large number of fussiness effects can make this hard. Once a character is fussy, they will remain so until they can pass their roll. Make the same roll again every 5 minutes in game with +2 added to each attempt.

-Sleepy – This is rolled the same as a fussy roll. Roll 1d20 and just make a positive number. Various effects and traps can modify this score. GM's decision on how hard the roll should be or what factors are



affecting character sleep. If the roll is failed, the character curls up and falls asleep where they are. They can be woken by another player but will take a -3 to fussiness if this is before 5 minutes as passed.

-Scared – The character is too afraid to act. This could induce an accident, or prevent them from being a 'big girl' and facing their fear. Like Sleepy and Fussy, roll a 1d20 and score a positive number. To conquer fear after suffering the effect, you can try as a swift action every turn in the same way.

### Miscellaneous Temporary Curses

These are more just ideas and things for the GM to use against players during the course of the adventure.

An inability to change one's own clothes.

Diapers automatically bulk up to a certain size when taped on, regardless of their original thickness.

Diapers that glow when wet, making them difficult to hide (both in school, or while hiding from the enemy!).

Diapers that increase dramatically in weight when used, without any apparent warning. You mess, you suddenly feel like you dropped a literal anchor in your pants and now you have trouble standing up.

Clumsy fingers or wobbly legs.

An inability to turn down milk and baby foods when presented with them -- the yuckier the baby food, the more their body demands they eat it.

Hypnotic triggers which make people do childish things when they hear them, like falling on their tush or peeing themselves.

### Rolling Dice

Dice have the chance to explode. Any roll at its highest number; example rolling 8 on a 1d8 can be rolled again for critical success and added to the result. The new roll can explode once more with no maximum. This is equivalent of magical critical successes.

### Mayhem Points

Every gaming session each player gets 4pts of mayhem. These can only be used when transformed, but they can be used to re-roll one failed roll or upgrade the effect of an ability one level (such as making a magical burst go 10ft instead of 5ft) or for a stroke of luck in an RP instance. A stroke of luck is like

getting to a train station and just as you arrive a train is pulling in, mostly minor things subject to DM approval. You cannot use more than one mayhem in a single roll series or ability use. In the case of a re-roll, the user may pick which result they like better.

## Maturity Effects

Falling prey to maturity effects subtracts a temporary number from your total maturity. These are effects like having accidents, being made fussy, being scared to the point of crying, being knocked unconscious, being humiliated in some sort of overly babyish contraption, etc.

If this number falls to zero, you gain a new permanent weakness and fall into unconsciousness or a state of mental regression and are unable to participate in the adventure further until you have been treated back at 'the nursery'. New weaknesses are rolled on the weakness chart. Re-roll any weakness you already possess.

If you ever end up with a permanent total regression below the number 10, and not counting temporary points, your character will not come back from the regression effect of a failed adventure. The 'Caretaker' will quietly retire your character, doing their best to either find you a permanent home as a baby at 'the nursery' or using intermediaries for your family in the human world to handle your new life away from fighting and any part of adulthood.

## Combat

All melee attacks are made with a brawn against opposing dexterity roll. All ranged magical attacks are made with a spirit versus dexterity roll. Damage is resolved against HP after any block or mitigation rolls are made. Keep in mind the strengths and weaknesses of an element when going against creatures and enemies attuned to a specific element. Damage received from a weakness source – such as fire receiving damage from air, cannot be mitigated or diminished by the player's weapon. Conversely, weapon damage received from a weak element against a strong element – such as air receiving damage from fire, will half the final damage rounding down. The damage is also halved if the damage is from the same elemental source; such as fire on fire. A fraction of 1 would be rounded down to zero.

### Turn Order & Initiative

At the start of each round of combat, players roll 2x of their dexterity dice to determine initiative order. Ties in order turn will go to player first, and players can decide amongst themselves what tied dice go first.

## During a Combat Round

Combatants get three actions. A move action, combat action, and a swift action. A move action can be up to 30ft per turn (this is a fast hustle) or combining move and combat action to run flat out at 60ft per turn. Players can maintain a flat run for the number of turns equal to their max dexterity dice.

A combat action can be a melee attack, a range attack, or a protective block on an adjacent player. If no movement was made before the attack, the attacker may add +1 to their to hit roll.

If both the move and combat action are used for the protective block, then the blocker may block if they have a weapon with block ability up to the next two attacks on any player adjacent to them until their next turn in the order. If only the combat action is used, the player may block only one attack.

If the block is used only for personal protection and the full movement and combat action are used, the player gains +2 to their mitigation or 1d4 as a mitigation if they had none before.

Instead of moving or attacking, the player can use an elemental power. The player can only move and use an elemental power if the ability says that they can. Elemental movement takes a full turn to activate, but may be used as a full run while only taking just the move action when activated. Elemental movement gives a +1 to dexterity rolls to dodge, but removes the +1 to hit even when standing still.

## Movement in Combat

A Swift Action is something quick and less involved than moving or using powers, such as an attack of opportunity or a short step of 5ft. Closing a door, drawing a new weapon, or reloading a firearm is a Swift action.

If you did not move in combat, your to hit is +1 (not including attacks of opportunity). If you attempt to move away from a character you are already in melee combat with, they may attempt an attack of opportunity against you if they have a free action available, but may only do so one turn per round. If you move into an adjacent square of an enemy and attempt to move past them without attacking, they may make the same attack of opportunity if they have not already done a swift action that turn.

## Map movement

Map squares are 5 feet. Average combat movement is 30 ft per turn, or 60 at a flat run. Elemental movement is 60 ft but takes a full turn to activate. Swift action to cover AoO's and also door closing, reloading stuff

Also 5ft step may be taken as a swift action.

## Skills and Non-Combat Magic

Skills are mostly RP'd. It's assumed that all players can do basic things like use computers, cook basic food, swim, climb, etc. Anything the GM believes to be outside of a normal high schooler's life; such as riding a horse or driving stick shift would require skill rolls against basic stats. The GM sets the difficulty number where a 2 would be very easy, and a 10 being very difficult and the player would roll the corresponding skill. Be realistic, do not expect a high school girl to be able to hack NASA or operate an M1 Abrahams Tank.

## Sample Adventure Ideas

Sisterhood of the Vanishing Pants -- Thanks to a coven of witches, a number of students in school have been inflicted with a terrible curse: a complete inability to wear pants, shorts, or even skirts. Try as they might, the garments enlarge and fall off, or unravel into threads when worn, or simply vanish from their closets overnight!

The squad is forced into action when the entire group is robbed of their bottoms overnight. Worse still, the curse extends to their magisuits! Basically an excuse to give everyone an embarrassing pampered adventure where they all risk crinkly discovery. Perhaps they can tie a hoodie around their waist at school, or pretend to be sick while parents are home and investigate the witches while they're at work.

A member of the party has their magical item stolen from them by the villain, while transformed. They have to reclaim it, or risk being unable to change back to their regular form!

The school has an event which proves *problematic* for a bunch of diapered kids. A car wash fundraiser, where one mis-aimed hose could reveal everything.

A long bus ride to a campsite, with not enough privacy in the bus to change. The carnival, where their experience with weapons (shooting games!) might help them win childish prizes.

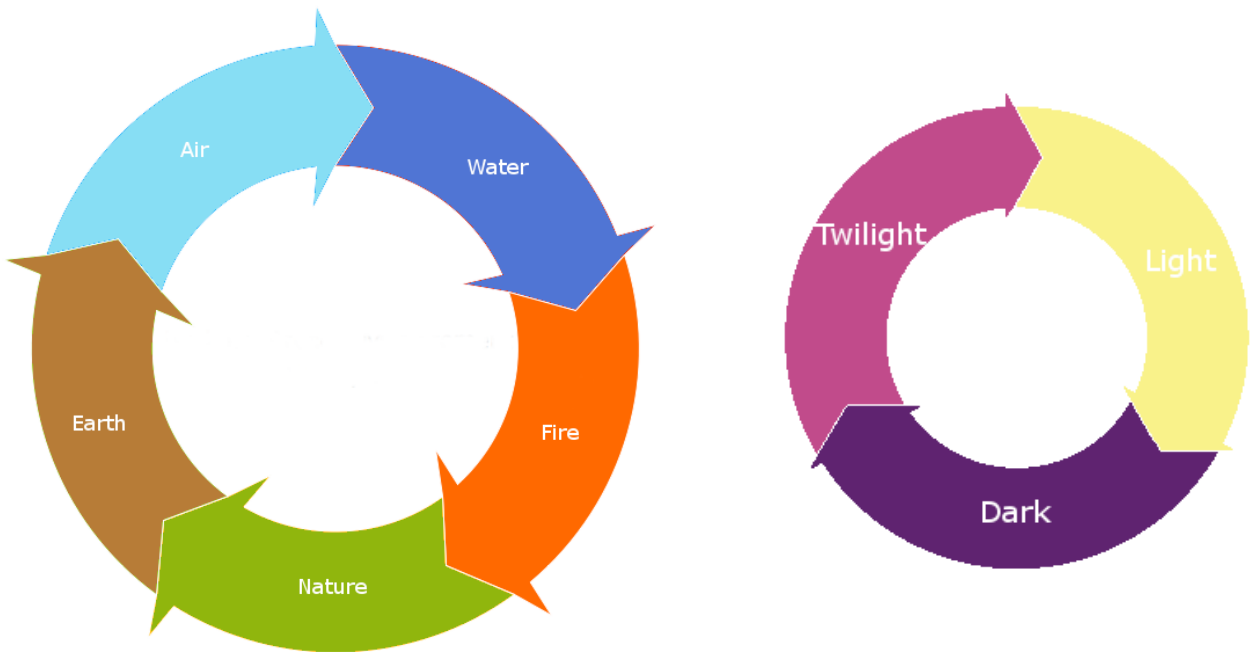
School field day. Potato sack race, relay race, three leg race, jumping hurdles, probably lots more. Lots of drinks.

Off the wall idea so crazy that it might work: Have everyone play a board game or watch a movie while remaining in character. Snacks beforehand or afterwards.

Fighting an enemy in the rain is a terrible, wonderful problem. All those puddles to just fall into.

Haywire Robotic Nursery.

## Gaming Cheat Sheet



### Elemental Strengths and Weaknesses

- Strong Elements ignore any mitigating and diminishing of damage against weak elements.
- Strong Elements only receive half the total damage (rounded down to the nearest whole number) from weak elements.
- Matching Elements only receive half the total damage (rounded down) from sources of their own element.
- Modern Processed Products does not count as an element and has no strengths or weaknesses.

### Basic Magical Combat

Roll Initiative: 2x dexterity dice, ties go to players, tied players can choose order.

May make a move action, a combat action and a swift action.

Magical Melee Attacker:

- Roll Brawn vs. defenders roll of Dexterity.
- If attack succeeds, attacker rolls damage.
- Defender rolls any mitigation dice to reduce damage.

Magical Ranged Attacker:

- Roll Spirit vs. defenders roll of Dexterity.
- If attack succeeds, attacker rolls damage.
- Defender rolls any mitigation dice to reduce damage.



## Magical Girl Character Sheet Example

**Character Name:** Michael A.k.a "MIRA" **Gender:** M (F) **Age:** 16

Stat:	Dice:
Dexterity	1D8
Brains	1D4
Brawn	1D6
Spirit	1D10
Cuteness	1D6

**Transformed Self:** Mike's transformed self is a girl with long blonde hair typically tied back in a pony tail. He goes by the name Mira in his female form and wears a white sailor dress accented in red that is unfortunately embarrassingly short.

**Background Info:** Mike lives with his mother, father and little sister. Even though she's younger, Mike's sister manages to boss him around.

Typically after school Mike goes home to play video games and vegg out.

**Total Maturity Score:** 26

Benefits:	Maturity Modifier:	Weaknesses:	Maturity Modifier:
Magical Burst		Accident prone	2
Elemental Movement		Embarrassing Magisuit	2
Very Different			

**Weapon:** Magical Staff – "Ice Bloom" **Weapon Damage Dice:** 1D6 Melee or 1D6 Range 50ft

**Weapon Upgrades:** Magical Burst – weapon range attack hits 5ft square

**Element:** Water (Ice)

**Elemental Powers:** Elemental Movement – Can create ice and skate across it.

**Inventory:**

Backpack with school supplies (and a hidden pocket containing a small pack of wipes and two hidden diapers), digital watch, cell phone.

**Character Notes:**

When transformed Mike can control water and create ice from it. He can also breathe water and swim abnormally fast while transformed. Most of his power is combat oriented, using his staff to fight evil while simultaneously trying (and failing) to keep his skirt down.