

PUELLA MAGI MADOKA MAGICA: CREDENS JUSTITIAM



A Tabletop RPG designed by A College Kid with Too Much Time on his Hands
With heavy inspiration from Magical Burst RPG
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“Thank you, Madoka Kaname! And you too, Sayaka Miki! I’m Kyubey! I came here to ask you something! I want you to form a contract with me and become Magical Girls!”



Introduction:

Across both time and space, hidden dangers lurk in the dark corners of the world, shrouded from the eyes of mortals. Witches, creatures of despair and manifestations of humanity’s dark, entropic desires prowl through the obscure corners of cities and towns, preying on the souls of the innocent. Their victims are often never seen again, either driven to suicide or pulled into an alternate world from which there is no escape. But Witches are not indomitable foes; for where even a spark of despair exists, an equal spark of hope stands in stark, determined opposition, ready to stave off madness and the evils of man. A mysterious group of small creatures seek out those with magical potential to stand against Witches. Males rarely have enough magical potential to stand against Witches, and adults even less so; this leaves girls to become Puella Magi, or Magical Girls, who defend humanity and those they love.

In exchange for becoming a Puella Magi, these mysterious creatures will grant these girls (and rarely boys) any wish they choose. Short of reviving the dead, any miracle desired by the contractee can be granted, in exchange for a lifetime of endless, unrelenting combat against humanity’s fear and evil incarnate. Fighting a witch is an arduous task and not without risks, but battles carry their own rewards. Each Witch carries a Grief Seed, the core of a Witch, and an item of immense magical power. A Grief Seed can purify and rejuvenate a Magical Girl’s power, and it is said that collecting enough Grief Seeds can allow a Puella Magi to make their dreams come true, beyond even the first wish granted during their initial contract.



Puella Magi Madoka Magica is a dark Magical Girl RPG, and is to the Magical Girl Genre (embodied in series such as Cardcaptor Sakura and Sailor Moon) as Neon Genesis Evangelion is to the Mecha genre; a deconstruction. In this game, players usually take the role of a magical girl/boy who has made a contract with a mysterious Familiar in exchange for a wish. Magical Girls/Boys don’t always have to play the role of protector; many are out for their own selfish interests, and these mysterious Familiars seem to have their own agendas.

Necessary Materials:

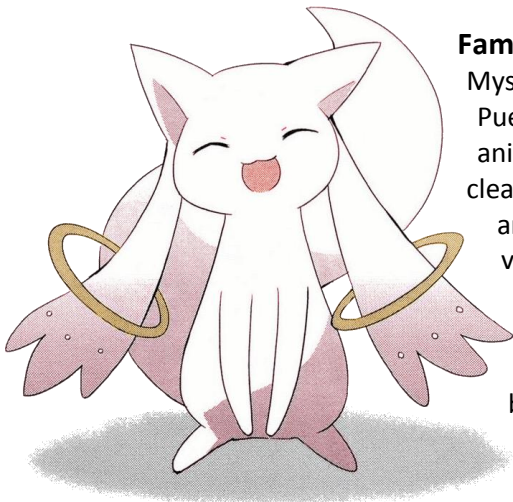
- Multiple 6 sided dice
 - Pencils
 - Paper/A Computer (to keep track of character stats)
 - Players
 - A GM
 - at least a passing knowledge of Puella Magi Madoka Magica (I recommend watching up to Episode 3.
- WARNING: THS GAME CONTAINS SPOILERS. YOU HAVE BEEN WARNED)

A Magical World:

“You two are from Mitakihara, aren’t you? Judging by the uniforms, you’re eighth graders, right?”

Setting:

Puella Magi Madoka Magica works best when set in a large, modern city, but Magical Girls (and, by extension, Witches) can be found in nearly any locale in the world; occasionally, reports of miracles and other such odd occurrences surface from every corner of the world. These reports, though dismissed as one-off, inexplicable events, are actually the work of Magical Girls scattered around the world. Magical Girls operate in a variety of places, from rural farmlands to bustling modern cities.



Familiars:

Mysterious creatures who offer a wish in exchange for a life of battle as a Puella Magi, these cute creatures occasionally resemble terrestrial animals, with subtle differences. Their fur is almost always impeccably clean, and colored vividly in colors anathema to nature, with occasional arcane markings. They also possess sentience and most communicate via telepathy.

As magical creatures, Familiars don’t think in the same way people do. Some have adapted better to human mannerisms than others, but their speech, behavior, and values are often different enough from those of humans to be noticeable. Notable Familiars include Kyubey and Jyubey.

Magic:

Though the average, rational human being would deny that any sort of “magic” exists, magical power can be accessed by select individuals, usually adolescents. Sometimes, latent magical abilities can be accessed at earlier ages; regardless, any individual who has contracted with a Familiar will retain their magical abilities until they day they die.

Magical Girls/Boys:

Magical Girls/Boys (Puella Magi) are humans who utilize magical powers. Though girls are primarily predisposed towards the use of magic, a small number of boys can harness magical powers as well when contracted with a Familiar. Magical Girls/Boys receive a Soul Gem, an artifact that they can use to transform into their Magical Girl/Boy form. This transformation consists of a quick and spontaneous change into a whimsical or fanciful costume, which then allows the user to access their magical powers.



Often times, this costume reflects some aspect of a Magical Girl/Boy; a focused and pragmatic individual would manifest an outfit suited for combat (like Homura Akemi's transformation), while a Magical Girl/Boy with a more immature, sweet view of the world would manifest a more fanciful costume (such as Madoka's transformation).



Crucial to this transformation (and the activation of magical power) is a Soul Gem, a beautiful gem that serves as a reservoir of magical power. As magical power is used, the Soul Gem darkens; the Soul Gem may be restored to full clarity by using a Grief Seed, the essence of a defeated witch. Each Grief Seed can only purify a Soul Gem a limited number of times, so a Magical Girl/Boy is compelled to defeat witches to remain at peak magical power. As a Soul Gem darkens, the magical reservoir of power that a Magical Girl/Boy may draw upon becomes limited, and combat may become impossible.

Of course, placing this power in the hands of any adolescent can have tremendous repercussions for good and bad. Some act as pillars of justice, subtly (or overtly) twisting the strands of fate to alter the future. Others are selfish and boorish, using their power to exploit others and for their own personal gain. The number of contracted adolescents worldwide is unknown; many people would not believe in their existence, and they are never formally acknowledged. Events, past and present, have transpired due to the influence and actions of Magical Girls/Boys. Key historical figures have been suspected to have been Magical Girls/Boys, taking up the mantle of saviors, figureheads, leaders, and protectors in times of great need. Older Magical Girls/Boys do exist, but these individuals are rare and keep themselves hidden very well.

Witches:

The average citizen cannot directly perceive a Witch, but her influence can very easily be felt in the real world. Any active Witch feeds upon the life force of humans; this is usually felt as an oppressive sense of despair and sadness. Some Witches will even plant a "kiss" upon victims, driving them to suicide. Witches erect Barriers around themselves to shroud their presence from the eyes of humans; anyone with an innate magical talent can see this Barrier as a surreal region of warped reality. The further inside of a Witches barrier one goes, the more maddening and chaotic the region becomes. It is believed by veteran Magical Girls/Boys that there is a method to the madness; there is always a prevailing theme to each Barrier.



The origin of a Witch is mysterious, but the purpose of a Magical Girl/Boy is to stop Witches from harming innocent humans. Witches take on countless different forms, and can spawn Familiars, fractions of their power given autonomy and independent form. Familiars can eventually evolve into Witches given time, and Familiars themselves prey upon human souls, like their Masters.

Witches sap energy, memories, emotions, and vital life force from their victims. A brief encounter with a Witch leaves a victim tired and listless, while a more aggressive Witch can render a victim suicidal



through a Kiss, or cause them to vanish from our plain forever. When a Witch recognizes a threat, it will immediately pull the threat into its Barrier where it may be defeated.

Though only magically-attuned people can properly perceive Witches, they can still be fought and killed by conventional means. When a Witch is killed, its Barrier is dispelled, leaving a Grief Seed behind. These appear as spherical gems with arcane symbols inscribed upon them. Magical Girls/Boys may then use the Grief Seed to replenish their Soul Gems; depleted Grief Seeds are disposed of by Incubators.



Creating your Character:

What Kind of Person Are You?

Your character was once an ordinary girl/boy, and like many ordinary people, their personality, motivation, and outlook on life will vary dramatically from person to person. Are you poised, calculating, cute, silly, determined, or just plain?

What was your Wish?

What made you contract with a Familiar? Your wish will have an effect on your powers. Alternatively, you can not have made a wish at all; at which point, you'll simply be a normal boy/girl with magical potential.

Magical Element:

Select which element you wield. Your special attacks will be colored by this, and special abilities may be tied into this. Your element will be determined by your wish; consult your DM for advice.

Examples of elements include:

- classical elements (earth, air, fire, water)
- Chinese elements (earth, fire, metal, water, wood)
- Video Game elements (ice, lightning, light, shadow, psionic powers, etc)
- emotions (love, hate, fear)
- some other object, force or theme, such as sound/music, mind tricks, guns, time, etc

NOTE: Time freezing powers will be heavily restricted. Homura was a special case.

You also gain bonuses to magically manipulating anything of your element.

Magical Weapon:

When you utilize your magical power, it is focused into a weapon with which battle against Witches may be waged. Some fight with indirect weapons such as magic wands/staves and use them to channel magical spells at foes, but others use a more direct form of attack, such as a sword or gun.

Alternatively, a Magical Girl/Boy can utilize conventional weapons and enhance them with magical abilities. For example, a Magical Girl/Boy could acquire a conventional firearm and use their magic to allow the weapon to hurt Witches. This weapon may only be carried on one's person; though it is indeed possible to drive a tank into a Barrier, the question of where to hide said tank, where to find ammunition, and how to keep it fueled, much less how to operate it, must be answered.

Magical Power

You also get one magical power when first contracting with a Familiar. This is a special power you can use in addition to perceiving and fighting witches. This can be a conventional "super power", like flight or endurance, or something more unique, like summoning a bus whenever needed, or creating a barrier field. These powers need not be grandiose or overtly spectacular.

Additional powers are possible as you gain more experience fighting Witches. Talk all powers over with the GM first.

**Costume:**

Magical Girls/Boys must transform in order to use their full power. In order to transform, their Soul Gem needs to be on their person; the Soul Gem is then integrated into their costume. What color is this costume? What style is it? What motifs does it feature? A practical character might manifest a pragmatic combat outfit, while a more grandiose character might choose an overly fancy outfit. As well, what does your Soul Gem look like?

Attributes:

Magical Girls/Boys are defined by two sets of three attributes: mundane and Magical. The mundane attributes are Strength, Smarts, and Speed, while magical attributes are Magic, Heart, and Fury. Magic represents pure magical power, Heart represents the ability to form and protect connections with other people, and Fury is the ability to rouse oneself into anger and violence.

Assign values of 1, 2, and 3 to the attributes. Some enemies will be vulnerable to certain attributes, while Magic will always be equally effective against Witches. When magic goes wrong, however, its consequences are much more dire (see Corruption). Magical attributes need not be used to combat a Witch; pure speed or intelligence may be used as well, though fighting a Witch with only mundane abilities is not recommended (at its essence, Homura's combat style integrates both magical and mundane combat elements).

Resolve:

Representing the determination of a Magical Girl/Boy in a combat situation, each player begins with a certain number of Resolve points. Successful attacks remove Resolve, while Magical Abilities, interactions with people close to the Magical Girl/Boy (determined by their Relationship status), and special events can restore Resolve. Resolve does NOT rejuvenate between combat episodes.

To calculate Resolve, multiply your Strength attribute by 4 and add 4. Recalculate this every time you gain a level.

Experience:

Magical Girls/Boys are classified into the following experience levels:

Level 0: Untrained. You have yet to make a contract with a Familiar, and thus, don't have any magical powers. However, you can still perceive Witches and their minions.

Level 1: Newbie: You have just made your contract with a Familiar. You can manifest a single special power, receive the below starting powers, and can use your Magical Weapon.

Level 2: Rookie: You have gained some experience fighting some weaker Witches. You may increase all of your attributes by one point (an attribute may not be increased twice).

Level 3: Seasoned: You have become accustomed to fighting Witches and are becoming more attuned with your magical potential. You may increase two of your attributes by one point and may gain one more power.

Level 4: Veteran: You are a combat virtuoso, adept at slaying Witches. Your magical power is very close to its full potential. You may increase one of your attributes by one point and gain one final power.

Starting Powers:

Though a Magical Girl/Boy's powers will vary depending on their wish, there are several powers common between Magical Girls/Boys. They are described below:

**Feel No Pain:**

Magical Girls/Boys have the ability to quickly recover from grievous wounds and shrug off pain. Activating this power adds 1 extra point of Corruption per every active round to the user's Soul Gem at the conclusion of a battle, and costs 2 Corruption points to activate. When activated, this power remains active for the remainder of a battle. On a d6 roll of 5+, the user may ignore up to 2 points of Resolve damage per round. Any roll of a natural 6 allows a user to avoid all damage this round altogether (while taking a single point of Overcharge).

The user may also take one voluntary point of Overcharge in order to nullify any Resolve damage for a single turn. Using Feel No Pain does not replace rolling 2d6 in any combat challenge. Outside of combat, FNP may be activated to restore Resolve by D6+5 points, costing 2 points of Corruption.

Energy Blast:

A Magical Girl/Boy may focus a small burst of Magical Power through their Soul Gem, turning it into a blast which can strike down a target. This is a ranged attack that a user may use even when deprived of their weapon (of course, losing their Soul Gem will prevent this attack from being used). The user rolls 2d6 to perform this attack, like all other attacks, and adds their Magic stat. This attack costs 2 Corruption points.

Relationships:

Relationships represent the close social and emotional bonds with people around you. You start out with a relationship with up to three people (these CAN be the other PC's). For each relationship, select one attribute that governs the relationship. Magic relationships represent common involvement/interest in the magical world, heart relationships come from proper human feelings, and fury relationships represent rivalries or camaraderie that results from battle.

Playing the Game:

Magical Girls/Boys have two forms; normal and transformed. In their normal form they are effectively normal people, with the exception of their Soul Gem, which may take the form of a bracelet, anklet, ring, or necklace when not actively being used. Magical Girls/Boys are advised to never lose their Soul Gem, and to keep it constantly clean using Grief Seeds; this allows them to operate at full power and fight longer. Transforming into one's costume may appear to the user to be an elaborate sequence, but in reality, the process is instantaneous. Transformation is necessary for combat; a Magical Girl/Boy's weapons and powers will not manifest themselves while their user is not transformed. Some passive abilities may still be accessed in normal form, however. (an example of this is displayed in Episode 10 of the series, when Homura uses magic to restore her eyes)

Challenges:

Challenges represent a task where a Magical Girl/Boy attempts to do something challenging, be it through magic or mundane means. When faced with a challenge, players select one of three attributes (Fury, Heart, or Magic for magic, or Strength, Smarts, and Speed for mundane challenges) that will govern their attack. A player rolls 2d6 and adds the relevant attribute to get their result. This result is taken by the GM and compared to a set difficulty (which will vary depending on the task). Any roll that equals or surpasses the set difficulty will succeed.

Example: Mami is attempting to swing from a high point using one of her ribbons. Mami uses her Magic attribute (which is set at 5), and rolls 2d6, resulting in a 12 (rolling a 3, 4, and adding 5 from the Magic attribute). This beats the difficulty of the roll, which was set at 6. As such, Mami successfully swings from one point to the other.



Mundane Rolls and Combining Attributes:

In non-combat situations, Mundane attributes are the primary set of attributes used by Magical Girls/Boys. Though a Magical Girl/Boy CAN use their Magical Attributes outside of battle, the use of these abilities may have unwanted consequences, though any use of a Magical Attribute outside of battle (or against a non-magical target) will most likely succeed. Use of mundane attributes in non-combat situations is governed exactly as a magical challenge; choose an attribute, roll 2d6, and add your attribute to the roll.



Example: Madoka is attempting to escape from a group of people under the control of a Witch. She chooses Speed as her attribute for this roll (which is currently at 2), and rolls 2d6, ending with a result of 10 (rolling a 5, 3, and adding her Speed attribute). The GM compares this result to the difficulty, which was 7 for this particular challenge. As such, Madoka manages to escape.

However, attempting to use a mundane attribute in a combat situation against a Witch/Familiar/Magical Girl is potentially dangerous (but still possible). The difficulty for such an action will be higher. The GM will determine the amount of damage any mundane-based attacks will deal.

Example: Homura is attempting to fire an AT4 anti-tank weapon at Walpurgisnacht. She chooses her Smarts attribute (set at 6), and rolls 2d6, getting a total result of 17 (rolling a 5, 6, and adding her Smarts). This beats the difficulty of 10, and as such, Homura's rocket hits Walpurgisnacht.



Magical abilities and mundane rolls may also be used together. The difficulty for this kind of action will still be high, and some Witches cannot be beaten without using pure Magical power. However, used correctly, this mixed fighting style is highly effective and efficient.

Example: Homura first uses her Magic Attribute to summon a M9A1 pistol from her hyperspace arsenal, taking a point of Corruption in the process. Next, she uses her Smarts attribute (set at 6, representing her familiarity with military weapons) and rolls a 2d6 in order to shoot at her enemy, rolling a total of 9 (1, 2, and adding her Smarts attribute). This does beat the difficulty of 6, and as such, Homura's handgun finds its mark.

Combat:

Combat is simply an involved series of Challenges, using Magical or Mundane abilities. Each participant has a number of Resolve points, which are removed with successful attacks. Any Magical Girl/Boy who runs out of Resolve points is defeated, and considered at their opponent's mercy unless they are healed or hit with another attack, which will kill them. Some attacks will kill a Magical Girl/Boy outright. To determine initiative order, roll a D6 and add your Speed attribute.

Attacking:

In order to attack an opponent, roll 2d6 and add any relevant stat, Magical or Mundane, to calculate your result. The opponent then rolls 2d6, adds the relevant stat, and compares their result with the player's result. If the player's result equals that of the opponent, nothing happens. If the player's result exceeds that of the opponent, the attack is successful, and damage is then calculated by rolling a D6 and adding +1 for every point the attacker beat the defender by, and +2 for each point of Overcharge taken during the attack, voluntary or otherwise. Mundane attacks are always at a disadvantage versus Magical ones.

Example: Kyoko is attempting to hit Sayaka. Choosing Fury as her attacking attribute (which is currently at 5), Kyoko rolls 2d6, getting a total result of 12 (rolling a 3, 2, adding 5 for her Fury attribute and 2 for Fury's bonus against Sayaka's Heart), while Sayaka receives a total of 10 (rolling a 2, 4, and using her Heart attribute of 4). Kyoko's attack beats Sayaka's, and Kyoko then rolls for damage, resulting in 5 points of Resolve damage for Sayaka (rolling a 3 on the 1d6 damage roll, then adding 2 for the 2 points Kyoko's attack surpassed Sayaka's by).



Defense:

Alternatively, a character may choose to fight defensively. When declaring a defensive action, a player still rolls 2d6 and adds the relevant attribute, but multiplies the result by 1.5, truncating if necessary. If this number equals or surpasses the attacker’s roll, the attack is nullified. If the attacker beats the defender’s score, Resolve damage is calculated as normal.

Overcharge:

Overcharge represents a surge of magical power being placed into any action a Magical Girl/Boy attempts to undertake. Any time a Magical Girl/Boy attempts to use magic and rolls a natural 6 on a D6, they may roll a second die and add the two results together while taking a single point of Overcharge. If this second roll is a 6, a third die may be rolled, and so on. There is no limit to how many natural 6’s (and thus, points of Overcharge) a player may take.

Alternatively, a player may opt to take a single point of Overcharge in order to count a D6 roll as a natural 6. There is, again, no limit to how many points of Overcharge may be voluntarily taken. Any Overcharge points taken (voluntarily or otherwise) will result in Corruption of a user’s Soul Gem; see below for details.

Taking on a point of Overcharge inadvertently represents an unexpected surge of power aiding your current action, while taking a point of Overcharge voluntarily represents your character intentionally drawing upon their deepest reserves of power to strengthen their activity.



Overcharge points may be taken on mundane attributes, but instead of incurring Corruption points, the player takes one point of Resolve damage per point of Overcharge, voluntary or not.

Example: Mami is currently fighting Charlotte. After making a series of two normal attacks using her Muskets (attacks using her Magic stat), she voluntarily takes two points of Overcharge in order to make a final ranged attack against Charlotte. Instead of firing a musket shot with these two points of Overcharge, her weapon instead turns into a giant cannon, resulting in the attack called “Tiro Finale”.



Corruption:

When using Magic, a Magical Girl/Boy’s Soul Gem will steadily become darker as its magical reservoir is depleted. Every Magical Girl/Boy starts with 0 points of Corruption, representing the purity of their Soul Gem. Use of a special Magical ability results in 1 point of Corruption, while any points of Overcharge result in 5 points of Corruption. Once a player has reached 150 points of Corruption,



their Soul Gem turns completely dark. Not many Magical Girls/Boys know what happens when their Soul Gem turns completely dark...but most do understand that letting their Soul Gems turn black is a bad thing.

To reduce Corruption points, a Magical Girl/Boy must acquire a Grief Seed, the core of a Witch. Using a Grief Seed will remove a set number of Corruption points, determined by the GM.

Example: Sayaka is currently fighting Elsa Maria. Sayaka activates the Feel No Pain power and takes a single point of Overcharge to nullify all incoming Resolve damage. She then takes another point of Overcharge to empower her next magical strike, yelling "He was right! If I fight like this, I don't have to feel a thing!". Sayaka would roll 3D6 for her attack, ignore all incoming Resolve damage this round, and take 12 points of Corruption as a result (1 from activating Feel No Pain, 5 from her first point of Overcharge, 1 for making a Magical Attack, and 5 from her second point of Overcharge).



Avoiding Overcharge:

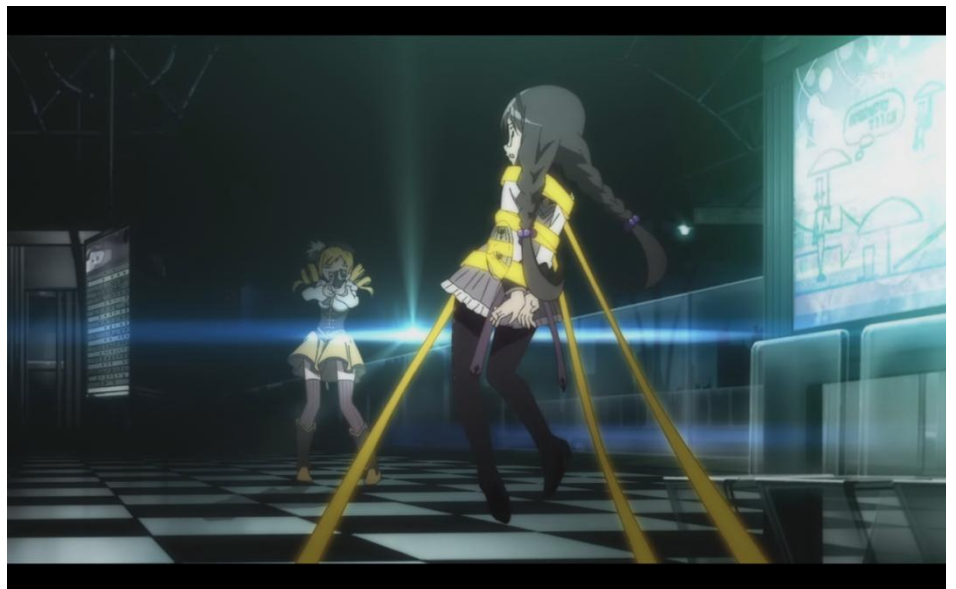
A Magical Girl can attempt to restrain her power in order to avoid overtaxing herself in certain situations. To do this while attempting any sort of challenge, a Magical Girl rolls 2d6 as normal, but subtracts 2 from her total. You must declare that you are restraining your power BEFORE rolling any challenge.

Magical Girl vs Magical Girl:

Sometimes, Magical Girls/Boys will come to head over an issue. Should this happen, combat happens as usual, except before each attack, each player must tell the DM in secret which Attribute they will be using before their attacks are rolled. Each attribute gains advantages over the other.

Heart: +2 vs Magic
Magic: +2 vs Fury
Fury: +2 vs Heart

Strength: +2 vs Smarts
Speed: +2 vs Strength
Smarts: +2 vs Speed



Relationships:

Charging Resolve:

In non-combat scenes, interactions with significant people in a Magical Girl/Boy's life can restore points of Resolve. If a GM considers a scene to be RP'd well enough, a Magical Girl/Boy may either restore lost points of Resolve, or even gain additional points of Resolve.

Forming New Relationships:

New relationships may be formed over the course of a game through significant interaction between parties. If this occurs, determine the attribute that governs this relationship and record it on your character sheet.



Altering Existing Relationships:

If, at any time, the dynamics of a relationship change for any reason, the corresponding attribute may change as well.

The Art of Magic

Though a character's specialized powers can allow them to perform specialized tasks (such as super-speed or healing), magic can be used for a great variety of things, such as jumping to great heights. Be creative with the use of your magical powers in mundane situations!



The Game Master:
[REDACTED]



Character Sheet:

[REDACTED]

A NOTE FROM THE CREATOR:

This system was very heavily inspired by Magical Burst RPG, found at

<http://yarukizero.wordpress.com/2011/04/20/magical-burst-second-draft/>

My primary work here was to make it more Madoka centric, and flow a little better. I do not claim to have created Madoka, or anything else here for that matter; this is just an adaptation made by a fan.