



Granbelm

*Dancing in the
Midnight Realm*

This game was made by **Notepad Anon** and is currently not slated to be released commercially.

If you paid for this game, then you've been bamboozled.

Feel free to remix, edit, or change anything. All I ask is that you cite me as your inspiration or baseline. I also ask that you change things significantly if you do plan on releasing something commercially if you do not and simply change names or such around, I'll just give this out for free to your potential buyers.

Because I am a spiteful creature.



A Very Important Little Note

I, Notepad Anon, the SPRUG Workshop, or anything like that, do not own Granbelm. I simply wrote this game as a fun little thing to do with. All rights are reserved to their respective copyright holder in this case Studio Nexus (Director Masaharu Watanabe, Produced by Infinite, etc, etc).

If there is an issue, contact me.

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Preface

Granbelm is a mediocre anime with a fairly intriguing premise on two fronts for me. One, I really like the story (at first) about someone who is trying to be the main character of their own story, struggling against superior forces and being thrown into a world where they don't understand because "fuck you I have magic." The premise is interesting unto itself and adds on the fact it's effectively Mecha Magical Girl Battle Royale with extra bits of suffering and holy-tits big magic attacks and you have a cocktail of things I enjoy.

On the game designer front, it's a look into doing two things: creating a unique attribute system (as playing teenage girls kicking the shit out of each other has a very different set of attributes then a Sci-Fi romp or a Fantasy Adventure) and a foray into the "Battle Royale" genre of game design. The Attribute system will have to compensate for the fact of being in the ARMANOX as well as "in-person" and the BR aspects of the system mean that PvP is not only a fact of life, it's almost inevitable.

Mangetsu is the best girl, but Suishou is my waifu and deserves happiness.



The World of Granbelm

The world used to have magic, but long ago the mages of old sealed all the magic in the world into Magiaconatus, a vast and arcane working that kept magic out of the world to protect it from the wiles of ancient mages. Magic still seeped out and those who sealed Magiaconatus originally, their descendents still vie for the power of the sealed magic through its personal game Magiaconatus holds, Granbelm.

It's been centuries since Magiaconatus has been sealed, however Granbelm still continues bringing more contestants into its deadly game, waiting for one to claim victory, letting it unseal itself fully. The winner of Granbelm becomes the Princeps Mage, a powerful, if not all-powerful, being that has sway over the reality warping magic of Magiaconatus. Amplifying their own power tenfold, a regular magician can obey the laws of the world or edit them slightly, while the Princeps can simply rewrite them.

Or Not.

Granbelm, for all its posturing as the “next magical girl franchise” kind of falls on its face with a lot of plot holes and mediocre worldbuilding. I’m not going to say that it’s this flawless work, it’s a 13-episode seasonal anime original. Do what you want with the setting, as the setting exists to produce stories of young mages fighting each other in a magical Illusion. Have fun, produce something fun.



The Participants of Granbelm

The participants of Granbelm are few and far between, even fewer when it's considered that a majority of them are younger girls and have been trained since birth in some cases with the full knowledge of the magical world. The Magicians in Granbelm are just regular individuals thrust into a situation of immense responsibility and power, with only the daring and willing successfully making it out alive, the girls who fight often find themselves the center of far more dangerous experiences.

Participants fall into four distinct categories.

Familial	These girls are oftentimes trained from birth as a family magician, these girls are trained actively and fundamentally know their stance as the "promised" few. These girls know about Granbelm and the rules behind it.
Hermetic	Girls trained in a more obtuse or ritualistic manner, while they lack the finesse or control of their powers, the word "practical" is often bandied about. These girls may know about Granbelm and the rules.
Free	Girls who are self-trained or worse, not trained at all, who find themselves drawn into the Illusion from bad luck or an intense desire to be a part of something. These girls rarely know about Granabelm and the rules.
Lost	Girls that find themselves drawn into the Illusion by accident, only for their magical ancestry to be revealed in the heat of battle and often going down first. These girls are not trained and never know about Granbelm.

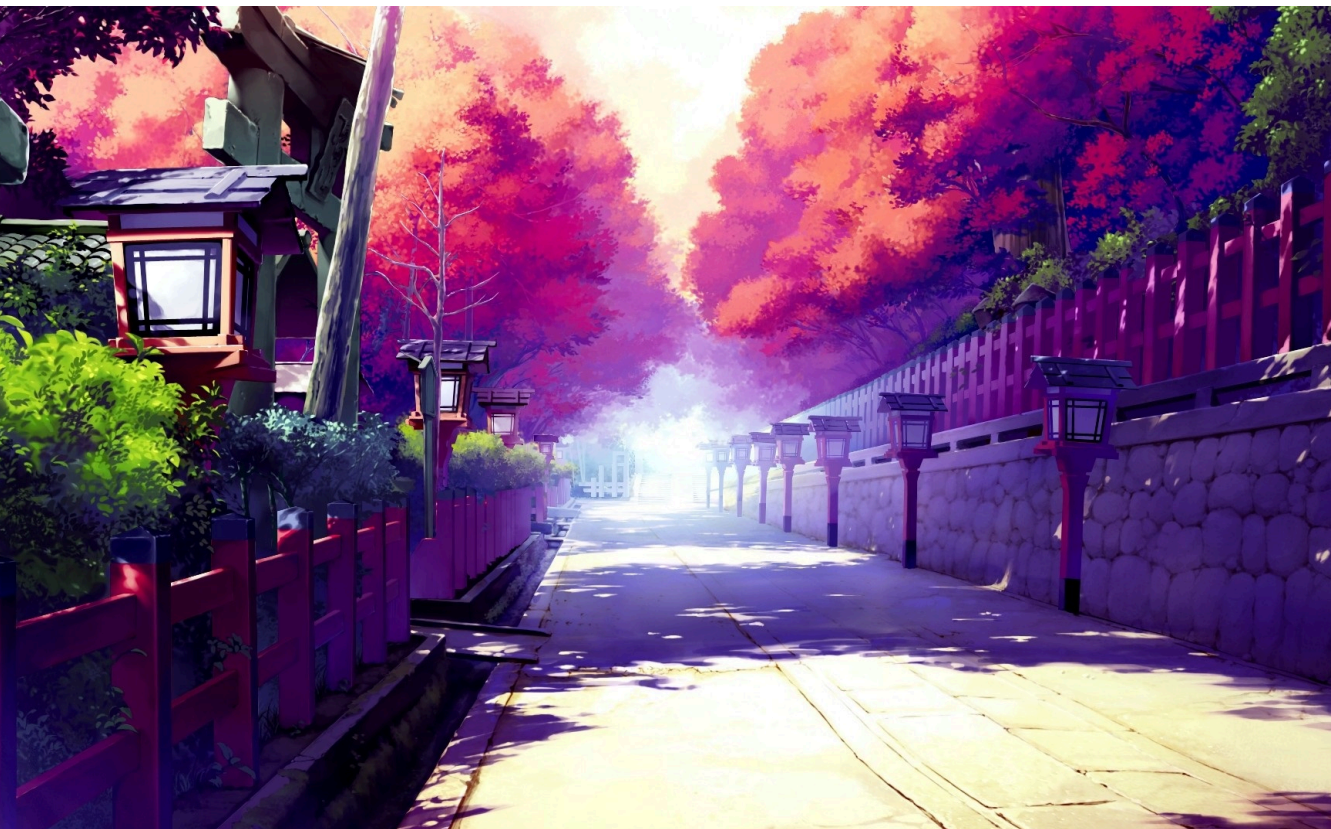
Now, for an aside, nothing about Granbelm necessarily says that it has to be girls. If you want magical boys getting bodied by loli's then go for it, nothing is stopping you. Another note is that a majority, if not all, of the participants of Granbelm live in relative close proximity to each other. If you want to spread things out a bit, Granbelm is a massive undertaking, feel free to have smaller "Granbelms" to start, as the victors of these bouts are drawn to the "True" battlefield as the war unfolds.



The Mundane World

The Mundane World is as exactly as it sounds, city streets, sounds of cars, people moving about their daily lives, however the Mundane World has a few key differences from our "own." The most significant is that normal people can't perceive the influences of magic on the world as it simply "flows" with the natural understanding of it. A Magician may use a bit of magic to make some plants grow, but to the people of the world, those plants were always grown and there is no change. Magician's attempting to use larger and more impressive magic in front of people find themselves unable to conjure the most basic spells or abilities.

This magical "blank space" that is produced leads to a few moments of bizarre circumstances. As Magicians find themselves drawn deeper and deeper into Granbelm and the mystic energy surrounding it, their connection to the Mundane World slowly begins to wane. At best "the self" they have created starts to fracture and dissipate, who "they" are starting to fall apart as parts of their life seemingly start to crumble around them. At worst, they become a "Non-Person" who exists in a quasi-state of existing and not existing, Schrodinger's Magical Girl one could say. During this state the Magician must strive to fight and become the Princeps Mage, or their very being may become little more than a passing feeling of deja vu to someone.



The Illusion

Magiaconatus is a fickle being, an entity more in line with a malign intelligence rather than an honest entity who wants to be released. It wants to test whoever is going to inherit its godlike power, and because it doesn't care, regardless if there is a hundred dead, a thousand, a million, it doesn't matter, as long as Magiaconatus is allowed to enjoy itself.

The Illusion is its playground to torment and enjoy its puppets dance their deadly waltz. There are only a few things constant about the Illusion from which the Magicians duel in, that being that Magiaconatus's presence in the midnight sky, it's a bastardization of the surrounding landscape, as well as the magical currents allowing the Magicians to activate and summon forth their ARMANOX. A Magician inside the Illusion is not present in the Mundane World, but frequently reappears where they departed or a location they feel most comfortable with. This also leads to unfortunate incidents during periods of high stress or when the Illusion ends during high octane battles, forcing Magicians to eject back into the Mundane world with a thump, usually naked.

Death in the Illusion is no laughing matter either, while some participants are simply violently ejected from the Illusion, oftentimes bruised and battered, some simply don't come out. Their being is phased out of existence as if they never were, but simply a figment of the Magician's imaginations, slowly being forgotten even then.

Playing the Game

Granbelm: Dancing in the Midnight Realm is a roleplaying game about a small group of Magicians as they enter the titular Granbelm to become the Princeps Magician, the True Magician, Master of the Mundane and Magical Worlds. To do this, they will need to fight in the Illusion, a chaotic realm of violence and chaos between other hopefuls as they attempt to claim the crown as well. Magiaconatus judges the conflict to determine the successor of their magical power. Of course, the Magicians will need to balance their regular life with the demands of the war erupting around them. A constant struggle to keep both sides of their lives in check, or risk losing everything in one.

A group of players, or PL, will take the role of these wayward Magicians entering the conflict with the chance of emerging victorious. One of the PL will take the role of Magiaconatus, as both an arbiter of the conflict as well as the driving force behind the conflicts they'll face. Magiaconatus will be a narrator for events in the Mundane and Illusion, while acting on behalf of the rest of the ensemble of Witches and Characters the Magicians will inevitably encounter.

Each Magician will need a full set of dice from D4 to D20, preferably two to three of each. While sharing the crown of the Princeps is impossible, a Union of Magicians are encouraged to share.

Whenever the Magician is attempting an Action with a chance of failure, they will make a Check. A Check has the Magician roll a D20, adding any modifying dice, and relevant attribute to the final result.

If they roll equal to or greater than the Target Number (TN) they have bypassed the threat or navigated around the problem. If they roll less than the TN, they have failed and will suffer the consequences or setbacks because of it.

When the Magician enters the deadly dance in the Illusion, they will instead have to rely on their wits and ability to manage their Beat. Building up a primary die to fight and dodge the enemy attempting to destroy them.

Difficulty	TN
Childish	4
Simple	8
Average	12
Complex	16
Difficult	20
Nightmare	24
Magister	28
Princep	32

The Power of a Union

When two or more Magicians are attempting to assist another with a Check, the Lead will be the only one to roll. The Lead will add all relevant modifiers to their Check, while an Assistant will either replace the Lead's Attribute should it be larger or add a +1 to the roll if their Attribute is less than the Lead's. If an Assistant has a Relationship Die with the Lead, they will instead add their Relationship Die to the Check as well as any additional bonuses.

Should the Check still manage to fail with all of them working together, then everyone who attempted the Check will suffer the same consequences.

Fatalism

Sometimes things go horribly wrong or particularly well in certain situations. When a Check does particularly well or truly dreadful, the Magician will increase their Fatalism for the following Full Moon.

Everytime a Magician rolls a 1 or less than half of the Target Number on their main D20, sometimes bad things happen. If the Check is a failure, they fail catastrophically, falling over or botching the work that they were doing. If they manage to succeed despite the setback, they barely manage to eke out a victory.

If the Magician rolls a natural 20 on their main D20, they instead succeed with flying colors. If they don't succeed with the Check, they instead fail with the utmost grace and respect, claiming a valiant, if tragic, loss.

Fatalism is a measure of Magiaconatus's influence on the Magician's lives. Those who are exceptional catch the eye of the entity and earn its strange favor. The amount of Fatalism is converted directly into the starting Beat Die during the night of battle². Allowing a Magician to secure a powerful advantage in the first minutes of the battle before the others are able to react.

Fatalism can also be acquired by being "Exceptional" in the Mundane world, but exceptional people find themselves drawing the eye of wicked fate more often.

¹ Fatalism 6 & 7 produce die that are impossible to achieve by any other means.

² It is completely consumed at the start of the battle. Hoarding is not allowed.

Fatalism	Beat Die
0	D4
1	D6
2	D8
3	D10
4	D12
5	D20
6	D20+D4 ¹
7	D20+D8

Magical Girls and Mecha

Magicians come from all walks of life and have been around for centuries. The first Magicians fought terrible wars and battles against one another before being subdued by others for their wicked acts. Integrating into society at different levels, magical families and hermits teach the arts of magic to their children to continue an unbroken chain of magical arts and practice.

The "Unbroken Chain" is little more than posturing by many families, the truth is that Magicians have cropped up over the years manifesting through the matrilineal line in seemingly random individuals. Sometimes they are noticed and whisked away to be adopted into well-to-do families or trained in secret by grandmothers or hermit magicians.

The siren call of Magiaconatus and the prospect of becoming the Mythical Princeps Mage emboldens many to try their hand at the tournament of power. Though many know about the battle royale, few have the determination to see it through and compete. Fewer are willing to let their daughters and proteges risk their lives for the chance of power.

But Magicians don't enter Granbelm for noble reasons or selfless acts.

Determine Your Origins

A Magician’s Origin determines where they grew up, influence of magic on their lives, and even the information they possess about Granbelm. The lucky few are able to prepare themselves physically and mentally for the task ahead, while others may stumble into the battle by accident.

Roll or choose on the following Chart to determine the number of Attribute Points,

D4	Origin	Attributes	Description
1	Familial	20	Trained from birth to harness their magic and participate in Granbelm, magic flows through their veins with a lineage able to be traced back to the first Magicians.
2	Hermetic	15 + 1d10	Trained by witches and hermits, hermetic mages are backyard scientists to the ivy league families, learning as they go and being brought into Granbelm to prove themselves.
3	Free	10 + 2d10	Self-Trained and often poorly, these Magicians have learned of their magical heritage by accident rather than blood or help, they are often dragged into Granbelm unintentionally.
4	Lost	5 + 3d10	Accidently falling into Granbelm, these Magicians are an unfortunate lot who struggle to comprehend their new reality as they have absolutely no training.

Side Note: On the Math

- Familial Mages (20 Attribute Points to Distribute)
 - Average of 2.86 in each Attribute
- Hermetic Mages (15 + 1D10, Range from 16 to 25, Average 20.5)
 - Average of 2.29 to 3.57 in each attribute
- Free Mages (10 + 2D10, Range 12 to 30, Average 21)
 - Average of 1.71 to 4.29 in each attribute
- Lost Mages (5 + 3D10, Range 8 to 35, Average is 21-22)
 - Average of 1.14 to 5 in each attribute\

Attributes

A Magician’s core abilities they have developed during their life. Each Attribute is ranked from 0 to 10, with 0 being below average in most respects, while a 10 would be peak potential for most human beings.

These Attributes are based on ARMANOX.

Aptitude (APT)	Reflexes (REF)
The Magician’s spatial, cognitive, and technical assessment of situations.	The Magician’s physical agility and reactive awareness to the situation.

Magic (MAG)	Aggression (AGR)
The Magician’s connection to the magical world and ability to manipulate their Focus.	The Magician’s physical condition, feisty nature, and gung-ho attitude.

Nerves (NRV)
The Magician’s burning willpower and ability to manage the pressure of battle.

Observation (OBV)
The Magician’s ability to see patterns, understand tricks, and find openings.

Expression (EXP)
The Magician’s charismatic pull and ability to manipulate others to assist them.



Blood and Flesh

When the Magician's Attributes are fully assigned, they will note down their five Wound Tiers:

Wound	Description
Light	A surface level wound that stings, but won't kill anyone.
Moderate	A deep cut or nasty crack, the Magician is in pain, but still alive.
Severe	A wicked gash or broken bone, the Magician is barely hanging on.
Catatonic	The Magician lapses into a medical coma from their injuries, unable to act.
Dead	The Magician has suffered a mortal injury, dead within a few minutes.

These five tiers represent the physical and bodily injury the Magician can suffer before they expire. Anytime a Magician suffers physical harm, by either failing to defend themselves in the Mundane World or being injured in the Illusion, they will take a stacking Penalty of -3. If a Magician is at the Moderate Wound Tier, they have a -6 to all Checks until they recover.

If a weapon is used against a Magician, for example a knife, they would take two Wound Tiers if they are unable to properly defend themselves. If they are struck by an ARMANOX in the Illusion, then it would be an instantaneous death. Should the Magician reach the Dead Tier, they have suffered a deadly injury. Without magical intervention, the Magician will surely die as they bleed out helplessly.

At the start of every Mundane Chapter, the Magician will recover from one Wound Tier if they are able to. If they are in the Catatonic State, they will immediately gain one Fatalism representing their "Miraculous" recovery.

Side Note: **On Instant Death**

Sometimes the Magician's are thrust into a situation where death is really the only option for failure, for example getting shoved off a roof or getting torn in half by giant mecha battles. When in a situation where, narratively speaking, the Magician should die. They will die.

Side Note: **Fragility of the Magicians**

Some may take notice that Magicians are quite fragile, getting stabbed twice would put them in a Catatonic State, while even a single wound is a punishing death spiral of stacking penalties. I want to remind everyone that these are teenage girls. Getting stabbed. With a knife. Yes, they are probably not going to be as durable as a grown, combat ready, adult.

Magicians and Their Focus

Magic is taking the flow of reality and manipulating it to perform amazing feats. Magic, by itself, can never do something that is a universal impossibility. People cannot be brought back from the dead, beings from beyond the colors of time cannot be summoned, and the world cannot be destroyed.

However, flowers can bloom unnaturally, weather can clear with no prediction, and temperature can be manipulated by thinking about it. Magic "flows" with reality and moves it in another direction.

Magicians are those who have mastered the arts of manipulating this flow, allowing them to create, destroy, and twist the world around them. However, this cost is a detachment from others. Magic simply refuses to work when within the sight of those who cannot perceive or understand its flow.

A Focus is a Magician's training, tradition, or simply a "Magical Personality" they have developed through their lives. These Foci can be specific, such as flowers or temperature control, or broad, such as light or sound.

Each of the Magicians begin with one Focus they have mastered, allowing them to use it in the Mundane World by applying effort. Whenever they choose to use their Focus, they will make a Check with the corresponding Attribute based on their intent.

Aptitude	Using the Focus to Manipulate the Mundane World or use it to solve puzzles, riddles, and problems.
Reflexes	Using the Focus to take aim, augment the body, or improve the Magician's (un)graceful nature.
Magic	Using the Focus in an overtly supernatural sense, distorting the flow of reality around them.
Aggression	Using the Focus to harm, destroy, or influence something to be injured or broken.
Nerves	Using the Focus to calm the mind and ease the worries of those around the Magician or the Magician themselves.
Observation	Using the Focus to augment the senses and observe things that may not be visible to others.
Expression	Using the Focus to directly influence people's opinions, thoughts, ideas, or beliefs.

A Magician will need to make a Check if they are being opposed (such as someone trying to block them with magic) or there is a chance of failure present (Attempting to strike a distant target). Other times, the effects of the Focus will simply take place, for good or for ill.

One advantage of participating in Granbelm is the rapid advancement of the magical power of the Mages in question, forcing their bodies to absorb more magical energy to compensate for the madness that surrounds them. Regardless of their Advancements, a Magician will pick up a new Focus every other Chapter of Granbelm.

An Example: The Light Focus

- Aggression - The Magician produces a bright spark in their hand, having it explode, blinding anything that can see it.
- Magic - The Magician produces a series of dazzling lights to illuminate a room.
- Observation - The Magician manipulates and twists the light in the area, allowing them to magnify their vision over a farther distance.



The Ties that Bind: History and Reaction

The Magicians of Granbelm forge relationships with one another, these tenuous alliances and battle-forged friendships are what Magiaconatus wants to produce. Magicians will need to forge these bonds for multiple reasons, but the most obvious is to keep their magical energy flowing properly. Mana flows through the hearts and thoughts of Magicians, opening up to both enemy and ally will allow the Magician to fully express their true power

When a Magician is created, they assign another Magician, either a PL Magician or a member of the Ensemble³ to one of their Attributes. As that relationship grows, the Magician is able to tap into their relationship to gain the die value in steps associated with the intensity of that relationship. A relationship can be ranked from 0 to 6 (d20), and once a Chapter can be drawn out to be added to any Check involving that Attribute.

At Magician Creation, the Magician's have up to five connections with five points of Relationships between them.

Aptitude	A relationship built on Aptitude is having the target of the relations bring out the more intelligent and thoughtful side of the Magician.
Reflexes	A relationship built on Reflexes is having the target of the relations put the Magician on edge and making them feel more energetic.
Magic	A relationship built on Magic is reflecting the Magician's magical connection or education with the target.
Aggression	A relationship built on Aggression is showing the target who is stronger and bringing out the competitive nature of the Magician.
Nerves	A relationship built on Nerves is one that the Magician takes the target and associates them with being at peace with oneself.
Observation	A relationship built on Observation has the Magician use the target to examine themselves further and understand their surroundings better.
Expression	A relationship built on Expression is one based more on the feelings the Magician and the target feel toward one another.

The goal is to maintain the relationship and nurture it. However, Granbelm is an unforgiving conflict and today's friend may be tomorrow's enemy.

³ This does mean that non-Granbelm participant's can be chosen, such as Nene's sisters.

Example: **The Mutual Assistance Pact of Class 2A**

Hikari, Juno, and Yuna are all participants in Granbelm in the same Class of 2A, they have formed a Union together as more a Mutual Assistance Pact than an honest alliance, for now at least.

Hikari	Juno	Yuna
Juno - Aggression 4 (D10) Yuno - Nerves 1 (D4)	Hikari - Aptitude 3 (D8) Yuno - Expression 2 (D6)	Juno - Expression 4 (D10) Hikari - Aptitude 1 (D4)

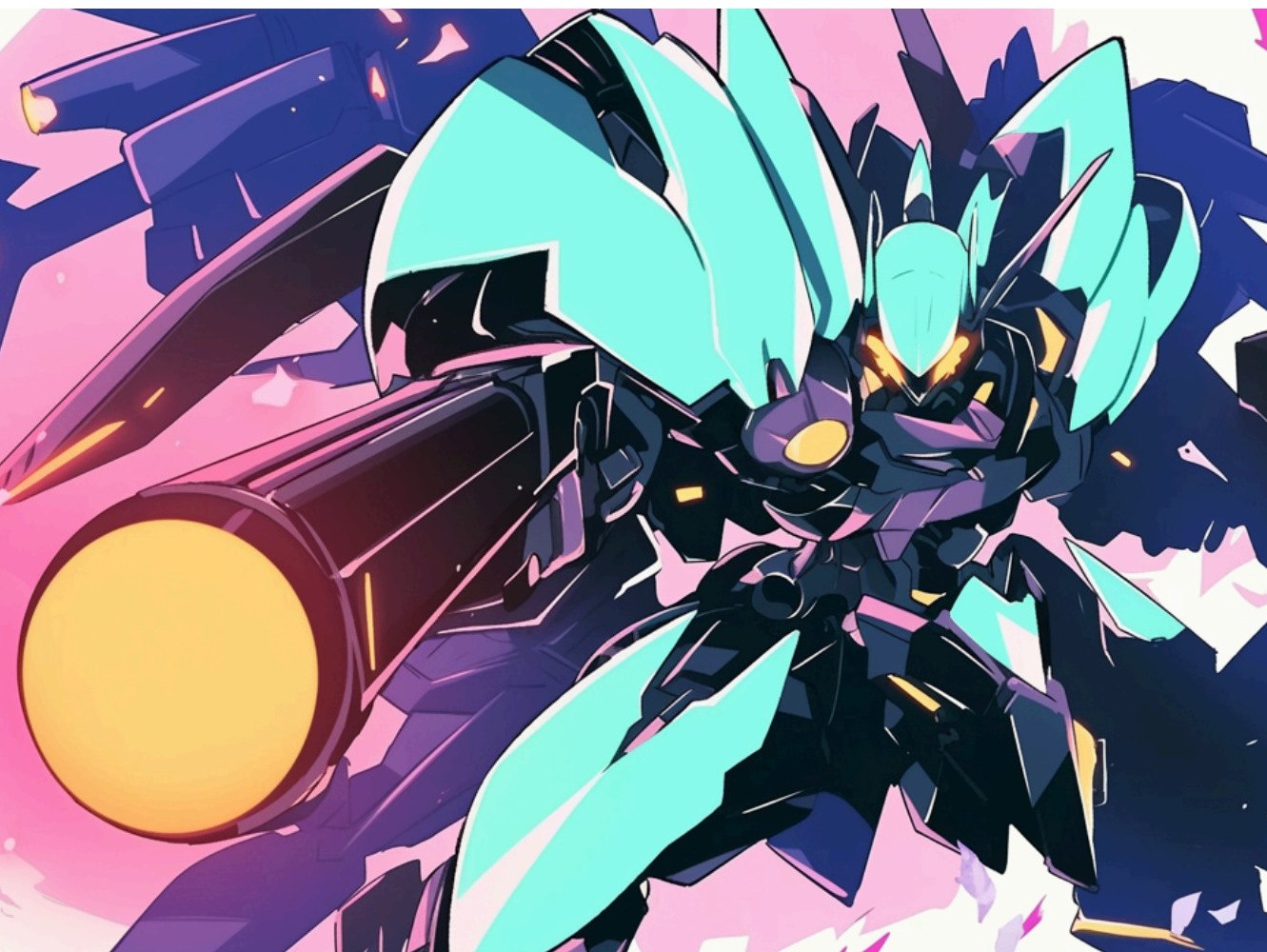


Metallic Reflection of the Soul

At the core of Granbelm are the ARMANOX. Mechanical dolls formed from the reflection of the Magician's soul. These Puppets are controlled by the Magicians to wage war among one another in the Illusion. Each Magician's ARMANOX is unique to them, as it is both a reflection of themselves in the Illusion as well as their magical power they are able to draw out. Being a reflection also means that damage to the ARMANOX is damage to the Magician, this battle will leave few unscathed.

Each ARMANOX is composed of Parts that possess Durability. A Part is a section of the ARMANOX that the Magician will attach weapons and spells to. An ARMANOX can, theoretically, have an infinite number of Parts all strung together. However, when designing an ARMANOX, the design must always connect with one another with any part of that chain being destroyed detaching everything below it.

To pay for the ARMANOX, the Magician will draw out Mana to edit and maintain their ARMANOX. Every Magician begins with 300 Mana to spend on their starting Parts, Durability, and Armaments for their ARMANOX.



ARMANOX Parts

Each Part has a number of qualities: Type, Mana, Connections, and Hardpointss.

A Part's Type indicates what the primary function of the Part is.

Part Type	Description
Appendage	Various additions to the basic humanoid frame of the ARMANOX to enhance combat capabilities and abilities.
Arm	A limb that allows the carrying and interaction with objects in the world.
Head	The ARMANOX's primary cockpit and location of the Magician's console, while it is safe, the Magician is protected and able to manipulate their ARMANOX to their full abilities.
Leg	A limb that houses various propulsion methods to allow the ARMANOX to soar through the air and glide across the ground.
Torso	A primary section of the ARMANOX that forms the majority of its armored core. All Limbs and Appendages connect back to a Torso in some regard.
Console	The Console is where the Magician resides and is able to control their ARMANOX, only one Console may be equipped at any time to control their ARMANOX.

A Part's Mana Value is how valuable and difficult it is to manifest. Expensive Mana Parts are for Magicians with a keen understanding of their magical limits or a wellspring of excess power to draw from.

A Part's Connection Hardpointss are how many additional Parts may be connected to it. For example a [Cantrip Torso] has 5 Connections, allowing two Arms, two Legs, and a Head to be attached freely. A [Cantrip Arm] has only one Connection Hardpoints, meaning that it can only connect to one other Part.

Finally, a Part has a number of Hardpoints to socket enchantments, spells, and weapons into it. As long as the Part has a Hardpoint, they are free to attach a weapon to it.

Basic ARMANOX Parts

The ARMANOX's basic sections are composed of a Head, Torso, Two Arms, and Two Legs. An ARMANOX may choose to substitute these basic parts for Appendages, which give specific bonuses to actions or abilities not normally available.

Cantrip	Type	Mana ⁴	Connect	Hardpoint	Notes
Head	Head	0 / 15	1	1	
Console	CON	0	-	-	
Torso	Body	0 / 20	5	2	
Arm x 2	Arm	0 / 5	1	1	
Leg x 2	Leg	0 / 5	1	1	

Head	Type	Mana	Connect	Hardpoint	Notes
Aerodynamic	Head	15	1	0	+1d6 to Evasion Action
Beastial	Head	15	1	0	+1d6 to Melee Attack Action
Closed Visor	Head	10	1	0	+1d6 to the Refocus Action
Cyclopean	Head	15	1	0	+1d6 to Ranged Attack Action
Flat	Head	15	1	0	+1d6 to Brace Action
Open Skull	Head	10	1	0	+1d6 to the Disruption Action
Pinhole	Head	10	1	0	+1d6 to the Tactica Action
Full Metal	Head	15	1	2	
Cowled	Head	15	1	1	+1d6 to the Spell Action

Console	Type	Mana	Connect	Hardpoint	Notes
Disruptive	CON	15	0	0	+1d8 to the Disruption Action
Focused	CON	15	0	0	+1d8 to the Refocus Action
Tactical	CON	15	0	0	+1d8 to the Tactica Action
Viper	CON	15	0	0	+1d8 to the Disruption Action
Mystic	CON	15	0	0	+1d8 to the Spell Action
Guarded	CON	15	0	0	+1d4 to the Brace / Evasion Action
Gunmetal	CON	20	0	0	+1d6 to the Ranged / Melee Attack Action

⁴ This value indicates the initial value and then the subsequent purchases. You can have two Heads on an ARMANOX, one will just cost 15 Mana.

Torso	Type	Mana	Connect	Hardpoint	Notes
Armored	Torso	25	5	0	+1d10 to the Brace Action
Armory	Torso	15	5	4	
Avian	Torso	15	5	0	+1d6 to the Evasion Action
Buzz	Torso	15	5	2	+1D6 to Melee Attacks, no Ranged Weapons
Unibeam	Torso	15	5	2	+1d6 to Ranged Attacks, no Melee Weapons.
Monstrous	Torso	15	7	2	
Slim	Torso	25	5	0	+1d10 to the Evasion Action
Industrial	Torso	20	5	1	Add +1d10 to the Emergency Repair Action

Arm	Type	Mana	Connect	Hardpoint	Notes
Ablative Buckler	Arm	15	1	0	May Destroy Arm to perform the [Shield] Action as a Combo Action
Armored	Arm	10	1	0	+1d6 to the Brace Action
Armory	Arm	15	1	2	
Pneumatic	Arm	10	1	0	Treat Beat Die as One Step Higher when Destroying a Spirit
Puppet	Arm	10	1	0	Add +1d4 for Magic Circle Creation
Ranger	Arm	10	1	1	Cannot be Disarmed with a Ranged Weapon, No Melee Weapon
Skeletal	Arm	15	1	0	Treat Beat Die as One Step Higher when Dispelling a Magic Circle
Spartan	Arm	10	1	1	Cannot be Disarmed with a Melee Weapon, No Ranged Weapon
Wrestler	Arm	10	1	0	+1d6 to the Grapple Action

Leg	Type	Mana	Connect	Hardpoint	Notes
Floater	Leg	10	1	0	+1d6 to the Shift Action
Walker	Leg	15	1	0	+1d6 to the Brace Action
Thins	Leg	15	1	0	+1d6 to the Evasion Action
Armory	Leg	15	1	2	
Needles	Leg	5	1	1	Cannot be Disarmed with a Melee Weapon, No Ranged Weapon
Rifled	Leg	5	1	1	Cannot be Disarmed with a Ranged Weapon, No Melee Weapon
Tentacle	Leg	10	2	1	
Boosters	Leg	15	1	0	+1d10 to the Flight Action
Skates	Leg	10	1	0	May move one additional Point on the Constellation Map

Appendage	Type	Mana	Connect	Hardpoint	Notes
Appendage Link	APN	5	2	0	
Arsenal Platform	APN	10	1	2	All Ranged Weapons Deal +1d8 Damage. No Melee Weapons
Crusader Junction	APN	10	1	1	All Melee Weapons deal +1d8 Damage. No Ranged Weapons
Repair Systems	APN	10	1	0	Add Action: Repair - Restore [Beat Die]+ Aptitude in Durability to the ARMANOX once per Chapter
Tail	APN	10	1	1	Once Per Chapter, add +1d10 to one Action.
Wings	APN	15	1	0	+1d10 to the Flight Action.
Battery Pods	APN	15	1	4	Only Missile Ranged Weapons, +1d8 Damage.

Section Variation and the ARMANOX

Each ARMANOX is a reflection of the Magician’s soul, a part of them at a fundamental level. Each Part that they manifest is a unique expression of their abilities and magical energy available to them.

Each Part may have two Variations, representing various aspects of the Part’s intended purpose. When applying a Variation, they must pay the Mana Cost to apply it to that singular part. Each Variation must be purchased per Part to receive the benefits when using that Part.

Striker	Stage Available	Mana Cost	Connections	Hardpoints	Special Notes
Striker I	1	+5			Add 1d4 to Ranged Damage
Striker II	2	+10			Add 1d6 to Ranged Damage
Striker III	3	+15			Add 1d8 to Ranged Damage
Striker IV	4	+20			Add 1d10 to Ranged Damage
Striker V	5	+25			Add 1d12 to Ranged Damage
Striker VI	6	+30			Add 1d20 to Ranged Damage

Brute	Stage Available	Mana Cost	Connections	Hardpoints	Special Notes
Brute I	1	+5			Add 1d4 to Melee Damage
Brute II	2	+10			Add 1d6 to Melee Damage
Brute III	3	+15			Add 1d8 to Melee Damage
Brute IV	4	+20			Add 1d10 to Melee Damage
Brute V	5	+25			Add 1d12 to Melee Damage
Brute VI	6	+30			Add 1d20 to Melee Damage

Armored	Stage Available	Mana Cost	Connections	Hardpoints	Special Notes
Armored I	1	+5			Increase Durability by +10
Armored II	2	+10			Increase Durability by +15
Armored III	3	+15			Increase Durability by +20
Armored IV	4	+20			Increase Durability by +30
Armored V	5	+25			Increase Durability by +40
Armored VI	6	+30			Increase Durability by +50

Animal	Stage Available	Mana Cost	Connections	Hardpoints	Special Notes
Animal I	1	+5	+2		
Animal II	2	+10	+4		
Animal III	3	+15	+6		
Animal IV	4	+20	+8		
Animal V	5	+25	+10		
Animal VI	6	+30	+12		

Geometric	Stage Available	Mana Cost	Connections	Hardpoints	Special Notes
Geometric I	1	+5		+1	
Geometric II	2	+10		+2	
Geometric III	3	+15		+3	
Geometric IV	4	+20		+4	
Geometric V	5	+25		+5	
Geometric VI	6	+30		+6	

Feathery	Stage Available	Mana Cost	Connections	Hardpoints	Special Notes
Feathery I	1	+5			Increase Initiative by +1
Feathery II	2	+10			Increase Initiative by +2
Feathery III	3	+15			Increase Initiative by +3
Feathery IV	4	+20			Increase Initiative by +4
Feathery V	5	+25			Increase Initiative by +5
Feathery VI	6	+30			Increase Initiative by +6

Armor Class & Critical Affliction

All ARMANOX are armored against the Illusion's madness, but every Armor Class has their own advantages, disadvantages, and ability to stop a graphic ending to their chance of becoming the Princeps.

Each ARMANOX will choose an Armor Class to determine their overall survivability, represented by their Durability, Weight, and Rhythm. Durability represents how much punishment the ARMANOX can take before it begins to break down, either exploding violently with the Magician being ejected or suffering critical injuries. Weight is the penalty to Initiative that the ARMANOX has to manage, being slower to react to situations. Finally, Rhythm is the maximum Beat Die that can be achieved normally⁵.

Armor Class	Stage Available	Mana Cost	Durability	Initiative	Rhythm
Featherweight	3	50	25	+4	D20
Light	1	0	50	0	D20
Medium	1	50	100	0	D20
Cruiser	2	100	150	-2	D12
Heavy	2	150	200	-4	D10
Super Heavy	4	200	250	-8	D8
Juggernaut	4	250	300	-16	D6
Ultraluxe	5	300	400	-32	D4

Durability must be purchased back at the end of the night with Mana, a war of attrition can be just as valuable as the decisive battle against the enemy.

⁵ If the Magician has high Fatalism, they may break past their limits. If only for a moment.

When an ARMANOX reaches 0 Durability, they have reached Critical Damage, they'll need to retreat if they hope to survive the night. Should they continue to come under assault, they'll either be entirely destroyed or they may take a Critical Affliction.

Critical Afflictions are serious injuries or catastrophic damage that the ARMANOX has suffered, but warding off the destruction of the ARMANOX entirely. When they choose to suffer a Critical Affliction, they will roll on the following chart. Alternatively, Magiaconatus may choose one that is *narratively appropriate*⁶ for the current situation.

D6	Affliction	Description
1	Bloodied	The ARMANOX takes severe damage, the Magician takes a bloody injury in the ensuing hit. They take two tiers of Damage to the Magician.
2	Internal Damage	The ARMANOX has their internals scrambled by the attack, they are unable to build their Beat Die past D8.
3	Part Destruction	The ARMANOX has one of their Arms, Legs, or Appendages severed off. A ripple of pain echoes through the Magician as it feels like their limb has been torn off.
4	Severed Connection	The Magician feels a freezing sensation move through their body, they are unable to use their Focus or cast magic until the next Full Moon.
5	Trauma	The Magician takes an astral injury to their soul, one of their Attributes will be considered 0 until the next Full Moon.
6	Vent	The ARMANOX's extreme damage causes a mana leak, they lose all of their current Mana from the night.

⁶ Suffering builds character.

The Armory of Granbelm

Granbelm is a war. While many Magicians begin the war with open hands and the power of love and friendship, many have met the wrong end of an ARMANOX's armaments. The Magicians will need to optimize their loadouts and ready themselves for the conflict before them.

Each Weapon falls into two categories: Melee or Ranged.

Melee Weapons have a number of sizes which grant additional flat damage when striking an enemy, but force the Magician to close the distance and tango with the enemy directly. Ranged Weapons may pepper an enemy while maintaining a safe distance, but should they manage to get close, those weapons are rendered useless.

Regardless of the weapon used, each one will take up a number of Hardpoints in individual locations. If a Part has multiple Hardpoints with different weapons, they may choose which weapons to use or may use all weapons they are able to.



Melee Weapons

Melee Weapons are seen as a fact of life inside of Granbelm, the faster-than-light speeds that can be achieved inside of the ARMANOX with the momentum required to bisect an ARMANOX. ARMANOX Melee Weapons are designed to tear into enemies and engage in the more intense battles of Granbelm. When it gets into the clashing of blades, victory is found at the edge of the blade.

When creating a Melee Weapon, the Magician will choose the Size and Type of the Weapon. The Size indicates the Mana Cost, Damage, and Hardpoints used by the Weapon while the type indicates notable features when using it.

Size	Mana	Damage	Hardpoint
Mini	5	4	1
Small	10	8	1
Medium	15	12	1
Large	20	16	2
Massive	25	20	2

Types	Notes
Axe	Adds Action: Embed - The ARMANOX embeds their weapon into the Target, dealing Melee Damage normally, but dealing half damage at the start of next turn.
Blade	Whenever the ARMANOX uses the Brace Action, they add Half Damage to the Brace.
Claw	The Follow Through Strike allows the ARMANOX to enter a Grapple after the attack.
Drill	The Follow Through Strike deals damage twice.
Lance	Follow Through Strike ignores all Brace.
Mace	Follow Through Strike lowers the Targets Combo by one step.
Scythe	Follow Through Strike allows the ARMANOX to attack two Targets.
Shield	The HAVEN may Shield at any point during the Round, it immediately ends their Combo.
Whip	Follow Throw Strike automatically Disarms a Part of the Target

Ranged Weapons

Violence begets violence and Granbelm is no stranger to the lightshow of firepower between the Magicians. Ranged Weapons form the backbone of the fights in the Illusion as poking, probing, and lancing the head of the target. More rounds down range, higher energy output, maximizing damage.

Ranged Weapons fall into five Size Categories, each increasing the Hardpoints required, Damage of the Weapon, and Modifying the Range of the Type. The size will also increase the amount of Mana required to equip it. From there, they will choose the Weapon Type, with their Base Range and how it will deal damage to the Target.

The Range is how many points away on the Constellation Map can be attacked with the weapon as well as the Minimum Range possible. If the Range of a Weapon is 2-4, then if they are adjacent to a Point they would not be able to attack the target.

Equipment	Mana Cost	Range	Damage	Hardpoints
Point Defense	5	-1	D4	1
Light	10	0	D6	1
Mediums	20	0	D8	2
Heavy	40	+1	D10	2
Super Heavies	80	+2	D12	3

Ranged Weapon Types	Range	Special Notes
Artillery	3 - 6	Target a Point on the Constellation Map, any Magician located in the Set Piece will take Damage at the end of the Round.
Cannons	2 - 4	Increase Damage by One Step.
Missiles	1 - 2	Roll D4 per Hardpoint used to determine the number of Missiles which Strike the Target. Target may use Brace or Evasion to soak the damage.
Shooters	0 - 1	Add a Stacking Damage Die (starting at D0) for each Hardpoint dedicated to Shooters firing at the same Target ⁷ .

⁷ If three Shooters are firing at the Target, they would have D6 (D0-D4-D6) extra damage.

Enchantment & Magical Flow

Enchantments are part of the ARMANOX that are magical in nature, allowing the soul puppets to perform amazing supernatural feats and execute dangerous suicidal stunts unscathed. Every Enchantment is tied to an open Hardpoint and allows the ARMANOX to tap into their magical reserves to add a Die equal to the Mana spent to a specific action, assist in blocks, or add more defense in the rage of battle.

Mana	Enchantment
10	D4
20	D6
30	D8
40	D10
50	D12
60	D20

The Enchantment Die can be tied to a specific action and when the action is used they add that die to their total pool, regardless of the beat. When used as a Defensive Measure, the Enchantment Die is used as either an Evasion or Brace bonus that can be used once per Combo. Finally the Enchantment Die can be used to help defend against an Enemy’s attack.

Color and Fluff for the ARMANOX

Finally, design a Color Scheme and Aesthetic for the ARMANOX, allowing the Magician to more accurately reflect their inner soul. Each ARMANOX is a unique reflection of the Magician and by adding additional “Fluff” about them, they will be able to add an extra D6 to their next Beat Action.

Example	Description
<i>Viola Katze</i>	A shimmering black ARMANOX with Anubis like features, armored like a cloak around a nimble frame.
<i>Aconite Gris</i>	A blazing crystalline ARMANOX of refined elegance and burning hatred toward her enemies.
<i>Ji Guan Long</i>	An green insectoid ARMANOX designed to hide among the recesses of the Illusion, firing its massive cannon at any threat that may be present.

An Example: Azure Rose, Stage 1 Artillery ARMANOX (245 Mana)

- Medium Armor Class (50)
- GEOMETRIC I Cyclopean Head (20 Mana) - +1d6 Ranged Attack Action
 - 2 x Light Shooters (20 Mana)
- Gunmetal Console (20 Mana) - +1d6 Ranged / Melee Attack
- STRIKER I ARMORED I Unibeam Torso (25 Mana) - +1d6 Ranged Attacks / No Melee
 - 2 x Light Artillery (20 Mana)
- Skeletal R. Arm (15 Mana)
- GEOMETRIC Spartan L. Arm (15 Mana)
 - Large Shield (20 Mana)
- FEATHERY I Thin R. Leg (20 Mana)
- FEATHERY I Thin L. Leg (20 Mana)

Side Note: This looks pretty excessive

In Granbelm, the Magicians are powerful magicians from the get-go, they have access to awesome power and their ability to manipulate the world is second-only to the power of the Princeps Mage they're aiming to become. Being powerful is fine, but a casual reminder is that everyone is also at this level. Magicians are blasting each other into the dirt from the start of Granbelm to the very last deadly dance. Also due to the nature of how the battle is set up, Magician's will need to continue to risk themselves to pay for any damages. So this may seem excessive, but this is also what Azure Rose will look like at the end most likely.



That Deadly Dance

Conflict is the true motivation behind Granblem, the rush of adrenaline as they dance among the stars of the Illusion in a life-and-death battle over the power of the Princeps Magician. All under the watchful gaze of Magiaconatus.

When the combatants enter the Illusion, all Magicians add their OBV and REF together to determine their Initiative Value⁸. This will determine their order during the Round, which is composed of individual turns of the Magicians. At the start of the Round, the Stella Dash occurs, where the Magicians in Ascending Initiative Order move along the Constellation Map one space to where they would like to be. After the Stella Dash, they begin to Clash in Descending Order, selecting and resolving Actions.

During the Clash, the Magicians will build their Beat Die by performing different Actions every subsequent Turn, called a Combo. All Magicians start with D4 as their Beat Die and each unique Action increases it by one step for the next one. This moves from D4 - D6 - D8 - D10 - D12 - D20, increasing the effectiveness of the Magician as they fight for victory. A Combo cannot exceed a D20⁹ as their Beat Die, subsequent actions after D20 do not increase the Beat Die.

If the Magician has built Fatalism, they will start at a heightened state of clarity, increasing their Beat Die equal to their current Fatalism.



⁸ If there is a tie - Higher REF, OBV, and then PL takes priority.

⁹ Naturally exceed a D20, Fatalism may force the Magician to start at a higher Beat Die.

The Constellation Map

The Illusion is a mirror of the real and strange, a tear in the world that hosts Granbelm on the Full Moon until a victor can be found. While inside the Illusion, the veil between what is and is not begins to break apart, revealing a distorted view of the world. Magiaconatus plays on the familiar and bizarre, turning buildings into mountains, streets into rivers of lava, or an endless forest on the rooftops of the city.

Upon entering the Illusion, the Magician’s will have to face the chaos and power through, or be consumed by its insanity.

Every battle will take place on the Constellation Map, a rough method of tracking the location of various features of that Illusionary Realm. Each Constellation has a set of points which can be an Arena or Set-Piece.

An Arena is an open air battlefield that offers no advantages or disadvantages, a clear place to wage battle and forming the majority of the constellation. These are always in clear view of Magiaconatus and exposed to anyone who is able to take a shot at them.

Set-Pieces are defined parts of the Illusion that have a Die Value associated with them in one of four contexts:

Cover	The Set-Piece can be used to reduce damage of any ranged attack. Add the Die Value whenever taking the [Brace] or [Evasion] Action.
Hostile	The Set-Piece is an active hotzone, burning away the armor of the ARMANOX who gets too close. Any ARMANOX takes damage equal to the Die Value at the end of the Round if they are in the Set-Piece.
Wellspring	The Set-Piece is a wellspring of magical energy, empowering an occupant should they be on top of it. They may add the Set-Piece Die to ALL Actions they use. However, if more than one ARMANOX is on the Wellspring, it does not work.
Cinematic	The Set-Piece is a marvelous place for a battle! Add the Die Value whenever they choose to make a [Ranged Attack], [Melee Attack], or [Cast] Magic.

Of course, every battle in the Illusion is unique and Magiaconatus can never be expected to play by its own seemingly arbitrary rules. Battlefields may be covered in a horrible Chill [D8] that eats away at the spirit of the Magicians or a multilevel spiral may force the Magicians to rush to the Wellspring [D20] at the top.

All that Magiaconatus cares about is determining the Princeps Magician.

The Clash

When the Initiative has been determined the Magicians begin their Clash. Every ARMANOX will take an Action to build their Combo or perform a Combo Ender. Once every Magician has performed an Action, the Round ends.

Effects from Set-Pieces, Parts, or Equipment, may trigger at the End of the Round before starting the Initiative once again.

Combo Actions

Attack, Melee

The ARMANOX swings at a Target within the same Arena or Set-Piece as them. They will deal $[Beat Die] + [Aggression] + [Weapon] + [Modifiers] - [Enemy Brace]$ Damage.

Attack, Ranged

The ARMANOX selects one Part that contains any number of Ranged Weapons within Range and fires them at the Target. They will deal $[Beat Die] + [Reflex] + [Weapon] + [Modifiers] - [Enemy Evasion]$ Damage to the Target.

If the ARMANOX's weapon has a minimum range, then they will be unable to use their Ranged Weapons until they break off or reposition.

Brace

The ARMANOX braces for impact during melee. Roll $[Beat Die] + [Nerves] + [Modifiers]$ to build up Brace, Brace is automatically consumed during a Melee Attack.

Creation

The ARMANOX places down a ring of a Magic Circle, adding their current $[Beat Die]$ when the next Spell is Cast.

Destroy

The ARMANOX targets an active Spirit that is Equal or Lower Beat Die Value and destroys it as long as they have at least one weapon within range.

Dispel

The Magician launches a Counter Circle to unwind a Magic Circle of an Equal or Lower Beat Die Value. The Magician may choose which of the Magic Circles are unwound as long as it is lower than the Beat Die currently being used.

Disruption

The ARMANOX runs an interception course with a Target they are within Range 2 of. They will make an opposed [Beat Die] + [Aptitude] + [Modifiers] vs Target's [Beat Die] + [Nerve] + [Modifiers].

If the ARMANOX is successful, the Target lowers their Beat Die by one step to a minimum of D4.

Envision

The Magician takes a second to process their surroundings. They do nothing, but still increase their Beat Die.

Evade

The ARMANOX makes evasive maneuvers to avoid incoming fire. Roll [Beat Die] + [Reflexes or Observation] + [Modifiers] and add it to their total Evasion. When they are targeted by a Ranged Attack, they automatically reduce the incoming Damage.

Maneuver

The ARMANOX moves to an adjacent Section on the Constellation.

Other

The ARMANOX performs an Action not covered here that may interact with their Beat Die. As long as the Action occurs, they will increase their Beat Die.

Refocus

The Magician takes a deep breath and reassesses their situation. They will roll [Beat Die] + [Reflexes or Observation] + [Modifiers] to determine their new Initiative.

Shift

The ARMANOX grabs hold of a target and attempts to throw them into a different part of the Constellation. Roll [Beat Die] + [Aggression] vs [Target Beat Die] + [Aggression]. Whoever fails, they are moved into the adjacent Section of the Constellation.

Tactica

The Magician tries to size-up and ascertain what their enemy is plotting within Range 1. The Magician makes an Opposed [Beat Die] + [Aptitude] + [Modifiers] versus the Target's [Beat Die] + [Observation] + [Modifiers]. Whoever is victorious will increase their Beat Die by one step.

Combo Enders

Cast

The Magician activates their Magical Circle, rolling their [Beat Die] + [Magic] + [Magic Circle Creation Die] - [Target Evasion or Brace] to deal damage to the enemy or perform the effect of their chosen Spell.

Disarm

The ARMANOX attempts to disarm a Target at Range 0, rendering one Part (and its Weapons) unavailable until they perform an Emergency Repair. The ARMANOX makes a [Beat Die] + [Melee] + [Reflex] + [Modifiers] versus the Target's [Beat Die] + [Reflex] + [Observation] + [Modifiers].

Emergency Repair

The Magician attempts to keep the ARMANOX functional for combat. The ARMANOX will recover any Part that has been Disarmed and recover [Beat Die] + [Aptitude] Durability up to half of their total Durability.

Flight

The ARMANOX moves two in any direction as a last ditch sprint. They may also choose to make a dedicated maneuver to escape the combat into a safe location. If they are being hindered by an enemy, they will make an Opposed [Beat Die] + [Attribute] + [Modifiers] versus [Target's Beat Die] + [Same Attribute] + [Modifiers]. If successful, they will escape for the rest of the night. However if they choose to rejoin the battle, their Initiative Value will be treated as if they had a 0.

Follow Through Strike

The Magician unleashes a devastating combo finisher with their melee weapon, moving 1 as a Charge before striking the Target. They will deal [Beat Die] + [Melee] + [Weapon] - [Target Brace] in Damage in addition to any Weapon Effect as listed.

Grapple

The ARMANOX locks on to a Target within Range 0. The ARMANOX will make an Opposed [Beat Die] + [Aggression] + [Reflex] + [Modifiers] versus the Target's [Beat Die] + [Aggression or Reflex] + [Modifiers]. If the ARMANOX is successful, the Target's Combo immediately ends and they may choose one of the following:

Shove	Move the Grappled Target to one adjacent Section.
Slam	Deal Damage equal to the Grapple Roll.
Throw	Throw the Grappled Target into a Set Piece, they take [Beat Die] + [Melee] + [Set Piece] + [Modifiers] Damage.

Reload

The ARMANOX reloads all of their Ranged Weapons, cycling all of their ammunition and power from their weapons to allow them to continue using them.

Shield

The ARMANOX protects themselves from any piece of serious damage coming at them. The next piece of Damage is completely negated.

Side Note: **Berserking**

There will be times when a Magician is driven to the edge, they're nearly out of the fight, a friend has already retreated/blown up, and they're at critical damage on some of their major sections. This is a time for the Magician to Berserk.

In the show, this phenomenon takes place exactly once as half Deus Ex Machina, and half Evangelion reference. Since it's a "part" of the universe, I'll be adding it in as a side rule. If the Narrator wants to use it, do so, but do not feel pressured to.

Combo Ender: Berserk - The Magician berserks into a ferocious rage, pushing their ARMANOX to the very limit. They have two actions per round (increasing their beat twice and losing their beat if they repeat a previous action) and they take no damage for the rest of the night. To contrast this, all Mana gained through combat is forfeit (before and after the action).

Magic Circles and Absolute Carnage

When a Magician decides to unleash a Magic spell, they must decide what they are attempting to do. There are four classes of Magic Spells that the Magician can perform in the Illusion: Summons, Blasts, Buffs, and Debuffs. Multiple Magic Circles may be set up at once with different Spells associated with each one.

Summons

When the Magician opts to Summon a Spirit, the Spirit in question is tied to the ARMANOX and Caster. Spirits are able to perform multiple battlefield functions and will stay active as long as they are not countered or destroyed. Spirits perform their singular function every time the Magician’s Initiative Value comes up.

Ability	Spirits that give the Magician a unique and special ability as long as they are active, they would roll their Beat Die to determine their effectiveness as well as provide their strength.
Defensive	Spirits take the maximum value of their Beat Die in Brace or Evasion. When the Magician is attacked, the Spirit reduces its Brace or Evasion value first before taking damage. If the Spirit reaches 0 Evasion or Brace, it is destroyed.
Hunter	Spirits that target other Spirits, destroying one of lower Beat Die values every turn. When there are no more low Beat Die value enemy Spirits, the Hunter Spirit is destroyed.
Offensive	Spirits roll their Beat Die every turn to deal damage to the Target of the Caster’s choice within Range 1. Either subtracting from Brace or Evasion before damage is applied.

Blasts

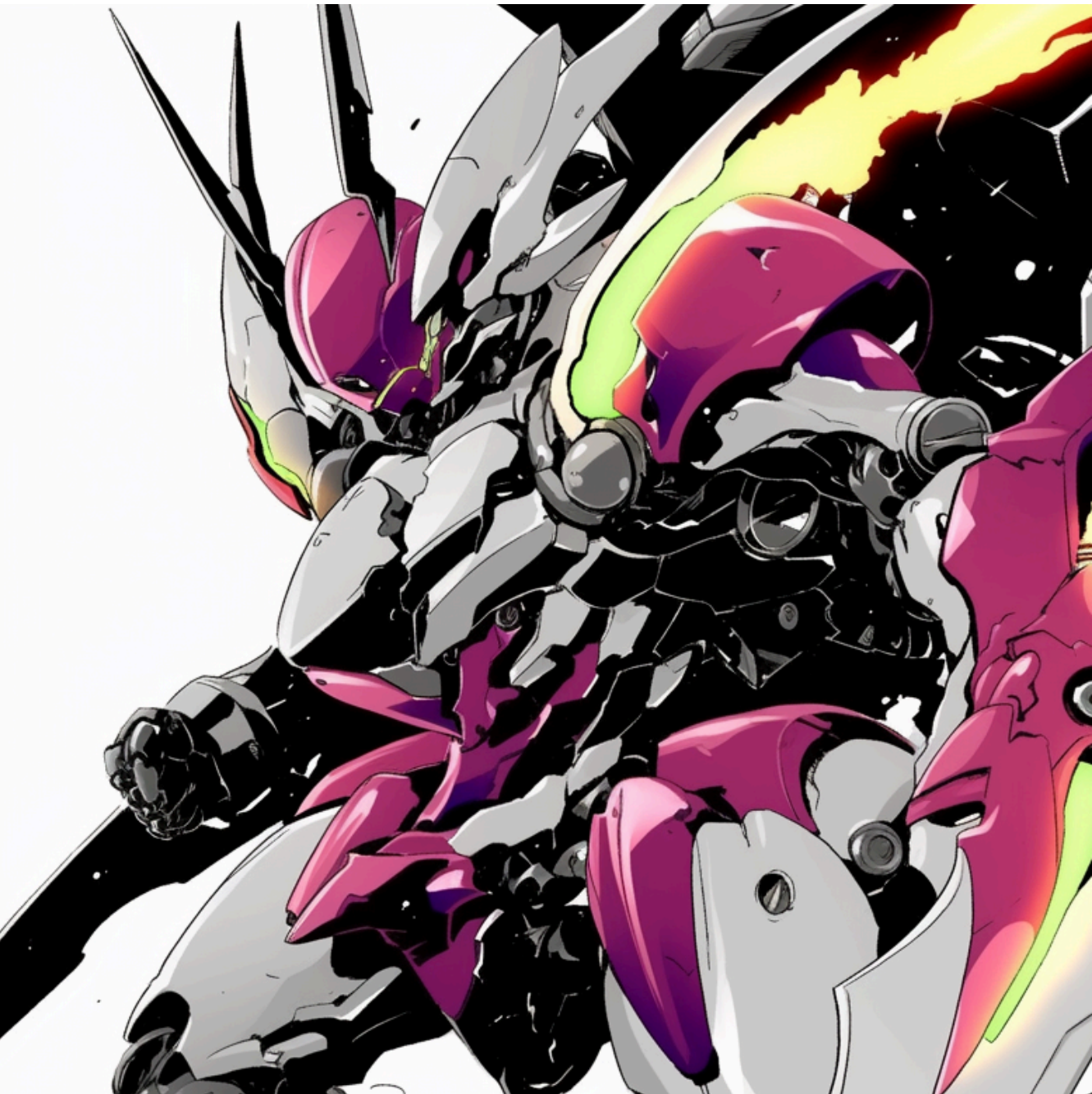
Blasts form the foundation of the combat magician. A large concentration of magical energy that can melt a Magician’s soul if they are unprepared. A Blast does all the Magic Circle Creation Die in Damage in addition to the current Beat Die.

The downside of a Blast is that they are easy to deflect if caught early, so a Magician will need to manage multiple magic circles to bait out poor choices or use them as bait for future assaults.

Buffs and Debuffs

Buffs and Debuffs are two sides of the same coin, using the Magic Circle to augment the abilities of allies or enemies, using the Magic Circle's strength to add or subtract dice from the next action performed by the actor.

Potentially this can be a valuable tool, however it is the next "action" performed, including ones such as Envision or Reloading. The Magicians will need to coordinate to successfully employ such powerful spells, or bait enemies into performing ill-timed actions or weak ones.



The Court of Magiaconatus

Granbelm is split up into various Stages which represent the playing field shrinking from hundreds of Magicians to the final two competing for ultimate power. As the Magician's fight, survive, and die, the battlefield will change and become even more hectic to navigate.

Every Stage is composed of two to six Chapters, representing the time spent between the various stages, the nights the battles take place in the Illusion, and other events that punctuate the chaotic war. On average, half of the Chapters should be dedicated to the Mundane World as the Magicians navigate their daily lives with reality slowly distorting around them. The others are dedicated to the battles in the Illusion as they attempt to secure victory or decapitate the enemy. Love and war are two sides of the same coin to Magiaconatus, befriending someone today could be one less enemy tomorrow, or a target with an exposed back.

When a Chapter takes place in the Illusion, it is split into 16 Turns, representing half-hour intervals of distorted time as the Magicians battle it out across the stars. At the end of the 16th turn, the Magicians will be ripped out of the Illusion and deposited back where they crossed over.

Side Note: Turn Numbers

If desired, increase the number of turns by quarter intervals instead, effectively 32 turns in total. Alternatively, if 16 seems like too many, halving it to 8 turns for 8 hours is viable.



Development: From Participants to Winners

After every night of Granbelm, the Magicians receive an infusion of Mana as the race for ultimate power begins to dwindle. They will gain [Stage x 10] Mana at the end of the night. They will also receive Mana equal to the amount of Damage they deal to enemy ARMANOX as well as any confirmed kills they manage to score.

Magicians can either hold this Mana, upgrade their ARMANOX, or improve themselves personally.

Improve the Magician	The Magician will increase one of their Attributes by +1 for [10 x Current Attribute].
New Focus	The Magician will adopt a new Focus for 50 Mana.
Repair ARMANOX	The Magician will increase the Durability of their ARMANOX up to the Maximum Armor Class Durability.
Unnatural Relationship	The Magician increases the depth of their relationship with another person of their choice, increasing the die size by one step for [10 x Current Die Value].
Upgrading ARMANOX	The Magician is able to invest Mana into the ARMANOX for purchasing Parts and Upgrades.

Side Note: Using Mana to Improve Relationships

When a Magician chooses to improve their relationship with another using Mana, the strings of fate and destiny intertwine the two more deeply. This can also terribly backfire, because it doesn't care how the relationship develops, simply that it grows more intense.

Side Note: Slower Development and Minor Magicians

This system does imply that lucky players will end up being much stronger than those that are unlucky. Getting a lot of damage and having enemies redistribute damage poorly could result in certain Magicians becoming far stronger than others. To mitigate this, consider implementing a slower development cycle of the Current Stage's Bonus Mana in additional Mana.

So for example, it is Stage 4 and the Magician's have defeated a rival. They would gain 100 Mana (10, 20, 30, and 40 Mana for each Stage).

The Unions

Granbelm is a Battle Royale with only the promise of a single victor to emerge covered in the gore of friends and foes. Until then, there are dozens of enemies to worry about, oftentimes an overwhelming majority of them more skilled or better equipped. Often, the Magicians form Unions. A Union is a group of Magicians who work together to fight their way to the top, using complimenting abilities and bonds to keep them all alive.

When Magicians form a Union, all Mana gained that night is shared among each of the Union members, allowing the Magicians to pool their Mana for repairs or upgrades. However, this also means that Magicians can tap into the collective Mana for upgrades or private improvements. Will the Union be comfortable with one of their own growing in power over the team?

When a Union is formed, all Magicians who participate will increase the Relationship by one step, or forge a new Relationship, with all Union Members¹⁰. If the Union were to dissolve, collapse, or be forced to reorganize, they would lower the Relationship of all former Union Members by one step. If any Relationship goes to "D0" the entire Relationship has collapsed removing it. When a Union collapses, all collected Mana by the group is distributed evenly among all former members.

Not every Union is purely built out of altruism and mutual assistance. Some come with caveats, special relationships, or even purely mercenary comrades. Magicians who find themselves part of a Union must understand the risks, benefits, and the Union Members they are now bonded to.,

Master and Apprentices

The Union is formed around a single, (supposedly) more experienced, member of the Union. These Relationships are tenuously supported as the "Apprentices" can find themselves out pacing their "Master."

Teacher & Student	The Master of the union receives half of all Mana from their Apprentice's kills.
Tutlege	The Apprentices may increase their Attributes at half the cost up to their Master's current Attribute level.
Head of the Snake	The Union will collapse if the Master is defeated. Apprentices can challenge the Master at any time, if successful, they will become the head of the Union.

¹⁰ If the Union starts at the beginning of the Campaign, the initial Relationships distributed will reflect this.

Protectors and the Ward

The Union is formed around protecting another, far weaker, member of the Union. The Ward forms the beating heart of the Union’s morality and formations. Without the Ward, these Unions will collapse into infighting more often than not.

Weak Link	The Ward receives no Mana from kills or damage dealt by the Protectors, instead must get their own through their own efforts.
Heart of the Team	The Protectors increases the Relationship with the Ward every Chapter by one step. The Ward may choose to increase the Protector’s Relationship.
Cut Out The Heart	The Union will collapse should the Ward be defeated, all of the Protectors will lose all Relationships with one another.

Alliance of Convenience

The Union is formed not out of camaraderie or friendship, but out of pure convenience and necessity. While this kind of team rarely sticks together, it's effective when they work together.

None for All	The Alliance of Convenience does not contribute Mana to the pool, instead tracking their own Mana independently. Add +10 Mana at the end of the Night.
Alone in the Sea	The Alliance of Convenience breaks apart when any member or sub-group breaks away. This is barely a Union!



Bondmates

The Union is less of an alliance of warriors and more a ragtag group of friends trying to survive the Granbelm together. This Union lives, and dies, off of the friends and allies who choose to join it.

Friends Forever!	Each of the Bondmates will add two steps to each of the Bondmates Relationships, but should the Union Collapse, they will lose three steps.
Burning Friendship	The Bondmates having the burning power of friendship in their hearts, they add [10xBondmates] Mana at the end of the Night.
The Horrors of War	The Union loses all of the Mana they have built up in the night when a Bondmate were to be defeated.

Lance

The Union has developed into an effective fighting force and are actively hunting down other Participants. The Lance is a Union born of martial prowess and victory, defeat will tear it apart.

Hunting Party	The Lance adds +10 Mana for each Lance Member whenever they defeat another Magician during the Night.
Weaklings!	The Lance reduces the Relationships of all members of the Union if they suffer a defeat or they cannot achieve any kills during the Night.
To Hell With You!	The Union collapses if any of the Relationships between the Union Members reach 0.

Victory of the Princeps Mage

At the end of the day, Granbelm has to have a winner, a distinct individual who has climbed to the top of a pile of wreckage and slew their enemies to become the Princeps Mage. However, the participants of Granbelm are not easily defeated, as an ARMANOX can take massive amounts of punishment before going down in flames.

Each Night of Granbelm lasts a grand total of eight hours, tracked by the movements of the moon, allowing Magicians to attack, evade, and perform dangerous gambits to their foes. However, getting hurt and living another day is a valid tactic in Granbelm, losing an Arm today may be the key to survival tomorrow. A Magician can only be knocked fully out of Granbelm if one of three things occur.

- **They do not participate in a night** - When the full moon is out, Magiaconatus views it as forfeiting, thus preventing the Magician from rejoining the battle.
- **Their Command Console / Magic Crystal is Destroyed** - When an ARMANOX's head is destroyed the Magician's command console and their magic crystal, the very essence of their magical power, is destroyed along with it. With no magic, the participant cannot enter Granbelm. This is the most straightforward method of dealing with the enemy.
- **The Participant is Killed** - Whether forced out of their ARMANOX or killed in the Mundane world, the participant is knocked out of the running for Princeps if they're a corpse.



Minor Magicians

Of the participants of Granbelm, not every single one is a fully realized individual the Magician's will have to know and attach feelings toward, oftentimes the Magicians are there to "fill out" the roster. These girls have their own struggles and hardships, but are considered "Minor Magicians" in terms of the story. Side-Magicians who get eliminated off-screen or as stepping stones on the ladder of the Magician's success.

For purposes of battling these Magicians in the Illusion, each one is assumed to have a simple ARMANOX as well as only rudimentary skill sets. These Minor Magicians are ranked according to their skill and survival ability.

Beginners	Thrown into the Illusion and attempting to deal with their new ARMANOX for the first time. These girls barely know how to <i>move</i> let alone fight.
Accomplished	After the first learning hurdle, those recruits become seasoned to the Illusion. Their ARMANOX is able to express its full potential.
Mahou	The Magician has embraced their full power, magic flows through their veins and they have made a name for themselves.
Slayers	Being good at magic will only take one so far, combat senses, maximizing damage outputs, and becoming more synced with their ARMANOX.
Veterans	Dozens have fallen to these Magicians, and more surely will unless they are stopped. They have a chance at victory, final victory.



Universal Durability

Minor Magicians do not have individual parts associated with their ARMANOX, they instead have a Universal Durability which reflects their overall strength. When it reaches 0, they are defeated.

Beginners	50 Durability
Accomplished	100 Durability
Mahou	150 Durability
Slayers	200 Durability
Veterans	250 Durability

Basic Attributes

Minor Magicians are assumed to have a default value for all of their Attributes, if an Attribute check ever comes up, consult the following.

Beginners	1
Accomplished	2
Mahou	3
Slayers	4
Veterans	5

Additional Mana for Additions to the ARMANOX

Minor Magicians do not have a full suite of abilities and tools at their disposal that the Magicians do. To compensate, they receive a small chunk of Mana to spend on their tools of war.

Beginners	25
Accomplished	50
Mahou	75
Slayers	100
Veterans	125

Destruction Mana Value

When destroyed, Minor Magicians give out a singular value of Mana to the victor or Union that destroyed them.

Beginners	15
Accomplished	30
Mahou	45
Slayers	60
Veterans	75

Stages of Granbelm

The stages of Granbelm the contestants are often found in, obviously as Granbelm continues, the survivors will grow stronger¹¹.

Beginners	Stage 1 to 3
Accomplished	Stage 2 to 4
Mahou	Stage 3 to 5
Slayers	Stage 4 to 6
Veterans	Stage 5 to 7

Sometimes the Narrator may want to keep track of the Minor Magicians, for the sake of personality, consult the chart below or write in your own simple personality archetypes.



Side Note: These People Are Not Important

A Minor Magician is, by all accounts, an unimportant figure for the Magicians to deal with. Their personality, ARMANOX, and abilities are secondary to the Magicians in question. Can a Minor Magician "ascend" to become an "Important Magician?" Maybe, if the Players connect or deal with them often, Edgy Teenager #232 may become Ai Nakamura, Edgy Goth Magical Girl that the players deal with.

¹¹ Can there be Beginners in Stage 4+? Yes, but they would be incredibly rare. This goes for others as well.

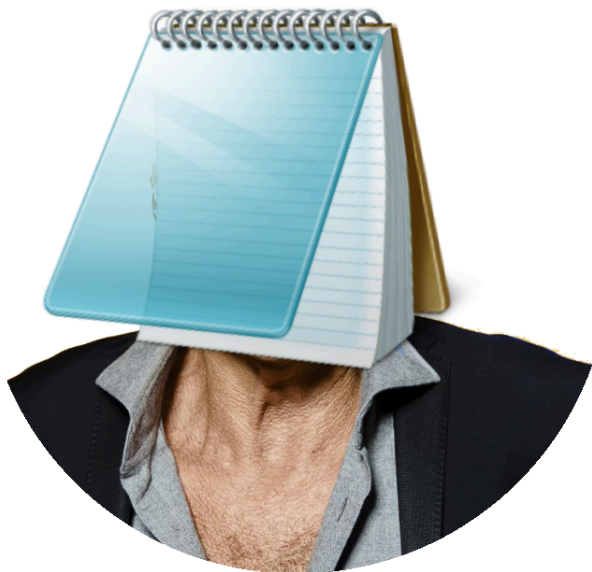
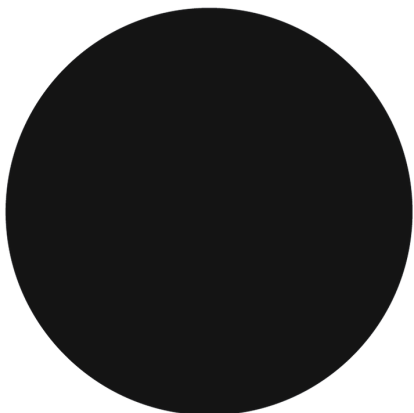
Minor Magician Personality (2d20)

D20	Personality	Description
1	Shy	The Minor Magician is incredibly awkward around new people.
2	Merciless	The Minor Magician doesn't care about mercy.
3	Fearless	The Minor Magician will run away at their earliest convenience.
4	Empathetic	The Minor Magician cares deeply about their teammates and foes.
5	Nervous	The Minor Magician gets fidgety when things go wrong.
6	Proud	The Minor Magician has a prideful streak.
7	Unstable	The Minor Magician is a little . . . off.
8	Know-it-all	The Minor Magician knows a bit of everything, for some reason.
9	Absent Minded	The Minor Magician doesn't realize they're in a battle.
10	Apathetic	The Minor Magician doesn't care, at all really.
11	Condescending	The Minor Magician thinks they are better than you.
12	Playful	The Minor Magician is treating this entire thing like a game.
13	Naive	The Minor Magician doesn't understand the situation at all.
14	Kuudere	The Minor Magicians shows little, to no, emotion.
15	Yandere	The Minor Magician is completely obsessed with another.
16	Tsundere	The Minor Magician doesn't like someone else, much, baka!
17	Organized	The Minor Magician keeps track of everything, religiously.
18	Calm	The Minor Magician won't break under pressure.
19	Chunni	The Minor Magician thanks they are the HEROES OF ALL TIME.
20	Mahou Shoujo~	The Minor Magician is a legitimate Magical Girl.

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Thank you, and I'll catch you on the flip-side,
Notepad Anon.