

This is the master list for the WIP documents for Princess: the Hopeful, Crystal Edition. Each section contains a link to the document containing that chapter. I haven't updated this outline in a while so it's out of sync with things but I estimate we're over 90% done.

The goal is 350 pages like a standard CofD book. 375 on the high end, 400 is a no-go. CofD standard books have smaller gutters but they have art mixed in with the text, so just assume they cancel out and 1 unadorned small page = 1 fancied up big page.

### **SIMPLE KINDA CRAPPY PLAYTEST CHARACTERS**

<https://drive.google.com/file/d/1Xj5em5vCWZuINbZvZY1FIBaG3iVVrS0o/view?usp=sharing>

<https://drive.google.com/drive/folders/1V120t3wT7ovrRyzWD2vJDYr-GhBaskTS>

## *O: Magical Girls (Introduction)*

An entirely out-of-character section about what the magical girl genre is, what the game is, why to play it, and what its ideas and philosophy are. Contains a list of recommended watching and a glossary of game terms.

[Working document](#)

Length: 10 pages.

**FLUFF - COMPLETE**

**FEATURE - COMPLETE**

## *Independent Interstitial 1*

Tied into and introducing the history section. Probably someone discovering the history for themselves.

[Current working document for all fictions.](#) (unfinished, out of order)

Length: 1-2 pages.

**FLUFF - INCOMPLETE**

## *1: Never Upon A Time (History)*

An in-character account of the origins of Princesses, the Fearless Kingdoms, the Cataclysm, and how it led to the world of today.

[Working Document](#) (finished, awaiting suggestion/revision)

Length: 10-12 pages.

**FLUFF - COMPLETE**

### *Linked Interstitial 1*

The first part of Janet's story, about getting the call from a shikigami and being informed of her destiny.

Length: 1-2 pages.

## *2: Somewhere to Belong (Callings / Queens)*

The list detailing the five Callings and the five Radiant Queens. This always comes first before the character-creation section. Each Calling is two pages, each Queen is four pages, assuming one page of explanation for each concept and putting Twilight Queens in another section, that's 32 pages.

[Working Document: Callings](#) (finished, awaiting suggestion/revision)

[Working Document: Queens](#) (finished, awaiting suggestion/revision)

Length: 32 pages.

**FLUFF-COMPLETE**

**MECHANICS-COMPLETE**

**FEATURE-COMPLETE**

### *Linked Interstitial 2*

The second part of Janet's story, about meeting her would-be nakama. Since this is before character creation, focus on the different ways her group members approach problems.

Length: 1-2 pages.

### *3: Coronation (Character Creation)*

Walk through the process of character creation. This always comes before the part that explains all the systems and what they do, but [it has to be this way](#) unless there's a REAL crunch on page count and the redundancies in this section need to be culled by putting it after the explanations.

[Working Document](#)

#### *Independent Interstitial 2?*

Something short that goes into a bit more detail about how something like Wisps or Transformation or Belief feel from the inside. This is on thin ice unless there's a clear need to make the even/odd number of pages line up. Light in tone.

Length: 0-1 pages.

Then continue with special rules and systems for Princesses: Wisps, Inner Light, Transformation, Belief, Drive with examples, Dread with examples, Luminous Experience, Character Advancement, and new Merits.

Total length not counting Interstitial: 44 pages

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - COMPLETE**

**BUT EXPANSION MIGHT BE NICE**

#### *Independent Interstitial 3*

This is probably the one about HERE COMES MANTIS SHRIMP because it shows off how Charms are expressed in a personalized way.

Length: 2 pages.

### *4. The Power Of Love (Magic)*

A summary of the modular nature and flexible casting of Charms.

[Working Document](#)

Length: 73 pages.

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - COMPLETE**

**ONE MORE STEP UPGRADE WOULD BE NICE**

Descriptions of the Signet Charms (thing that used to be Invocation), the more structured Charms taught by the Radiant Queens and learned by resonating with their ideas. Twilight Paths are elsewhere. Each has 10 possible spells, at 4 per page, with half a page of intro, this is 3 pages per Path.

Length: 16 pages.

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - INCOMPLETE** (Signets)

*Linked Interstitial 3*

Janet meets her Queen and talks about how she isn't ready, how she'd damn well better be, and the nature of the threat facing her and the world.

Length: 1-2 pages.

**CURRENT PAGE COUNT FOR THE "CHARACTERS HALF": ~190 PAGES**

## *5. Fighting Fear (The Forces Of Darkness)*

The All-Consuming Darkness and what it brings to the table and how to oppose it.

Covers Dark World and Nightscapes, Nightmares and Darkspawn and Defilers and Enthroned and Misc, samples thereof, along with their new Dread Powers.

[Working Document](#)

Length: 52 pages.

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - INCOMPLETE** (stat blocks for sample monsters)

### *Linked Interstitial 4*

Janet goes down to the first Nightscape and establishes the mood. In the middle somewhere.

Length: 2 pages.

### *Independent Interstitial 4*

Probably something very dark in tone.

Length: 2 pages.

## *6. Dancing In Twilight (Dark Magical Girls)*

Working Document: Queens are in the Queen document, their Signet Charms will be in the Charms document, empty placeholder [working document](#).

Overall rundown of the concept of Twilight Princesses, what the Dark Magical Girl archetype means and how to run conflicts with them and how to run them as uneasy allies.

Length: 1-2 pages.

The Last City of Alhambra (6 pages)

4-page writeups of each Queen, 3 pages of each Signet, one page of "how to use as antagonists" maybe?

24 pages

Total: 32 pages

**FLUFF - INCOMPLETE** (how to use sections)

**MECHANICS - COMPLETE**

**FEATURE - INCOMPLETE (SIGNETS)**

## *Linked Interstitial 5*

Janet gets to the heart of the Nightscape and confronts the Princess of Tears inside.

Length: 4 pages.

## *7. The Dreamlands*

Prioritize the things most relevant to Radiant interactions *first*, deepen the mood *second*, and present things not moody or useful to Radiants but detail how it works *third* if there is room.

### [Working Document](#)

There is not a lot of detail here, that's for an expansion book. Just the parts that are most relevant, how to get in and out and what you can do there and how to conceptualize it to make your own area. Mention Wardens but not too much about them.

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - COMPLETE**

Total Length: 12-15 Pages

## *Independent Interstitial 5*

Fuck if I know what to put here right now but it will be clearer as the doc fills out. Probably should be dark. Failure and death and heart-crushing kinda dark.

Length: 2-4 Pages.

## *8. Royal Privilege (Extras)*

Extra stuff nice to have. Supporting cast and Z-splats.

### [Working Document](#)

Beacons and Sworn (3 pages)

In-depth description, creation, and use of shikigami. (10 pages)

Embassies (6 pages)

*Death, Night, Ocean*

Total Length: 19 Pages

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - INCOMPLETE** (Embassy benefits)

*Regalia*

Optional in-depth mechanics for customizing your toyetic gear.

[Working Document](#)

**FLUFF - COMPLETE**

**MECHANICS - COMPLETE**

**FEATURE - COMPLETE**

Total Length: 10 Pages (after cleaning up margins and orphan lines)

*Linked Interstitial 6*

Wrapping everything up, the post-game, the denouement, Janet realizing what she is going to do and how to fit in, menacing hints of greater threats to come.

Length: 2-4 Pages

**TOTAL LENGTH OF SECOND HALF OF BOOK: 128-ISH?**

*Reference*

Index (6-12 pages)

Total Length: 26 - 42 pages.

**TOTAL LENGTH: 318 - 350 PAGES**



## Changes

- Everything in Crystal is meant to be clearer, more vivid, and less clunky.
- A lot of mechanical subsystems that added more cruft than clarity are cut. There are no special rules for Goalenu, Ghost Princesses, Protectorates, Calignes, etc. Monsters just have Dread Powers. Embassies are drastically pared down. Charms are tools to make your own spells instead of exhaustive lists of spells.
- “Fighting fear” is no longer just a slogan but the central dramatic and emotional through-line.
- The thesis of the game is that our miseries and the ruinous state of the world stem primarily from people’s fears.
- The “okay so what do I do in this game” question is answered with a primary threat that Princesses fight against: Nightscapes, which are prison-realms borne of people’s fears, and create manifestations of those fears in the form of monsters. The theme and thesis are reflected here: fear makes these people prisoners while also spreading out to terrify and victimize others.
- Nightscapes are like Labyrinths in Madoka and dungeons in Persona. Fighting them is insufficient to handle them, you need to figure out who is the center and why, then resolve or address the trauma that created them. This engages in physical, mental, and social gameplay.
- The theme of “fighting fear” and the Princess as representing hope is shown in how you have to figure out where the fear comes from and deal with that, not just kill the monster that comes out at the end.
- The All-Consuming Darkness is not equally “everything bad people ever do,” which led to it being undefined and working in really dissonant ways. “The taint of the Darkness is fear” is a motif. The Darkness spreads death and misery and hatred and cruelty, but it is through the existence and effects of fear that the Darkness does all that.
- The Darkness is not a new supernatural evil that has to be separated out from human evil; the Darkness’s corruption is the existence of fear. There is no Taint, there are no Tainted Places, there are no Darkened. The taint of the Darkness is fear. So the Darkness doesn’t spread itself with Darkened people intentionally torturing others in Tainted Places, the Darkness spreads when people’s actions driven by fear spread pain and fear to others. Giving in to the Darkness is lashing out at others and giving in to panic in order to buy temporary reprieve from the pain it inflicts on them. Evil motivated by fear is both a supernatural force and completely mundane.
- The Light is not an external force to humanity, but the expression of our ability to hope and aspire for a better future and work to bring that future about.
- The Kingdoms are renamed the Fearless Kingdoms and they did not gradually fall to decadence, they were blindsided by the sudden existence of fear that they had no idea how to deal with. “The meaning of courage is not to be without fear, but to act despite it.”
- The Darkness has a will but no thoughts and is used for long-term plans by others. The Dark Queens are still a mystery but are said to be the major figures doing this. Darkness itself is impulsive and petty, not grandiose.

- The Fearless Kingdoms were a previous incarnation of reality; this one was built with Darkness corrupting it down to its bones. The Dark World is the desiccated world-husk of the Fearless Kingdoms.
- Enemies are focused on being empathetic. Even monsters of the week that it's perfectly fine to kill originate with someone who is in pain because of fear. Twilight Princesses are all reworked to be more empathetic and driven by vivid emotions. Alhambra is "depression and sorrow" rather than imperialism, Mirrors is "denial" and is expanded in scope beyond "self-aggrandizing bratty child" to incorporate character concepts like Vergil from DMC, and Storms focuses on the disconnect between what the Princess believes is right and her own humanity's resistance to being etched away.
- Alhambra is positioned as a city that welcomes the Radiant and offers them help, the only source of "parental" style help is this city of sorrow that will stunt them and ensure they do not act on their full potential but it can still do things they can't do on their own.
- Other means of coordination with Princesses is next to impossible. There are no Camaraderies or governing organizations of the Radiant and no higher authority figures to bail you out. You can talk in the Dreamlands but can't coordinate meaningfully because most of the people there don't exist and don't know it.
- The central theme of an individual Princess is not "a virtuous person." A Princess is, appropriate to the magical girl genre, someone whose vividly defined emotions, identity, and ideals surge out into the world and are expressed through every action, mundane and magical. "Magical" is a thing they ARE, and that magic is at every turn an expression of who they are. Sincerity is deeply tied to their identity.
- Belief Compromises stemming not from willful acts but failures to succeed despite expressing and acting on your vividly defined and strongly held ideals are more heavily focused.
- The theme of fear and specifically it being opposed by hope is expressed in a mechanic that represents "getting your hopes up" and thus the tension of emotionally investing yourself more in something making the possibility of failure more crushing. Princesses can Flare to increase their Inner Light, becoming more emotionally invested, but the more they Flare and the more deeply invested they are, the worse their penalties to Compromise rolls -- and the more specific and harder their overall goal has to become, and if that goal fails despite your best efforts, you lose a Belief.
- Most mechanics requiring, enforcing, or encouraging virtuous behavior are cut. Sensitivity is gone. The double-Virtue in Dream is gone. Refilling Wisps by carrying out your duties is gone. Oaths are reworked to be more personal expressions. Invocations turning off because you acted against virtue are gone. Belief compromises that stem from failure are the thing that serves this role. Princesses are still heroes but the game shouldn't feel like it's lecturing you about it.
- The idea of "Princess as self-expression of vivid identity" is reinforced in mechanics. Instead of a Virtue, Princess characters have a Drive, which is a simple expression of Who They Are that is expressed through their actions.
- The central through-line of fear is also reinforced by replacing Vice with Dread, the thing they fear the most and whose fear most motivates their behavior.

- Wisps are regenerated by spending Willpower, emphasizing the internal and personal nature of your Inner Light and making Willpower restoration through Drive and Dread more important. Since you get Wisps when you spend Willpower on mundane tasks, normal-life gameplay feeds resources to your magical self instead of draining them..
- The three Oaths are reworked, they are now personally formulated and are ways to express the individual values and principles and priorities of the character. The optional rule to have 2 affinity Charms from Calling and one more affinity Charm of your choice is now standard and provides more opportunities for expression of character by magic.
- Princess magic now has an explicit weakness of being very hard to hide, because it's all about declaring "Here I am, world, this is who I am and this is what I believe!" Even rogues and thieves and such work through misdirection and not concealment. A natural role and importance for non-Transformed gameplay is reinforced by making it so that you need to be in mundane state to do things you want to remain hidden.
- Oaths have mechanical benefit as well as mechanical penalties: violating them is a Belief Compromise but taking on difficulty to hold to them grants Luminous Beats as if they were Persistent Conditions. All three tiers of Belief are accessible, and the greater difficulty of holding to high Belief tiers comes with greater reward of Luminous Beats.
- The themes of self-expression and sincerity as being the core of Princess identity are tied into the central through-line of fear by emphasizing the idea of "In order to be loved, we must first face the mortifying ordeal of being known."
- The names of the Queens of Clubs, Diamonds, and Hearts are changed: there was a group with earth powers with a specifically gemstone feel that wasn't "Diamonds" and there was a group focused most of all on love that wasn't "Hearts." Their new names are respectively Flowers, Currents, and Jewels.
- The Charms system is entirely reworked. Each Charm now has one simple basic generic action at its core that are like a noun or verb, and then 15+ upgrades that serve as adjectives or adverbs that expand the ability and play off each other to create more possible effects. This reinforces the self-expression by having your personal version of a Charm be very unique to you, and reinforces the anime genre by creating word-salad spell names.
- Govern and Connect are gone and others are renamed. The new Charms are Kiai (physical combat), Force (barriers and element manipulation and telekinesis), Step (feats of prowess and agility), Detect (learning information), Conjure (summoning items and allies), Plea (reaching out to others outside the group with your words), Illusion (illusions), Anthem (inspiring allies and friends to do and be better), Restoration (healing damage and undoing things, also covers Crazy Diamond creative-use-of-healing shenanigans), Ward (purifying and controlling and enhancing through a talisman), and Buster (inefficient flashy magical ranged attacks).
- All Princesses have affinity for the low-efficiency high-impact magical blast attack Charm "Buster" in order to match genre. Because no matter what, if you ask people what powers they think a magical girl should have, "huge flashy magic blast" is the *only answer you will get* until you specify that is already covered.
- Charms might just be renamed into Invocations because that's what they are when you get right down to it.

- The thing that used to be called Invocation, despite not really fitting the name, is now a Signet. Instead of being a dual-unlock you buy in order to buy other Charms, it is a different ability tree ranked at 1 to 5 dots and two different abilities to choose from at each dot rank. This is where old Practical Magic effects and Charms that required heavy Invocation investment go. Elemental versions of charms are handled by having Signets reward or apply elemental applications.
- It is also possible to get ranks 1-5 of your Signet without committing to an elemental theme, so you can pick whatever element that matches you if you want to go against the grain.
- Interstitial mood-setting or concept-explaining fiction is now included. Half of them follow a central narrative of a new Princess learning and coming into her role, and the other half are independent stories.
- Elements like becoming a Queen and leading a lot of Sworn followers are referenced but not included in depth because those belong in an expansion book. Similarly, Embassies are way, way shorter.