

Corruption City: A Lewd Mahou Shoujo RPG

Overview

Empress Calista’s tower is a magical girl themed lewd roleplaying game. Players take the role of magical girls as they encounter traps, tricks, monsters, and ultimately other magical girls who intend to convert the heroines into corrupted girls like themselves.

Setting

The game takes place in a modern world, but one where few are gifted with supernatural abilities. These abilities can include enhancements to natural traits, the ability to create magical constructs, manipulating physics, and the power to warp reality itself.

In particular, the story centers around a place called “Connection City.” Originally a small town that was near a major highway intersection, it was the site of a large-scale conflict between heroic and wicked magic users, respectively led by magical girls known as the Silver Valkyrie and Queen Misery. The conflict ended with both of the figureheads vanishing, though it seemed the Valkyrie had won as Queen Misery’s army was defeated and scattered.

After the conflict, the area around the town became known as a “calm zone” where no new magical abilities were discovered for several years. The Valkyrie’s followers remained to keep away those who use their powers for evil ends, and the town became known as a safe and stable place. It was able to grow in size and influence until it absorbed the highways into its urban design, wrapping them in a giant ring around the city.

More recently however, the stability was shattered as the Silver Valkyrie reappeared and magical gifts started to appear in unusually high numbers, seemingly making up for lost time. With the return of their leader, the heroes that had been defending the city began recruiting newly gifted young people to help protect the city from others who use their powers for harmful purposes.

The Magical Girl Academy

Most famous for training young women to use their abilities to fight crime and save people, the Valkyrie’s School for Gifted Women is an all-purpose resource center for all things related to magically gifted women and girls. A variety of experienced magic users act as mentors, offering their experience and knowledge about the workings of magic, leading a double-life, and keeping a magical identity a secret. In addition there are more general resources such as therapy and housing not only for magical girls, but anyone affected by magical incidents.

After sufficient education and training, students of the academy may actively participate in patrols or respond to incidents. In order to help coordinate with each other, they receive communication devices individually designed to blend in with their magical outfits. In addition to audio transmission, each has a tracking system that allows them to see each others’ relative location on a radar display.

Game System

The current game is based on the Fudge game system. Fudge is an adaptable system with many ways to customize. This game will be driven primarily by role playing, with game mechanics and character sheets acting as a way of tying character abilities and situations down to ballpark estimates to help decide how the various things happening in-game play out.

Levels

The game system uses levels as a way of loosely quantifying various things, such as how difficult a task will be to perform, how potent an ability is, or which way and how dramatically the element of chance influences an outcome. Each level has a descriptive adjective to help make the scale intuitive.

Terrible -3
Poor -2

- Mediocre -1
- Fair 0
- Good +1
- Great +2
- Superb +3
- Superhuman +4
- Legendary >4

The target level of an action is the lowest level of result that can succeed. The target level is set by the DM, and will vary based on the situation in-universe. A roll of the dice will be added to an attribute or skill, and compared to the action's target level. Terrible is the lowest possible target level; any actions that would theoretically have a lower target will count as free actions.

Depending on the situation, the results may not be a simple question of pass or fail. Some situations may have multiple outcomes, such as partial success, or success with consequences. Some cases may involve a goal that is unlikely or impossible to succeed in only one attempt, or within the in-universe timeframe of a round. In these cases individual attempts will be tested against a target level for progress, lowering or raising a second target for completion of the goal.

Dice

When rolling, the game will be using fudge dice; Six-sided dice which have sides marked with pairs of +, -, and blank. + adds one, - subtracts one, while blank makes no change. The game will use an electronic equivalent for a set of four fate dice, giving the following range of outcomes and odds.

- 4 1/81
- 3 4/81
- 2 10/81
- 1 16/81
- 0 19/81
- +1 16/81
- +2 10/81
- +3 4/81
- +4 1/81

Awareness

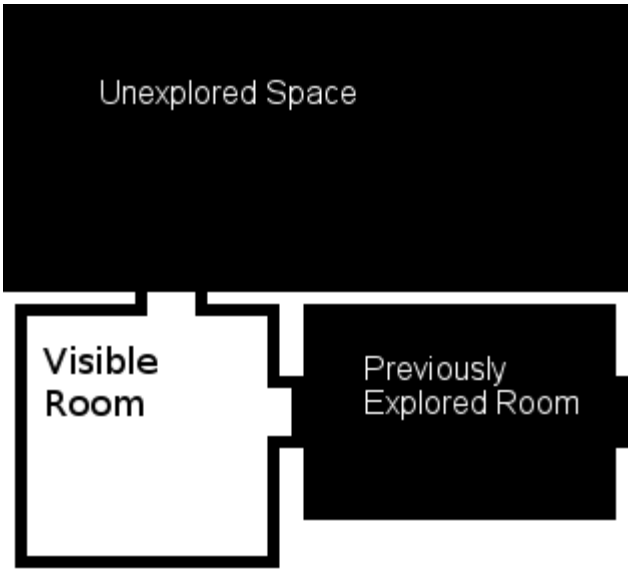
Players receive information based on how aware characters are of their surroundings. This can include how much information about a room and its contents is revealed upon first inspection, additional details discovered by examining a specific object, and any other observations. To avoid bottlenecks between players that play at different times, any information discovered by a heroic magical girl can be considered known to all characters in the party.

How much information is discovered depends on a character's attributes or skills, the luck of rolls, and other factors which can change the amount of detail described.

Playfield

The map

The map is the game's playfield, players will move their characters between various rooms to progress through the game. The map will start mostly hidden, and will be revealed as characters explore. As players move on, rooms they leave behind will eventually be covered, indicating the party is no longer aware of what is happening inside. The layout of previously explored rooms will still be visible.



Movement

Each round, a character has a limited pool of action points. When there is no opposing force or obstacle, moving from one room to another costs a single action point. Actions to cross an obstacle or other opposition may take one to five action points based on the difficulty and how successful or unsuccessful the attempt at crossing is, typically taking two on a successful move.

Key

The map will show the locations of player characters, as well as various things inside revealed rooms that characters may interact with.

Important

-  Downward stairs: Path to a lower floor
-  Upward Stairs: Leads to a higher floor
-  Key: An important object
-  Lock: A blocked path

Opposition

-  Obstacle: Something that passively impedes movement through the room.
-  Hazard: An active threat to party members present in the room
-  Burst: A sudden threat to all party members in a room
-  Trap: A hidden threat, this icon appears when a trap is detected or activated.
-  Monster: A magical construct capable of acting independently
-  Area defender: A stationary threat that guards a room or an area of a room

Threat types

-  Stripping: Threat of armor loss
-  Complicator: Threat of a complication
-  Seduction: Threat of corruption

Other Things

-  NPC: Minor characters, or characters that the party knows little about
-  Treasure: An obtainable item
-  Monster Nest: A place on the map monsters generate from.
-  Unknown: Something of unknown significance

Creating a character

The default character is a transforming magical girl; normally an ordinary person, but in an instant can gain a magical outfit, special abilities, weapons, tools, and even changes in appearance. However, this isn't a strict rule. Your character doesn't have to be a girl, or strictly magical; However all characters will have to play by the same rules, which are written with that default in mind.

Character name

Your character will have two names, one is a codename they use when acting as a magical girl, the other is their given (normal) name. Common formats for codenames are "adjective noun" or "noun title."

Character Description

This should be at least a small paragraph, giving an overall description of your character's history, abilities and personality. Adding appearance details is recommended as well, especially if you don't have a fitting image for your character.

Creation Points

A character's abilities in-game are decided by how the player spends their creation points, the core of which are attribute levels. Attribute levels can be spent on increasing attributes, or exchanged for Skill Levels or Gifts. A character starts with 10 attribute levels divided between two pools; 4 in the "base" pool, and 6 in the "magical" pool. Creation points from the "base" pool can be transferred to the "magical" pool, but not in the other direction.

Attributes

Attributes are a set of general abilities intended to give all characters the ability to perform the most basic actions in the game, and cover a wide range of possible actions overall. The attributes and a few examples of what they can be used for are:

- Agility: Running, dodging, balance
- Analysis: assessing enemies, analyzing objects
- Perception: sensing enemies, detecting traps, finding hidden things
- Dexterity: grabbing and holding, climbing, precise manipulation
- Strength: fighting, moving or lifting heavy objects, breaking things
- Will: resisting corruption, purifying others.

Base attributes start at -2 (Poor) and can be raised by spending attribute points. Each base attribute level can be raised to a limit of +2 by spending attribute levels. Each attribute level raises an attribute by 1, **excluding Will, which costs two levels per point.**

If a player wants additional attribute levels to spend, they may trade an attribute down, essentially the reverse of spending attribute levels. Lowering an attribute by one will give one level to spend on another attribute or other character abilities. **Will is an exception in this case as well, and will award two attribute points per level it is lowered.**

Magical attributes are an addition to the base attributes, typically raising a character's ability beyond what they'd be capable of as a normal person, to a maximum of +4. Magical attributes can be added in the same way, and they can also be traded down for additional points. In this case, a character will have a lower attribute when transformation is active in exchange for more creation points to spend on magical abilities. The blank character sheet has a "Difference" field to record the raw changes from base to magical.

Skills

Skills are the more unique talents and skills a character can use to perform actions, particularly in terms of magical abilities. While the base attributes are intended to cover a wide range of actions, skills should typically be more specialized abilities that have narrower application but greater effectiveness. Where attributes cover the basics, Skills are what makes a character especially potent in the right situation.

Skills should be a primary means of performing actions. If the unique trait does more to assist in performing an action, it is better included as a Gift.

Being specialized, skills will generally be more useful than attributes for tasks that could use either. As examples; high analysis and perception could be used to determine the traits of a magical weapon, but moderate experience in analyzing magical items would be more useful for that purpose, and someone with honed skills in combat and/or a

weapon will generally be a better fighter than someone with only raw strength. In exchange however, those skills would not be useful in as many other situations, while high attributes would.

Skills can also allow types of actions that couldn't be performed with the base attributes, Particularly magical abilities like manipulating elements or conjuring objects.

Skills will be balanced based on DM judgment, generally making more specialized skills more powerful when the opportunity to use them comes up, while broader skills will be less potent. Skills written with inherently potent effects may be balanced with built-in drawbacks or consequences on failed attempts.

The primary limit on skills is game balance, and the difficulty of maintaining purity against corrupted traps and enemies is one of the main aspects of challenge in the game. For this reason, Skills with purifying effects are expressly forbidden.

Most base (non-magical) skills should consist of abilities that can be gained by studying, practice, or experience. Such skills can be attempted by anyone, but they default to -3; (Terrible) if the character doesn't have any skill levels assigned to them.

Magical skills are specific magical abilities or other magical aspects that can be used to perform an action. Magical skills cannot be used unless they are created by spending Skill Levels. The first skill level added will create an ability at -2; poor. Magical skills should be tagged [Magical] immediately following the name of the skill. The maximum level of skills is +4. Unlike attributes, mundane skills aren't capped lower, and are instead lower in overall potential by the basic rule that they can only include skills and knowledge normal people are capable of.

One Attribute Level can be exchanged for three Skill Levels. As Creation Points, individual Skill Levels can be transferred from the Base pool to the Magical pool.

Gifts and Faults

Gifts are passive beneficial traits that can't be directly used to perform actions or are mostly supportive of other abilities. Faults are the opposite, negative traits that might restrict the actions the character can take or otherwise hinder the character. Both should work passively, automatically giving benefits, drawbacks, or expanding/limiting the actions a character can take.

Gifts and Faults can be applied to either the base or the magical pool, costing or awarding creation points to the appropriate pool. Gifts or Faults from the Magical pool should have the tag [Magical] immediately following the name. A magical gift or fault will only apply when transformation is active.

A typical balanced Gift will cost two attribute levels. A fair Fault will award two attribute levels. These are the most unique character traits and must be approved by the DM; who may suggest changes, decide the creation point cost should be different, or declare a gift or fault fundamentally unbalanced.

Mandatory fault: [kink]
To make the game a little more interesting, each character must have a base Fault called a kink; A situation, a type of partner, or any other stimulus that causes them to let their guard down, specifically towards incoming corruption. This fault accounts for two of the attribute levels a character has by default.

Creation Point Trading Summary

- 1 Attribute Level = 3 Skill Levels
- 2 attribute Levels = 1 Gift
- 1 Fault = 2 Attribute Levels
- 1 Fault = 6 Skill Levels
- 1 Fault = 1 Gift

Character Sheet

Below is the template for characters

[ALIAS] / [NAME]
Description:

Attributes	Base	Difference	Magical
Agility:	-2	0	-2
Analysis:	-2	0	-2
Perception:	-2	0	-2

Dexterity:	-2	0	-2
Strength:	-2	0	-2
Will:	-2	0	-2

Skills:

Gifts:

Faults:

Kink:

Map marker

Each character will also need to have a symbol to represent that character on the game map. Players need only describe the type of symbol they want their character to have, but player-made markers will be used if they fit the format; 24x24 pixels (touching all sides), single color (easily visible against white), and a single continuous shape (selectable with the magic wand tool)

Connections

Players may optionally flesh out a character’s history and potential interactions by describing additional characters. Ideally. Connected characters may then be used by the DM to help create in-game scenarios.

Example Characters

Mochi Bunny / Shannon Clevenger

Shannon Clevenger is a girl that tends to shy away from the spotlight and blend in. She doesn’t hate attention, but rather the excitement from being focused on can easily become too much for her. She practices singing and dancing, and has a few flashy outfits, but she keeps all of that hidden at home.

She happens to be gifted with the ability to transform into a magical girl in a bunny-themed outfit. She isn’t exactly comfortable in the showy costume, but can usually power through by focusing on whatever task called for her abilities. So far she’s been too timid to visit the Magical Girl Academy to receive official training, but does what she can to help people when she sees trouble.

Her Magical outfit consists of a pair of life-like bunny ears, a collar and cuffs attached to nothing on her neck and wrists, a deep blue open back and bare-shoulder leotard, tan pantyhose and a pair of block-heeled shoes.

Attribute	Base	Difference	Magical
Agility	-2	+2	0
Analysis	0	0	0
Perception	0	0	0
Dexterity	-2	0	-2
Strength	-2	0	-2
Will	-2	0	-2

Skills:

Lunar Gravity +2 [Magical]

At will, Mochi Bunny can reduce the force of gravity on herself, along with anything that is both in contact with her and within a small space around her.

Mochi Mallet +2 [Magical]

A magical wooden mallet that Mochi Bunny can move as if it were light as a feather, but strikes anything else with significant force.

Mochi Pestle -1 [Magical]

An object Mochi Bunny can summon; appears half-full with steaming rice. When Mochi Bunny hammers the rice, it expands without limit into a dough-like substance that becomes thicker and stickier the more it is worked.

Gifts:

-None-

Faults

-None-

Kink:
Shy Exhibitionist
She likes the idea of being cute, sexy, and admired, but when actually in such a situation she quickly becomes a blushing, trembling, mess. She can normally overcome this by focusing on an unrelated task, but when such a distraction isn't available, she can quickly be overwhelmed by the excitement and embarrassment.

Sugar Diva / Carol Harper

Carol is an outgoing girl that tries to be everyone's friend. She is a talented singer and dancer who loves to be an uplifting influence. She runs an after-school club that usually organizes performances like plays or talent shows, but Carol is known to suddenly shift to different activities as a way of showing support towards people she feels are in need. Carol has the power to transform into Sugar Diva, a magical girl with a magical microphone that can alter her voice in various ways. Typically appearing in a fluffy and frilly pink dress, she can seemingly modify her outfit with few apparent limits, and even alter her own appearance along with it.

Attributes	Base	Difference	Magical
Agility:	-1	+1	0
Analysis:	-2	0	-2
Perception:	-2	0	-2
Dexterity:	-1	+1	0
Strength:	-2	+2	0
Will:	-2	0	-2

Skills:
Actress: +2
Honing her skills with her club, Carol is good at getting into character and feigning emotions.

Wardrobe change: (magical) +2
Her magical outfit can be changed seemingly without limit and even the appearance and shape of her body can be altered slightly, making it easy for her to stand out against the crowd, blend in, or disguise herself, perhaps even as someone in particular.

Magic microphone: (magical) +2
Sugar Diva can alter her voice in various ways when speaking into her microphone, making her voice sound different, changing her volume, or even focusing the sound waves in a specific direction.

Gifts:
(none)

Faults:
(none)

Kink:
Praise Seeker:
While she tries to appear humble, A lot of the effort Carol puts out is motivated by a desire to have people think highly of her. It's hard for her to refuse someone who she feels sincerely flattered by.

Heavy Rook / Casey Adcock

Description:
Casey is an aspiring athlete, honing her strength and skill in many sports. She wears plain clothes and has her hair cut short for practicality, but along with her muscular build this leads to people frequently mistaking her for a boy. She recently made swimming her primary workout in part to cut back on the confusion, to moderate success.

Her magical transformation, going by the codename Heavy Rook, consists mostly of heavy armor that's almost like a mechanical suit. It's large and heavily protective, but also bulky, heavy, and sometimes blocks her view.

Attributes	Base	Difference	Magical
Agility:	-1	-2	-3
Analysis:	-2	0	-2
Perception:	-1	-1	-2
Dexterity:	-1	-1	-2
Strength:	-1	+3	+2
Will:	-2	+2	0

Skills:

Heavy Fist: (Magical) +2

Giant steel-like hands appear in front of her real ones, mirroring their movements. Can be used like tools to do things like pry and crush, in addition to being a blunt weapon.

Heavy Grapple: (Magical) +1

A pair of projectiles mounted on the hips of her suit that can be fired closed like a harpoon or open like a claw to grip a surface or object, and then reeled in to pull her and the target closer together.

Gifts:

Heavy Armor

Her magical outfit is sturdier than is typical, better protecting her against both physical and magical threats.
[+2 to maximum armor]

Faults:

Kink:

Petite dom:

Normally being strong and capable suits Casey just fine, but being made helpless is exotic and exciting to her, especially if she's being forced to submit to someone who doesn't appear threatening.

Character Status

In-game, there are a few ways a character's current condition is measured.

Armor

Armor keeps track of the state of a magical girl's outfit. Her enchanted wardrobe provides essentially perfect physical protection, even if it takes on a form that doesn't look protective; like a frilly dress, a kimono, or a bikini. As a magical outfit protects its wearer, it may wear down and become damaged. If a magical girl's outfit receives too much damage, her transformation will collapse, deactivating all of her magical abilities.
As a magical construct, it also offers protection from corruption, however it becomes less effective at this role if it is damaged.

Armor starts at 12 by default, and goes down as a magical girl receives damage. If it reaches 0, she loses her transformed state.
When transformation is inactive, energy will gather, allowing her to later re-activate her magical form.

Corruption

Corruption is a magical substance that infects people, altering their minds as it gathers inside them. When a person is sufficiently saturated with corruption, it will start to grow inside them, making them a new source. Ordinary people are largely defenseless against corruption, and will quickly be overcome when exposed to it. However, people who have magical abilities have a magical aura of their own, making it harder for corruption to take hold. However, if a person with magical abilities becomes heavily corrupted, their powers will take on the infective energy, making them very dangerous spreaders of corruption.

As corruption takes over, a person will become more and more hedonistic; becoming more likely to indulge desires they would normally deny. Senses of duty and responsibility fade, as do inhibitions and anxieties. Additionally, corruption causes an increase in sex drive, encouraging them to spread corruption through physical contact. In addition to amplifying lust, this also causes many non-sexual desires to take on an erotic element.

Corruption starts at 0, rising as a character is exposed to corruption. At 12, the level of corruption is high enough to turn a magical girl from a hero to a corrupted magical girl. A corrupted magical girl's corruption must be reduced to 6 to bring her back to her senses.

Addiction

While a corrupted magical girl can be purified enough to cause her to reject the corruption, A lingering desire to return to her corrupted state will remain. Each time she is purified, she will hold onto a growing amount of corruption, and subconsciously make her magical outfit more provocative and smaller, causing it to be less effective at repelling corruption.

Addiction starts at 0, rising by 1 each time a character's corruption rises to 12. Upon being purified, a character will retain two points of corruption for each point of addiction. Each point of addiction also reduces a character's maximum armor by 2.

At four points of addiction, the character can no longer be purified enough to overcome the temptation.

Inventory

Characters may find objects as they proceed, some may be important items to progress, others may be helpful tools or valuable in other ways. Other objects may not be particularly important or useful, though a creative player may find an excellent use for something that wasn't meant to be special. Some items however may be dangerous. Anything a character collects will be listed in their status.

Each player may choose a few mundane objects for their character to have at the start of the game.

Complications

In addition to the loss of armor and exposure to corruption, characters may be afflicted with various complications, lingering effects from traps, tricks, attacks, or other encounters. Complications are essentially temporary faults, which may reduce attributes, disable or weaken skills, or have any number of other effects. These complications will be noted in a character's status.

The effects of a complication may be described when applied, some may need to be analyzed, some may remain a mystery until they first take effect.

Some complications will fade over time, while some will need to be nullified through action.

Action Points

Action points are intended to help even out the number of actions taken by different players in unsynchronized roleplaying. Action points will be replenished at the start of a round, which will happen after all players have either used all action points, declared they are done taking actions for the round, or have been idle for more than seven days. (With idle being defined as having taken no actions in-character.)

All characters will start with 12 Action points each round.

Free actions

Free actions are tasks so simple or trivial that neither luck or skill is needed to perform them. Such actions can be performed at any time with any frequency. Examples include giving items, talking to other characters, or simple interactions with clearly described objects.

Actions that are not trivial enough to be counted as a free action will cost action points.

Movement

Movement can take a range of action points. Movement through the map is typically measured in "rooms" with one action point taken when moving from one room to another.

Crossing obstacles within a room can vary in action point costs, with a default of two action points. A strong success can lower the cost to one point, but an attempt that does poorly can take up to five action points to represent the time and effort taken to cross.

Inspection

Inspection actions are any action that involve a character taking a moment to gather information. This include things like examining an object, taking a look around an area, and convincing a person to give information. Inspection actions take one action point.

Major Action

Major actions are any action that can't be described as any of the above, and are generally the actions taken to make progress within the story. Major actions will usually cost five action points.

Playing the game

Taking Action

With few exceptions, all actions are decided by the players. Players may choose inventive actions, however the target level will be adjusted based on how ambitious the action is. When taking more creative actions, players may want to ask the DM how difficult the task may be, however character awareness may play a role, meaning an inspection action may be needed or the target may not be knowable, at least until attempted once.

When taking action, first describe what goal your character is attempting to achieve, and how. This should be done in the form of a simple summary of the action taken and the intent behind it. After the summary, the player should add any appropriate narration and dialogue.

Example:
[Attempt to knock the rock across the gap, creating a tightrope]
Mochi Bunny tugged on the rope, Making sure it was tight enough to keep hold. Satisfied with the knot, she moved around the rock, holding up her mallet like a golf club as she took a swing.

After the action is decided and rolled, The DM will respond to describe the outcome, updating the map and other data as appropriate during regular check-ins.

Movement actions

Minor movement actions, such as moving between rooms unopposed, will generally take only one movement point and not require a roll. More significant actions can vary in how many movement points they consume, especially based on how successful an action is. When the action’s result matches the target, the cost will normally be two movement points, exceeding the target may result in a cost of one point. The consequences for a result lower than the target can vary based on the obstacle, such as a higher movement cost, damage to armor, or getting caught within the obstacle.

Attacking and Responding

Attacking actions include any actions made against another character. Besides literal combat, it also includes actions like trying to take an item another character possesses, shoving someone out of the way, or trying to deceive someone.

If a player’s character is targeted by an attacking action, they have a chance to roll a response action. Players may choose how their character responds, and thus the skill or attribute used to defend. Response actions are not additional action points. A response action must be focused on thwarting the attacking action, and response actions that attempt to achieve additional goals will require the use of an appropriate action point.

Multiple targets

When attacking, a player may choose to target any number of enemies in a room. However, making an attack against more than one target takes more skill and effort, meaning the result of the action will be lowered. Targeting multiple characters or objects will lower an attack result by one level per target.

Alignment battle

Magical girls, both Heroic and Corrupted, are intent on changing the other’s alignment. Heroic girls use their own magical auras to force corrupted energy out, reducing or removing its influence. Corrupted magical girls use the corrupt energy flowing through them to infect others.

The only attribute valid for these actions is Will, and the creation of purifying skills is forbidden. For each level the attack exceeds the defense, up to one corruption point can be dealt, weighed against the target’s armor stat.

The heroic mission

Heroic magical girls explore corrupted structures in their quest to find and stop the spread of corruption; Passing obstacles, avoiding hazards, and fighting corrupted magic users, along with monsters they create and corrupted people that assist them. At most times, the goal for the heroic party is to find a way to the next area, another step towards finding and stopping corruption at the source.

Heroic Actions

There are a number of specific actions heroic magical girls can take.

Purify ally:

As magical girls are afflicted by corruption, they may decide to take a safe moment to purge each other of its influence. The Will stat is combined with a dice roll, which is tested against two targets. First, a “Purification” target level is decided by how corrupt the targeted ally is. Each level the result exceeds this target will result in one corruption point removed from the target. The second “backfire” target is based on how corrupted both magical girls involved are. For each level the result is lower than the target, one point of corruption will be added to the acting player.

Reactivate Transformation:

A free action that activates a magical girl’s transformation. When not transformed, the armor counter will rise to represent gathering energy. If a magical girl transforms when the counter is at 12, her armor will be restored to full power. If it is less, the transformation will start with $\frac{3}{4}$ the amount of energy gathered.

Playing as a corrupted magical girl

When a magical girl’s corruption reaches 12, she abandons her role as a hero; Instead she desires to stay corrupted and carefree. Aware that the other girls in her group are trying to eliminate the corruption, she will see them as a threat to her enjoyment, unless they are converted as well.

Corrupted magical girls have a singular goal, which is to corrupt heroic magical girls. They may use their own skills directly, enhance existing hazards, or support monsters or other corrupt magical girls.

The stronger a magical girl’s will is, the more exposure to corruption she can withstand before giving in. When a stronger will is finally overcome, the resulting corrupted magical girl will be even more saturated with corrupt energy.

Movement and analysis

Corrupted magical girls are unable to move to other rooms when in the same room as any heroic player characters. Their movement options open after all heroic magical girls have either left or been converted.

When no heroic magical girls are present, a player-controlled corrupted magical girl can freely move to an adjacent room, or slip into the hidden areas of the map. Afterward, at any time she can reappear in any room adjacent to a hidden room. She may also be retroactively placed hiding in a recently revealed room by winning a roll against a heroic magical girl’s action to examine a room.

Working as an enemy to heroic player characters, a corrupted player character does not need to analyze or assess threats; she is herself a threat.

Action

Corrupted magical girls perform actions in the same freestyle manner as their heroic counterparts; Declaring actions and combining attributes or skills with a roll of the dice. Because they don’t need to analyze and have either free or restricted movement, any action by one counts as either free or major, with two major actions allowed per turn.

Homefield advantage

A corrupt magical girl in a corrupt place gains some advantages over heroic magical girls trying to invade. The corrupt magic in the air feeds into her power and can even be used without having to absorb it first.

When actively in-play, corrupt magical girls may regain 1 point of armor each round they neither receive damage to their armor nor have their corruption lowered.

Corrupt magical girls can multitarget one extra target without a penalty to their result.

Where and how the game is played.

Current plans are to run the game on a dedicated Discord channel. The DM will check in regularly and respond to any posts or actions by players, giving narration and updating the map as needed. Each week, or after all player action points have been used, the DM will make a post summarizing the current status of all players and all action points will be restored.

A bot enables dice rolls. The command for a roll of fudge dice is: !roll 4df

Roleplaying suggestions

Clothing Damage

If you care to put extra emphasis on your character being stripped, or have some continuity with the way they’re exposed, consider making a scorecard of the various parts of your character’s outfit and assign your character’s armor points to them. As your character loses armor points, choose garments to remove the points from. (perhaps by rolling dice.)

transformation and mundane objects

Ordinarily, a transforming magical girl’s normal clothes are stored in a pocket dimension, where she may also store other objects. An access portal can form anywhere along magical armor to retrieve such items. It’s up to the magical girl herself (and by extension, the player) where exactly these portals open.

In-universe, when normally deactivating transformation, whatever normal clothes a magical girl was wearing are placed back on her body. It’s up to the player whether this happens when their character’s transformation is forcibly ended, as is what the character was wearing before transformation.

Suggestions on how to envision a character’s outfit at different armor levels

- 12: Pristine, no damage at all
- 11-10: Minor Damage, a few tears or cuts
- 9-8: Notable damage, one large portion or many small parts are missing
- 7-5: halfway gone
- 4-3: heavily damaged, the wearer is more exposed than covered by now
- 2-1: Barely wearable, too damaged to preserve more than a trace of modesty at best.
- 0: Destroyed; The magical outfit simply isn’t able to hold together, dissolving completely.

Writing corrupted characters

While corruption does dramatically alter a person’s priorities and behavior, they retain their individuality, becoming a more impulsive and unrestrained version of themselves. The dissolution of responsibility and embarrassment will cause the most dramatic change in characters who are timid and self-restrained.

Think about where your character would normally exercise self-control and ask yourself what they may do that they normally wouldn’t. Also consider what they may have always wanted to do, but didn’t because of anxiety or embarrassment, in addition to moral restraint.

Corrupted form

Players may add extra flavor to their character by deciding how they may be different when overcome by corruption. This can include changing their code name to reflect their new attitude, changes in costume, or any other ways the character changes with no inhibitions or sense of responsibility. This has no bearing on the game mechanics, and is just a suggestion.

Here’s a list of suggestions to consider at different corruption levels

- 0: Pure, no traces of corruption
- 1,2: Subtle reduction of personal inhibitions
- 3,4: sexual thoughts increase
- 5-7: Behaves more impulsively, more indulgent, moral and social restraint starts to fade
- 8,9: Becoming self-centered, more apathetic to the wishes of others unless their feelings are of personal interest
- 10,11: Heavily tempted by corrupt urges, may be very aware that they are close to the tipping point, but unsure if they wouldn’t want to cross the line.
- 12: Overcome, corrupted enough to overturn any sense of responsibility.

Connection City Cannon

The game’s setting has lore and background on how magical abilities work, but player characters are not required to fit into the typical rules of the setting. Aside from being optional suggestions, the below sections also clarify worldbuilding details.

Becoming Gifted

When a person receives magical gifts, they most often activate immediately and at a moment when needed. The nature of abilities isn't explained in words, instead they receive an intuitive, though typically not clear, sense of what new abilities they have. It's not understood where these gifts come from. Only a few isolated patterns have been observed; the typical enchantment seems to emerge totally unexpected. Most of humanity has long since given up on trying to understand how people become gifted.

Codenames

Codenames are decided by people, generally based on abilities and appearance. Most often a gifted person will choose a name to go by, while the general public might come up with a name for such a person if they are seen regularly but don't choose or announce a title themselves. Codenames are a basic requirement in the magical academy, and are sometimes suggested or assigned by others for someone who has trouble choosing one.