

Random GM for Magical Fury

Complicate Life (GM)

The GM introduces something that makes life more difficult for one or more of the magical girls. It can be something mundane or something stemming from magical events.

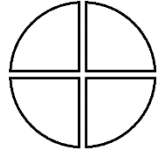
To use the following table, draw a card from a standard deck. The value of the card indicates the key word and a few examples. The suit of the card influences the outcome. Hearts are romance and friendships. Spades are rivals and malice. Diamonds involve losing material things and overcoming obstacles. Clubs are events that are twisted or influenced by dark magic.

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| A | Authority; the police are investigating, a mysterious group has sent an agent, a school official has some difficult questions, your boss needs to have a talk with you |
| 2 | Meetings; you stumble on a secret rendezvous, you get a note or message to meet someone, your school club has called a special election, you have an interview |
| 3 | Personal dynamics; the rumors are getting out of control, someone is having a bad day and you walked into the middle of it, they want to get closer or dump you |
| 4 | Motives; they have an agenda and it involves you, you've managed to get in someone's way, mildly curious or downright invasive they want to know your secrets |
| 5 | Repercussions; no good deed goes unpunished, you've hurt someone and possibly didn't even know it, karma never forgets, they dragged you into their mess |
| 6 | Acquisitions; they said it was a gift, things break and usually at the worst time, sometimes you end up inheriting someone else's problem, cash flow troubles |
| 7 | Luck; a lucky break for someone but not you, you run into (probably literally) just the person you're looking for, sometimes you have too much luck and attention |
| 8 | Chaos; accidents happen, power fails, animals start acting strangely or showing up where they are not supposed to, who thought a pop quiz today was a good idea? |
| 9 | Threat; the local bully has decided that you'll be an easy mark, your actions are going to get you grounded, you've become a social target of the 'popular' girls |
| 10 | Event; science fair is next week and you have nothing to show, school dance and all your friends will be there, the annual festival is coming, you get a special invitation |
| J | Thugs; bullies are bad but these guys are actual criminals, a pervert or predator is stalking you, police in full riot gear, what bad scene did you just step into? |
| Q | Complications; your best laid plans get swept aside, there is a cry for help, someone from your past appears unexpectedly, friends or allies make unusual demands |
| K | Trouble; your parents want a divorce, one of your parents has a job offer in another city, domestic abuse, someone close has a terminal illness, a natural disaster looms |

For example, you draw the Seven of Hearts. Perhaps you're running late for school and turn the corner at the gate only to collide with the guy you have a crush on. You are all up in his personal space and so close you can smell his breakfast. What do you do?

Advance a Threat (GM)

Threats do not come out immediately, but rather make themselves known over time. Threats are usually themed and premeditated. If you have a specific pacing or set of events planned, feel free to use that for your story. If you need something random or a little inspiration, you can use this table.



When the GM advances a threat, draw a card. This version assumes a four step clock, but some draws will advance a threat two steps. The suit of the card influences the outcome. Hearts are personal. Spades impact friends and family. Diamonds are more physical or material threats. Clubs are dark magic at work.

- A Rumors; no hard evidence but things are getting weird, strange feelings, clueless and conflicting witnesses, rumors of strange behavior in normally stable people
- 2 News; curious news stories, nothing supernatural but possibly something unnatural, unusual occurrences in the sky or sea, unexplained phenomena
- 3 Signs; with your own eyes you can see marks on people and things, colors and tastes are off, the very air has taken on a chill, dark, or oppressive nature
- 4 Fear; even mundane folks can sense something is wrong, mothers don't leave their children unattended, cops are edgy, the crazies start coming out to proclaim doom
- 5 Influence; citizens start taking precautions but they don't know against what, people make decisions that are not logical, mobs form - looking for something to focus on
- 6 Shifts; whole neighborhoods take on a strangeness that the mundane folks don't notice or assume is natural, normal activities take on sinister appearance
- 7 Damage; windows shattered, statues defaced, perhaps even burning buildings, agents (human or otherwise) are at work or taking advantage of the situation
- 8 Victims; people are being hurt and possibly killed, missing persons and animals are on the rise, victims are found wandering about dazed and confused
- 9 Panic; the general public is aware that something is wrong, stores lock up, people hide behind curtains in their house, dogs barking at nothing and birds take flight
- 10 Zombies; mobs roam the streets looking for someone to destroy, groups of people are driven to (attempted) mass suicide, people in a stupor walk to an unknown goal
- J Minions; aspects of a youma are on the move and causing mischief and panic, youma with the contagion move spread their disease, [advance the clock two steps]
- Q Lieutenants; major aspects of a youma are encountered and are causing harm, youma with the possession move have taken form, [advance the clock two steps]
- K Boss; the youma is on the move and creating major disruptions in the city, youma with the ambush move will strike and those with the nightmare move will spread their web of insanity to snare prey and capture players, [advance the clock two steps]

For example, you draw the Ace of Diamonds. Buildings feel claustrophobic. You're not sure if you hear the faint sounds of cracking ice like a glacier under pressure. This place is a death trap. What do you do?