

THE REAL MAGICAL GIRLS OF COLLINGWOOD



A FIASCO! PLAYSET

DEDICATION

To Allison,

You find ways of making our lives more magical by challenging us to take a break from mundanity and do more than we think we are able to - from box forts to costume contests, from onesie parties to LARPing, to all sorts of other adventures that we've had together. Thank you.

Love,

Mikey and Jess

BOILERPLATE

This playset is for use with Fiasco, a role-playing game from Bully Pulpit Games (www.bulypulpitgames.com). The playset itself is ©2015 by Jess Rowan Marcotte and Michael Marcotte. Fiasco is ©2009 by Jason Morningstar.

THE SCORE

You didn't choose the Magical Girl Life, the Magical Girl Life chose you. What's that sound? Oh, just the music queueing up for your 10-minute long transformation sequence.

Being a teenager is hard - there's that exam you have to study for, you're trying to swing a date with that cutie you've been eyeing on the bus, and you're pretty sure Mount Vesuvius is about to erupt on your face. Oh - and there's that talking animal that's been visiting you at night and telling you that you and your friends have been chosen to fight evil using your magical powers. This playset is for fans of Magical Girl anime and manga - maybe you're the goody-two-shoes who bakes cookies for all your pals, maybe you're the clumsy one who doesn't know how to talk to your crush, or maybe you're the powerful magic-user looking to take your rightful place in the world. See you after school!

MOVIE NIGHT

Sailor Moon, Cardcaptor Sakura, Magical Knights Rayearth, Magical Girl Madoka

SUGGESTED FLAVOURS

If you are having trouble deciding on a theme for your magical girl powers, take a look at our suggested flavours: Aristotle's Elements The Periodic Table of Elements Zodiacs signs Planets Seven Virtues Flowers Music Colors Adorable Animals The Seasons Trees Artistic Movements

RELATIONSHIPS

1 FAMILY

- ◻ Evil Twin and the Good Twin Who Will Stop Them
- ◻ Cousins who grew up in different cities.
- ◻ Older Sibling and Annoying Kid Sibling.
- ◻ Adopted Siblings Who Love to Fight.
- ◻ A Laissez-Faire Parent and a Troubled Child.
- ◻ One of you is a reincarnation of the other.

2 ROMANCE

- ◻ You tell everyone that you're "Cousins."
- ◻ Ex-lovers Sworn to Protect One Another
- ◻ The oblivious popular one and the geeky admirer
- ◻ You fight like a cat and dog but it still works.
- ◻ "That kiss meant nothing... right?"
- ◻ Fate keeps pushing you together.

3 FROM COLLINGWOOD HIGH SCHOOL

- ◻ The hall monitor and the delinquent
- ◻ You let them copy your homework
- ◻ Class Clown and Teacher's Pet
- ◻ The Talented Athlete and the Clumsy Best Friend
- ◻ The Bully and the Shy One
- ◻ The Gullible Teacher Constantly Falling For the Evil Plan and the One Who Saves Them.

4 EXTRACURRICULAR

- ◻ The budding superstar and president of the fanclub
- ◻ The assistant manager and bumbling new hire
- ◻ The wild and rambunctious partycrashers
- ◻ The clueless model and savvy agent
- ◻ The volunteer and the wise elder
- ◻ The Baker Friend and the Glutton

5 COURTLY POLITICS

- ◻ The reluctant “Chosen One” and their exasperated mentor
- ◻ The Royal Heir and their Knight in Shining Armor
- ◻ The Studious Scholar and The Natural Talent
- ◻ The Hidden Noble and the Decoy
- ◻ The Evil Monarch and their Spy
- ◻ The Double-Agent and their Achilles’ Heel

6 MAGICAL

- ◻ The Powerful Witch and their Thrall
- ◻ Magical Mascot Creature and Caretaker
- ◻ There can be only one.
- ◻ By our powers combined!
- ◻ They Know What You Can Do
- ◻ The First Two to Awaken

OBJECTS

1 TEENAGE STATUS SYMBOLS

- ◻ Your very own Tesla Model S
- ◻ An Entire Designer Wardrobe
- ◻ Two Backstage Passes to see the Femynist Killjoyz
- ◻ A Significant Other who is in College
- ◻ A Platinum Credit Card with a 10,000\$ limit
- ◻ A twitter account with 5000 followers

2 TRANSFORMATION AIDS

- ◻ A Diary that transforms into a spellbook
- ◻ A Pen that transforms into a wand
- ◻ A Jeweled Compact That Reveals Your Powers
- ◻ A Melodica that Transforms into a Warhammer
- ◻ A Pendant That Unleashes Your Magic
- ◻ A Cellphone That Taps Into the Ether

3 SCHOOL SUPPLIES

- ◻ Keys to the principal's office
- ◻ An unbeatable, but dangerous, science fair project
- ◻ The school Alicorn mascot costume
- ◻ An extremely overdue library book
- ◻ A locker full of cash
- ◻ Track and field Trophy

4 FROM AN AFTER SCHOOL SPECIAL

- ◻ Caffeine pills
- ◻ A pregnancy test
- ◻ A stolen copy of the upcoming exam
- ◻ A fake ID
- ◻ The bake sale cash box
- ◻ A revealing photo text message

5 POWERFUL MAGICS

- ◻ The Crystal of Unusual Size
- ◻ The Portal to the Evilverse
- ◻ The Seven Stones of the Rainbow
- ◻ The Draught of Forgetfulness
- ◻ The Pendant of Time and Tide
- ◻ A Spell to Bind the Powerful for All Time

6 WEAPONS

- ◻ A crystal sceptre with a missing jewel
- ◻ A Sword that can both Kill and Cure
- ◻ Your Dance Moves
- ◻ Fully armed type Z battlemech (Hot Pink, Glitter)
- ◻ The Arrows of Fate (they always hit the right target)
- ◻ The Power of an Emotion of your Choice

NEEDS

1 FOR NORMALCY

- To quit being the chosen one
- To pass the big exam
- To hide your secret identity
- To get a date
- To make the cheerleading squad
- To get a part time job

2 TO BE THE BEST AND...

- Catch/collect 'em all
- Upstage that other one
- Throw the greatest sweet sixteen party ever
- Lead your team to the championship
- Rule the World
- Become a Legend

3 TO SAVE THE WORLD...

- By sacrificing yourself
- By befriending the enemy
- And look fabulous while doing it
- By uniting with your friends
- By finding the key to all of this
- By kicking some butt!

4 TO COME TO TERMS WITH...

- ◻ • Being different
- ◻ ◦ The changes you are going through
- ◻ ◦◦ The death of a loved one
- ◻ ◦◦ The fact that it's them, not you
- ◻ ◦◦◦ Living for yourself and no one else
- ◻ ◦◦◦ Your teenage nihilism

5 TO SURVIVE...

- ◻ • The enchantment under the sea dance
- ◻ ◦ The first day of school
- ◻ ◦◦ The summoning ritual
- ◻ ◦◦ Getting suspended
- ◻ ◦◦◦ The final showdown between good and evil
- ◻ ◦◦◦ Your parents' wrath

6 TO HELP OUT A FRIEND BY...

- ◻ • Telling them a harsh truth
- ◻ ◦ Showing them the ropes
- ◻ ◦◦ Breaking the curse
- ◻ ◦◦ Being there no matter what
- ◻ ◦◦◦ Taking the fall
- ◻ ◦◦◦ Giving up something you value

LOCATIONS

1 RESIDENTIAL

- ☐• The Rich Kid's House
- ☐• Your Grandparents' Cottage
- ☐•• Your Backyard Alleyway
- ☐•• The Local Park
- ☐••• Lover's Lane
- ☐••• The wrong side of the tracks

2 OUT IN NATURE

- ☐• The tiny island in the middle of the Lake
- ☐• The hidden glen in the whispering Forest
- ☐•• The Beach (bring your tankini)
- ☐•• The peak of Mount Kyran
- ☐••• The caves behind the waterfall
- ☐••• The peaceful graveyard

3 SCHOOL

- ☐• Gymnasium / Enchantment under the sea dance floor
- ☐• Boiler Room
- ☐•• The Library
- ☐•• Under the bleachers
- ☐••• The School Cafeteria
- ☐••• The Science Lab

4 THE MALL

- ◻• Matilda's Magic Milkshakes
- ◻• Fashion Whirled
- ◻• Arcade City 2000
- ◻• The Movie Theatre
- ◻• Out in the parking lot
- ◻• The Security Desk

5 OUT OF THIS WORLD

- ◻• Moon Palace
- ◻• The International Space Station
- ◻• Your Home Planet
- ◻• The Cybernexus
- ◻• The Nethersphere
- ◻• The deepest depths of Outer Space

6 MAGICAL LOCATIONS

- ◻• The Dream World
- ◻• The Alternate Timeline
- ◻• Beyond the Veil of Death
- ◻• The Swamp of Sadness
- ◻• The Court of the Fey Queen
- ◻• The Hidden Floating Isle in the Sky

THE TILT

MAYHEM

- ☐ Mind-control!
- ☐ A frantic chase
- ☐ A dangerous animal (perhaps metaphorical) gets loose
- ☐ Magnificent self-destruction
- ☐ A moment of jealousy leads to an unwise decision
- ☐ Misdirected passion

TRAGEDY

- ☐ A friend is suddenly lost
- ☐ Somebody's life is changed forever, in a bad way
- ☐ Pain, followed by confusion
- ☐ A sacrifice is needed
- ☐ Confusion, followed by pain
- ☐ Death, after an unpleasant struggle

INNOCENCE

- ☐ Somebody is not so innocent after all
- ☐ A neighbor wanders into the situation
- ☐ The wrong guy gets busted
- ☐ Collateral damage
- ☐ Love rears its ugly head
- ☐ A well-meaning stranger intervenes

GUILT

- ◻• A visit from the (perhaps unofficial) authorities
- ◻• Betrayed by friends
- ◻•• Somebody develops a conscience
- ◻•• Greed leads to killing
- ◻•• Someone panics
- ◻•• A showdown

PARANOIA

- ◻• A stranger arrives to settle a score
- ◻• What seems like dumb luck isn't - things are afoot
- ◻•• Two people cross paths and everything changes
- ◻•• A sudden reversal (of status, of fortune, of sympathy)
- ◻•• The thing you stole has been stolen
- ◻•• Somebody is watching, waiting for their moment

FAILURE

- ◻• A stupid plan, executed to perfection
- ◻• Something precious is lost
- ◻•• A tiny mistake leads to ruin
- ◻•• A good plan comes unraveled
- ◻•• You thought it was taken care of but it wasn't
- ◻•• Fear leads to a fateful decision